

LILITHS LAIR

PATCH NOTES



“I WANT TO CAUSE YOU GLEETCHES!”

-The Vampire that reaches into my computer and tangles the wires to cause bad programming mistakes (so blame him not me)

VERSION 1.0

-Touched up the animations for the Eating and Drinking minigames
Bellagarth now moves rather than just cycling through a handful of frames for each growth “phase”. The original minigame in version 0.9 had 16 phases, whereas we now have 10, but I think the tradeoff in terms of quality makes that worth it.

-Added the Gallery

A frequently requested feature to browse scenes and minigames from completed storylines has been added!

VERSION 1.0.5

-Fixed Vera repeating her advice at the end of the game

-Fixed Bandit softlock

-Fixed Connect Four softlock

-Fixed being able to remove inactive runes in the codebreaker minigame

-Removed the precious blue pixels... I'm sorry...

VERSION 1.0.6

All previous fixes from version 1.0.5 are present here, but the game doesn't INSTANTLY CRASH ON BOOTUP.

The reason this was happening was because it would DELETE the file that stores all of the dialogue in the game on startup, total bonehead move on my part.

If you have v1.0.5 just delete it and get v1.0.6. If you have it on Steam make sure to update and "validate" the files so it can ensure you have the "library.csv" file.

VERSION 1.0.7

Minor tweaks to the gallery, some buttons were previously set to unlock on the incorrect progression flags, such as the connect four minigame content being tied to the matching minigame content, or the giantess route being tied to unlocking the breast expansion route.

KNOWN ISSUES

These are issues that I am aware of that will be fixed in a future patch.

[ALL SPOILERS WILL BE MARKED WITH A ⚠, HIGHLIGHT THE TEXT TO READ THEM]

If a minigame gets softlocked, you can quit out by bringing your mouse to the bottom right of the screen and double-clicking!

-[⚠ INF, GTS, BE ROUTE] [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED] [⚠]

-Steam achievements don't work reliably, unfortunately this one is pretty tricky to test for as it's very difficult to find any sort of pattern on why it works for some and doesn't for others. I used the exact same methods for this game as I did for Visca's Earth Conquest and didn't seem to get any complaints for that game as far as I'm aware.

I've sent a support ticket to Valve so we'll see if there's something on their end that can help get this righted!

-(△ GTS ROUTE)

[REDACTED]

[REDACTED]

[REDACTED]