[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.

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[h1]Bug fix[/h1]

1. Fixed a problem where entering a room with five pebbles caused the game to crash.

2. Removed the description of 'timeline' from the file, I hope this will not cause mod to fail to start again because it cannot be found.

3. Fixed the bug where 'Game Over' was not displayed after being killed by Smoke Fruit.

4. Fixed the bug where sliding down the pipeline would start flying.

5. Fixed the issue of rain in the Karma Gate room in areas without rain

6. Fixed issue where other characters cannot jump due to fixing other bugs

7. Fixed issues with the generation of creatures. But the old save flies of The Outsider must be deleted (restart the campaign) in order for the loaded area to properly spawn creatures.

8. Fixed issue where using this slugcat to enter arena mode would crash.

9. Solved the problem of multiple cats being unable to fly correctly and consuming food points in the presence

10. Achieved compatibility with Rotund World. But you know, a bird that is too fat cannot fly : )

11. Resolved the conflict with Spore Cat.

12. Solved the problem of going to a room near Moon that caused the game to crash.

13. Fixed the issue of not being able to grasp the pole during flight using the new animation.

14. Fixed the issue of multiple outsiders' antennae not displaying properly after updating the animation, and solved the problem of outsiders' flying affecting each other.

15. Fixed issues with SL echo not appearing and SB echo appearing in cycle 0.

16. Fixed issues with missing swallowtail and jagged swallowtail.

17. Fixed the issue of unable to land due to flying in the last room before entering the outro process.

18. Fixed the issue of non integer food points consumed during flight cannot be displayed properly.

19. Fixed the issue of outsider cannot fly with multiple players in a session.

20. Fixed the issue of remix menu's "hide swallow tail" option does not work.

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If you still encounter the above issues, you can try subscribing to this mod again, as the workshop may not update in a timely manner in the game. If it still doesn't work, please let me know. Thank you.

[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] ver0.2.11[/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 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] ver0.2.12[/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] ver0.2.13[/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.