

Version 0.40

NEW CONTENT

- New Spell: **Freeze**. Go to the university courtyard to learn it. If Zyron is in Uni, he will learn it too.
- You can practice your first **healing spell** in the library. If you got a detention from Hareldir, you will have to go to his class first.
- New conversations with **Isaac**. Now you can tell him to move to: Captain's Room. Dorms, Quarter 1 or 2 on Deck A (if available).
 - Extra scenes in the lab and the infirmary after all conversations have been exhausted.
- Festival:
 - **Hareldir** mudpit combat – sub-bot/dom-bot/dom-top scenes (dom-top special scene if your dick is tiny).
- **The Silky Blindfold Club**
 - Now it's easier to get into this club. Steps:
 - Talk to Orion (the IA in the streets of the second floor). > Want to have some fun? > The Silky Blindfold club
 - After Nikolaos/Holoryx mission, talk to one of them. Now there's no respect conditions, only role/position. In tiop route, go to the VIP area in the pulse, you will be called by King Slurg for your invitation.
 - There are two routes. Bottom route: you are registered as service. Else: you can visit the club and use all its services as dominant (top or bottom). There are 2 scenes so far, 1 with the new character: Levi, another one if pissing kink is enabled.
- **Gushop** – The Galactic Union has managed to restore all its systems and the store is active! You will be able to buy everything you can buy in the game with galactic credits from one place. The items are unlocked as you progress through the story, you don't have them all from the beginning.
- **Ship Improvements** (Katari) have been updated. You can now build new hallways for your ship. Material requirements are high and each improvement will take a certain amount of days to complete. Hallways do not unlock rooms. Rooms can be crafted once you have expanded your ship. No new rooms are available in this update.
 - You can access C-1 and B-1 hallways through the open doors at the bottom of the hallways or using the elevator.
- **Galactic Union Missions** now is called just **Missions**. There are two tabs: **GU (Galactic Union)** and **GA (Gathering)**. The **Gathering** tab lets you gather all the available items, and you can send your crew to collect them in bulk. But be careful! Your crew now has a new stat called "**Compliance**". This represents how many times each crew member is willing to follow your orders before needing a break. Each crew member starts with a different Compliance value that is modified with **Respect**—the more Respect they have for you, the higher their Compliance. On the flip side, low Respect means lower Compliance (and yes, it can even go negative). **How to keep your crew happy and**

boost Compliance:

- Increase your **friendship/love** with them.
- Pay them their salaries.
- Keep the **lunchroom stocked** with quality food.
- Upgrade your **ship** to add relaxation rooms. (Not yet available)
 - Keep the **bar full** of spirits. (Not yet available)
- Also, if you're a **sub bottom**, you can **do them a favor** in exchange for a temporary **+2 Compliance** value until the next rest. You'll need negative respect for this to work and the submissive bottom role enabled. Go talk to each soldier to beg for their obedience. Available for:
 - Rylan
 - More next week
- Once a crew member runs out of Compliance, **sleep for at least 8 hours** to reset their values. If you make any of the changes listed above, sleep to **recalculate their Compliance**.
- Also, I'm registering the times they fail in case you want to punish them. (Not punishment yet available)
- Since the system changed, you'll need to re-buy chip's roles again at the GUSHOP.
- Tips: GA missions have lower success rates if your crew has low level. Increase your crew levels from the GU tab or fighting in combats with them if they are available.
- **Now your crew requires wages.** Each member of your crew has a different wage demand. You can see it in the "Salaries" tab of the partner screen (icon with 4 heads at the bottom of the screen). Each one will be added according to their story, for example, Katari and Sammuell will not ask for a salary until you have finished the pirates plot (Bradley) which is what they were hired for, or Zyron and Skruvak's will not ask for a salary until they have finished their personal missions. At the beginning of the game you have 11 days to collect the money, after that time, each day that passes without being paid their happiness will be reduced by 1 point, decreasing their compliance. From the tenth day onwards the value of friendship will start to decrease too. On the contrary, if you pay them, happiness and friendship values will grow. But this is a slow harvest, you will have to complete several payments to make a big difference.
- **Now you can provide food for your crew.** Buy the food and place it in the fridge (Lunchroom). Depending on the quality they will get happiness. If no food is placed at all, they will receive a penalty of -5 points to their happiness. The cum jar system has changed, you will find the jars in the fridge to collect, only if cum_playing is enabled. You'll find the fridge empty of cum so first, fill the fridge with food and wait one day. Your crew will fill the fridge with their cum every day (some more than 1 jar per night) as long as there is food in the fridge. If the quality of the food is good, they will leave twice as much. In the future, you'll be able to craft potions with their cum to avoid the lust penalty and increase the potency.
 - Low Quality Food – Groceries (Akra) or GUSHOP – 0 happiness points, avoids the penalty.
 - Medium Quality Food – GUSHOP. Increases happiness by 1 point.
 - Good Quality Food – Tarok (Harmonia) He has a new option called "Shop" Increases happiness by 2 points.
 - More quality in the future.

MINOR CHANGES

- Changed the companion screen to fit the data better.
- Changed the way you access university for the first time. You needed to be there at certain hours to unlock the option. Now you can go at any time.
- **Meta-Human Tier** - Cheats. All materials have been added, plus the screen has been fixed.
- Now you can summon the Galactic Union Mission screen from the Partners screen (button with 4 heads at the bottom) as long as you are on your ship.
- Now you can send Zyron to missions.
- In combat, now enemies wait 2 seconds before attacking so you can have time to see what is happening.

NEW ITEMS

- 16 new potions to increase your stats (strength, perception, dexterity, etc). You can buy them at Virgil's. They last 1 in-game hour. Lesser increase 5 points, Medium increase 10 points. They are useful for everything; overcoming difficulty tests, carnival games and combat.
- 8 new recipes (4 lesser and 4 medium stat potions). Virgil will teach you these recipes in the future, but you can craft them right now if you discover the process.
- 6 new materials. Available on Gathering Missions and GUSHOP: Carbon Fiber, Ceramic Composite, Adaptive Gravity Gel, Aerofoam, Flexi-Steel Plastic, Voidglass.

ART

- New character: Levi
- 16 new potion icons
- 6 new icons for materials
- New spell: Freeze
- New backgrounds for the spaceship: B-1 and C-1 hallways.

BUG FIXES

- After the third day of class at Eldor University, we caught Damien in Hareldir's class, one of the options during this scene was to go in and blow Hareldir, but mistakenly it was restricted to the dominant bottom role. So probably you didn't see it.
- If you tell Rylan you are a girl it changed your body to a female type body, instead just your pronouns.
- Fixed some minor bugs on the cauldron screen.
- Fixed a mudpit bug when battling against Hareldir.
- If you have Gabriel twice or more in your diary, say hi and goodbye to him at the Peaceful Panda Inn to fix it.

- If Hakim is not in your diary, say hi to him at the Peaceful Pada Inn (before uni) or in his class if uni started.
- Fixed some screen issues in combat UI.
- Bradley wasn't earning experience from combats.

That's all. The real winner of the poll was Asmodeo, but his scene is half done. I will finish it next week and upload a new version with more content.

Thanks!

Uploaded a new version 0.40.5 with the following:

- **Poll Winner: Asmodeo** - Orpheus Festival Asmodeo route is now done until certain point. It will be completed next version.
- Dominant bottom part of the Infirmary sex scene with **Isaac** was missing.
- Fixed several bugs reported by you.
- **Meta-Human Tier**. New cheat: Body Elasticity.
- **Meta-Human Tier**. Now material screen is not scrollable, instead, it has buttons to navigate through pages.

Enjoy!

----old posts

Uploaded a new version 0.40.2 with these bug fixes:

- "Alteration" bug when sleeping.
- Silky Blindfold Club: sub-bottom route was broken for new victims, now starts correctly.
- Potions duplicated in your recipe book when crafting on the cauldron screen.
- Added a scroll sidebar to the materials in the ship improvements window (Katari) to make it clearer that there are more materials required in the build.

Thanks!

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