

# Patch 1 Retribution Quest 2 Build: 2022-12-14 | CL 293288

## StageCH2 Shipping

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Hello Tourists! Thanks for all your patience and feedback. It's truly been fuel in our figurative chainsaw. We took our time because this is truly a monster patch. We wanted to adjust and test the game as much as we could heading into the holiday season. **TLDR: We have made numerous improvements spanning visual fidelity (Texture clarity, lighting, etc), game functionality (glitches, malfunctions, unintended situations), and game stability (fewer crashes) as well as corrected many issues you have brought to our attention. Physics, audio, game mechanics, no part of the game was spared!**

**PS.** We have done our best to improve the game as much as we can. Barring any bad surprises, our next update will be in the new year. Please keep the feedback coming on our [DISCORD](#) and if you like our changes, the best way to let us know is with a positive review on the META store from you and all your Tourist friends!

### VISUAL Improvements

- **Corrected night mode visuals (This is now significantly darker / scarier). This was the original design that was supposed to ship at launch. This may make night mode a bit more challenging. Prepare accordingly.**
- Invisible walkers are now visible
- Replaced low texture props with higher texture props: signs, bus channel list, Exile envelope, etc.
- Upgraded some character models to higher resolution
- Addressed numerous popping and flickering visual issues
- Adjusted the fog density in Bourbon Street
- Added blood to the environment which was missing after key scenes
- Several visible seams in environments removed
- Semi-invisible grenades are now fixed
- Sap Gloves no longer have player's thumb clip through geometry
- Resting Place mattress now has the correct collision
- Improved finale visual fidelity
- Terrain textures have been improved
- Improved set-dressing visuals across several maps
- Corrected multiple floating assets
- UV graffiti no longer floating
- Added effects to opening scene
- Added missing knobs to doors
- Adjusted some doors to fit the door frame
- Replaced mismatched doors
- Blood decals on armored enemies removed
- Added collision to areas players were getting stuck
- Fixed visual clipping between props
- Fixed ragdoll of specific enemy types

### AUDIO Improvements

- Added missing music to various scenes
- Silencer is more effective at quieting weapons
- Added SFX when bullets impact armor
- Added ambience SFX to various areas
- Added missing SFX to various prop interactions
- Improved audio quality on specific event scenes
- Improved spatial audio
- Added Boot Sequence music
- Improved footstep SFX
- Smoother SFX transitions as a player moves between indoor and outdoor areas

### Chainsaw/Severing Improvements

- Chainsaw fuel level now persists between travel locations
- Chainsaw weight is consistent between travel locations
- Humans now die when chainsaw-ed below the waist

### Human Character Improvements

- Polished human character interactions, dialogue, and animations
- Interrupting human characters in mid-conversation no longer breaks further interactions
- Corrected missing lip sync and subtitles
- Improved human characters clipping through objects
- Corrected some of the Pawn King's dialog
- Tower human characters can no longer shoot through cover & barricades
- Rewards are given for completing optional missions

- “Off on the Wrong Foot” mission works as intended

### **Interaction Improvements**

- Stored items in Resting Place will **stay** in place
- Heavy Plating and Undersleeve Plating buffs are now shown in journal under vitals
- Pulling grenade pin with mouth now works
- Pulling the grenade trigger consistently releases the lever
- Flares stored in Resting Place stash does not light them
- Improved the weapon racks in the Resting Place
- Resting Place area cleaned of some non-interactable items
- Corrected Grenade Launcher reload highlight
- Polished tutorial tooltips
- Corrected the orientation of some skiffs and floating maps
- Critical climbable areas are now well marked with white paint
- Improved player traversal around the radio station
- Grabbing the semi-automatic handgun (FS92M) with silencer repeatedly no longer makes the weapon shrink
- Recipes in journal have corrected names

### **Game Balancing**

- Loot spawn balancing pass
- Reduced the loot spawn of the first mission
- Night mode loot spawns on all maps at night
- Sap gloves no longer disappear after travel or death
- Corrected issues with the laser sight and storage
- Corrected the duplication of items being spawned when returning to locations
- Starting a New Game Tutorial will no longer transfer over the previous profile's inventory
- Tower Presence more active
- Daily difficulty progression was audited and corrected
- Decreased instances where walkers were unable to reach player
- Added more enemies during specific encounters
- Improved walker traversal around hotel

### **General Improvements**

- Skiff map unlocked for post-game play
- “Findable” recipes are now actually findable
- Missing street names in journal map now populated
- Microphone returned to Resting Place radio
- Added missing collectible statues
- Missing safe codes can now be found, happy hunting!
- Journal task during “Hunting the Hunter” will now check off when completed
- Resting Place radio correctly shows the proper channel number
- Fixed floors with no item collision
- Added collision around skiff maps
- Corrected weapon descriptions that displayed the incorrect names
- Added Discord moderator names to gravestones

### **Exile Order Improvements**

- Exile Foothold loot fixed and findable
- Order status card for The Ward is now on the Bus Conspiracy Map
- “More Guns” order can be turned in
- UV “Guides” to Exiles have been audited and missing icons added
- Exile Foothold locations are now lit

### **Import Save Improvements**

- Items are no longer displaced between saves
- A recipe, note, and other specific items pre-populating the Resting Place are no longer missing
- Aftershocks tchotchkes and statue are present in appropriate save games

### **Localization Improvements**

- Language names are now localized in settings menu
- “Tutorial Complete” text has been localized
- Recipes and notes have text
- Dialogue subtitles for specific human characters are now localized
- Trumpet tooltip is no longer in French for English language
- Text in the journal have been localized for specific languages
- Repetitive phrases in beginning cutscene removed
- Removed “[Gender tag]” within the journal