

***** 27/01/24 ~ 03/03/24**

- (chg) removed the function of reading magazines
- (new) recipe machine changes to progression books
- (new) new progression system replacing magazines with books (big update).
- (new) recovery of the fat spikes, they have upgrade/downgrade (wood, scrapIron, iron, steel, graphene)

***** 09/03/24**

- (new) boxes lost around the world with fixed resources (blue papers and ammunition) and random resources (food, medicine, tools, weapons, etc...)
- (new) repeating crossbow, a weapon that will appear in the starter pack and is assigned to tier 1 weapons, its ammunition is arrows and bolts of both stone and iron

***** 10/03/24**

- (new) explosive gasoline can
- (new) millionaire submachine gun, it is a modified smg that shoots money

***** 16/03/24**

- (fix) fixed the sight of the repeating crossbow
- (chg) adjusted damage (10 pts) and magazine (25 pcs) for repeating crossbow
- (fix) Repeater Crossbow stats are now displayed correctly
- (chg) adjusted damage (15 pts) and magazine (125 pcs) for millionaires machine gun
- (fix) millionaire machine gun stats are now displayed correctly
- (chg) adjusted the loot of the bags, the yellow ones are reduced and blue papers are increased for everyone
- (chg) millionaires machine gun recipe modified, now requires gold to craft it
- (chg) modified advanced autominer recipe, steel and graphene go to 30,000 (will be modified again)
- (chg) initial loot bonus reduced to (10 pts)

***** 17/03/24**

- (chg) the cigar increases 1 point from hand to hand and maintains its 10% trade
- (chg) sunglasses increase 1 point of parallel skills and give +5% experience
- (chg) tough guy glasses increase 1 point of better at range and give +5% experience
- (chg) snow goggles increase buffs by 1 point and give +5% experience
- (chg) nerd glasses increase 1 point of intelligence and give +5% experience
- (chg) Ragnar's bracelet gives 20 stamina points and unlocks 2 inventory slots
- (chg) sniperwolf bracelet improves shooting accuracy
- (chg) the uchiha bracelet reduces crafting time by 15%
- (chg) chopper bracelet increases health by 10 points and gives 1 point of armor
- (chg) the jordan bracelet improves stamina recovery when walking or running

***** 23/03/24**

- (fix) adjusted the description of all books in the progression machine

***** 24/03/24**

- (fix) updated tool unlock in skills menu
- (fix) new icons to indicate which tools are being unlocked in the skills menu

***** 28/03/24**

- (fix) complete skills menu in Spanish
- (fix) now all menu skills have their own icon
- (new) new icons for tongomod items (mega breaker, repeating crossbow, etc...)

***** 29/03/24**

- (new) English translation of all the news (+700 lines)
- (fix) solved the overwriting of the breaker

***** 30/03/24 ~ 01/04/24**

- (new) implemented new daily radio mission system with the seller

***** 06/04/24 ~ 07/04/24**

- (chg) tongomod perk levels linked to character level
- (chg) Tongo skill upgrades have been scaled to unlock at each level
- (chg) modified "uncle the rod" perk so that vanilla melee weapons have an extra buff
- (chg) modified "squire" perk so that vanilla armors have an extra buff
- (chg) modified "squire" perk so that vanilla armors gain resistance too
- (chg) modified "tool master" perk so that vanilla tools have an extra buff
- (chg) modified texts indicating the extra buffs in tools, weapons and armor
- (fix) removed the extra experience when using the tongomod tools (it was very broken)
- (fix) included experience penalty in tongomod drill (level up very fast)
- (fix) removed high level tongomod tool and weapon recipes
- (fix) adjustment of mod slots in tools, weapons and armor tongomod
- (new) added 4 new radial missions (those that come from the seller's letters)

***** 13/04/24**

- (new) including almost all radio missions 27/30
- (fix) patched the bug where the last progression book was indicated as unread
- (chg) changed all recipes in book machine
- (new) new surprise package to buy at the book machine with 5 random recipes
- (chg) modified the quantities of blue papers in all progression books

***** 14/04/24**

- (fix) generic soldier class missions only accept zombies as entities
- (fix) the farmer class quest now indicates where POI logs are crafted

- (chg) the "PENETRATOR" perk has been modified, it now works with all ranged weapons
- (fix) corrected chopper bracelet description
- (fix) corrected lamb can scheme description
- (fix) corrected descriptions of tools, weapons and armor tongomod
- (fix) tongomod tools, weapons and armor settings in the vendor
- (fix) stat adjustment on graphene light armor

*** 20/04/24

- (chg) changed the order in almost all chef class missions (hundreds of lines rewritten)
- (chg) sham upholstery recipe deleted
- (new) new tool for collecting plants available from the beginning without a prescription
- (fix) icon was missing in advanced bandage recipe
- (fix) icon was missing in the advanced medicine cabinet recipe
- (fix) adjusted crafting scaling on graphene tools, weapons and armor
- (chg) halved the reward (exp and coins) of radial missions
- (chg) limited to 20 the number of blue papers that the seller can have daily
- (chg) lowered the loot of military pallets (ammo boxes were removed)

*** 21/04/24

- (new) including mineral recipes in the concrete mixer
- (fix) fixed the radio mission to kill nurses
- (new) radio missions added 15,16,17
- (new) complete radio missions
- (fix) fixed tongomod ranged weapon statistics (crossbow and machine gun)
- (chg) adjusted the cost of alcohol to 1 of water and a fruit (potato/corn)
- (chg) reduced manufacturing cost on books and recipes
- (fix) fixed the classic spikes, now only ask for the material corresponding to the repairs
- (chg) changed startup message slightly

*** 27/04/24 ~ 28/04/24

- (fix) small adjustments in various recipes
- (new) created basic manuals in English and Spanish