New features

- Added an elaborate tutorial sequence to 202X mode which covers a wide variety of different gameplay mechanics
- Added the ability to plan Osana's elimination before the first day of gameplay. This allows the player to unlock a scheme for free and serves to help give new players more guidance on what to do
- Ability to restart day from home
- Added a reset week system
- It is now possible to skip to nighttime from your room without going to school. (This is free on the weekends, but doing it on a school day will result in losing 10 reputation points.)
- Added ability to giggle while crouching or crawling
- Radio can be used now to lure people out during classtime
- Psychology, chemistry, and language stats fully functional
    - Can craft five different chemical substances based on your chem stat
- Increased biology stat now makes corpses spill fewer blood pools upon death
- Added (very rare) smoke bombs to base game
- New inventory screen that is grid-based (but inventory size is not limited).
- Added a new aiming system to the game. There is now a subtle and obvious throwing state; the former is less suspicious and lets you throw faster, but lets the player throw a shorter distance, while the latter is more obvious and lets the player throw a farther distance. The distance thrown increases with your strength stat. This system can also be used by Ryoba in the asylum mission.
- Added tripwire traps, chain electrocution, spilling puddles, and car battery electrocution
- However, faculty, student council, senpai, and Raibaru will dismantle water cooler traps. Students who were splashed already that day or are wearing a swimsuit will also dismantle traps.
- Also, any student who witnesses the player create a "bucket over doorway" trap or a "watercooler tripwire" trap will now dismantle the trap if they walk through the door/string.
- Students will no longer agree to go check their locker for a note, nor will they agree to "Distract" or "Follow Me" or "Go Away" if they are wearing a swimsuit. They also won't check their locker or go to meetings arranged when wearing a swimsuit
- Also, if you throw or drop a car battery into a puddle and kill someone, you will be seen as a murderer by witnesses
- Doing various eliminations that kill people will result in a drop of your sanity (like crushing someone or giving them lethal poison)
- Instead of crushing someone with a bucket of dumbbells, you now either use a the 50 kg weight or drop an AC on their head. Osana's elim on the title screen has been updated to reflect this as well
- Pushing someone off a roof, them landing on the ground, crushing people with dumbbells, drowning someone, and dropping corpses from the school rooftop now make sounds people will investigate. This is also the case for Osana's fan elim
- Footstep sound effects are now different based on the surface you're running on
- Permanent object destruction/certain objects are only replaced once a week

- Changed how ring theft worked b/c of player feedback
- You can now frame a rival for theft of more than just a ring
- You can now return stolen phones/rings
- Added chat interactivity feature
- Can keep up to ten kidnapped students at once
- Kidnapped students now need to be actively fed, or else they will eventually die. Disposing of a corpse takes an entire day cycle and skips to nighttime
- Also, prisoners in your basement will now have their health deteriorate faster if there are corpses in the basement with them. The rate of their health deterioration will increase with the number of corpses present.
- When a club shuts down, the remaining club members do different things depending on the club, and many of them don't just socialize outside of their clubrooms.
- Players now get kicked out of clubs if they don't attend activities at least once a week
- Delinquents you saw you commit murder will now run away after being defeated once
- Clubrooms that have been shut down can now be opened with a lockpick
- The act of lockpicking now lasts for 5 seconds, involves an animation, and is considered suspicious. (There are two animations, one for doors and one for the nurse's cabinet.)
- From now on, whenever the player talks to a student about a subject (while socializing, gossiping, etc), the player will "learn" that student's opinion about that subject (meaning that their feelings about the subject – positive, negative, neutral – will appear as an icon next to that subject in the future).
    - The player will now learn how a student feels about socializing *after* socializing with them one time (successfully or unsuccessfully).
    - The player will now learn how a student feels about solitude after *befriending* that student.
    - Previously, the "Gossip" option would only become unavailable after the player had performed a successful gossip interaction. This allowed the player to gossip repeatedly until they got it right. From now on, the "Gossip" option will become unavailable after the player has used it *once*, regardless of whether or not they failed or succeeded.
    - However, the player can now only socialize with a student about a topic once
- You can now equip or put away weapon bag and bookbag items with a button press in yandere vision
- Players can shower directly with a swimsuit on, and it's now suspicious to wear one anywhere besides the back of the school
- I reconsidered how the tarp feature should work. Dismembering a student lying on top of a tarp sheet WILL result in 6 tarp bags, but each tarp bag will be recognized by students as a trash bag that should be picked up and dumped in the incinerator at cleaning time.
- You can now send stink bombs through vents to get rid of everyone in a room for a few minutes
- Can wash bloody weapons in more places now
- Added a new weapon: the scythe
- Players can now add foil to inside of weapon bag so it can pass through metal detectors

- Added an alternative to panty shots for Osana's expulsion/rejection methods: downloading weird photos onto her phone. The scheme was updated to reflect that as well
- It is now possible to read manga in the Photography Clubroom after joining the Photography Club. This means that it's now possible to max out an entire stat (Seduction/Numbness/Enlightenment) within the span of 1 week, if you read manga at every possible opportunity (and increase your Literature stat so that you read through manga faster).
- Garbage bags must now be used along with masking tape to craft bodybags. The player is limited to only ten bodybags, which severely limits how many students they can just bag away. The 1980's mode tutorial has also been updated to reflect this
- Challenges were added to regular gameplay
- You can now select the trail destination to many different locations at school
- Added new part time job options at night that correspond to each of the player's stats. They pay out differently based on your level of that stat
- New weapon type added: strangulation weapons, which leave no blood or fingerprints, can only be used in sneak attacks, and the kill animation lasts ten seconds
- Added support for playstation controllers
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(Idk if this is a new feature or quality of life improvement) Added achievement popups for when you accomplish an achievement, and added a bunch of new achievements

Quality of life improvements

- Added visual renders to Ryoba's monologue cutscenes so they're not just text playing on a vhs background.
- The true ending cutscene, Osana's befriend/betray cutscene, entire demo post-credits scene, and Osana/Raibaru's Monday morning convo are all animated now
- Added ten generic tasks for the 1980's mode students and unique tasks for every 1980's mode rival. The rivals will not give you their tasks unless you meet certain criteria.
- Student routines have been updated in 1980's mode to make the rivals much harder to eliminate.
- Several rival routines have also been changed in certain ways
- It is now possible to skip the entire tutorial sequence immediately after starting a new save file, instead of having to load into the school scene to skip the tutorial.
- Added a "Skip" button to the "Ryoba talks while Jokichi is tied to a chair" cutscene at the end of 1980s Mode, so that players can skip the cutscene if they wish to.
- There is now an upper limit to how much Reputation you can have. You are no longer permitted to have more than 100 Reputation. This means that you can no longer play super recklessly with the intention of covering it all up by giving yourself 300 Reputation on the last day of school to end up with an S Rank.
- Sonoko is now much harder to directly attack, and will pepper spray the player if she is not distracted and directly approached with a weapon. Will also react to player footsteps

if she's not distracted. If she witnesses murder, she'll react like a sleuth, but will also pepper spray Ryoba if she attempts to kill Sonoko as she flees.

- Chigusa now has a new routine if there's no photoshoot
- A student now sits in Chigusa's classroom in the morning, so that it's not too easy to peek in Chigusa's bookbag.
- Komako is now harder to eliminate because the rainbows girls follow her as she walks around the school's gardens. The followers perform admiring animations.
- Teiko no longer stays in one place, but walks between the library and faculty room during her week
- Placed female delinquents in various places each week that allow them to serve as additional witnesses around key 1980's mode rival areas.
    - The delinquent girls in 1980s Mode now sit in a different place at lunchtime on Week 4, so that the player can't kill Sumiko too quickly or easily at lunchtime.
- Sumiko, Ritsuko, and Chigusa will now always refuse to accept snacks from the player. This is because, unlike the other characters in the game, they really care about their diets.
- Moved class 2-2's teacher to her classroom at all times in 1980's mode so the rivals have at least one witness in their classrooms at all times
- Rivals will only check lockers for notes if you've befriended them and your rep is at a certain threshold
- From now on, if the player has put a character into a situation where it is impossible to befriend that character (for example, killing all of the rainbow boys to make it impossible to befriend Moeko) the character will outright tell the player that there is nothing they can do to become friends.
- Rivals no longer agree to do favors for the player or go to the matchmaking spot unless the player has raised their reputation to a certain number. (The current week of gameplay times ten.)
- Rivals will no longer agree to follow you at lunchtime, since it's way too easy to kill a rival by just waiting until lunchtime and asking her to follow you.
- It is no longer possible to send a rival to their locker at lunchtime (but you can for non-rivals). This is because it's too easy to exploit this mechanic to make a rival instantly become extremely vulnerable at lunchtime.
- Rivals no longer agree to do favors for the player or go to the matchmaking spot at lunchtime.
- Rivals will no longer agree to perform the "Distract" favor at Lunchtime, since it's way too easy to get a rival completely alone using the Distract favor. (Plus, it's unreasonable to ask someone for a favor when they're eating a meal.)
- Rival reputation values have been adjusted, since they were previously way too low.
- In 1980s Mode, it was impossible to poison rivals on Tuesday, because rivals would spend their lunch break reading Senpai's book instead of eating. From now on, rivals will read for 300 seconds and then eat their lunch afterwards, so that the player can poison rivals on Tuesday if they wish to.
- 1980's mode rivals have gotten new hairstyles, faces, and portraits

- Story mode portraits now have cherry blossom backgrounds, and everyone has a pose in their portrait
- Ayano's rival portraits are not yet revealed for rivals that have not shown up yet.
- Fixed bug that was causing the game to display the wrong text for any rival that had not yet arrived at school. That text will now read "?????" instead of spoiling information that the protagonist couldn't possibly be aware of.
- All portraits now have a cherry tree background
- You can now jump straight to a specific week in 1980s Mode. At the title screen, highlight a save file and press the "R" key (or the "Y" button on controller) to access a screen that lets you skip straight to any week of your choosing. This debug title screen also shows all ten rivals displayed as CD tapes (?) (I actually forgot what they're called. These things are too ancient for my zoomer mind to comprehend. Hopefully you know what I'm talking about)
- I've made a change to the way that the game loads saves from the title screen. Here is how it works now:
    1. If you exit to the title screen while it is daytime (before attending school, or while at school) then, when you load your game from the title screen, you will load into the Calendar screen.
    2. If you exit to the title screen while it is nighttime (after attending school) then, when you load your game from the title screen, you will load into Ayano's room.
- From now on, new builds of the game will not contain any "Reset Week" save data. Attempting to use the Reset Week feature will simply summon an error window telling you how to find your previous Reset Week save data and transplant it to where you have currently installed Yandere Simulator.
- Gave each 1980's mode rival unique diaries and magazines that showcase their interests and preferred traits in suitors
- Reading a rival diary now automatically lets you know their likes and dislikes
- Adjusted 1980's mode rivals likes and dislikes, as well as traits they're attracted to in their suitors
- Previously, if the player matchmade two characters, they wouldn't act like it; their routine at school would be identical to what it was like when they were not matchmade. From now on, the game will remember which characters the player has matchmade, and adjust their schedules accordingly. Couples will now spend their time at school cuddling together when they don't have to be in class, and they will leave school early to spend more time with one another. (As of now, all couples hang out in a row in the same part of school…this looks really awkward, so I'll probably move them elsewhere in the future.)
- Added a catering list for the cooking club the player can manipulate if they join the club
- Added student gazes
- Befriended students will now wave at you (also if you're at max seduction? but Senpai never will). There are different wave animations for characters with different personalities.
- Added auto lip-sync for dialogues, including with the courtroom sequence
- Added ABC challenge for 1980's mode and added ABC difficulties for both modes

- (maybe too minor to add?) It's no longer possible to start the Alphabet Killer Challenge on any day other than Week 1 Day 1. Starting the challenge on any other day could lead to bugs.
- Updated the map for both modes so it's now stylized, same with the map icons
- The protagonist's icon on the map is now Ryoba's face instead of Ayano's face when playing in 1980s Mode.
- The "chibi Yandere-chan running" animation at the bottom-right corner of the loading screen now depicts Ryoba instead of Ayano if the player is in 1980s Mode.
- Ryoba's sprite is also used now for her maid cafe minigame instead of Ayano's
- The "Ryoba stabbing dead rival" artwork that displays during the loading screens at low atmosphere now depicts Ryoba stabbing Sumire instead of Raibaru.
- Low rep game over NPCs now have Sumire's hair instead of Ayano's
- The Narcotics were intended to be "one-hit-kill" contraband; in other words reporting a rival for Narcotics was supposed to get the girl arrested immediately, rather than just make a bit of progress towards her expulsion. This is now the way that the feature functions. And, because it's such a powerful item, the price that the Yakuza charges for Narcotics has gone up each week.
- Adjusted prices of both money from ransom and certain items sold by Yakuza to be lower
- From now on, whenever the player highlights the "Report Narcotics" option in the Counselor menu, a little warning will appear to let the player know that reporting a girl for possession of illegal narcotics will cause her to be arrested, NOT expelled.
- It is now possible to report a corpse to teachers even if class is in session.
- If a student was running to report something suspicious to a teacher – a weapon, a blood pool, a bloody weapon, etc – that student would completely ignore the presence of any corpses while on their way to report the suspicious object, even if they were running through a corridor completely filled with dead bodies. From now on, any student who is running to report something to a teacher will still be able to notice corpses, and will change their priority from "report suspicious object" to "report corpse."
- A Teacher's Pet reacts to murder by reporting it to a teacher – but if someone else is already reporting the murder, the Pet runs and hides in their classroom, instead. However, if a Teacher's Pet witnesses murder INSIDE of their classroom WHILE they are hiding inside of it, they should no longer consider their classroom to be a safe hiding place. So, from now on, Teacher's Pets will run out of school if they witness murder while they are hiding in a classroom.
- When the player was caught misbehaving by the student council and sent to the counselor, the game would check for the presence of corpses on school grounds, but would not check for bloody weapons on school grounds, or even for bloody weapons in the player's inventory. This oversight has been fixed; the game now checks for the presence of those things when sending the player to the counselor.
- From now on, if the player obtains lethal poison, a sedative, or a lockpick while at school and brings it home, they will be able to bring that item from home to school in the future. Same with bringing something to school and not using it: it'll be available for use in subsequent days.

- It is no longer possible to put a lot of items into bookbags that you previously could (buckets, jerry cans, mops, trash cans, candles, explosives, etc)
- Students now think that it's weird and annoying if the player repeatedly turns on a loud radio playing obnoxious music. They'll tolerate it the first time, but if they witness the player doing it more than once, they'll get annoyed and your reputation will be damaged. Same if you giggle more than five times in their vicinity.
- Crouching is no longer an instantly-get-sent-to-the-guidance-counselor offense. An authority figure will now have to witness you crouching (or exhibiting other annoying behavior like giggling) 5 times before sending you to the counselor.
- The reputation bar now displays your current reputation in numerical form, instead of forcing you to guess what your current reputation is by looking at the position of a bar relative to another bar.
- Gave Ryoba unique idle, walking, and running animations.
- Changed newspaper club leader and gave her more story relevance
- Updated textures to newspaper club
- Balanced acid vat, which was considered OP by some, by making it a science club only benefit
- If it's Friday and the player hasn't participated in a club activity yet, a warning notification appears at the top of the screen to inform the player that they will be kicked out of their club unless they attend a club activity.
- A student will no longer react to stink bombs if they are dealing with something much more important – being soaking wet, reacting to consuming any type of poison, vomiting, or swimming.
- Previously, when using a stink bomb on a student, students would run away from the stink bomb cloud, and then run back to their original location. To make stink bombs a little more useful, students will now WALK back to their original location instead of running back. (Unless they were already in a hurrying/running state at the point in time when they smelled the stink bomb.)
- As of now, you no longer have to watch the outcome of a sabotaged Rival/Senpai event in order for the game to track it as a sabotaged event. After performing the act of sabotage, you can just go straight home, and your progress towards the Rejection elimination method will be updated accordingly.
- It was weird to have the majority of students have the Snitch Persona, so 20 characters have had their Personas adjusted. Sports and Martial Arts students are Heroics, Science students are Teacher's Pets, and Occult students are Cowards.
- Changed how debug commands were activated. Also, the message "Debug Commands Enabled!" will now appear when activating debug commands, so that players can be certain that they are activated.
- The pipe wrench has been moved from the storage room to the pool's pump room.
- Added bunsen burner, which has same functionality as candle
- Carrying either of the above is now considered suspicious
- It didn't make sense that carrying a cleaning item was considered just as suspicious as walking around with a bloody weapon while covered head-to-toe in blood. So, from now on, carrying a cleaning item will be considered 50% as suspicious as other actions.

- New study points screen
- Added a “rep will change after class/school” notification so players weren’t confused as to why their rep wasn’t updated yet
- Upon picking up a key that was dropped by a dead student, their key ring will now disappear and a message will appear at the top of the screen confirming that the player has obtained a key. This change was made to prevent players from becoming confused and unsure whether or not they picked up the key or not.
- If the player attempts to attend class while the washing machine is currently washing some bloody clothing, the game will report that there is currently bloody clothing present at school. This is intentional, but has been mistaken for a bug. From now on, the text “The washing machine is still running” will display when the player attempts to attend class under these circumstances, so that the player understands why the game is reporting the presence of bloody clothing.
- If Osana has an event scheduled to take place immediately after she changes her shoes at her locker, she will fail to notice a note inside of her locker, because she is too distracted/preoccupied by her upcoming event. This is a deliberate game design decision, not a bug. However, many people misidentified it as a bug and reported it. So, from now on a message will be displayed on screen if Osana overlooks a note in her locker, to inform players of why she didn’t find the note.
- A lot of players didn’t understand that Ayano’s mode ends after Week 1 and that completing the “Amai Challenge” does not advance the game, so I have added a screen that explains this which will appear anytime the player ends a day on Week 2 of Ayano’s mode.
- If the player giggles while inside of a locker room / bathroom area, nobody will investigate, because they don’t want to be a creep who is peeking on someone in the locker room / bathroom. This is now conveyed in the text that appears when a notification pops up at the top of the screen to alert the player that a giggle has been ignored.
- The text “Take off your clothes at your locker!” will now appear when a player tries to take a shower in the shower building without taking off their clothing first.
- New players usually don’t understand that it’s possible to allocate study points by tapping left/right at the “studying in class” screen, so from now on, a warning window will pop up whenever the player tries to leave that screen without allocating any points.
- From now on, at the screen where you allocate Study Points into school subjects, you can press a key (or button, if you’re playing on gamepad) to see details on exactly what you’re going to gain from each “rank up.” This is to benefit new players who might not understand exactly how much you have to “rank up” any given subject in order to get the associated benefits.
- After eliminating Osana, the game will display a message the next time the player enters the Calendar screen; a message that basically says, “Now that you’ve defeated your rival, you have the choice of continuing to attend school or just skipping directly to the next week.” However, this message didn’t display in 1980s Mode. I’ve updated the Calendar screen so that this message appears in 1980s Mode, too, so that new players

who are playing Yandere Sim for the first time don't get confused about what they're supposed to be doing after they've eliminated their first rival.

- The "Fire Student Council Member" service is only available in Mission Mode. It is greyed out in the normal gameplay mode, which was supposed to indicate to the player that this feature is inaccessible outside of Mission Mode – but many players were still trying to access it, believing that it would become available if some kind of criteria was met. To prevent this misunderstanding from taking place, the "Fire Student Council Member" service will no longer even appear on the list in normal gameplay mode.
- The training baton will no longer have an outline in Yandere Vision, since it was confusing players who didn't understand why they couldn't pick it up.
- Picking up a crafting item will now cause a notification to appear onscreen, so that players understand they've obtained an item.
- If the player is standing too close to the confession tree when a suitor and a rival are standing under the tree, the confession cutscene won't begin, because the rival wants some privacy before she confesses her love. The player needs to walk a short distance away from the tree to begin the cutscene. Few players understood this, and kept mistakenly believing that the cutscene was broken or something. To resolve this, a "You're too close, back away from the tree" message will now appear whenever the player is in a "too close to tree, confession cutscene won't start" state.
- If the player stands too close to a student for too long, they'll slowly start losing rep (not when students are asleep or dying, though)
- Students now have a subtitle for reacting to the sight of the player trespassing, instead of just saying "Hm…" when they witness trespassing.
- The player can now apologize for trespassing (previously, the option simply did not exist.)
- NPCs are now alarmed by bloody weapons, even if the player is not visibly armed
- A tremendous number of people reported a "bug" that items they purchased in the street were not being brought to school. This is because they were not aware that, in order to bring an item to school, you have to select it from a menu. To resolve this problem, you will now be presented with the "Bring item to school?" menu whenever you try to leave the protagonist's home and go to school. This makes it impossible to miss the menu.
- Updated the sprites and dialogue of the shopkeepers in the 1980s Mode shopping street.
- Changed town outfit for Ryoba
- If the player goes into town on a weekday morning, they'll wear their uniform instead of their town outfit
- The NPCs in the town are now different between 1989 and 202X.
- Removing clothing in the shower building will now automatically remove any masks that the player may be wearing.
- Ayano will now undo her ponytail when she changes into a towel, and switch back to a ponytail when she puts any outfit back on. Same with Ryoba
- Ryoba now has a long hair model as well

- Ayano will now drop her bookbag / weaponbag when changing clothing or taking a shower. It just doesn't make sense for her to retain those objects on her body when she's removing her clothing or showering.
- Putting on the raincoat when you're bloody makes the raincoat bloody as well
- Previously, if the player put a bloody gym uniform or bloody swimsuit into a washing machine, the machine would spit out a clean school uniform instead of spitting out the appropriate clothing. This is now fixed.
- Ryoba can now see the ghost of Sumire Saitozaki when activating Yandere Vision in the girls' bathroom where she died.
- The game now recognizes dying in an explosion as a specific type of death (instead of just putting it into the vague "murder" category). Because the nature and cause of the explosion cannot be determined by the police, and because it's inconceivable that a student could have brought a military-grade explosive device to school, any death by explosion is ruled an accident resulting from static electricity igniting a nearby gas leak or something along those lines.
- If the player killed a rival several weeks after eliminating her non-lethally, her elimination information would not update on either the Stats screen or the courtroom sequence. This bug has been fixed.
- Rivals' portraits will now appear onscreen during the courtroom phase where the judge is reviewing what happened to them.
- If the player befriended a rival, then later committed a murder in front of that rival, that rival would still testify positively about Ryoba during the court case at the end of the game. This oversight has been resolved.
- The Stats screen of 1980 Mode (accessible through the Calendar screen) lists the number of times that Ryoba has alarmed her classmates, been seen with a weapon, and been seen stained with blood. Previously, those numbers would go up *any* time that Ryoba was witnessed, even if the witness died immediately afterwards. As of now, those numbers will *only* go up if the witness is still alive at the end of the school day.
- If the player attempts to tell a student to perform an action to another student (such as murder) but the option is not available because the target student is currently busy with an event, the words "BUSY! TRY AGAIN LATER" now will appear over the target student's portrait in order to communicate to the player that the action is *possible*, just not available at that exact moment.
- Holding garbage bags and bodybags are now suspicious outside of cleaning time
- This is a significant change, but is essential to further balance the "conceal a corpse" feature: **Wrapping a dead body in a garbage bag now involves an animation that takes 10 seconds to finish. (though it gets faster the higher your PE stat)**
- The act of carrying a concealed corpse is now far more suspicious. A student's "Suspicion Meter" will now fill up 5x faster when you are carrying a concealed corpse.
- Corpses are considered hidden when inside garbage bags, and now have an orange outline just like non-concealed corpses
- Previously, it was possible for the player to conceal a corpse in a garbage bag even if a character was standing right next to it and mourning it / guarding it. This was silly, so it has been removed from the game. From now on, if a character is mourning/guarding a

corpse, the character will immediately notice and realize that you are the killer, trying to cover up evidence of your crime

- From now on, when students are walking around the school and collecting trash bags to throw away, males will not enter female bathrooms to search for trash bags, and females will not enter male bathrooms to search for trash bags.
- Previously, any student who was attempting to locate a dead student would give up the search about 5 meters away from the dead student, meaning that many students stopped searching just a short distance before they were about to find their target. The “stop searching” distance has been changed to 1 meter, so that students are almost guaranteed to actually locate the corpse of the student they are trying to locate.
- Previously, any student who was following a rival would walk towards them instead of running towards them. This made it very easy for the player to kill a rival by making them run someplace, which would cause all of their followers to be left far behind. From now on, followers will run towards their target if enough space is put between them.
- Sleuths will no longer search for corpses in bathrooms
- Suitors will no longer follow rivals into bathrooms
- Bloody buckets are now considered incriminating evidence
- If you mop up blood when your mop is sufficiently bloody, it’s incriminating
- From now on, whenever a suitor attempts to approach a rival but her corpse has been concealed / disposed of, the suitor will look around in a confused fashion, leave, and not look for the rival for the rest of the day.
- Any suitor who sees you attack a rival will now attempt to apprehend you.
- The “Haha, nope” text that displays when the player is not allowed to detonate an explosive has been replaced with more meaningful text that describes the exact reason why the explosive can’t detonate.
- If you pay the Yakuza to kidnap a girl, you will now see a cutscene where the girl is kidnapped. The cutscene will play on the subsequent day, after you’ve left home for school.
- From now on, the Yakuza will disappear from the street forever if his brother is killed at any point in time.
- Added a new Scheme to Info-chan’s Schemes menu – a Scheme that explains how to perform the “Drive to Murder” elimination method (currently about driving Horuda to murder, rather than driving a rival to murder).
- Any rival who is eliminated non-lethally and continues to attend school will no longer use the “Lovestruck” Persona after she has been eliminated.
- Persona changes are now reflected in student info pages
- Students whose crush or relationship status change now have the changes reflected in their student profiles
- Updated cover art for the Cherry Touch and Life Note manga
- Rebalanced manga so it takes longer to read each book
- Previously, reading a manga on Sunday morning would end the day and advance to Monday. Now, reading a manga on Sunday morning will simply advance to Sunday night, allowing you to read manga again.

- Previously, the manga in 202X and 1980s Mode shared the same descriptions, despite being completely different stories from different time periods. The manga in Ryoba's time period now have unique descriptions (when viewed from inside her home).
- Club leaders play unique music when you talk to them
- Previously, all 1980s Mode club leaders used the exact same dialogue. As of now, some club leaders – the drama club, occult club, and art club – now have unique dialogue. The plan is to eventually have all of them speak unique dialogue. (A volunteer is writing the new dialogue for me, so it won't take any of my time away from development. I'll continue to update the rest of the 1980s club leaders with unique dialogue as more writing comes in from the volunteer.)
- The player can only talk to a club leader about their club when they are a certain distance from their club. However, some club leaders move around, change their club locations, etc. This made it frustrating to talk to Budo about his club, since you'd have to wait until he was standing with his arms crossed (signifying that he had reached a "club" location). From now on, you'll be able to talk to Budo about his club more easily if he's in one of the Zen gardens, as long as you wait a few seconds for him to take a few steps into it.
- If the player got kicked out of a club and then tried to speak to the club leader while he was in the vicinity of his club, he would only say a line of dialogue about not allowing the player to rejoin the club, and the player would not be able to interact with him normally. From now on, club leaders will only speak the line about not allowing you to rejoin once, and afterwards, will then become available for normal interactions.
- If the Music Club shuts down, the turtle and its aquarium will disappear from the room, since it doesn't make sense to keep a living animal in a room that nobody can access.
- Changed Ayano's room
- Changed the occult clubroom
- Fully furnished the biology lab and english classroom (now a foreign studies room) with props, also added more props to the art room
- Changed railing on rooftop and added some decorations to front of school
- From now on, when performing a murder that involves the school rooftop (such as pushing someone off the roof or dropping an air conditioner unit on someone) a button prompt will appear to give the player the option of watching a close-up view of the victim's death. Also, the protagonist will now lose sanity when dropping an air conditioner from the school rooftop to kill someone.
- Changed gate and changing booth models
- Changed the texture for the hedges and bushes around the school. Hedge walls and bushes dominate many parts of the school, so this significantly changes the look-and-feel of the school.
- Changed the texture for the leaves and roses on the arches in the school plaza, since they were photorealistic and didn't match the art style of the other leaves around the same area.
- Added new classroom props

- Updated some of the models around Akademi (the pillars that appear at the corners of the exterior of the school building and the doorway that leads into the pool's pump room).
- Updated the textures for some of the window frames and door frames around school.
- Updated textures of the gym
- 1980's nurse has a new design and outfit
- Updated the appearance of the nurse in 202X Mode.
- New counselor look and portrait
- For years, Taro's "Student Info" portrait was always Taro's default appearance, instead of the appearance that the player had actually chosen for him. This confused new players. From now on, the screenshot of Taro that appears in the Student Info screen will reflect Taro's actual appearance, instead of his default appearance.
- Added custom textures to the bully girls' smartphones.
- The protagonist now automatically changes her shoes when entering/exiting the school building.
- Ai's song was re-recorded and sounds more upbeat now
- Added a new pool's closed sign for 1980's mode
- The "Pool's Closed" sign will now cause everyone except Ritsuko to stop sunbathing at the pool, because Ritsuko is the only person selfish enough to do whatever she wants, even if a sign is telling her not to. (She also says a line of dialogue about the sign while she's settling into her pool chair.)
- Ritsuko Chikanari, the 5th rival of 1980s Mode, despises poor people, and only wants to interact with rich people. To reflect this, the 7 girls who sunbathe with her at the pool are now the 7 richest girls at school, instead of just being 7 random female students.
- Ritsuko (the 5th rival of 1980s Mode) will no longer respond to a dropped weapon by picking it up and returning it to where it belongs. It would be out-of-character for her.
- Students who are distracted by a dropped object while eating will now set their bento down while investigating the dropped object, allowing you to poison their bento while they are investigating something suspicious.
- Students will no longer pick up a dropped object and return it to where it belongs if they are currently wearing a swimsuit or eating lunch.
- Students now perform a "looking left and right curiously" animation when they are investigating a suspicious noise.
- Female students now perform a short "Looking left and right for the source of the distance" animation when investigating a disturbance.
- NPCs now perform a short "Huh? What was that weird sound I just heard?" animation after hearing a weird sound nearby.
- Players can now sew a bikini and a pair of socks in the sewing room
- The "make bikini" and "sew scarf" button prompts are now on separate sewing machines. How will the player know what sewing machine is the correct one to use? Simple: the corresponding sewing machines now have books next to them. The books are titled "How to sew a scarf" and "How to make a bikini." This should make it obvious which sewing machine results in which item of clothing.

- Previously, when Chigusa was posing for a photoshoot, her photographers would perform an idle animation instead of a “taking photos” animation. The photographers will now perform an “impatiently waiting” animation when she is not present, and a “photographing” animation when she is posing.
- When Chigusa is cycling through poses for her photo shoot, she will no longer use any of the tough/aggressive/delinquent poses.
- Replaced some old animations with new ones: Ayano’s laugh, washing weapons, sewing animation, murder witness talking to you the next day, a rival waiting out the stench of a stink bomb in the middle of an event
- Replaced the protagonist’s (not insane) laughing animations with new ones, since the old ones (originally created in 2014!) were extremely low-effort and low-quality.
- Asylum mission changes:
    - The “Evil Photographer” now runs around the room searching for you after you light his bag on fire, instead of just standing still forever.
    - It is now possible to pause the game during a Befriend/Betray mission. (this includes the stalker mission too)
    - There are now rocks Ryoba can throw to distract NPCs.
    - You can use yandere vision to see outlines of enemies and targets/useful items
    - You can now pick up cigarettes, sedatives, and lethal poisons from the building to bring home
    - You can now hide in lockers placed around the mission
    - Updated the voiced lines of the drug addicts in the asylum to reflect how I imagined them talking.
    - There was a part of the asylum that did not have proper ground detection, allowing Ryoba to walk on air. This area is now inaccessible.
- Cooking Club students will no longer attempt to give food to students who are sleeping.
- It is no longer possible to use the “pass 30 minutes” book after 5:30 PM, since you wouldn’t be able to get in a full 30 minutes.
- All camera movements on the title screen are now 2x faster.
- I took away the short time delay before you’re allowed to make selections on the Calendar screen so that you can get through it quicker.
- When opening up the Stats screen from the Calendar screen, the transition is now 5x as fast.
- It is now possible to access the Amai challenge by pressing the “A” key 10 times at the Calendar screen. (Only in 202X, of course.)
- It is no longer possible to sabotage the power strip on the gym’s stage if people are watching.
- Light music club will no longer perform on stage during Ai’s week if their club shuts down
- If the player is at the trash barrel when Moeko arrives, she’ll leave without starting a fire
- Gave Moeko a unique “light paper on fire and drop it in barrel” animation instead of using a previously-existing animation that was a rough approximation of the action she was supposed to be performing.
- If the bookcase is pushed over without killing the librarian rival (Honami), she will adjust her routine and stop walking over to that bookcase.

- If a radio is playing and the bookshelf is pushed onto it, it'll stop playing
- If a character was squashed by a falling bookcase while holding an item in their hands, that item would not drop, meaning that the player could never retrieve it. This bug has been fixed.
- Moeko's corpse can now be dumped into the flaming trash barrel (just for fun, doesn't get rid of the body)
- From now on, after Week 2, Moeko will spend more of her time in the area where she creates fires.
- School atmosphere penalties have been adjusted. If a student disappears, School Atmosphere will drop by 10%. If a student's corpse is discovered at school, School Atmosphere will drop by a *further* 10%.
- All of Ryoba's kidnapped victims will now wear a blindfold, because it's possible for them to return to school (after their parents pay ransom money to the Yakuza) and Ryoba wouldn't want them to know who kidnapped them.
- Kidnapped victims now wear rags
- It is now only possible to sell the ten rich girls to the Yakuza for ransom.
- Students who have already been kidnapped once in the past (and have been released by the Yakuza after their family paid a ransom) will now refuse to follow the player once they have returned to school.
- The amount of money that the player can earn from delivering certain kidnapped prisoners to the Yakuza was way too high, and it has been reduced.
- From now on, the act of returning a kidnapped student to school (by selling that student to the Yakuza) will increase school atmosphere by 10% (essentially undoing the damage that is done by letting the student disappear).
- When torturing a prisoner in your basement, the "you will reduce your prisoner's sanity by __%" text in the description box will now update to reflect any bonus damage that you're doing to your prisoner's sanity as a result of upgrading the Psychology stat.
- Young headmaster is now fully voiced
- Changed props in headmaster's office in 1980's mode to remove present day headmaster stuff
- Changed photos in 1980's photography clubroom so there are no pictures of students from Ayano's mode
- The photographs that hang on the main corkboard in the Photography Club were extremely outdated. They have been replaced.
- Gave unique aprons to all cooking club members in both game modes
- Updated the textures for the rainbow girls' socks.
- Since 1980s Mode takes place after Ryoba had already been stalking her Senpai for 1 year, the Senpai Shrine in her room is now filled with items from the start of the game.
- Teachers in 1980s Mode now make calls from retro-looking cell phones modeled after actual cell phones that really existed in 1989, instead of using modern-looking cell phones. (The headmaster requested the latest in portable telephone technology from Saikou Corp.)
- Added props outside the doors that open to the plaza to reduce (or hopefully eliminate) instances of students getting stuck on the doors while trying to enter the plaza).

- Positioned some props around the interior and exterior of the school and gym to reduce or eliminate the chances of the player getting stuck between a door and a wall if a student opened that door while the player was nearby it.
- Added planters to the school rooftop, aligned with the way that doors open, to prevent situations where characters get stuck on doors when trying to pathfind around the rooftop. Also, rooftop doors can now only open outwards, not inwards.
- (minor?) Deleted a prop from the drama club to prevent pathfinding issues from occurring in that room.
- The crafting screen now has a little “hint” window at the bottom-right corner to help new players understand where to look for crafting materials/chemicals.
- Changed the 3D models that pop up when you craft a Chemistry item, since the player wouldn’t logically be receiving the crafted chemical in a plastic bottle with proper labeling on it.
- Previously, if the player crafted stink bombs, the stink bombs would spawn in the form of a box with branding on it. That was silly, so from now on, the spawned stink bombs will take the form of a balloon filled with stinky liquid.
- From now on, when crafting bang snaps at the workbench, the resulting 3D model will look like a bundle of bang snaps instead of looking like a boxed product with branding on it.
- The player is not meant to be able to lockpick the nurse’s cabinet in 202X (let’s say that the lock was upgraded between 1989 and 202X) but the “Lockpick” option was still there on the cabinet, even though it was non-functional. This non-functional “Lockpick” option has been removed from 202X. Also, the button prompt has been changed to “cannot be lockpicked”
- Teachers will now react to the player attempting to steal cigarettes from the faculty room.
- Renamed the “ID Card” in the faculty room to “Faculty Keycard” to prevent people from confusing the ID Card for a Fake ID that could be used in town to buy adult items.
- The convenience store in 1980s Mode is a different chain than the one in 202X, so from now on, its appearance will be different in 1989.
- If you bump into a student council member 5 times, they will pepper spray you. This was true even if you bumped into them 4 times at 7:30 AM and then once again at 5:30 PM. That was a little bit silly, so, from now on, the “bump counter” will reset after attending class. Student Council members will now only pepper-spray you for bumping into them at least 5 times within the same “phase” of the day. (This goes for delinquents, as well.)
- The 4 student council boys of 1980s Mode were all using the same shove animation – the “delinquent” shove animation. This animation looked out-of-place for most them, since it didn’t match their personalities. Ken and Joze have been given new “Um, I’m sorry, but would you please back up a bit?” animations that suit their personalities much better, and Reichii has been given a new animation that suits his cold, fearless personality; he repels Ryoba with his threatening aura alone.
- Student Council members will no longer react immediately to any “illegal” action that you are performing if you alarm them by running nearby them; they will take a moment before they begin reacting.

- If a player was splattered with blood / insane and charged directly into a student council member, the student council member would push the player away and then completely ignore the blood/insanity. This was illogical, so from now on, student council members will actually react to you when you charge into them while splattered with blood / insane.
- Crouching in front of your Senpai is no longer an automatic game over.
- Delinquents no longer react if they see a weapon dropped on the ground. They simply don't care. (They also don't seem to react to blood, at least when investigating sounds, but I don't recall the details of this one.)
- The "Killing Rival Slow Motion" effect will no longer occur when tranquilizing a rival in the gym storage room. It is now also optional and can be disabled in gameplay settings
- It is now possible to change the resolution and change whether or not the game is running in windowed mode from the Settings Menu; this means that you can do it from the title screen or while at school.
- From now on, if the player is spotted by Senpai while killing a rival, the "slow motion rival death" effect will immediately end, since a game over is already guaranteed.
- Added the option to toggle a minimalist HUD in the settings menu
- From now on, the date of the current build will be visible from the "Choose Your Resolution" screen, so that you can tell whether or not you're on the latest build immediately instead of having to load all the way into the school to find out.
- From now on, if you are playing an old build of the game, you will see "You are playing an outdated build! Please download the latest build!" text at the screen where you select your resolution. However, you won't actually get to see this text appear until I upload the next build.
- Changed the push button to be F instead of E so players don't accidentally push off people they're trying to talk to
- 1980s Mode now uses a different musical jingle when completing a Task for a student. It's the original "Task Complete" jingle that was created in 2015! (nostalgia)
- Students' lips now move during their Task dialogue.
- The "police investigation sequence" now features unique background music in 1980s Mode, composed by **CameronF305**.
- The game's audio now gains a reverb effect when the protagonist's sanity is low. The reverb effect gets more intense the lower your sanity drops. To really appreciate the difference between normal audio and low sanity audio, mute the game's soundtrack with the "M" key. (This was a pre-crowdfunding checklist item! Yay for the checklist getting smaller!)
- From now on, if the player commits murder with a bucket of weights, the text during the End-of-Day police investigation sequence will make mention of the weights, rather than simply saying "no murder weapon was found."
- If a victim's fingerprints are on the same weapon that killed them, one possible conclusion is that the victim committed suicide. However, the police in Yandere Sim never draw this conclusion. This is because the wounds on a murder victim's body look completely unlike the wounds you would expect to see on the body of someone who has killed themself. However, the text that displayed during the End-of-Day police

investigation sequence did not explain this, so a lot of people reported this as a “bug.” The text has been adjusted so that it is more clear why the police are not considering suicide as a possibility when they find a victim under those circumstances.

- You can scroll through study points, info chan’s menus, and task menus now instead of tapping them
- From the Task screen, you can now press a button to instantly jump to a student’s profile, allowing you to quickly Tag them so that it’s more convenient to find a student whose Task you’re trying to turn in.
- A mind-broken slave walking through a metal detector with a metal weapon will now set off the metal detector (but it won’t stop her from continuing towards her destination).
- Students now react to the sight of a mind-broken slave instead of completely ignoring the presence of a girl wearing rags shuffling through school while muttering “…kill…kill…kill…” to herself.
- Previously, if the player crouched while holding a small weapon, the protagonist would automatically conceal the weapon. This is no longer the case. The protagonist will now continue to hold the weapon in their hands while crouching. (However, this does not apply to large weapons; only small ones.)
- A murder victim can no longer be a witness to their own death.
- Students no longer react to petty things (like Yandere-chan crouching) if they are currently hiding in their classrooms, cowering in fear because they saw something that caused them to worry about the possibility of a killer at school. You can also no longer talk to them
- Students hiding from seeing death or evidence of a murder will react according to their persona if they see the player behaving suspiciously
- NPCs guarding corpses or evidence no longer care about petty misbehavior
- The Journalist will now run away and call the police if he sees a corpse
- The Journalist now spawns differently at the school entrance and behaves differently around Ryoba when she goes past the school entrance
- A lot of players were confused by the event that is triggered when entering the hair salon in 1980s Mode. I’ve adjusted the event slightly so that it’s a bit more apparent what is going on.
- Updated many hairstyles and portraits in both modes (is it worth listing them all out?)
- The gym uniforms in 1980s Mode now look different from the ones in 202X.
- You can now open and close doors and curtains by tapping the button instead of holding it
- From now on, dropping a weapon (or other pickup) nearby its original position will result in the object re-appearing in the spot where it originally came from, instead of being unceremoniously plopped onto the ground at your feet.
- All students in 1980s Mode now have unique reputation values and likes/dislikes (previously, they were all using the same reputation values as the 202X students).
- Added profile descriptions and unique portraits for teachers
- It is no longer possible to gossip about faculty members. As a mechanic, it wouldn’t make sense. There is no reason to gossip about them, and they wouldn’t be as emotionally/psychologically susceptible to gossip as a student would be.

- From now on, when selecting the “Gossip” option from the student interaction wheel, the Student Info Menu will open on the last student that the player gossiped about, instead of resetting to the first student every time. This should make it easier to gossip about one student repeatedly, without having to manually re-select that student every time the menu is opened.
- From now on, any rival who is not present at school will have a silhouette portrait instead of a fully colored and detailed portrait. This is to reflect the fact that the protagonist isn’t meant to know who her next rivals are until they actually appear at school.
- From now on, when playing the Light Music Club’s rhythm minigame in 1980s Mode, the graphics will be different than the graphics of 202X Mode. (The characters are currently using silhouettes instead of colored artwork, though, since the designs of the 1980s Mode music club have not yet been finalized.)
- Gave unique tasks to the martial arts club for Budo’s task
- (should this be added since it’s not 1980’s mode and is basically a bug fix?) It is now possible to attack Raibaru without being counter-attacked if you have poisoned Raibaru first (with any of the 4 types of poison).
- The “Stab Raibaru in the back with a weapon while she is fighting with a mind-broken slave to make her lose the fight” feature will now only work if the player is holding a small stabbing weapon such as a kitchen knife (it no longer works with blunt weapons such as baseball bats).
- The boys who follow Chigusa around school in 1980s Mode will now not follow her when she is meeting with someone, such as when she’s talking with Ryoba on the school rooftop. They also have new animations for being hyped about seeing a celebrity at school
- From now on, male students will stop “admiring” Chigusa if she is sleeping in the infirmary, since they all recognize how weird it is to creep on a sleeping girl.
- The Journalist and the Headmaster now have yellow outlines in Yandere Vision, since yellow is the color for “someone who is suspicious of you.”
- Headmaster will only tase you if you’re visibly armed, instead of just carrying any weapon
- Any student with the “Spiteful” Persona will no longer call the cops on the player or testify to the police about murder, after witnessing the murder of a student that they were being bullied by.
- Previously, any student with the “Snitch” persona would not respond positively to any kind of locker note. As of this update, they will now respond positively to any note about Bullying, Fighting Evil, or Suspicious Activity.
- Spiteful students will now react positively to notes about “Bullying”.
- In mission mode, Horuda and delinquents now react to notes about bullying
- Changed game UI in mission and lovesick modes
- The current week is now displayed at the top-right corner of the screen, in addition to the current time, weekday, and phase of day.
- The player’s current amount of money will now only display when money is relevant, such as when the player is nearby a vending machine. The amount of money will also

display whenever the player is talking to a student, picking up money dropped by Info-chan, or pausing the game.
- In extremely high-level Mission Mode missions (with very low school atmosphere) that involve poisoning a target, it was nearly impossible to poison any student at lunchtime because of the surrounding witnesses having an increased range of vision. To make these missions more feasible, there are now cardboard boxes in the hallways that provide the player with cover to hide behind while performing the poisoning animation.
- Updated a bunch of idea texts to reflect gameplay changes
- Added a “Distractions” tutorial to the tutorial menu.
- Added a “Personas” tutorial to the tutorial menu so that players can learn about the “Change your Persona” mechanic.
- Replaced the renders of rivals in Ayano’s intro sequence, also changed the look of one of the scenes in the intro
- Improved the visuals of Ayano’s intro cutscene a few other ways
- Changed Amai’s outfit and the environment of the cutscene where she meets Senpai, updated photo of her as well
- The player must now wait 4 seconds between uses of the “study in library to pass time” feature. It’s necessary, in order to avoid creating bugs in events that depend on a certain amount of time passing.
- Previously, if Student A was running to warn Student B about murder, and Student B was in an event, Student A would politely stand there while waiting for Student B’s event to end. This was silly, so from now on, Student A will forcibly end Student B’s event.
- (minor?) The “Speedrun Timer” (that appears when pressing the “Delete” key on your keyboard) will no longer freeze when the game is paused or go super fast when the player is using the speed-up-time feature.
- It should no longer be possible for a corpse or object to clip through a wall if you perform the running animation into/next to a wall or a corner and then release the item. (does this count as a bug fix?)
- Students who are set on fire while standing in front of a wall should no longer clip through the wall during their death animation.
- No longer possible to clip through a wall or Osana while getting apprehended by Raibaru
- Previously, if the player spoke to a student while extremely close to a wall, the camera would clip through the wall. This bug has been fixed.
- Previously, the player was disallowed from pushing Ritsuko into the school pool if any students were present nearby. From now on, it is possible to do so if witnesses are present, but if any witnesses see you kill her, they will immediately identify you as a murderer.
- Various optimizations that improve loading times and FPS
- It is no longer possible to be electrocuted by a puddle of water if you are wearing a raincoat and rubber boots while you step into the puddle.
- Previously, a sabotaged power strip would only recognize a puddle of water if it was created through a scripted event (sabotaging a pipe with a wrench), and would not recognize any puddle of water that was created by dumping water from a bucket of water. This is no longer the case; sabotaged power strips will now always be able to

recognize that they are inside of a puddle of water, even if that puddle was not created through a scripted event.

- It is now possible to repair a sabotaged power strip and also unplug a power strip from a wall, meaning that the player can now use the power strip for electrocutions multiple times in multiple locations around the school in one day.
- The act of sabotaging a power strip with a screwdriver will now be considered "suspicious" by any witnesses nearby.
- From now on, it will no longer be considered "suspicious" to walk around with a lit candle in your hands if you are a member of the Occult Club.
- It's no longer suspicious to pick up the knife in the cooking club if you're a club member (is it suspicious to have a knife in that club if you're not a remember? I don't recall)
- The rival will no longer react to giggles or talk to the player on Friday morning while she is on her way to put papers onto Senpai's desk. She is taking that favor for Senpai so seriously that she doesn't want to respond to any distractions until she's taken care of it.
- The player can no longer use an emergency shower by walking into it while holding a club uniform. It will only accept clean school uniforms, not club uniforms. (This is the way it was always intended to work.)
- Previously, it was impossible to create a "chain" of electrified puddles of water if the first puddle in the chain was electrified by a sabotaged power strip. It should now be possible.
- From now on, a student that is following the player will stop following if the player enters a "trespassing" area, such as the faculty room.
- It is now possible to use the "Escape" key to instantly pull up the "Return to Main Menu?" window from inside of the protagonist's home.
- Added two new tasks (Kuu and Geiju)
- The player can now play a minigame when passing time
- Sound effect when yandere vision is active
- Certain craftable materials shouldn't disappear after they've been obtained, because they are a container of multiple items. For example, the container of hairpins and the container of paperclips. From now on, the containers won't disappear after the player has grabbed some materials from them, meaning that the player to keep crafting certain items as long as they run back to where the materials were found and grab some more from the container.
- Certain characters will refuse to gossip about characters they're close to
- If the player gets blood (or red paint) on club clothing, and then washes the blood off with a washing machine, the player can now change back into the clean club clothing while inside of the shower building. (The player must be wearing a towel to change into the clean clothing.)
- For some reason, all Science Club members ended their clubroom duties and went to class at different times, instead of all at once. I think this was an accident. So, I've adjusted their routines; they now all depart for class simultaneously.
- It didn't really make sense to allow the player to put a student's lost phone onto their desk while the student was searching for their phone at their desk (or while in full view of witnesses) so the player is now disallowed from doing so.

- It didn't really make sense to allow the player to attend class while wearing a swimsuit, raincoat, or a mask, so from now on, the player is now disallowed from doing so.
- It is no longer suspicious for the player to carry a bloody painter's smock, because it's expected to see splashes of color on a painter's smock.
- New mission mode conditions:
    - The player can now set "must dispose of corpse by dumping it into the sewer as a condition when designing a mission.
    - The player can now set "must wear a lab coat while eliminating the target" as a condition when designing a mission.
    - The player can now set "must dispose of corpse in a vat of acid" as a condition when designing a mission.
    - The player can now select 14 more weapons as conditions when designing a mission.
    - The player can now enable "Aggressive Nemesis" when designing a mission.
- From now on, posting gossip on Kaobook will always result in a reputation penalty. -20 for untrue gossip, and -10 for true gossip.
- When the player is attacked by a Heroic student, the struggle minigame only begins if the player is armed with a short stabbing weapon. However, if the protagonist has a weapon in her inventory, then she would logically pull it out immediately as soon as the Hero started coming for her. It wouldn't make sense for her to just stand there and get taken down without drawing her weapon. So, from now on, Ayano will automatically draw her weapon as soon as she is attacked by a Hero.
- If the player got into a physical struggle while really close to a wall, the camera would clip into the wall, preventing the player from seeing what was actually going on. From now on, if the game detects that the camera is too close to a wall, the characters will re-position themselves so that the camera is no longer clipping into a wall while watching the fight.
- The above adjustment has not only been made for fighting Heroic students and faculty members, but has also been made for the delinquent combat minigame, as well. (The delinquent minigame uses completely different code, so updating the way that the camera works for that minigame was an entirely separate process.)
- Previously, the "getting someone arrested restores School Atmosphere because everyone thinks the killer has been caught" feature would only restore 10% School Atmosphere. This made it kinda pathetic; not even worth the effort. So, from now on, it will restore 50% School Atmosphere.
- Students will no longer react to water traps when they are busy mourning the death of a dead character on the ground in front of them.
- When a student screams, nearby students will now look in the direction of the alarming thing the screaming student is screaming about, instead of staring at the screaming student himself. (It was supposed to work this way already, but a bug prevented it from working.)
- It is no longer possible to join a club after 5:30 PM on a Friday. This is because the player wouldn't be able to perform a club activity with the club that week, and thus the player would just get kicked out of the club immediately after 6:00 PM.

- When Osana finds Raibaru's corpse (or when Raibaru finds Osana's corpse) she has a special scripted reaction to the corpse. Sakyu and Inkyu now have the same type of extreme scripted reaction.
- The electric stoves in the Home Ec room looked way too modern for 1989, so they have been replaced with traditional stoves (but only when playing in 1980s Mode).
- Security cameras will no longer consider you to be suspicious for carrying a concealed body, if you're carrying the body at Cleaning Time.
- If you activate Yandere Vision when security cameras are present at school, you will now see red outlines indicating the security cameras' cone of vision.
- The "Extras" part of the Main Menu now brings the player to a screen with actual functionality. In short, it's a menu that allows people to visit certain YouTube videos. For example, the "Lore Videos" menu links to videos that provide backstory/lore that isn't offered within the game itself.
- Added bleachers to running track and outside decorations
- From now on, the timer will fall by 1% per second when you're moving, but will accelerate to 10% per second when you're standing still.
- Improved depth of field at various resolutions
- It is now possible to work a part-time job twice in one day on Sundays.
- The protagonist will now play a short, subtle animation when opening/closing doors.
- Befriending a student will now unlock their student profile.
- If you try to add poison to a student's bento while someone can see you – or while standing too close to the owner of the bento – you won't be able to do it. From now on, whenever the player meets the criteria for not being able to put poison into a bento, a notification will appear onscreen telling the player exactly what the reason is, and who is currently too close / watching them.
- From now on, when a student is inside of the gym storage room where you can tranquilize students, the "remaining patience" countdown timer circle above their head will deplete at 10% normal speed, to give the player plenty of time to manuever them into position (and reduce the chance that the player will stab them with syringe 1 second after they have stopped qualifying for tranquilization).
- From now on, the timer in Mission Mode will always count down at a consistent speed, instead of counting down faster/slower depending on whether or not the player is speeding up time or using Yandere Vision.
- If the player fails a genocide run, they can now press the "enter" key ten times to get a debug log so they can learn what caused the run to fail.
- From now on, the player will be invincible for 1 second after being struck by a projectile when playing the Miyuki minigame. (5 seconds when playing on "Magical Mode.")

- The “Score” label in the Miyuki minigame didn’t use the same font as the rest of the Miyuki minigame. The label has been updated with the correct font.

May be too minor to add? Quality of life improvements

- Being pepper-sprayed by the Journalist now results in an “ARRESTED” game over rather than an “EXPELLED” game over.
- Previously, Senpai did not eat lunch during Chigusa’s week, making it impossible to sabotage Chigusa’s “feed a bento to Senpai” event. From now on, Senpai will eat lunch during Chigusa’s week, allowing the sabotage method to apply to her. It was also previously impossible to sabotage her events because Senpai would not put his bento on his desk during her week since he was too busy following her around.
- Previously, Sonoko did not eat lunch during her week, making it impossible to kill her with a poisoned bento. From now on, Sonoko will eat lunch during her week, allowing the poison method to apply to her.
- Sonoko will no longer get distracted by the player’s footsteps or push the player when she is busy with an event.
- Ayano now has the same running animation at home as she does at school. Ayano and Ryoba also run faster at home now
- The “Censor Killing Animations” and “Replace Blood With Flowers” features now function properly with the “killing Osana with rooftop fan” animation.
- Students no longer read a creepy demon book in 1980s Mode.
- Fixed issue with the female delinquent long skirts that would cause their dresses to clip through their legs during their walk animation.
- Female delinquents in 1980s Mode now arrive at class late, just like the male delinquents do.
- All students are programmed to refuse to check their lockers for notes between 8:00 AM and 8:30 AM, since that’s when they have to go to class. However, delinquents don’t head to class at 8:00 AM; they ignore school until 8:30 AM, and then arrive at class late. Because the delinquents clearly aren’t busy between 8:00 AM and 8:30 AM, they will now agree to check their lockers for notes at that time of day.
- If a delinquent witnessed a bully’s corpse, the delinquent would react positively, and then run out of school and call the police. Getting away from a corpse makes sense, but the delinquents don’t respect the bullies enough to care about reporting their deaths as if it’s a tragedy, so from now on, delinquents will not call the cops after fleeing the school specifically because they saw a bully corpse.
- Changed Hose Shiruba’s name to Joze Shiuba to reflect how the Portuguese pronunciation of “Jose Silva” would be spoken in Japanese.
- Students who are traveling to a meeting (because they found a note in their locker) will no longer get distracted by dropped objects on the ground on their way to the meeting.
- Changed the 202X gym teacher’s last name so that she doesn’t have the same last name as one of the 1980s Mode rivals.
- Updated Ryoba’s hair model at the end of the “Thanks For Playing” sequence to reflect what her hair model looks like in 1980s Mode.

- From now on, if Ryoba kidnaps any student that wears glasses, that student will not wear their glasses in Ryoba's basement. This is to prevent issues with glasses clipping through a kidnapped character's blindfold.
- Replaced textures for certain posters on walls that contained corny 4th-wall-breaking jokes.
- removed props in 1980's mode like posters or pamphlets that showcased smartphones
- Yandere-chan will now drop whatever she is holding in her hands before performing the "add poison to bento" animation (because it's weird to do that animation with something already in her hands).
- The microphone in the Light Music Club in 1989 now looks different than it does in 202X.
- If a rival was kidnapped, turned into a mind-broken slave, and then used for a murder-suicide, the game would count her as "kidnapped" rather than "dead in a murder-suicide." From now on, the game will track that rival's death as "suicide" rather than "kidnapped."
- Removed one of the drinking fountains in the school, because its position was interfering with students' ability to correctly locate the nearest drinking fountain.
- Modern-day competition swimsuits are skintight leggings, so the 202X Sports Club boys have been given leggings instead of trunks.
- From now on, any student who is splashed with liquid at cleaning time – who was planning on going swimming immediately after cleaning time – will just change into their swimsuit instead of their gym clothes, since they were planning to change into a swimsuit, anyway.
- Changed Ryoba's line of dialogue for apologizing to students for carrying a weapon while splattered with blood. (The previous line of dialogue was identical to the line Ayano says, which references the Internet.)
- From now on, any female student with a smile as their default facial expression will no longer smile if Ryoba tries to speak to them, if the student has witnessed Ryoba commit murder in the past.
- If you are playing with a keyboard, it is now possible to use the WASD and the arrow keys keys to move the little target icon during the guidance counselor segment, if you would prefer to do that instead of using your mouse cursor to click your reply to the guidance counselor.
- The little target icon in the "choose what to say to the guidance counselor" minigame now moves 1.5x faster, so that the player can pick their preferred menu option more quickly.
- Ayano's smartphone background is now darker in Lovesick Mode and Mission Mode to suit the dark themes of those modes.
- The delinquents will no longer make snide remarks towards you when you're in their vicinity if you have befriended at least one of them.
- There is now an option in the Settings menu to turn off Subtitles completely.
- Ryoba's "Cooking Club Accessory" model in 1980s Mode now confirms to the shape of her hair, instead of being shaped for Ayano's ponytail.
- Sumire now wears white socks in the tutorial, since that's what she's wearing in her official character artwork.

- From now on, if the player takes out a knife before talking to Sumire in the 1980s tutorial, Ryoba will quickly hide the knife.
- The “Entering SNAP Mode” sequence is now 1 second shorter, because it was just too long before.
- SNAP Mode now incorporates depth-of-field effects (it didn’t before.)
- Osana’s “talk with Musume in the plaza on Friday morning” event will no longer occur if Osana is busy looking for her lost phone; she would be too preoccupied with her missing phone to care what Musume wanted to talk about.
- From now on, when selecting the “Gossip” option from the student interaction wheel, the Student Info Menu will open on the last student that the player gossiped about, instead of resetting to the first student every time. This should make it easier to gossip about one student repeatedly, without having to manually re-select that student every time the menu is opened.
- The “Provide Rival’s Dark Secrets” service can only be purchased once per week, but the text description implied that it could only be purchased once, ever. This text has been re-worded.
- Updated the mask that appears on Ayano’s face after she joins the delinquents to match the “Delinquent Ayano” artwork that was added to the Characters page of the official website.
- From now on, if Osana’s “sunbathe on Thursday” event is interrupted by a stink bomb, her response will depend on whether or not she is in a bikini. If she is hit by a stink bomb at any point during the event, she will stop moving and hold her nose until the smell goes away, rather than immediately start running away from the stink bomb cloud. This is because she wouldn’t run on the wet surface around the pool (dangerous!). If she is hit by a stink bomb after she has begun to lie down to sunbathe, she will cut the event short and stop, since the stink bomb has ruined the mood and removed her enthusiasm for sunbathing.
- From now on, if Osana’s “read Senpai’s book on Tuesday” event is interrupted by a stink bomb, her response will depend on whether or not Senpai’s book is in her hands. If she is holding his book, the event will end. If she is not holding his book, she will just hold her breath until the smell goes away, and then resume the event.
- Removed exploit that allowed the player to eavesdrop on Osana’s Monday morning private phonecall while standing in a classroom or outside of the school building, where they shouldn’t logically be able to hear the phone call.
- If the player eliminates Osana by forcing her to commit suicide, causing Osana’s corpse to appear at the title screen hanging from a tree, Osana’s corpse and hair will now sway back and forth in the wind.
- Osana will no longer react to a stink bomb if she is reacting to the sight of Senpai’s book floating in water. Reacting to the destruction of Senpai’s book is more important to her than a bad smell.
- From now on, Raibaru will walk – not run – to her “talk with Osana before walking into school” event. This should reduce (or, hopefully, eliminate) the feasibility of an exploit which allowed the player to kill Osana early in the day without Raibaru noticing by using

the “Pass Time” feature to break Raibaru’s pathfinding, which becomes less stable the faster she is moving.

- If Raibaru smells gasoline nearby, she will warn Osana that something isn’t right. Previously, she only reacted to gasoline in a bucket. From now on, she will also warn Osana about the smell of gasoline coming from a nearby sabotaged water cooler, which will cause Osana to keep an eye out for the trap and disable it when she passes by it.
- From now on, the length of the string coming out of a watercooler tripwire trap will be relative to the distance between the watercooler and the nearest wall. (This is a “Whoa, Technology!” feature to me.) This prevents an exploit that was previously used to use the tripwire trap on students who were on the other side of a wall.
- Teachers in all time periods and the student council boys of 1989 will no longer perform a “scared” animation when they hear a suspicious noise during low school atmosphere, since they’re supposed to be authority figures, and thus they shouldn’t seem cowardly or easily scared.
- From now on, if the nurse catches the player breaking into the medicine cabinet, the nurse will actually close and lock the cabinet after sending the player to the guidance counselor.
- If you try to leave school, Ayano says “…Senpai…” but in the Mission Mode timeline, Senpai is dead, so she shouldn’t say that! The line has been changed for Mission Mode.
- Senpai’s profile in Mission Mode was inconsistent with the events of Mission Mode’s timeline, so it has been adjusted.
- If the player tried to perform a club activity during a Mission Mode mission, they would just get an instant game over. This is because the only acceptable way to end the day in Mission Mode is by exiting the school using the pink “portal” near the entrance. From now on, the player is no longer allowed to attempt to perform club activities during Mission Mode.
- When playing a “Multi Mission” in Mission Mode, all of your targets will now have red outlines in Yandere Vision.
- The player will no longer hear the sound of the Light Music Club’s instruments (when they are practicing together as a band after 5:00 PM) while on the floor underneath them.
- On a day involving a memorial for a dead student, the Drama Club cannot practice on the stage, and have to remain in their clubroom during their club activity. However, if the player participated in a Drama club activity on such a day, they would see a camera shot of the empty gym, instead of the clubroom. From now on, the player will see a shot of the inside of the Drama Club, instead.
- The player can no longer put an entire raincoat (plus gloves, plus galoshes) into a bookbag, since that entire outfit would be way too big to fit inside the bag.
- If the player joined a club and then wore a raincoat, the club’s accessory would appear on top of the raincoat, often clipping into the raincoat, which looked janky. From now on, club accessories will disappear when wearing a raincoat, and re-appear when removing the raincoat.
- Yui and Haruto now have the “Spiteful” Personas instead of the Loner Personas, as an homage to their original “evil” personalities.

- The “rummage in faculty room” action now goes by 2x as fast.
- I’ve been made aware of the fact that, when Nemesis disguised herself as a student, she always wore “outdoor” shoes, even while indoors. This made it incredibly easy to identify which student was Nemesis in disguise. From now on, she will wear indoor shoes while indoors, so that the player can’t easily tell which student is Nemesis.
- When Nemesis performed her “look left and right” animation, she would rotate her head far too much, and would essentially look over her shoulder, which would allow her to see anything behind her back. This made her way more difficult to stealth-kill than intended, so her “look left and right” animation has been adjusted.
- Nemesis is too tough to care about stink bombs. So, from now on, whenever you throw a stink bomb at Nemesis in Mission Mode, it won’t stop her – it’ll only make her angry. Throwing a stink bomb at Nemesis will cause her to completely stop pretending to be a normal student; she will charge at you aggressively until she has caught you and killed you.
- From now on, while crouching / crawling, the camera will not lower itself to such an extreme degree as before, and the camera movement with be smooth instead of abrupt.
- Horuda Puresu will now smile and walk with straight posture if all of the bullies are dead.
- Kokoro will no longer be a Gyaru if the other bullies are some combination of dead, kidnapped, or imprisoned (is that supposed to say missing? Isn’t that the same thing as kidnapped)
- Students with the “Heroic” Persona or “Violent” Persona will no longer perform the “knees trembling” animation when School Atmosphere is low.
- If one of the sparring martial artists was not present in the martial arts club, the other one would just stand there forever, and the martial artists would never move from one location to another. From now on, if there is only one sparring martial artist present, that character will perform a “kick demonstration” for the benefit of the other members while waiting for their partner to arrive, and the martial artists will periodically change the location where the demonstration is occurring.
- It is now possible to access the “Ideas” menu while in Ryoba’s home, because there isn’t any reason why that menu option should be unavailable at home.
- If Osana is being bullied at school, she will no longer perform her Thursday afternoon pool event; she’s too sad to sunbathe.
- Delinquents will no longer counterattack you if they are blinded by a smoke bomb when you try to attack them.
- It’s weird to ask someone to follow you and then just take out a photograph and stare at it silently. So, from now on, if the player starts using the “Pass Time” feature while being followed by a student, the student will complain about the player spacing out and then leave.
- The Basu Sisters tell each other everything, so from now on, if one of them sees you commit murder, *both* of them will hold a grudge against you.
- Made an adjustment to the way that blood pools spawn so that a trail of blood pools feels more like a “trail” and not like a series of individual blobs.
- The students in the Alphabet Killer Challenge will no longer reposition themselves according to Osana’s routine.

- The player's Physical Strength is now automatically set to max in the Alphabet Killer Challenge.
- Suitors now wait a little longer before leaving school, to reduce or eliminate the possibility that they will change their shoes at their locker and leave school *before* their crush has put a note in their locker.
- The little clock in Ayano's room now accurately reflects what time of day it is.
- Added a new easter egg to the game as a birthday present for a friend. Activate debug commands at school and type "bloodmaid" to change the protagonist's appearance. When this easter egg is active, you'll find a new weapon in the Drama Club at school.
- Made it so when easter eggs are active, it's easier to mess around with them without getting apprehended
- Ritsuko now has polished fingernails that match her official character artwork.
- The headmaster is no longer present at school during the 1980s Mode tutorial.
- Uekiya will now drop her shed keys after she is tranquilized.
- Your mop now becomes bloody after cleaning up the bloody mess that Osana leaves behind after the fan elimination.
- Raibaru will no longer reposition herself when the player is talking to Osana, since it looked really awkward. Also her pathfinding is no longer screwed up when player is talking to Osana
- Raibaru will no longer warn Osana about the smell of nearby gasoline if she is currently busy with another activity, such as returning a dropped weapon to its proper place.
- Earth's real-life moon will be in the "Waxing Gibbous" phase during the first week of April in 2025, so the moon that appears onscreen during Osana's stalker stealth mission has been changed to be a Waxing Gibbous moon.
- The stealth mission "Game Over" screens lacked any kind of post-processing effects whatsoever. Oops! That was a mistake. The missing post-processing effects have been added.
- When viewing a student's "Reputation Chart" in 1980s Mode, the art style of the chart now matches the VCR aesthetic of 1980s Mode.
- You can now see Ayano/Ryoba's hair/accessories in the mirror in first person mode
- If the police were called to school after Osana was murdered using the Pool Elimination method, the text "The police were unable to find any murder weapons" would appear. This text was a little silly, since the murder weapon was obviously the heavy weight that Osana's hair was tied to. This text has been adjusted if the police arrive at school under those circumstances.
- Previously, carrying around a 50kg weight was not considered suspicious. That's actually pretty weird and suspicious behavior, so from now on, students will react negatively to it.
- Previously, when the player got a game over during the 1980s Mode rhythm minigame, the game over voice line would address Ayano by name instead of Ryoba. A new voice line has been added that uses Ryoba's name instead.
- The "Sneak Panty Shot" collision box has been adjusted to reduce / eliminate the possibility of the game failing to acknowledge that the player is taking a valid panty shot.
- "Fragile" students will no longer report Ayano's murder to the police, since they promise not to tell the cops what they saw.

- From now on, if Pose Mode is active, characters will no longer run the “turn and look at Ayano” code.
- Previously, only female students had an “impatiently waiting for someone to show up” animation. Now, male students have that animation, too. (You can see them using it when male photographers are waiting for Chigusa to arrive for her photoshoot.)
- Chigusa, the “gravure model” rival from 1980s Mode, now actually does “modeling” poses during her photoshoot, instead of cycling between a bunch of idle animations.
- When Chigusa is someplace where boys can’t follow her (like the girls’ locker room) her followers stood perfectly still, performing their idle animations. This looked goofy, so now they will perform “waiting impatiently” animations instead.
- After you have used a locker note to arrange a meeting, students will now perform an “impatiently waiting for someone to show up” animation while waiting at the meeting spot (or a matchmaking spot).
- Because Ryoba states “I was having so much fun watching him, learning everything about him, and planning our life together…” in the 1980s Mode opening cutscene, 1980s Mode now begins with all of Jokichi’s interests unlocked. This has absolutely zero effect on gameplay, but it makes sense for lore reasons.
- Some of the books in the faculty room had titles that referenced things that were created after 1989; JavaScript, HTML, C#, etc. These book titles have been adjusted to have more generic names that don’t explicitly reference post-1980s things.
- Updated the icon for Money to reflect the age that Saisho Saikou actually would have been when the Japanese government decided to put his face on their currency.
- Updated the icons for 1980s Mode generic tasks. (The previous pink icons will be re-used somewhere else in the game.)
- When a club shuts down, it no longer makes sense for that club to put forth any recruitment efforts. So, from now on, whenever a club shuts down in 1980s Mode, the “Join our club!” advertisement stands will disappear from outside of that club.
- Info-chan’s “Hint Available” will no longer appear for the first event of the day (Senpai’s interaction with Osana). The player doesn’t need to see a hint for something that is in their immediate cone of vision, new players can get confused by hint pop-ups appearing within 1 second of gameplay beginning, and the hint pop-up interferes with players who need to pause the game at the start of the day for any reason.
- Updated the texture for the drum set in the 202X Light Music Club.
- Previously, the contents of all students’ bento boxes were identical. As of now, there are 4 different “variations” of food that can be found inside of a student’s bento box. Also replaced their textures
- Replaced models of Osana’s matchmaking gifts
- If two subtitles appear onscreen simultaneously (such as the subtitles for a conversation between Senpai and a rival, and the subtitles for a conversation that the player is trying to have with a student), the “event” subtitles will move out of the way so that the two subtitles onscreen are not overlapping.
- Previously, if the player toggled the “Censor Blood” option during gameplay, any blood pools that were present at school at the time would not update to become

censored/uncensored. From now on, currently-existing blood pools will update whenever the player toggles that option.

- Updated one of the walkway textures so that the walkways leading up to the "matchmaking fountains" now seamlessly transition into the diamond-shaped walkways around the fountains.
- From now on, when Ayano aims her camera at a student's face, if it's a "Selfie" instead of a normal photo, the student will look at Ayano's camera rather than look at Ayano.
- The act of crafting bodybags is now accompanied by a sound effect.
- The player is not allowed to interact with burning corpses. Many players were confused by this, and didn't understand why they couldn't pick up flaming bodies – they thought it was a glitch. So, from now on, if the player tries to interact with a burning corpse, a little notification will appear and let them know that they have to wait until it stops burning first.
- The manga books in the protagonist's room now rotate at half the speed they previously did, so that it's easier to admire the beautiful artwork that was created for each book.
- A new "long gloves" model and texture has been created. (Also, the long gloves won't clip through the school uniform anymore.)
- The protagonist's feet now cause footstep sounds when she walks around in her home (both in her room and in her basement).
- A "sewing machine" sound effect will now play when the player uses a sewing machine to sew a scarf for a student.
- Added ability to toggle shadows in town
- Previously, if the player activated the Alphabet Killer Challenge, that save file would permanently become an ABC Killer save file, and it would be impossible to return to normal gameplay. Some players expressed a desire to return to normal gameplay, so from now on, if you exit to the main menu and re-load that save file, you will no longer be in ABC Killer mode, and you will be able to resume normal gameplay.
- The camera will now zoom out a bit further when you're using the Flame Demon easter egg so that you can actually see what you're doing.
- If the player tries to electrocute Ai without understanding every step of the electrocution process, they will be confused as to what they forgot to do. From now on, if the player tries to electrocute Ai, notifications now appear at the top of the screen to explain what part of the process hasn't been completed yet.
- If the protagonist ran nearby a paranoid character – like Sonoko – the character would enter a "suspicious of protagonist" state where the player was not able to talk to them. This confused a lot of players who didn't understand why they weren't able to talk to Sonoko after alarming her. From now on, talking to a student will snap them out of the "suspicious of protagonist" state, so that it is possible to talk to Sonoko even when she is "Hmm…"-ing at you.
- Chigusa's suitor can now walk through the other boys who simp – I mean, admire her. This is so that Chigusa's suitor can never get "stuck" when trying to pathfind somewhere important (such as the matchmaking area) while Chigusa is surrounded by her other simps – I mean, admirers.
- Students who follow Chigusa will now stop moving when the player is talking to Chigusa.
- From now on, Ryoba's club accessory will be disabled when she puts on a swimsuit.

- There is now a unique animation for washing a weapon at a basin (as opposed to a drinking fountain).
- When drowning Osana, the player's sanity dropped much more quickly than intended. It now drops at a slower, more reasonable rate that reflects the calm and slow-paced nature of the elimination.
- You can now have the "Void Goddess" instantly kill any student by highlighting that student and then pressing the "X" key.
- Characters who are on their way to drink water after eating a salty snack will no longer get distracted by dropped objects on the ground.
- The magical girl wand in 1980s Mode is now different from the magical girl wand in 202X, since the 202X wand is a piece of cosplay for a show that didn't exist in 1989. (Also, for the same reason, it is no longer possible to trigger the Magical Girl Pretty Miyuki easter egg in 1989.)
- If a Sleuth character investigated a target who was standing on stairs, the Sleuth's body would tilt at a bizarre angle to look up (or down) at the student they were investigating. This bug has been fixed.
- If you meet the criteria for being able to ask for a Favor from a student (befriended the student, raised seduction enough, or the student is a delinquent and you've joined the delinquent gang) but the student hasn't even walked through the front door of the school yet, they will refuse to do any Favors for you. This is intentional. From now on, if the player meets the criteria for being able to ask for a Favor from a student, but the student hasn't even walked through the front door yet, a notification will appear onscreen to explain to the player that they can't ask the student for Favors yet.
- Osana's hair was really clipping into her body a lot during her animations! From this build onward, her hair shouldn't clip as much anymore.
- The copying machine in the computer lab now has an original model, instead of being a giant printer sitting on top of a table.
- When wrapping a corpse in a bodybag, the "wrapping corpse" sound effect will now play at the same speed as the animation.
- Increased the resolution and quality of the floor textures of the school pool area.
- Increased the resolution and quality of the floor textures in the storage rooms.
- Osana is now willing to accept snacks from the player in Mission Mode.
- Added more dolls to the doll shelf, including that of the second place medibang winner.
- Added first place medibang winner's character as an option to play as
- Added the ability to play as pikaloli

Notable bug fixes

- NPCs no longer clip through walls when dying to struggle minigame
- Idk if this one would be worth covering, but made the 1980's mode tutorial harder/impossible to softlock through various means (also applies to 2025's mode tutorial as well)
- Fixed the "white whale" bug that caused raycasts to fail after a certain amount of time because the training baton fell too far from school

- There was a bug that would cause students to pretend Yandere-chan didn't exist if the student was hiding in a classroom after discovering a blood stain somewhere at school. This bug has been fixed; students will now react properly to Yandere-chan while they are hiding in their classrooms. (Does this invalidate some Genocide Ending strategies?)
- Fixed bug that would allow the player to poison a girl's bento through her bookbag even if the girl had already removed her bento from her bookbag and was eating it.
- If the player triggered the cutscene where the counselor yells at the rival, and then the player killed someone and made the police arrive at school, the "End of Day" sequence would get stuck and become unable to proceed. This bug has been fixed.
- Fixed bug that made Ryoba's face look weird when reacting to Senpai accepting a rival's love confession, and when she gets a non-F grade in the ending.
- I've removed the "Fake Reaction" feature from the game. It created too many bugs and was too "situational" to be a valuable feature worth keeping in the game.
- (is this notable?) Fixed bug that would cause the game to totally ignore the fact that a student had been arrested, if they were arrested through the Narcotics method.
- It is no longer possible to make a rival speak to her suitor after having an "Offer Help" conversation with her. Sorry, it just created too many bugs.
- Fixed bug that caused each rival's death or disappearance to lead to a greater and greater drop in school atmosphere because the drop was compounded each week, when it shouldn't have been.
- Fixed exploit that allowed players to murder people through the side gate door
- Removed exploit that would make the player appear nearly invisible to characters in the Stalker House Mission or Asylum Stealth Mission while the player was running + crouching.
- 34 voice lines for the guys in the asylum mission
- Removed exploit that would allow the player to use the Student Info menu in unintended ways by pressing a directional button and the "Confirm" button simultaneously.
- Removed exploit that made it possible to escape the Journalist by laughing if the Journalist became aware of Ryoba's murderous actions while Ryoba was laughing.
- Time will now freeze when the "Practice with Clubmembers" window is onscreen, to remove exploits that were only possible by letting large amounts of time pass while that window remained onscreen.
- Arranging a meeting with a rival at 5:00 PM on Friday was an exploit that would allow the player to prevent a rival from putting a note into Senpai's locker to arrange a confession. This exploit has been removed; rivals will no longer agree to a meeting that late into the day, because it's too close to their planned confession to Senpai.
- If Raibaru discovers a dead body and tells Osana, they will begin fleeing school. If the player killed Osana while Raibaru and Osana were fleeing school, Raibaru would not react. This oversight has been corrected; Raibaru will now react if the player kills Osana while they are both fleeing school together, even if Raibaru is not looking directly at Osana when it happens.
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Please note that this list may be partially incomplete! When the number of changes made to the game numbers in the hundreds, it is always possible that one or two changes may slip through the cracks.