Map Changes

General Changes

[list]
[*] Adjusted lighting in Intercom and Checkpoints to be more reminiscent of the original visuals.
[*] Various ambient sound effects can now be heard in some Entrance rooms.
[*] Warhead detonation fog now appears more saturated and with an orange hue.
[*] Greatly reduced the frequency of light flickering in the collapsed hallway in the Entrance Zone.
[*] PT-00 control room keycard spawn is now always a Zone Manager and is guaranteed to spawn.
[*] Some room variants in the Entrance Zone are now guaranteed to spawn.
[*] Readded various computer setups across the Entrance Zone.
[*] SCP-173 should now be able to teleport over barriers in the EZ downstairs office room (EZ_smallPC).
[/list]

Heavy Containment Zone

[list]
[*] Added a new room — Wayside Incinerator.
[*] Added new ambient sound effects to various rooms in the Heavy Containment Zone.
[*] Overhauled lighting across most rooms in the Heavy Containment Zone.
[*] Adjusted certain map features across rooms in HCZ:
[list]
[*] Added an additional shelf spawn in Junk Room and Micro-HID.
[*] Added a locker spawn in Junk Room. This is not a Scientist keycard.
[*] Added a generator spawn to Acroamatic Abatement.
[*] Removed the Experimental Weapon Locker spawn in Deep Corner.
[*] Removed one bulkhead spawn in HCZ Toilet Hallway.
[/list]
[*] Implemented new Halloween decorations to the new Heavy Containment Zone.
[*] Changed a number of props across HCZ.
[*] Added floor textures and rubble props to certain rooms in HCZ.
[*] HCZ Elevator A and B can no longer spawn bulkheads in their corridors.
[*] Slightly reduced spawn chance for bulkheads to spawn in SCP-079 room corridor.
[*] Slightly adjusted HCZ straight hallway connector spawn chances.
[*] A reminder: following security concerns, all facility staff must sign off their computers immediately upon conclusion of work.
[*] Following public uproar, the SCP-096 containment chair has been returned. We’re keeping the extra three million polygons though.

[/list]

Emergency Door Release

[list]
[*] Added emergency door release buttons in the interior of keycard locked rooms.
[*] After sixty seconds of doors being closed, this button can be pressed to force the door open.
[*] These release buttons are located in the following rooms:
[list]
[*] SCP-914's chamber.
[*] Light Containment Zone armory.
[*] Heavy Containment Zone armory.
[*] Micro-HID chamber.
[*] SCP-106's containment chamber.
[*] Intercom.
[/list]
[/list]

Gates

[list]
[*] Soft reworked the facility sides of Gate-A and Gate-B.
[*] These reworks are temporary designs done to combat gate camping. They are not final and will be revisited in a future update.
[*] Added a second elevator to Gate-A.
[*] Added a protective grate to Gate-B elevator.
[/list]

Generator

[list]
[*] Removed a generator spawn from the following rooms, preventing two generators spawning in the same room:
[*] Heavy Containment Zone Armory.
[*] Warhead SIlo Upper Level.
[*] SCP-106's room (no generators can spawn here now).
[/list]

SCP-939's Containment Chamber

[list]
[*] You are now able to jump on the lab table via the stool.

[*] Reduced the intensity of the red light above the containment door.
[*] Increased the size of the canister props so they are no longer comically small.
[/list]

Game Changes

Chase Themes

[list]
[*] Added a new system that plays dynamically updated musical elements when being chased by SCPs.
[*] These themes mix together when multiple SCPs participate in a chase.
[*] The volume of these chase themes can be adjusted in settings.
[*] Each SCP has a unique theme with special effects intensifying the music.
[*] Some examples of the above:
[list]
[*] SCP-049 activating Good Sense of the Doctor.
[*] SCP-096 enraging.
[*] SCP-106 chasing a Traumatized player.
[*] Being in range of SCP-173's Blink.
[*] Making noise around SCP-939.
[/list]
[/list]

Horror Stingers

[list]
[*] Added new jumpscare sound effects being played upon seeing an SCP.
[*] Most stingers are played only at the beginning of a chase, but some can play while a chase is active.
[/list]

Respawn Changes

[list]
[*] Mobile Task Force units are now distributed based upon percentages instead of fixed maximums, similarly to the Chaos Insurgency roles.
[*] Approximately ≤12.5% of a wave will spawn as a Captain, ≤30% as Sergeant, and the remaining as Privates. Note: This means additional Captains begin appearing after the 16 player mark.
[*] Default spawn count percentages reduced to 65% instead of 75%. This is equivalent to spawning a maximum of 17 players instead of 19 on a 25 player server.

[*] Default militant primary wave respawn times increased to 330 seconds (from 300 seconds). Mini-waves are unaffected.
[*] Mini-waves can now be earned for 150 seconds after a respawn instead of 120 seconds.
[/list]

Developer Commentary:

Following feedback from the community regarding the new respawn overhaul, we are making primary militant waves take longer and spawn a bit less players to make them less overwhelming for the SCP team. Combined with the other changes made to playable SCPs, this should help make for a more enjoyable SCP experience without sacrificing the purpose of the rework.

Firearm Changes

Accuracy

[list]
[*] Walking accuracy for all guns is now much closer to hip-firing inaccuracy than running inaccuracy.
[*] As a result, there is now a more dramatic shift in accuracy when going from walking to sprinting (visible via crosshair).
[*] Subsequent shot inaccuracy is less intense on all guns (except LMGs).
[/list]

Shotgun

[list]
[*] Base pump speed is now 20% faster.
[*] Double Shot attachment fire rate penalty reduced to 25% (from 40%).
[*] Base pellet spread reduced by 40%.
[*] Reload speed and unload speed is now 20% faster.
[/list]

Developer Commentary:

The 14.1.3 update put the Shotgun where we wanted it to be damage wise, but it was still underperforming due its slow firing nature. We have increased the pump speed and made the pellet spread tighter to make the Shotgun more viable and consistent.

Revolver

[list]
[*] Increased base damage to 66 (from 64.6) Note: This allows a default Revolver to kill players wearing Combat Armor with a single headshot.
[*] Based double-action speed is now faster, alongside a reduction to the base delay after firing a shot.
[*] Reduced hip-firing inaccuracy to 1.1° (from 1.8°).
[*] Reduced ADS inaccuracy to 0.11° (from 0.21°).
[/list]

AK

[list]
[*] Increased base fire rate to 510 (from 498).
[*] Reduced muzzle booster fire-rate bonus to 12% (from 15%). Note: Done to compensate for the baseline fire rate increase.
[*] Decreased base weight to 3.2kg (from 3.9kg).
[*] Decreased default running inaccuracy to 3.2° (from 3.6°).
[*] Reduced base recoil rate to 5%.
[/list]

SCP-127

[list]
[*] Increased Tier 1 penetration to 40% (from 25%).
[*] Decreased Tier 3 penetration to 60% (from 75%).
[/list]

Jailbird

[list]
[*] Charge wind-up sound can now be heard by other players.
[/list]

3-X Particle Disruptor

[list]
[*] Increased disintegration mode laser thickness to 0.3 meters (from 0.05).
[*] Increased overall accuracy.
[*] Fixed an issue where disintegration mode dealt significantly less damage to the first initial target hit.
[/list]

SCP-914 Changes

[list]
[*] FR-MG-0 ‘Very Fine’ now has a 10% chance to become the Micro-HID, destroyed otherwise.
[*] Logicer ‘Very Fine’ now has a 10% chance to become the Micro-HID, destroyed otherwise.
[*] E11-SR ‘Very Fine’ changed to the following: AK (30%), Crossvec (30%), FR-MG-0 (25%), Shotgun (15%).
[*] Shotgun ‘Very Fine’ changed to the following: AK (40%), Crossvec (40%), Logicer (20%).
[*] Revolver ‘Very Fine’ changed to the following: CI Access Device (50%), High-Explosive Grenade (50%).
[*] COM-15 ‘Very Fine’ changed to the following: Revolver (40%), FSP-9 (35%), COM-45 (25%).
[/list]
Developer Commentary:

These recipe changes are primarily targeted around the creation of additional Micro-HIDs (and subsequently, experimental weapons). Following the 14.0 update in which the Micro-HID received significant improvements, obtaining multiple of them ended up being far more oppressive than we had hoped for. Now, instead of having a cycling pattern encouraging players to sit inside of 914 for extended periods of time, there is now a single opportunity to successfully craft one from an LMG— either you get it, or the firearm is destroyed. To compensate for the added risk of item destruction, the odds of a successful recipe have also been increased. We have also raised the odds of getting the COM-45 for fun.

Miscellaneous Changes

[list]
[*] Improved the brightness setting, now affecting darkness instead of boosting contrast.
[*] Adjusted ammo spawns for various military roles:
[list]
[*] Riflemen - Now spawns with 7 buckshot shells.
[*] Conscripts - Now spawns with 14 buckshot shells.
[*] Marauders - Now spawns with an additional 7 buckshot shells.
[*] Captains - Now spawns with 30 less 5.56 rounds.
[/list]
[*] Short Barrels on the Logicer and FR-MG-0 now properly provided a consistent +25% hip accuracy bonus.
[*] Grenades can now apply Deafened for a maximum of one second (from eight).
[*] Made “Auto Spectator Switch” work upon dying from anything non-player attributed.
[*] Anti-Cola now has a 15% chance to spawn per round (from 10%).
[*] Updated loading screens with unique image renders. Note: At the moment, there are only a limited number of new loading screens, with more planned to be added in future updates.

[*] Added new C.A.S.S.I.E. voice lines for the following:
[list]
[*] Warhead and Dead Man's Switch announcements.
[*] Chaos Insurgency spawn announcements, for both standard and mini-waves.
[*] Updated MTF announcements to flow better.
[/list]
[*] Made various improvements to the intercom voice filter.
[/list]

Playable SCP Changes

[list]
[*] SCPs (and spectators) will now see the last human alive within 100 meters every five seconds, following a four second cooldown.
[*] The last human alive now hears the previously unused Forget About Your Fears track.
[*] SCPs (except for SCP-049-2s) now regenerate up to 30% of their maximum HP, plus an extra 250 HP, upon activation of the Deadman's Switch. This does not exceed maximum health.
[*] Adjusted the intensity of SCP-049 and SCP-173's post processing effects.
[*] Added cooldown indicators and sound effects to most SCP abilities.
[/list]

Hume Shield Changes

[list]
[*] Regeneration of Hume Shield is now percentage based, making it scale with added HS.
[*] SCP-049 regenerates HS at a rate of 5%/s.
[*] SCP-096 regenerates HS at a rate of 2.5%/s, which doubles when utilizing Try Not to Cry.
[*] SCP-939 regenerates HS at a rate of 5%/s.
[*] SCP-3114 regenerates HS at a rate of 5%/s.
[/list]

SCP-049

[list]
[*] Increased maximum HS to 700 (from 600).
[*] Increased base movement speed to 4.6 m/s (from 4.4).
[/list]

SCP-096

[list]

[*] Now has a UI counter tracking the number of active targets.
[*] Recolored SCP-096's Rage Duration element to red.
[*] Docile sobbing now decreases in volume non-linearly. This means it's consistently loud for longer when 096 is near.
[*] Melee Attack now applies Concussed for 2.5s on player hit.
[*] Reduced the delay on gaining new targets after de-raging to one second (from five).
[*] Docile movement speed increased to 4.2m/s (from 3.9).
[*] Distressed/Calming movement speeds increased to 3.9m/s (from 3.3).
[*] Jump power while Raging increased to 7.7 (from 6.5).
[*] Updated Face Detection.
[list]
[*] Raised detection hitbox, meaning you need to look higher to trigger it.
[*] The face can now only be observed if the observer is within 25 meters.
[*] Made other observation mechanic changes with the goal of preventing unexpected SCP-096 triggers.
[*] SCP-096 can no longer be observed while charging.
[/list]
[*] Adjusted the trigger visual effect, making it more obvious when the player observes 096.
[/list]

Developer Commentary:

These changes seek to address some of the more frustrating aspects of both playing as and against SCP-096. Face detection has been adjusted to avoid moments where players were considered looking at SCP-096's face, but on their end it appeared like they hadn't due to latency and client-server interactions. Cries can now be more consistently heard to players that are nearby, giving them fair warning to look down.

There are some minor quality of life changes for the 096 player as well, such as an increase to docile walking speed and enraged jump power.

SCP-106

[list]
[*] SCP-106 now immediately kills the final target, instead of sending them to the pocket dimension and delaying the round.
[*] Increased maximum HS to 800 (from 700).
[*] Increased base movement speed to 4.6 m/s (from 4.5).
[*] Reduced Hunter's Atlas travel vigor cost to 1.5% per meter (previously 1.9%).
[*] Stalk emerge time reduced to one second, identical to Hunter's Atlas emerge time.
[*] Increased volume of the jumpscare audio.
[*] Stalk jumpscare audio radius increased to 4m (previously 1m).
[*] Pocket Dimension damage scaling increased by 50%.

[/list]

Developer Commentary:

SCP-106 has received some adjustments to help stop players stalling within its dimension and to make its teleporting abilities flow better. As a side effect of the decreased Vigor cost on Hunter's Atlas, SCP-106 can also now see more of the surrounding area on its mini-map.

SCP-079

[list]
[*] Default ping range is now 60 meters (from 55), equivalent to four hallways.
[*] Generator ping range is now 90 meters (from 65), equivalent to six hallways.
[*] Pings no longer induce an AP cost.
[*] Updated the Micro-HID ping icon.
[*] Updated room map icon for SCP-127 lab.
[/list]

SCP-173

[list]
[*] Reduced vision tint.
[/list]

SCP-939

[list]
[*] Maximum HP reduced to 2500.
[*] Increased maximum HS to 800 (from 700).
[*] Attack cooldown reduced to 0.72s (from 0.8s).
[*] Stamina regen delay reduced to 5s (from 7s).
[*] Increased vision cone to 2 meters (from 1.75).
[*] Mimic Point's maximum distance increased to 30 meters (from 20).
[*] Updated Environmental Mimicry
[list]
[*] Reduced cooldown to 1.5s (from 3s).
[*] Added missing firearm and SCP item mimicries.
[*] All SCP mimicries can now be played regardless of whether an SCP spawned in a round or not.
[*] Human and SCP-939 footstep mimicries now sound more natural and similar to sprinting humans.
[*] Firearm mimicries can no longer play their suppressed variants.

[*] Shotgun mimicry now sounds more natural.
[/list]
[*] Improved Vision
[list]
[*] Default vision cones increased to 2.3 meters (from 1.75).
[*] Increased the range that running players get revealed to eight meters (from four).
[*] Improved vision clarity.
[*] Audio blips now last longer and appear on revealed players.
[/list]
[/list]

Developer Commentary:

SCP-939 was the last SCP to receive a major rework back in the 12.0 update, and there are still a few issues that we are seeking to iron out. Vision has been made much clearer and audio blips can now be seen on revealed players, which should help SCP-939 track targets easier. Environmental Mimicry has also received some important changes to make some of its audio mimics more useful, such as human and gunfire mimicry, as well as add in missing sounds.

SCP-3114

[*] Increased maximum HP to 2000 (from 1250).
[*] Increased maximum HS to 700 (from 600).
[*] Stamina duration increased to 8s (from 5s).
[*]Explosion resistance reduced to 20% (from 35%).
[*] Updated Catch These Hands.
[list]
[*] Increased damage to 20 per hit (from 15).
[*] Removed HS regain on hit.
[*] Added HS regain on kill, granting 125 HS for killing a target.
[/list]
[*] Skeletons In Your Closet now removes HS damage resistance and HP firearm resistance when disguised.
[*] Updated Strangulation
[list]
[*] Strangulation is now only available for 12 seconds after undisguising, visible via cooldown timer.
[*] Reduced Strangulation distance cutoff.
[*] Strangulation range reduced to 1.8m (from 2.1).
[/list]

Developer Commentary:

For this year's Halloween Event, we've given SCP-3114 some important ability and stat passes to fix some gameplay concerns players have reported. Namely, Strangulation has been adjusted to have reduced range and is now only available to use for a short time after SCP-3114 removes its disguise.

Fixes

[list]
[*] Fixed 'We of Delta Command…' and 'Lights Out' achievements not being granted upon respawn.
[*] Fixed door animations glitching when another animation is active.
[*] Fixed night vision scopes sometimes not working properly.
[*] Fixed armor removal sometimes resulting in dropping items with no inventory limit.
[*] Fixed a misaligned heavy armor kneepad LOD.
[*] Fixed A7 magazine not being visible when dropped.
[*] Fixed SCP-330's candy bag counting as an SCP item when armor is dropped.
[*] Fixed SCP-1344 orbs lingering when a detected player leaves the game.
[*] Fixed `InvalidOperationException` sometimes spamming in the player logs.
[*] Fixed Anti-SCP-207 not correctly taking Hume Shield into account for its death saving effect.
[*] Fixed Anti-SCP-207 death save sometimes not working with very high AHP and low HP.
[*] Fixed SCP-173 teleporting into the closed-off toilet staff in WC00. All it wanted wanted was some privacy…
[*] Fixed SCP-106 being able to use Hunter's Atlas in the Warhead sublevel.
[*] Fixed an issue with SCP-079 and SCP-106's map having incorrect room rotations.
[*] Fixed SCP-079 seeing certain particle effects through walls.
[*] Fixed SCP-3114 strangling a player underneath the effects of Slowness either placing them outside the map or crashing them.
[*] Fixed a stretched texture on blast doors.
[*] Fixed missing stars in the Surface Zone skybox.
[*] Fixed Tesla gates sometimes not emitting light when activated.
[*] Fixed misaligned Tesla gate idle particles.
[*] Fixed SCP-106's chamber room collision sometimes leaking into nearby rooms.
[*] Fixed a bug with SCP-939's cryogenic door button visuals.
[*] Fixed a pixel walk on the Acroamantic Abatement room pipe.
[*] Fixed a pixel walk on a fence in the Server Room.
[*] Fixed a pixel walk when Large Office and Two Story Office spawn in certain configurations in the Entrance Zone.
[*] Fixed floating boxes on the shelves inside HCZ.
[*] Fixed a sewer texture being applied to the workstation in SCP-096's containment chamber.
[*] Fixed errored keycard readers not having collisions in Class-D cells.
[*] Fixed out-of-range exceptions whilst spectating.

[*] Fixed immediately entering the spectator role without a death animation.
[*] Fixed an issue where being killed by a player who is hidden to spectating forces you to spectate them.
[*] Fixed other various pixel walks throughout HCZ.
[/list]

Technical Changes

[list]
[*] Added two new aliases to `sethiddenspectatable`: `hidespectator` and `hidespec`.
[*] Added `NightVision` effect to status effects, allowing human players to see in the dark like SCPs. This prevents SCP-173 from attacking in the dark and allows the user to see SCP-096 in the dark.
[*] Added icons to the Remote Admin for players who are hidden from being spectated.
[/list]
[*] SCP role spawn points are now defined by a separate `ISpawnpointHandler` component. This component may be empty/null, which will cause the SCP to not have a spawnpoint, used for zombies.
[*] Added new `StatBase.AddAmount`, which can be used to safely add values to a stat while staying within its limits.
[*] Removed `StaminaStat.ModifyAmount` in favor of this new method.

Revamped the client console.

[list]
[*] Added new visuals to the console.
[*] Now uses TMPro instead of legacy Unity text components.
[*] Added support for dragging the window around.
[*] Added support for scaling the console window and saving it as player preference.
[*] Added support for PageUp and PageDown to scroll through the console.
[*] Added `permlist` client command, which prints all available permissions in a colored scheme.
[*] Added `console` parent command with the following sub commands:
[*] `clear` - Clears the current console window.
[*] `pause` - Toggles the console, temporarily stopping any further messages from being logged.
[*] Adjusted the .groups command, output now matches the new permissions color scheme.
[/list]

Thank you all for your continued support. We've got a lot in store for the game with version 15.0. Keep an eye out for more to come.

Have fun, and see you in the dark.

- Northwood Studios

Pre-Release Changelog

Gameplay & Fixes

- Added SCP-1509, a new permanent SCP item, typically found in SCP lockers.
- Added new, uniquely rendered, loading screens.
- All Halloween features have now been enabled.
- Fixed wave role assignment not being randomized.
    - This doesn't modify the original behavior of players who died first being more likely to spawn in a wave, it just fixes who gets which role.
- Fixed Volumetric Fog layering incorrectly behind world fog.
- Fixed various visual issues (and exceptions) with SCP-3114 models.
- `IJumpModifierEffect.Multiplier` renamed to `IJumpModifierEffect.JumpStrengthMultplier`.

Beta-related Fixes

These are fixes specific to new 14.2 features, only relevant if you have been playing on the early access branches.

- Fixed FPS heavily dropping due to Client Console's refresh rate.
- Fixed candies with no behavior defined not being removed from the player's candy bag.
- Fixed one of the rooms not being properly set up, causing tesla gates to spam logs with exceptions.
- Fixed client console cursors drawing for non-standard windows cursors.
- Fixed player console not showing anything after a specific log count.
- Fixed "loading console size prefs" showing in the server console.
- Various fixes to audio handling, with some audios now properly being prioritized over others.