

Didnapper 2 - v1.2.0 active change log

Latest available version: **CB16**

Misc:

- **CB1:** Added the next part of the main story (Epilogue: Act 1), starting by the castle gates
- **CB1:** Added new maps, enemies, NPCs, music etc related to the new story segments
- **CB1:** Added tape as a restraint type in battles
- **CB1:** Made party members from the latest save appear on the title screen
- **CB2:** Added tape as a new restraint during escapes, both as gag and as bindings (currently only available in the area added in v1.2.0 CB1)
- **CB2:** Added a tiny bit more of the main story continuation
- **CB2:** Added a new OST for Lanylisse and two new OSTs for the Modena part of Epilogue: Act 1
- **CB2:** Made facesets/portraits appear when you interact with allies during escapes
- **CB2:** Made changes to allies loosening your restraints during escapes
- **CB2:** Made some of the randomized escapes also randomize allies, such as where they are located and how much they can help you
- **CB2:** Made it possible to sometimes loosen ally restraints, which helps them loosen your restraints in return
- **CB2:** Added a new game over CG with tape
- **CB3:** Added some more of the main story continuation
- **CB3:** Added new OSTs related to the new story content
- **CB3:** Added taped portraits for allies during escapes
- **CB4:** Added some more of the main story continuation
- **CB4:** Added a new sidequest which rewards you with a new outfit (can be started near Alverona Castle)
- **CB4:** Added two new OSTs
- **CB5:** Added some more of the main story continuation
- **CB5:** Added faceset graphics for King Byron
- **CB5:** Added the new escape restraints to the hogtie
- **CB6:** Added a little more of the main story continuation
- **CB6:** Made some improvements to interrogations
- **CB6:** Made some improvements to ally interactions during escapes
- **CB7:** Added some more of the main story continuation
- **CB7:** Added a struggle minigame feature for when you lose a battle against vine, root or web enemies. If you win the minigame, vine, root and web enemies will flee for a few seconds, giving you a chance to get away and heal. If you lose, a game over is triggered as usual.
- **CB8:** Added some more of the main story continuation, including a new interrogation
- **CB8:** Replaced many of the guard enemies with new ones
- **CB8:** Made it possible to change party formation during most parts of the story, including setting a different party leader than Seles
- **CB8:** Added facesets for Ryobe and Shiori

- **CB8:** Added additional Chroma Spring music and an additional puzzle for the spring in Malutina
- **CB8:** Added a new soundtrack for certain awkward scenes in the Epilogue chapters
- **CB9:** Added the remaining part of Epilogue Act 4
- **CB9:** Made it possible to swap party members during battle
- **CB9:** Added some new music
- **CB9:** Expanded the area underneath Modena
- **CB9:** Added variants for enemies near Chroma Springs
- **CB10:** Added tape to the froggie and chair escapes, and made it available in escape training (for now after encountering it in the epilogue story)
- **CB10:** Made it possible to add tied allies alongside Seles during escape training, like how Seles is sometimes tied alongside allies elsewhere in the game
- **CB10:** Majorly changed balance throughout the game, especially in regards to battles
- **CB10:** Added more game difficulty options, and made these options affect the game more (see difficulty options in the Options menu, or when starting a new game)
- **CB10:** Added a new CG for when you lose to Chroma Spring bosses
- **CB11:** Added some more of the main story continuation
- **CB11:** Added a new sidequest in Pendragon
- **CB11:** Added three new soundtracks, two of which are for Katoshi
- **CB12:** Added a little bit more of the main story continuation (more coming soon)
- **CB12:** Added more equipment for the Special equipment slot (such as Zhara's mask) and made it possible to unequip the Exceed after chapter 15. Some of the new Special equipment is hidden throughout the game.
- **CB12:** Added a new OST for certain parts of Malutina and Katoshi, and a new OST for the Gale Chroma Spring
- **CB12:** Added a little racing minigame near Milaz
- **CB12:** Added more varied party camp maps
- **CB13:** Added more of the main story continuation
- **CB13:** Added a new soundtrack for Katoshi's beach and forest, a new soundtrack for Mirio, and a casino soundtrack
- **CB13:** Added an option in the Options menu to maintain enemy levels from the latest chapter when replaying story segments (similar to how the NG+ mod works)
- **CB13:** Added more graphics for normal ball gags, both for overworld sprites and party member portraits
- **CB13:** Made it possible to refund cards spent on giving party members stats or skills
- **CB14:** Added the remaining part of Epilogue: Act 5
- **CB14:** Made the losers of a practice battle in the party camp stay tied after said battle
- **CB15:** Finished adding the last chapter, Epilogue: Act 6
- **CB15:** Added two more sidequests, available after chapter 15, one starting in the CRC, and the other being a two-part quest that starts first in Alverona if "The Scoop" is done, then continuing in the party camp once most other sidequests are done
- **CB15:** Added voices for more of the new characters
- **CB16:** Added a sidequest which can be started by sleeping in a party camp

Other balance, items and minor improvements:

- **CB2:** Made a lot of changes to outfits, giving characters additional skills and/or special perks/effects while wearing them
- **CB2:** Added a chapter cover for Epilogue: Act 1
- **CB2:** Made reserve party members also get experience from battles
- **CB2:** Made changes to how buffs and states are displayed in battle
- **CB3:** Made some more changes to some outfits and related skills
- **CB3:** Changed skills and stats for enemies in the lab
- **CB3:** Made the Smokescreen skill lower AGI instead of confusing
- **CB4:** Made Subsidized Submission show individual costs
- **CB4:** Overhauled the code that determines how escape system graphics are shown (might cause some bugs now, but should be worthwhile in the long run)
- **CB4:** Added text for when there is no valid target for a skill
- **CB4:** Updated some enemy stats, like the Montague Roots
- **CB5:** Made some improvements to the code and graphic setup for the hogtie and suspension escapes, as well as minor improvements to the escape UI overall
- **CB5:** Added some missing gag variants to Seles' tied facesets
- **CB5:** Added new (and more fitting) backgrounds for some of the new escape scenarios
- **CB5:** Added a new enemy that's now used in Eileen's new sidequest, replacing the priestess that was used before
- **CB6:** Made Chroma Spring puzzles take game difficulty setting into account
- **CB6:** Made some minor improvements to the music menu, including being able to pause an ongoing track
- **CB6:** Added mouse/touch support for the lockpicking minigame and expanded support for the struggling minigame
- **CB6:** Made various other smaller changes and improvements
- **CB7:** Made some changes to how the epilogue chapters are organized in the Story crystal menu, and added some more story jumping points
- **CB7:** Added chapter title screens for Epilogue act 2, 3 and 4
- **CB7:** Various other lesser changes and improvements
- **CB8:** Made some changes to certain outfit-related skills
- **CB8:** Added a hotkey for opening the party menu (defaults to P)
- **CB8:** Made it possible to use the closed beta tools to jump to epilogue chapters
- **CB8:** Added a HUD showing the objectives during challenges
- **CB8:** Added an animation to the main menu which plays when characters can learn new skills
- **CB8:** Hid the Customize option in the equipment menu for other characters than Aden, and hid the Special equipment category for characters that have no Special type equipment
- **CB8:** Made the game tell you how many items you have for equipment categories before you select them
- **CB8:** Made the level up screen notify players of new available skills
- **CB9:** Made changes to how the battle commands are displayed

- **CB9:** Buffs a character applies to themselves no longer count down at the end of the turn it is applied
- **CB9:** Smaller character portraits used in places like the load menu now also take outfit into consideration
- **CB10:** Raised the default level from 1 to 5 (for balance reasons)
- **CB10:** Non-Aion party members now recharge TP 25% faster
- **CB10:** Changed how noise from a suspension fall is calculated during escapes (now takes both soundproofness and gag level into account)
- **CB10:** Reduced lag during ambushes and when faceset scenes load
- **CB10:** Made it less likely that assets will load in too late when an escape starts
- **CB10:** Made some slight improvements to the escape practice setup HUD and added support for choosing binding type for individual restraints
- **CB11:** Prison bars are now see-through for enemies during stealth
- **CB12:** Added a male ninja enemy in Katoshi
- **CB12:** Rebalanced chapter 1 and 2 to be more manageable
- **CB12:** Zhara now keeps her equipped outfit on if you use the story crystal to play earlier chapters
- **CB12:** Made adjustments to the vine/root/web struggle minigame, such as adding a sound to the prompt, updating the tutorial text and making its Bellia introduction much easier to complete
- **CB12:** Added tutorial text for the first time you do an interrogation, and updated the help menu entry for interrogations
- **CB12:** Exchanged the initial captive skills of Liliana and Zhara for new ones
- **CB12:** Changed how casting time is described in skill descriptions
- **CB12:** Made guards able to open cell doors when chasing the player (unless playing on easy mode)
- **CB12:** Party members now appear tied on the title screen after a game over
- **CB12:** Various other lesser changes and improvements
- **CB13:** Made a lot more balance changes throughout the whole game, especially for mandatory battles such as bosses
- **CB13:** Added some more chests in some maps
- **CB13:** Added wanted posters in Cantamille, Capulet and Montague when appropriate
- **CB13:** Made Zhara's mask properly available as an equipable item after completing the game
- **CB13:** The LUK stat now also affects critical hit rate
- **CB13:** Captive barrels are now slightly less common on Hard difficulty
- **CB13:** Getting tied in battle now only reduces speed by 50% instead of 75%
- **CB13:** Stat and skill cards can no longer be sold (those already sold can be regained)
- **CB13:** Added graphics for when Chelsea carries Jinin
- **CB13:** Various lesser changes and improvements
- **CB14:** Added a few voice/gag sounds for two of the new side characters
- **CB14:** Added more NPCs to various towns
- **CB14:** Various lesser changes and improvements

- **CB15:** Made various balance changes to some skills, weapons, enemy stats and enemy AI
- **CB15:** Replaced the fast travel menu with an interactive world map
- **CB15:** Added new lighting effects to various maps and scenes
- **CB15:** Added Maiden Marathon and a couple of other events in Mirio
- **CB15:** Reduced lag from particle effects
- **CB15:** Added newspaper headlines
- **CB15:** Lots of various tweaks, improvements and lesser additions
- **CB15:** Added a new difficulty: Story (makes battles trivial)
- **CB16:** Made some minor balance changes
- **CB16:** Added new singing for Lanelle
- **CB16:** Made adjustments to the sidequest robot stealth section

Bugs fixed:

- **CB1 (re-upload):** Leveling up Liliana while she's taped in battle causes a missing file error
- **CB2:** Setting joystick directions in the keybinding menu can cause issues
- **CB2:** Updating the game while having duplicates of outfits gained from the cheat menu freezes the game
- **CB2:** Facial layering sometimes has eyes or mouth appear on top of overlays, such as Liliana's mouth being displayed in front of her veil
- **CB2:** The head animation for chair tie struggling during escapes is displayed incorrectly
- **CB3:** The AC gag will sometimes fail to appear during escapes, like when hogtied or suspended
- **CB3:** Sometimes the wrong text related to the new escape features is displayed
- **CB3:** Some of the new outfit skills are easy to abuse or don't work as intended
- **CB3:** While wearing the Royal Armor, Seles can be targeted by attacks despite being tied
- **CB3:** Party setup is changed after escaping in Lanylisse
- **CB3:** When you only have one party member during escapes, calling for them leads to various issues
- **CB3 (re-upload):** The rock blocking your way in the last puzzle in the Lanylisse mines returns when you re-enter the map
- **CB3 (re-upload):** Invisible party members appear when interacting with Bunt's journal entries a second time
- **CB3 (re-upload):** The game crashes when choosing gag or blindfold struggle during chair tie escapes
- **CB3 (re-upload):** Zhara is wearing the wrong outfit during the Bellia scene she appears in
- **CB3 (re-upload 2):** The Adhesive Storm enemy skill always ties up all party members, even when it shouldn't
- **CB4:** Removed gags appear to be floating when escaping a suspension tie
- **CB4:** The guard during the CRC challenges can upgrade ball gags to tape gags

- **CB4:** The game softlocks if you hold W and Space after defeating Droitte in Greywind Pass, and if you hold W after winning the battle against Dariana and Alyssa
- **CB4:** When using a story crystal while a captured party member is not in the party, like in the Dark Havoc hideout, that party member stays tied when she rejoins the party
- **CB4:** Aden speaks with Seles' voice when they first enter the Capulet Inn
- **CB4:** Facesets flicker in the scene outside Montague Manor after rescuing Eileen, and upon returning to Viscant manor the map name is displayed twice
- **CB4:** The vibe mod that comes with the game displays graphics incorrectly
- **CB4 (re-upload):** Expressions and voice lines are missing from one Homecoming scene
- **CB5:** Not all party members get experience from battles, despite the result screen saying they do
- **CB5:** Inspection text sometimes stays on screen after battles
- **CB5:** After removing a gag while escaping a suspension tie, the stuffing is displayed too high up
- **CB5:** The wrong gag sprite is sometimes shown during escapes
- **CB6:** Background music doesn't play after using the Story crystal to return to the Droitte interrogation
- **CB6:** The player and enemies can walk onto the wall somewhere in the Malutina lab
- **CB6:** If Liliana is in the battle party when starting the Dancing Mad sidequest, no one else replaces her when she leaves
- **CB6:** You can sell the boat parts you buy in chapter 14
- **CB6:** The lockpicking minigame becomes temporarily bugged if you input a direction before the cog stops spinning the first time
- **CB6:** If you get two ropes as your first pair in Memory, the man thinks you cancelled the game instead of losing it
- **CB7:** One of your allies sometimes disappears after successfully escaping in the Dark Havoc hideout, causing a softlock
- **CB7:** When escaping a hogtie, Seles' Exceed is gone, and her torso ropes sometimes clip over her hair
- **CB7:** The wrong ally will sometimes be set as being in the player's cell during escapes
- **CB7:** AC ropes are not displayed on Chelsea, Liliana or Zhara during escapes
- **CB7:** Allies will always have AC ropes during escapes when available, even when it's supposed to be randomized
- **CB7:** Layers will sometimes load in the wrong order when showing character portraits during dialogue
- **CB7:** Character sprites don't always load when opening the Party menu
- **CB7:** Root enemies in the northern desert map sometimes have the wrong levels
- **CB7:** Using a touch screen instead of a mouse doesn't work properly during the lockpicking and struggle minigames
- **CB8:** April mode sometimes activates despite it no longer being April (turns itself off after a while)
- **CB8:** Faceset layers are sometimes displayed in the wrong order
- **CB8:** Various lesser bugs
- **CB9:** The screen stays black after entering the room underneath the shack near Modena

- **CB9:** Party members no longer have a hurt expression when Weakened during battle
- **CB9:** Some caves don't have the root struggle minigame
- **CB9:** The Quick Blast skill does not always work
- **CB9:** Saving and rebooting the game before rescuing allies after an escape sometimes makes them change location and/or duplicate
- **CB10:** Enemies in Katoshi are sometimes hidden when they shouldn't be
- **CB10:** Practicing escape and then giving up an escape near the end of the Katoshi arc will keep Seles as party leader instead of switching back to Chelsea
- **CB10:** Outfits will sometimes not be obtained or worn when they should, and loading existing saves may remove them from the inventory (can be brought back with cheats)
- **CB10:** Some party members are sometimes missing when escaping in Katoshi, causing a softlock
- **CB10:** Playing through the Keron section of the game may lead to unintended party setups, including Seles ending up as the only party member
- **CB10:** Some enemies sometimes have the wrong levels
- **CB11:** Fog/cloud shadows no longer appear
- **CB11:** Some characters sometimes have the wrong overlay image displayed on their portraits
- **CB11:** Some early game enemies have outdated levels
- **CB12:** Enemy skills based on game difficulty are no longer used when they're supposed to
- **CB12:** Changing soundproofness value in the party camp escape menu doesn't actually change the soundproofness
- **CB12:** People in front of the forum building in Malutina (Epilogue Act 3) return there when they shouldn't
- **CB12:** Enemies can see through some things they shouldn't (like crates and barrels), and can't see through things they should (like prison bars and water tiles)
- **CB12:** Seles' Exceed is displayed during hogtie escapes even if she's not wearing it
- **CB12:** Some skill descriptions don't properly reflect what the skill actually does
- **CB12:** The speed loss from getting tied in battle is greater than intended
- **CB13:** If playing with Zhara as party leader before entering the Modena inn, Zhara may tell herself to check out the inn if you try to move on too soon
- **CB13:** Root of the Issue side quest is impossible to finish
- **CB13:** Beds have limited uses regardless of difficulty, and they never reset
- **CB13:** Confusion and berserking states remain while tied, letting characters attack when they shouldn't
- **CB13:** Female/male damage skills deal barely any damage
- **CB13:** Seles' Exceed can be duplicated and sometimes remains in the inventory after it's supposed to be removed
- **CB13:** Skipping to the story segment called "Solitary Struggles" leads to a black screen
- **CB13:** Liliana's new captive skill appears in the Ropework category instead of Captive
- **CB13:** Aden's gun's crystal cannot be swapped in the equipment menu anymore
- **CB13:** Interacting with Liliana and Kaie during escapes before they've introduced themselves still displays their names instead of ???

- **CB13:** Calling for Liliana during the first escape on Colette's ship can freeze the game
- **CB13:** Skills learned through cards are shown in the Learn Skill menu before the cards are obtained
- **CB13:** Character sprites sometimes are displayed incorrectly or even temporarily disappear
- **CB13:** Party members can get locked into the party after the Keron story segment
- **CB13:** Queen's Command skill doesn't work
- **CB13:** One of the Modena lab doors takes you to the wrong place
- **CB13:** During the town square scene in Malutina, Seles' AC gag is applied too early, and a Crimson Scar member can get stuck on the stairs if skipping through the scene quickly
- **CB13:** The Rescue stat is sometimes displayed incorrectly
- **CB13:** Seles doesn't always appear in the party camp when using other party leaders
- **CB13:** Returning to certain points in the game can sometimes mess up who's in the party temporarily
- **CB13:** Special type accessories render incorrectly over party members using the carrying sprites
- **CB13:** Sometimes changes can be seen on a map the instance the story crystal is used to go to a different part of the story
- **CB13:** Various other lesser bugfixes
- **CB15:** The guild guy in Pendragon is always at the inn, even when he shouldn't be, causing a softlock
- **CB15:** The guards outside the cave in Katoshi don't always appear when re-playing that part of the story through the story crystal
- **CB15:** Sometimes moving between maps causes the party to get untied when they shouldn't, typically if the player was recently in the party camp
- **CB15:** The wrong text is sometimes shown when inspecting bindings in escape scenarios
- **CB15:** The Tail and the Badlands have some faulty tiles
- **CB15:** Turns are still spent when swapping party members during battles on easy difficulty
- **CB15:** It's possible to stack Aden's gun crystal skills through an exploit
- **CB15:** Various other lesser bugfixes
- **CB16:** Aden's sidequest can be started while in the CRC for main story reasons
- **CB16:** Fast travel sometimes crashes the game, takes you to the wrong place or is disabled when it shouldn't be
- **CB16:** Various issues with the party camp, in part related to the sidequest that begins there

Left to do:

- Finish remaining sidequests
- Make new outfits available for Chelsea, Kaie and Zhara
- Integrate various remaining new enemies, maps, items etc