

If text is **red** it means that the fix does **not** work online and only works in your own Backyard or Private Play, if the text is strikethroughed it means it was removed

Polish Patch 1.0 Changes

- Rock Pea damage stacking
- AC Perry damage stacking
- Rock Pea and Painter projectiles inheriting player speed
- Fire Pea using the incorrect body model
- Welder displaying incorrect damage type indicators

Polish Patch 2.0 Changes

- ~~- Fixed MotoXStar Damage Stacking~~
- Fixed Delivery Goat and Delivery Chomper damage stacking
- Fixed Pylon and Bling Pylon Mech damage stacking
- Fixed Captain Sharkbite damage stacking
- Fixed Fire Rose damage stacking
- Fixed Frost Rose damage stacking
- Fixed Alien Flower Damage stacking
- Fixed Computer Scientist kill message saying [Code Corrupter]
- Fixed Hover-Goat 3000 Rarity

Polish Patch 2.1 Changes

- Fixed an issue where Cosmic Brainz couldn't hold his charge while jumping

Polish Patch 3.0 Changes

- ~~- Fixed Stink Cloud maintaining player speed when thrown~~
- ~~- Fixed Sticky Bombs maintaining player speed when thrown~~
- ~~- Fixed both Butter Barrage abilities maintaining player speed when thrown~~
- Fixed Agent Pea maintaining player speed when shot
- Fixed Fire Chomper maintaining player speed when shot
- Fixed E.M.PEACH maintaining player speed when shot
- Fixed Crusty Giga Bomb maintaining player speed when thrown
- Fixed Drake Flame maintaining player speed when shot
- Fixed Mystic Flower maintaining player speed when shot
- Fixed Future Cactus maintaining player speed when shot

- Fixed Roadie Z maintaining player speed when shot
- Fixed Bling Bolt Blaster using the incorrect crosshair
- Fixed the two Pylon Mechs doing inconsistent damage even when everything else about them is identical

Polish Patch 4.0 Changes

~~- Fixed an issue where nearly every characters projectiles were interpolated from the camera instead of the gun~~

Polish Patch 5.0 Changes

- Fixed ZPG damage stacking
- Fixed Multi Rocket damage stacking
- Fixed Plasma Pea using wrong damage type
- Fixed Super Brainz Multi Ball damage stacking
- Gave Commando Pea a much more fitting crosshair

Polish Patch 6.0 Changes

- Fixed an issue where Plasma Pea's leg was rigged incorrectly
- Fixed Electro Pea chain damage kill message saying it killed with Electric Needle
- Fixed Captain Squawk Sniper toxic DOT saying it killed with toxic beam
- Fixed Unicorn Chomper Warp not warping up things
- Fixed Twilight Chomper Warp not warping up things
- Fixed a issue where Super Stink Cloud has the incorrect kill message
- Fixed EMPeach damage stacking
- Fixed Missile Madness damage stacking
- Fixed The corn plane mission weapon using incorrect damage type

Polish Patch 7.0 Changes

- Fixed an issue where the randomness of enemies in the backyard would make some extremely rare
- Fixed an issue where most Cactus particles would appear way to late
- Fixed an issue where many characters tracer particles would disappear when they shouldn't
- Fixed an issue where regular Cactus would shoot a coin model
- Fixed an issue where the Upgradable Turrets on Wall-Nut Hills had a completely broken model
- Fixed an issue where Twilight Warp would not show up in the Sticker Book
- Fixed an issue where Torchwood and Hover-Goat costume icons had them in an A-Pose

- Fixed an issue where Party Mech, Scallywag Mech, and Bling Pylon Mech would not show the "Z-MECH READY FOR DEPLOYMENT" message
- Fixed an issue where some AI would not spawn where they should
- Fixed an issue where Cosmic Brainz particles would often disappear or bug out
- Fixed an issue where the UV's on Little Drakes hat were incorrect
- Fixed an issue where Bling Barrel protected the player from less damage than regular barrel
- Fixed an issue where Legendary Modes would be canceled by using certain abilities
- Fixed an issue where the icon for Wall-Nut Hills on the globe would be blank
- Fixed an issue where the Shadow Quality option in video settings did nothing
- Fixed some Deadbeard variants using the wrong Eyebrow type (no this is not a joke)
- Fixed Goop damage stacking
- Scallywag Imp now spawns in Pirate Waves in Graveyard Ops
- Baron Von Bats and Zen Sensei now spawn in the Flag of Power
- Fixed an issue where Rainbow Heal Flower didn't give XP
- Full HBAO is now selectable in video settings
- Turbo Twister description is now more accurate
- Flag Zombies description is now more accurate
- Regular Cactus no longer shares a smoke trail particle with regular Deadbeard, it now looks like how it did in GW1
- Reduced the chance of an issue occurring where shooting someone at close range would sometimes fire bullets off in random directions
- Fixed scattercannon having a space after its weapon name causing killfeed to read [Scattercannon]
- ~~- Wall Nut Hills Loading screen is now more GW2 styled~~
- Fixed a issue which caused a brick wall to look like a bush on Wall-Nut Hills
- Fixed an issue where Computer Scientist AI used GW1 AI abilities, which were phased out in GW2
- Fixed an issue where the final Flag of Power wave didn't use all variants on zombies
- Fixed an issue where Party characters, Computer Scientist, Iron Citron, Unicorn Chomper, Twilight Chomper, Z7 Imp didn't spawn in the flag of power
- Fixed an issue where Party Brainz mask was unable to be worn with his hat
- Fixed Zombot Drone and Rocket Drone engineer animations because why the hell not I guess
- Fixed Pumpkin Flag Weed not giving XP
- Fixed Pumpkin Flag Weed giving no buffs
- Fixed Pumpkin Flag Weed using the wrong animations
- Fixed Pumpkin Flag Weed having the wrong AI name
- Fixed Pumpkin Flag Weed using the wrong behavior
- Fixed Commando Corn not giving XP
- Fixed Party Corn not giving XP
- Fixed Nec Rose not giving XP
- Fixed Party Rose not giving XP
- Fixed Party Citron not giving XP
- Fixed Captain Partyman not giving XP
- Fixed Captain Squawk not giving XP

- Fixed Party Brainz not giving XP
- Fixed Party Imp not giving XP
- Fixed Scallywag Imp not giving XP
- Fixed a bug where Goalie Star's ice buff was not removed on death, unlike every other ice buff
- Disco Zombie should now correctly use his backup dancers summon ability
- Fixed Party Imp and Party Mech having their crosshairs the wrong way around
- Added interpolation to legendary meters
- Reverted a change that caused projectiles to originate from the weapon (except for on ZPG and Multi-Rocket)
- Rainbow Heal Flower's description is now accurate, and fixed a spacing error in it
- Chomp Cannon now uses a more appropriate crosshair
- Fixed multiple soldier files using the incorrect healing FX
- Fixed issues with Retro Gatling's projectile effects
- Fixed issues with Toxic Pea's projectile effects
- Fixed issues with Agent Pea's projectile effects
- Tennis Star and General Supremo can now revive while priming their weapons
- Fixed an issue where the zombie spawn location head icon on Wall-Nut Hills was at the default position
- Fixed an issue where Scallywag Imp had the mech crosshair and Scallywag Mech had the imp crosshair
- Fixed an issue where Law Pea would inherit player speed in its projectile arc
- Fixed an issue where Corn, Chomper, Sunflower, Rose, and Imp/Mech AI Champions had the wrong amount of health
- Fixed Plasma Pea's uncharged shot having slight rotation to it resulting in its particles appearing visually broken at distances
- Shadow Flower now uses energy damage type as her primary is called Dark **Energy**
- Dark Bean Bomb and Dark Garlic Drone now use the Energy damage type for consistency sake
- Fixed the multiplayer portals animations being incredibly choppy, it also now spins faster when active!
- Fixed the "Imp Fliers" (weird things that zoom across the sky on some maps) moving choppily
- Zen Cactus now uses energy damage indicators to match Mystic Flower
- Super Ultra Ball and its alts now all use energy damage indicators
- Captain Sharkbite now uses energy damage indicators
- Cat/Dino Mech lasers and their CvD "longshots" now use energy damage indicators
- Shrimp Mech's laser now uses energy damage indicators
- Fixed an issue where the pots on Wall-Nut Hills objective 4 would not spawn
- Fixed a typo in Soldiers description
- Fixed a typo in Twilight Chompers stickerbook entry
- Fixed a typo in Frozen Citrons stickerbook entry
- Fixed a typo in the stun burrowed chompers quest
- Fixed a capitalization issue in Crazy Dave's ops dialogue
- Fixed the Lunar Landing "Jump !" text having a space before the !
- Fixed a capitalization issue in Impkata's description

- Fixed Sprint Burrow technically having ammo, which caused issues

Polish Patch 7.1 Changes

- Fixed Giga Cosmic Brainz using the incorrect face cosmetic
- Fixed Weed armor destruction particles reappearing when you look away then back at them
- Fixed Rocket Leap not having its trail emitter when used in air

Polish Patch 7.2 Changes (Coming Soon..?)

- S.H.R.Imp now uses energy damage indicators as his weapon is called Shrimpy **Lasers**
- Standard Mech and Party Mech now use energy damage indicators as their weapons both have **Laser** in the name
- Arcane Enigma now uses its launch build VFX (the vanilla bug where there are no exit effects is still a thing, a fix to that is still being looked into)
- Fixed Power Flower, Fire Pea, Pirate Gargantuars, and Epic and Super Spooky Squashes not having the correct AI names
- Drastically improved the visuals of Pea Gatlings tracer
- Made many ability and weapon descriptions much more accurate to how they play (notably Turbo Twister)
- Fixed Computer Scientist and Captain Cannons weapons having a space at the end of their name in other languages besides English
- Fixed some capitalization errors in ops dialogue
- Fixed the engineer teleporter being emissive, causing it to look incorrect
- Fixed Boney Island, Sandy Sands, and Lunar Landing all having various issues with their loading screens, as such the loading screens have been entirely replaced and may look notably different from vanilla. Notably the Boney Island fog does not blend with the water due PopCap breaking that at some point in development, which as of now is unfixable
- Fixed Wall-Nut Hills using it's GW1 loading screen
- Fixed Sky Troopers helmet not being as reflective as intended