

Highlights

- With the Killer Blood Gnat crisis solved, the Blood Gnat Exterminators have packed up and left Candy Cove. Flapjack and Bubbie returned to Stormalong Harbor still in search for a cure to Bubbie's stomach ache while Johnny Bravo is once again M.I.A.
- Guide Vendors have returned from Retro! [\(NPCs\)](#)
- DX Vehicles are no longer locked to Level 36. [\(Vehicles\)](#)
- New music now plays in Tech Square (The Past) and Foster's Foyer. [\(Music\)](#)
- Most of the drops from The Future World Bosses, Don Doom and Bad Max, have been given distinct textures to make them unique items from their equivalent items in The Past. [\(Items\)](#)

Music

- Tech Square, The Past has been given a new variation of the Science District track by our new composer, NomiiCat! We want to add unique tracks to certain areas, and this is the first step towards that.
- The inside of Foster's Home, Foster's Foyer, now plays a unique track originally composed by Panman14 for FusionFall Legacy.

Areas

- For Foster's Foyer music changes to work, some edits needed to be made about how the interior functions.
 - Foster's Foyer is now an instance. You will still be able to see other players inside, but similar to Infected Zones, you cannot warp into it while in a group without group members being nearby, and you cannot use your vehicles inside.
 - If you log out in Foster's Foyer, you'll be booted out to outside Foster's Home upon logging in again.
 - If you last logged out on a character in Foster's Foyer, you'll find yourself in a version of the interior without any NPCs, including the warp Key to get out. To leave, you must warp to someone in your Friends List or use the Warp Away button in the menu.

Vehicles

- To be competitive in the very non-monopolistic, very competitive vehicle rental market, Kevin's Hot Rod Rentals now offers DX Vehicles to non-Level 36 players!

- DX Vehicle counterparts of regular vehicles will now be the same level as the regular version.

Nanos

- The descriptions for several items related to various aspects of Nanos (Gumballs, Power Items, and Potions) were just the name of the item themselves again, and in some Power Items cases, they even used the internal name of the power instead of the actual final one. These have all been revamped to better explain the mechanics of the items and their uses.
- Power Item names used to not have the first letter of the power capitalized (i.e. “dash Power Item” instead of “Dash Power Item”). This has been fixed.
 - Additionally, the Health Power Item was named “heal” instead of “Health”, the proper power name; this is now fixed.

NPCs

- Flapjack, Bubbie, Johnny Bravo and the Blood Gnat Exterminators have all left Candy Cove.
 - Flapjack and Bubbie have returned to Stormalong, still in search of a cure for Bubbie’s stomach ache.
 - Johnny Bravo’s whereabouts are unknown, but we can only assume he’s trying to hit on somebody.
 - The Blood Gnat Exterminators have considered their operations a success and have gone back to whatever else they do while a Blood Gnat attack isn’t happening. (We don’t think this happens often enough for it to be their day job).
- Guide Vendors have returned from Retro with a revamped system!
 - There’s now only one Guide vendor per Guide, and they all reside near the Guide they represent in the game world.
 - You can buy items you have completed the missions for. If you try buying an item you haven’t earned from a Guide mission, it’ll give you an error message.
- In our previous update, we introduced some visual changes to the Monkey Skyway Agents and Mojo’s Minions. We’ve evaluated the changes again and have edited their visors again to bring it even closer to the game’s original promo artwork!
 - Apart from this, their textures have also been slightly edited.
- The Fosters’ Front Door NPCs that warped you in and out of Foster’s Foyer previously didn’t have any icons. They’ve been given a new key icon now!
- Several generic NPCs had different issues with them that have been resolved.
 - Several of them were missing ears, this is now fixed.
 - Some generic NPCs with the Princess hairstyle had the incorrect texture, but that’s now been fixed.

- We are very well aware that there are still some generic NPCs out there with unresolved issues. We'll be looking into rolling out more fixes in future updates as well as looking into the possibility of polishing some hNPCs further.
- Time Squad Officer James at Goat's Junkyard has been given a unique icon. He was previously using an Urban Ranger icon that didn't represent his outfit. We'll be looking at more generic NPC icon updates in the future as a part of possible polish updates.

UI

- The image asking if you're sure if you'd like to travel to the Past has been updated to use artwork instead of 3D model renders that featured outdated textures.

Items

- The Don Doom, Bad Max, and Super Slayer sets have all gotten retextures to make them unique as they were originally carbon copies of items from The Past.
 - The Don Doom Scouter has been retextured to pair with the Super Slayer set. We'll be looking into potentially editing its name and description in a later update.
- The following items have been adjusted to stop clipping issues and look better on players:
 - **Delightful Football Helmet**
 - **Dodgeball Helmet**
 - **Masked Mumbler Helmet**
 - **All 4 Dynamo Helmets (Boys)**
 - **Eightball Fireball Cannon**
 - **Mask of the Beast**
 - **Samurai Helmet**
- The following items have had their transparent materials adjusted to improve their look in different lighting conditions.
 - **Mock 5 Helmet**
 - **Dodgeball Helmet**
 - **Underwater Diving Helmet**
 - **F.R.A.P.P.E. weapon line**
 - **S.P.I.C.E.R.**
- The Heartmo backpack originally tried to be too much like its cousin, the BMO Backpack, and refused to be sold to vendors. We've straightened this out, and you'll be able to sell it now.
- The Numbuh Two Flight Helmet had a small typo where an ' was a ? for some reason. This is now fixed.
- The Alien Plush Pack was erroneously Level 29, it's now been fixed to be Level 24 (the level of its main giver, the Overcharged Megawatts).

- The Tribal shirts on boys, for some reason, did not have Toon Shaded shadows on them; this has now been fixed.
- 12 Grindables.
 - More info someday.

Bug Fixes

- When dashing onto a jump pad, it wouldn't send you up at all until you got off it. This has been fixed, and jump pads should properly function when being dashed onto.
- A strange power interaction would happen with the Rocket Nano power with the Jump boost from either Jump - Group or Jump coco eggs where they would increase Rocket's height. This could be exploited to reach unintended heights. This is now fixed.
- Strangely, Nano Panini demanded Scavenge power items to switch to her Health - Self ability! DexLabs has taken a look into and resolved the issue.
- It looks like a Mandroid made a mistake, and Dash would show Recall - Group's reticle still if you had a Nano with the power out while in a group. DexLabs has fixed this and vowed never to delegate similar jobs to Mandark Industries ever again.
- Panini's Stun description had a typo, oops!
- Amidst all the Nano Power changes, it seems like Nano Prof. Utonium got a bit confused and thought his Sleep - Cone power was Sleep - Area as it was displaying the wrong icon. We've cleared up the confusion, and the icon is properly Sleep - Cone's now.
- The Powerpuff Hotline Handbag was pointing to the incorrect texture for the nose, this is now fixed.
- The adjustments to items made in the last update were not correctly applied, this has now been fixed.
- The Monkey Skyway Agent that would carry you to your destination didn't get the "visuals update" memo and was still using his old visor and jetpack gear. He's now been equipped with the proper upgrades and has the other Monkey Skyway Agents' changes.
- The text messages in missions where you collect items from defeated enemies will not show up if UI scaling is enabled. (ex. The Ball-Peen Meanie had / did not have: Sugar) This is now fixed.
- NPC chat bubbles would sometimes disappear / not appear in the last update, this has now been fixed.

Known Issues

- ~~The DX Plank Hoverboard is still Level 36. We think he's being stubborn.~~ This has been fixed in patch 2.1.1.

- ~~Monkey Skyway Jetpack flames not being bright enough.~~ This has been fixed in patch 2.1.1.
- ~~Oil Ogres lost their skulls again.~~ This has been fixed in patch 2.1.1.
- GUI scaling may make the UI too big on non-widescreen resolutions (ex. 4:3). We plan on introducing a more fine-grained adjustment for this later.
- Missions will sometimes not show up in the Mission Finder. This seems to be most common with the guide NPCs.
- The volume of Panini's voice lines are somewhat low compared to other nanos.
- The Toxic Spawns currently have a bug where the first time you zipline with them equipped, your player will be raised above the zipline and ride air.
- When opening nano capsules, sometimes the camera will be very far away, making voice lines inaudible.
- Gear Goliath's in Steam Alley still use the incorrect icon.