[h1]Introduction[/h1]

The Outsider is an overly flashy slugcat, or rather a distant relative of the slugcat. It possesses the genes of winged insects, which allows it to obtain biological fluorescence and flight ability, but also makes the Spore Puffs fatal to it.

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1. The Outsider can fly. When in the air, hold down the jump button to flap your wings. The first flap of wings after each liftoff does not consume food points, but each subsequent flap will consume 1/4 of food points.

2. The Outsider can flare. When standing on the ground, holding down both the pick and jump buttons will consume 1 food point to release a flare.

3. The Outsider is a vegetarian animal. It cannot consume any meat, but as compensation, it can swallow more types of plants to obtain satiety, such as Bubble Weed, Flashbang, etc. [spoiler]But Spore Puffs is POISONOUS, and consuming it will immediately cause the outsider to die. Please don't blame it, there are no Spore Puffs in The Outsider's hometown, and The Outsider, like you, didn't know this at first.[/spoiler]

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I hope you will find these abilities useful... because it has to try to survive in a dark and gloomy world.

[h1]Credits[/h1]

[h3]Code: [/h3]

Quaeledy

[h3]Art: [/h3]

Quaeledy

[h3]Other: [/h3]

Special thanks to Harvie and Pkuyo for their help and advice. Thanks to those who participated in the testing, they are: Wings Echo, ArcticTern, Fei, Fancy cat, Black Cat o.o, Xue Wan, Fi.

This is the first mod I wrote, so there may be many bugs that I haven't discovered yet. If you find it, please let me know. Apologize in advance for any possible bugs, hope you enjoy it!

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[h1]Known issues[/h1]

1. Sometimes Jolly Coop will replace the character controlled by the player with a survivor. You only need to switch back to the outsider in the Jolly Coop.

2. Conflict with The BudGermination. Simultaneously enabling The Outsider and The BudGermination will result in The Outsider being disabled by the game.

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[h1]Notes[/h1]

I used a translator to write this introduction, so there may be some descriptions that are incorrect.

You can customize its color in the JOLLY CO-OP. I made some modifications to the world map, and also modified the generation of creatures in each region to align them with the current timeline. But there are currently no new endings.

There are almost no new storylines. I am also considering the issue of balance, please don't worry.

The two rooms in the new area you saw by the warp menu are LTTM's rooms, which I used for testing. They are not the rooms I will eventually use.

This is the first mod I wrote, so there may be many bugs that I haven't discovered yet. If you find it, please let me know. Apologize in advance for any possible bugs, hope you enjoy it!

Additionally, I initially only wanted to play my own OC in the game, so I created this mod. Just to fit my OC timeline, I modified the world. So perhaps it won't achieve the completion level of the campaign in the game, please don't have too high expectations for it.

Due to Steam restrictions, I am unable to reply to comments. I am very sorry for this.

If you wish to create a video for this mod, you do not need my consent.

[h1]Updates[/h1]

[h3][2024.3.19][/h3]

Just bugs fixing and antenna dynamic optimization. This mod is my earliest work, full of various bugs. I want to complete it, but I lack time and energy, so please don't expect too much.

[h3][2024.8.19][/h3]

Just bugs fixing.

[h3][2024.10.27] ver 0.2.11[/h3]

1. Added Mothpups (Outsider pups). Mothpups can only be naturally generated and generated using the Dev Console on the timeline of Outsider, and can be generated using Beast Master on other lines and in sandbox modes;

2. Added DMS (Dress My Slugcat) adaptation for antennae, wings, and tail speckles for Outsider and Mothpup;

3. Added UI adaptation for Jolly-Coop;

4. Fixed the erroneous animations of flight and swallowtail.

[h3][2024.10.28] ver 0.2.12[/h3]

1. Added the “dressmyslugcat\outsidertemple” folder to the outsider mod folder as an example of using DMS to customize outsider parts.

2. Added an option in remix settings to make mothpups appear in other campaigns that can generate slugpups. Mothpups will replace other slugpups for generation, and you can customize the probability of this replacement.

[h3][2025.2.23] ver 0.2.13[/h3]

1. Fixed conflicts with Random Buff.

2. Modified the way Mothpup is generated using Dev Console. Now all you need to do is enter 'spawn Mothpup', and 'spawn SlugNPC' can no longer generate Mothpup.

3. Fixed the issue where Slugpup still has 1 satiety left at the beginning of the next cycle after starving and eating again (instead of deducting all satiety). (It should be noted here that this is Rain World's own problem, not The Outsider's problem.)

4. Improved Mothpup's pathfinding method.

[h3][2025.4.7] ver 0.2.14[/h3]

Support basic game v1.10.1.

[h3][2025.4.9] ver 0.2.15[/h3]

1. Fixed the issue in v1.10.1 where the prompt did not take effect.

2. Adjusted the horizontal flight speed in v1.10.1.

[h3][2025.4.10] ver 0.2.16[/h3]

1. Fixed the issue of Mothpup causing the game to freeze.

2. Attempt to fix the issue of Mothpup causing the game to not load.

[h3][2025.4.19] ver 0.2.17[/h3]

1. Balance adjustment. Modified the speed and altitude of the flight.

2. Added adaptation to new foods in The Watcher DLC:

(1) [spoiler]The Outsider has a lower probability of stun and a shorter duration of stun when consuming decaying plants, and can earn more food points.[/spoiler]

(2) [spoiler]The Outsider can directly gnaw on pomegranates without having to drop them to the ground and crack them.[/spoiler]

[h3][2025.4.19] ver 0.2.18[/h3]

1. Slightly adjusted takeoff speed and lateral descent speed.

2. Now the Remix configuration menu can configure the flight and flash buttons for players 1 to 4.

3. Now it is possible to set SwallowTail and its speckled sprites in DMS.