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RELEASE NOTES

V 0.9.lessbusted

KNOWN ISSUES

- ↘ THERE IS STILL NO SAVE YET - sorry
- ↘ Invert mouse has to reset by hitting the "i" when loading each level
- ↘ The game could still use some heavy optimizations for slower systems

THE GOOD NEWS

- ↘ YOU CAN FINISH THE GAME! THERE ARE CLUES, SO KEEP YOUR EYES AND EARS TUNED TO YOUR SURROUNDINGS!
- ↘ The final puzzle (sequencer) bug where the tumblers would show the incorrect position upon exiting/re-entering the level has been fixed.
- ↘ I've sped up the sequencer tumbler rotation for those **FAST CLICKERS OUT THERE**. I can't seem to click faster than they rotate now. Please note that the former is not a challenge.
- ↘ A game stopping bug on slower computers where the falling tiles would get stuck mid-air and still be dangerous has been fixed. If this happens now they are now harmless.
- ↘ The window of opportunity to enter the tower with the spinning panels has been doubled to 2 seconds allowing for more leisurely entry.
- ↘ 4:3 resolutions are now supported and for the most part everything looks quite nice.
- ↘ Lower resolutions (down to 640x480) are now supported. This may help those with slower computers.
- ↘ INVERT MOUSE Y-AXIS has been implemented. Hit the "i" key to switch it on/off. There is one caveat though, read point #2 in known issues above.