**V17**

**Added built-in gamejolt login detail storage, compatible with JUR 2 and Destruction Darius**

**Added Light Cubed and Summer Whiteout, complete with highscores**

**V16**

**Updated patchlog**

**Added Merciless Killer, Impossiball Mission and Scrumpy Ninja**

**V15**

**Santasatnas**

Fixed game-breaking combat bug (hopefully)

**REDUCED FILESIZES**

**V14**

**Menu**

Updated the games, thumbnails and audio clips for games.

**V13**

**Santasatnas**

Revert back to standard screen (THE GAME HATES WIDESCREEN!)  
Santa's shadow more fluid  
Raised max skill level from 25 to 32  
Moved Excalibur to last place only  
Corrected ranged weapon damage  
Upped bow damage to counter melee  
Recurve bow can be bought sooner  
Battle timer now increases faster based on ranged level  
Adjusted health calculations to boost non-melee players  
Sped up battle counter by at least 50%  
Adjusted enemy health and money drops  
Recalculated MP to better help magic characters  
Magic no longer regens after battle is over  
Magic regens faster during battle to account for speed of battle + ability in magic  
Defibrilation now casts effect on dead player, rather than the one still alive. You idiot Philip.  
Beefed up enemy damage  
Made base armour better but now better armour protects more against stronger enemies  
Reworked black magic to be really fun and good and stuff  
I've pretty much changed how the entire game works.

**V12**

**Sundown Shambles**

Pressing right on buy menus eventually loops to ammo rather than going straight back to weapons  
Game over screen now wipes all variables to avoid complications

**Santasatnas**

Widescreen support  
Dialogue timings improved  
Jimmy now guards bridge until his untimely demise  
Loading screen now instant  
Fixed starting equipment  
Removed because not ready for this release

**JUR**

Added  
Can now change controls naturally

**JUR 2**Added  
Gamejolt support added  
More dust where there should be some  
Highscores fixed  
Seriously, a day went into fixing this game, it should be awesome!

**V11**

**Sundown Shambles**

Widescreen support (Only 2 words but hours of effort :(  
Optimised grass and tree spawn distances  
No longer gives you free 500 coins upon finishing training (Sorry!)  
Save game glitches solved!  
Credits now feature Level  
Bat spawning problems fixed  
Value of melee weapons adjusted for inflation (:D)  
Buying a new weapon will automatically sell old one  
Ammo now shows up when on buy menu  
Improved chainsaw so that it rips through enemies on contact  
Save file now correctly remembers pistol ammo and anything stored in guns  
Weapon selection and ammo now remembered across level changes  
Empty text box closes text menu for improved visibility  
Sold weapons now empty animations  
Only the correct gun turret is removed when destroyed  
Zombies no longer shoot after being killed while their sight objects still exist  
Finally put an end to invincible bat reign of terror  
1/1000 chance that window attacks  
Pressing ESC now quits the buy menu before quitting the game  
Whispy special effect no longer overlaps menu on training mission  
Have added voice-overs for training levels

**Death Giver**

Game has been added with minor improvements  
Widescreen support

**Death Giver 2**

Game has been added with widescreen support in levels  
Many small bugs fixed but all in all, it was a successful day... 1 release

**Don't Look Down!**

Game has been added in original condition  
Menu shows options faster  
Game runs more fluidly + controls more responsive  
Widescreen support  
Combined shadows with edge of screen disappearing blocks

**Bat Spam**

Game has been added in original condition- no further changes can be made.

**V10**

**Sundown Shambles**

Game now added  
Health fountains now add % of total health rather than just 1 HP since it takes too long at higher levels  
Quadrupled money received from coins to make more expensive weapons obtainable earlier on  
If button held down, double-jump kicks in at apex of jump  
Increased base walking and swimming speed  
Moved buyzone out of harm's way  
Can skip intro scene with mouse click  
Fixed flashing image on credits screen  
Shaved several seconds off the length of the beginning story  
Halved loading times  
Automatic jumping off ground if button held down  
Ammo now MUCH cheaper and more plentiful  
Can sell weapons back at same price as bought for  
No longer have to be at buy zone to upgrade abilities when you level up  
Health and buyzones now shown as a bright star, as well as with motes when up close  
Buy menu now starts on first weapon, rather than 'sell' screen  
Mouse button now opens buy menu when touching buy area  
Level up menu will automatically appear whenever there are attribute points to be spent  
Improved black colour on tutorial level  
Fixed bug that lets you fall off end of tutorial ledge  
Dropped coins now bigger and easier to see  
Redone tutorial so that it's less buggy  
Upped bitrate on lava song because it sounded HORRIBLE

**V9**

**Space**

AI ship now makes laser sound when firing at boss

**V8**

**All games**

On main menu you can now choose to go fullscreen

**Space**

Added game

**V7**

**All games + main menu**

Added Fusion logo before program so that I don't go to jail

**V6**

**Deragon Eremine**

Pressing ESCAPE returns to main menu from second level  
Replaced midi files with ogg. Increases size of game but reduces loading times  
Shows mouse cursor on level selection screen

**Christmas Combat**

Bonus first version of game now works

**V5**

**DOTW**

Improved controls to allow for mouse firing and any button pressing will skip the intro scenes  
Reduced spawn times  
Added player 1 marker for easy identification  
Changed default shooting to spacebar  
Limited number of soldiers at one time to 30

**DOTW 3**

Double-clicking now dismounts you from machine guns

**Deragon Eremine 2003**

Fixed left over play-testing level teleport

**Deragon Eremine**

Stopped car sounds if area becomes congested because it was annoying

**Christmas Combat**

Made main menu more intuitive with clicking

**V4**

**DOTW**

Fixed tent spawns so enemies won't walk off side of screen. Not that that matters any more now

**DOTW2**

Huge balance revamp- went through every level, re-did balance. Now almost enjoyable! Also removed countless bugs. Enjoy.  
Improved main menu to remove random highlight / shaved 1 second off intro time  
Corrected auto-fire for level 2  
Fixed terrible coding flaws. I must have been drunk when making this  
Improved multiplayer support- and more importantly, SINGLE PLAYER support!  
Made scrolling smoother

**The Best Game Ever**

Sunflower seed mission will always work now

**Deragon Eremine**

Stopped player from glitching at the bottom of the first level  
Moved weapons further up to make more sense

**V3**

**Deragon Eremine 2003**

Updated the level transitions at the beginning of the second mission

**DOTW**

Automatically removes soldiers outside of visible area to prevent unbeatable missions  
Adjusted player speeds so all the same (Player 1 sped up, 3 and 4 slowed down)

**MAIN MENU**

Fixed misaligned selection for Deragon Eremine (Turns out there was another object behind it with the same properties and it was selecting that instead, in case you wanted to know)

**Christmas Combat**

Made mouse control easier, allowed for clicking to skip VS sequence

**Deragon Eremine**

Moved HUD to new layer to prevent overlap  
Added new time challenge mode!

**V2**

**MAIN MENU**

Made highlighted game stay correct even when scrolling the list  
Made the options look a bit fitter

**DOTW**

Changed name of application to 'Doom of the World'

**DOTW2**

Updated it to link to DOTW2 instead of the original. Woops.

**DOTW 3**

Changed control in tutorial for player 1 fire from V to spacebar / mouse 1  
Stopped soldiers from spawning in trees / staying off-screen  
Stopped cursor from disappearing if game minimised  
Added mouse 2 controls for dismounting machineguns  
Improved pathfinding on mission 5 near spawns  
Fixed pathfinding on mission 6 and adjusted tent positions for greater challenge  
Corrected EXE icon for numerous games

**The Best Game Ever**

Slowed down the ragdoll sequence so that we all have time to admire it :)

**Christmas Combat**

Prevented player from leaving left and right side of play area (But standing on opponent's head is still possible... AND RECOMMENDED!!!)  
You can no longer grab hold of your opponent when dying  
Added MORE BLOOD  
Enemy can now inflict blood and squishy sound effects on you  
Game can now be completed instead of endlessly looping  
Cheat codes also work

**V1**

I just gone and done it