



Foghorn RETRO BUTION HALLOWEEN SPOOKTACULAR

2025 Edition

Highlights

- Eternal night has returned to the Cartoon Network Universe as Halloween is back! [\(Happy Halloween\)](#)
- A new Event Nano is now available in the game, Jack O'Lantern from *The Grim Adventures of Billy & Mandy*! [\(Nanos\)](#)
- Several new items have been added to the game, accessible through the Halloween Event! [\(Items\)](#)
- Preview v3.0 vehicle speeds with a brand-new Halloween Event Vendor selling new vehicles! [\(Items\)](#)

Happy Halloween

- Halloween returns! Go to Eternal Vistas to participate in the main event.
 - Grind Pumpkin Spawns and their big brother the Jumbo Pumpkin Spawn to snag some snazzy Halloween treats!
- Jeff and Fred Fredburger have returned from probation to celebrate Halloween with us topsiders! Too bad they brought back the Pumpkin Spawns and Jumbo Pumpkin Spawns back... at least all the treats from last year and some new ones this year are here to farm! Law moves slower in the underworld than it does on the surface.

- **A new Event Nano has appeared! Jack O'Lantern from *The Grim Adventures of Billy & Mandy* is now available to create if you're able to earn the *Prankster's Feather* Nano Creation Item from Pumpkin C.R.A.T.E.s.**
- **A brand-new event vehicle vendor has been placed at the gates of Eternal Vistas bringing with them some exclusive event vehicles as well as a preview of the v3.0 updates vehicle speeds!**
- For the duration of Halloween, Croc Pots and Croc Pot vendors are now dressed up for the occasion.
- The Halloween ambience this year has been updated in-order to give it a more unique flair and to improve visibility.
 - The sky textures have been adjusted to let color be applied to it better.
 - The moon texture has been adjusted and turned green to give it a more Fuse-y look reminiscent of the Ben 10: Omniverse Halloween special.
 - The ambience of the sky has been given a purple hue and a brighter look than last year to help visibility and give it a new look.

Nanos

- Jack O'Lantern from *The Grim Adventures of Billy & Mandy* is now available as a brand-new Event Nano! Unlock him by using the Prankster's Feather creation item in your inventory.
 - He's a Cosmix Nano with the following abilities
 - Tickle Tickle (Sleep - Area)
 - Last Laugh (Snare - Cone)
 - Don't Lose Your Head (Revive - Self)
- The text in the Nano page of your inventory describing the acquisition method for Event Nanos has been changed in-order to specify the item required to create the Nano.
- Previously, if you used either the Yes or Okay emotes with your Nano out, they would play the same animation. However, we discovered an unused "thumbs-up" animation for the majority of Nanos. This unused animation will now be the animation that plays when using the Yes emote with a Nano out in-order to better match the player animation.
 - Currently, Buttercup and Eduardo don't have a "thumbs-up" animation. We plan to rectify this in the future.
- The typo in Humungousaur's name has finally been fixed after 15 years. More information in the UI section.
- In a previous update, we pushed a large amount of text edits to Nano Power descriptions in-order to better describe certain abilities as they worked in Retrobution. Apart of these edits, description changes to Recall - Self Nanos were accidentally pushed, describing a rework that

did not make it to the live game. We're sorry for any confusion this caused and their descriptions have been reverted back to their original ones from Retro for the time being.

Items

- Over 20 new items have been added to the game, available through Pumpkin C.R.A.T.E.s and Weeper C.R.A.T.E.s.
- Some item positions have been moved around.
 - Stygian Quills have been moved from being a Weeper drop into being a Pumpkin C.R.A.T.E. drop. It's harder to get than a normal Ultra Rare item.
 - Grim's Scythe has been moved from being a Weeper drop into being a Pumpkin C.R.A.T.E. drop.
 - The Solomon Hat has been moved from Weeper into a new, permanent spot at the Level 10 Jerk O'Lanterns in Endsville, similar to the original *FusionFall Retro*. Unlike *Retro*, every Jerk O'Lantern has a chance to drop a C.R.A.T.E. containing the item and the drop rate is much more forgiving.
- A fix meant for v3.0 has been pushed early to go along with all the other Billy & Mandy content this update! The Underfist Pants originally had a big, ugly red Mandark M on them despite the icon not featuring anything like that. As such, we've removed the M so that the original intention of the design could be restored.
 - While we were at it, we also decided to update the icon of the Underfist Pants.
- Several new Halloween vehicles are available now through a newly placed Event Vendor at Eternal Vistas this year. They're a bit more expensive than standard DXs however they preview the speed changes coming in v3.0 by being 1,500 Class! Although v3.0 vehicle physics aren't in the game yet, we hope you enjoy this preview at how fast you'll all be going soon.
- A few items have gotten texture updates.
 - The regular Rune Sword now has a blue gem instead of green to differentiate it more from the Possessed Rune Sword.
 - The Gwimbly Shirt and Pixel Heart Polo both lacked proper shadows on their textures, this has been fixed.
- Several icons of items from the original game and Retro have been updated to improve their quality. We plan to update more icons over time.
 - Cannonbolt Set
 - DexStar Set
 - Eduardo Set
 - All Frogman Sets (this includes fixing the Punctured Frogman's Leggings icon to be the right color)
 - Mitch Rocks Tee

- Captain K'nuckles Tee
- Shnitzel Tee
- Supercow Tee
- Ben Tennyson Tee
- Blossom Flight Tee
- Bubbles Flight Tee
- Buttercup Flight Tee
- Jigsaw Shirt
- Zigzag Shirt
- Seesaw Shirt
- Heehaw Shirt
- Bigtop Shirt
- Gwimbly Shirt
- Pixel Heart Shirt
- Cybergoth Shirt
- Kindergoth Shirt
- Goth Shirt
- Gorey Shirt
- Bauhaus Shirt
- Frosty Pullover
- Ancient Evil Long Sleeve
- Collegefarer Pullover
- Destroy Build Destroy Long Sleeve
- Dude, What Would Happen Long Sleeve
- Level Up Long Sleeve
- Devil Horns
- Castor Beanie
- Milkshakes
- Pencil Back
- Freakosaurus Tech Helmet
- Apple of Discord Series
- T.H.U.M.P.E.R. Series
- Levithan Series (includes Bad Max Concussor)
- Disco Bomb
- Giant Turkey Leg
- S.C.A.M.P.P.
- Spitwad Sniper Rifle
- Painsaw Gauntlet
- Vermiantor X-Terminator
- Rune Sword

- Possessed Rune Sword
- Milk Magnum

Player

- The animation that plays when you Dash now changes based on the weapon type you're holding. This includes a new animation for Dashing with Rockets while in the air, Dashing with Pistols while on the ground and Dashing with Rifles while on the ground and air. This change was originally slated for v3.0 but has been pushed early to coincide with bug fixes to Dash this update. (see Bug Fixes)

Mobs

- You may remember that last Knishmas, Spawns were given the ability to wear various Santa Hats for the season. We've expanded on this system for use in the main game as well as with expanded functionality for events and as such several changes relating to this have come in this update.
 - During Halloween, Fusion Spawns and Dexbots will now wear various hats from the Halloween Event.
 - We've permanently rebranded the Sneaky Spawns and Super Sneaky Spawns in Candy Cove to Swashbuckler Spawns and Captain Spawns in-order to better fit the area. As such, you'll see a handful of them running around with pirate bandanas and captain hats using textures made for *FusionFall Legacy*.
- The Fusion Spawn has received an updated icon to match with the Swashbuckler Spawns icon.
- Fusion Grim and Fusion Him have received updated textures with altered colorings to improve their looks and fit with the brand new items based on them.
- Previously the Father Freakosaurus and King Coldblood mobs had the wrong drop tables attached to them. This has now been fixed.

NPCs

- Larry 3000's size has been adjusted to better fit with Coop's height and better fit with the intended heights of Otto Osworth and Buck Tuddrussel.

UI

- The Nano platforms/info boxes in your inventory screen and Nano Station UI have been adjusted to allow space for longer names for Nanos. This change was made to accommodate Jack O'Lantern's Nano, however, we'll be using this in the future to correct issues like the incorrect spelling of Humungousaur as well as to help with potential future Nano additions.
- The checkbox for Turbo Travel was changed from a filled in checkbox to a checked check box texture to be a bit more in-line with how a checkbox is used in the Settings menu.
- A sound now plays when you click the Turbo Travel checkbox.
- The Monkey Skyway Agent render in the top left of the Monkey Skyway UI has been updated to better reflect the look of Monkey Skyway Agents in-game.

Bug Fixes

- An issue where alt-tabbing while jumping or Dashing would send you further in the air/further ahead has been patched.
- An interaction with emotes and Dashing that would cause your player to contort in unintended ways has been patched.
- The issues with the first release of the Mission Finder feature have been resolved. All NPCs should now correctly display on the map, including Event NPCs properly being listed.
- In a previous update, Foster's Interior was changed to be an instanced area but it looks that made the NanoCom finicky. If you tried using the Warp Away command while inside, you'd somehow get sent to Nano Runty's Fusion Lair! DexLabs has sent out a firmware update to resolve this issue.
- The character wheel first name "Agent" had a space for some reason after it, this has been fixed.

Known Issues

- In this update, we've added a new Toon Shaded rimlight shader in the game that works with turning the Toon Outline off in settings. However, the Possessed Rune Sword which we've previously added and also uses rimlight is currently broken with Toon Outline off, this will be fixed in a future update.

- If you're playing a girl character and Dash with a rifle, the dust trail particle effect won't play. This will be fixed in a future update.
- Dialogue mentioning the Swashbuckler Spawns still refer to them as the Creepy Spawns. This will be fixed next update.
- Fusion Dracula's Fusion Material is a bit bugged right now! Oops, it looks like he left his Fusion Matter texture at home. This will be fixed next update!
- ~~Update: 11:29 AM PST - The Friends List is currently bugged. We're looking into a solution.~~
(Fixed)

Special Thanks

- Thank you to Devan Baker/Wiltit for creating the Monster Mummy set, Weird Welder set, Him set and Grim set for Retrobution to use!
- Thank you to Mirage for the design of the Grim Enforcer set!