Security Security the game venture areas to the two opportunes Serge Social Printings February February February Security Securit	Unique ID	Description	Strategy	Туре	Known	Timestamp
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Companies in backing the wall in the worup place and without a time Instit. Single Research Strategy Dug Y 00,525.16	G1-B-14	Diamond is not being collected until the character steps on the floor.		Feature	Υ	00:19:15
The foregree passed filtroget file wall. Single Section Strategy Single V 0.05227	G1-B-15	Character died even inside the boundaries of the map.	Single Session Strategy	Bug	Υ	00:24:40
Classified Character Integrated. Single Season Strategy 19 19 19 2002.02	G1-B-16	Character is holding the wall in the wrong place and without a time limit.	Single Session Strategy	Bug	Υ	00:25:15
Commonwealth of the property of control for some Condent Polis Strategy (S1) Bug V 001710	G1-B-17	The tongue passed through the wall.	Single Session Strategy	Bug	N	00:34:27
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Colorable The tongue was concision without botching any wall. Colorable The Strategy (32) Bug V CO17.55	G1-B-19	Game crashed when trying to delete the save.	Golden Path Strategy (S1)	Bug	Υ	00:09:00
Colorable The tongue was concision without botching any wall. Colorable The Strategy (32) Bug V CO17.55	G1-B-20	Jump on two enemies in a row damages the character.			N	00:11:46
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Selection Sele	G1-B-31	The tongue distance doesn't follow a pattern.	Completionist Strategy (S2)	Bug	N	
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G18-41 "K" doesn't exit the pause menu Stress Test Strategy (S2) Bug N 00:06:10 G18-82 Clark Company C	G1-B-39	Pausing the game cancels the tutorial and disables the obligatory button.	Stress Test Strategy (S2)	Bug	N	00:05:00
Ging back to the menu after starting the game once allows the player to open the pause menu on the main menu. Gine 8-43 Pressing "Esc" in Gin-8-42 sometimes crashes the game. Stress Test Strategy (S2) Bug N 00:10:00 Gine 8-44 The platform animation is not working property. Stress Test Strategy (S2) Bug Y 00:12:25 Gine 8-45 Gine Back to nplatform of Gin-8-44. Stress Test Strategy (S2) Bug Y 00:13:00 Gine 8-46 Gine Back on platform of Gin-8-44. Stress Test Strategy (S2) Bug Y 00:13:00 Gine 8-46 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S2) Bug N 00:13:38 Gine 8-48 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S2) Bug N 00:19:20 Gine 8-48 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S2) Bug N 00:04:10 Gine 8-48 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S2) Bug N 00:04:10 Gine 8-58 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S2) Bug N 00:04:10 Gine 8-59 Gine 8-50 Gine 9-50 Gine 8-50 Gine 9-50 Gine 9-	G1-B-40	Pausing the game while dying opens the menu without a background.	Stress Test Strategy (S2)	Bug	N	00:06:10
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G1B-86 Diamond was collected after character's death. Stress Test Strategy (S2) Bug N 00:13:58 G1B-87 Small rendering issue when respawning. Stress Test Strategy (S2) Bug N 00:13:58 G1B-84 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S1) Bug N 00:04:10 G1B-89 Animation glitch during transformation. Speedrun Strategy (S2) Bug N 00:04:10 G1B-80 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:00:12:0 G1B-80 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:00:12:0 G1B-85 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:00:00:00:00:00:00:00:00:00:00:00:00:	G1-B-44	The platform animation is not working properly.	Stress Test Strategy (S2)	Bug	Υ	00:12:25
G1B-47 Small rendering issue when respawning. G1B-48 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S1) Bug N 00.019:20 G1B-49 Animation glitch during transformation. Speedrun Strategy (S2) Bug N 00.004:10 Speedrun Strategy (S2) Bug N 00.001:20 Bug N 00.002:40	G1-B-45	Character got stuck on platform of G1-B-44.	Stress Test Strategy (S2)	Bug	Υ	00:13:00
G1-B-48 Going back to the menu after using quick load (dev) crashed the game. Speedrun Strategy (S1) Bug N 00:04:10 G1-B-49 Animation glitch during transformation. Speedrun Strategy (S2) Bug N 00:00:27 G1-B-50 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:01:20 G1-B-51 More than one gamepad bind can be set to different actions. User Interface Strategy (S1) Bug Y 00:03:00 G1-B-52 Change resolution option doesn't work properly. User Interface Strategy (S1) Bug N 00:09:06:40 G1-B-53 It is possible to use G1-B-42 to control two menus at the same time. User Interface Strategy (S1) Bug N 00:09:20 G1-B-55 It both menus are in the same tab, only background menu options will have effect on change. User Interface Strategy (S1) Bug N 00:09:20 G1-B-56 The character stepped on an invisible floor while in the boss's room. Neighboring (S3) Bug N 00:09:23 G1-B-56 The character stepped on an invisible more will be not will be made to the same time. Neighboring (S3) Bug N 00:00:243 G1-B-56 The character got stuck suddenly. Neighboring (S5) Bug N 00:00:243 G1-B-58 Character got stuck suddenly. Neighboring (S5) Bug N 00:00:240 G1-B-59 Character got stuck suddenly. Neighboring (S5) Bug N 00:00:240 G1-B-59 Using tongue while platform was falling made character pass through it. Neighboring (S7) Bug N 00:00:40 G1-B-60 Using tongue while platform was falling made character on checkpoint as it died Neighboring (S8) Bug N 00:00:20 G1-B-61 Using the quick load (dev) while grabbing the sword crashed the game. Neighboring (S1) Bug N 00:00:00:00:00:00:00:00:00:00:00:00:00:	G1-B-46	Diamond was collected after character's death.	Stress Test Strategy (S2)	Bug	N	00:13:58
G1-B-49 Animation glitch during transformation. G1-B-50 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:00:27 (18-51) More than one gamepad bind can be set to different actions. User Interface Strategy (S1) Bug N 00:03:00 (18-52) Change resolution option doesn't work properly. User Interface Strategy (S1) Bug N 00:06:40 (18-53) It is possible to use G1-B-42 to control two menus at the same time. User Interface Strategy (S1) Bug N 00:06:40 (18-54) It is possible to use G1-B-42 to control two menus at the same time. User Interface Strategy (S1) Bug N 00:09:20 (18-54) Restart the level while in dialogue disable the controllers. Neighboring (S3) Bug N 00:02:38 (18-56) The character stepped on an invisible floor while in the boss's room. Neighboring (S4) Bug N 00:02:38 (18-56) The character stepped on an invisible floor while in the boss's room. Neighboring (S5) Bug N 00:02:40 (18-8-58) It is possible to fish without getting the fishing rod with the NPC. Otheracter held an invisible wall. Neighboring (S5) Bug N 00:02:40 (18-8-68) It is possible to fish without getting the fishing rod with the NPC. Using tongue while platform was falling made character pass through it. Neighboring (S6) Bug N 00:02:06 (18-8-61) Using tongue while platform was falling made character on checkpoint as it died Neighboring (S9) Bug N 00:02:06 (18-8-61) Using the quick load (dev) while grabbing the sword crashed the game. Neighboring (S10) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Bug N 00:00:03 (18-8-6	G1-B-47	Small rendering issue when respawning.	Stress Test Strategy (S2)	Bug	N	00:19:20
G1-B-49 Animation glitch during transformation. G1-B-50 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:00:27 (18-51) More than one gamepad bind can be set to different actions. User Interface Strategy (S1) Bug N 00:03:00 (18-52) Change resolution option doesn't work properly. User Interface Strategy (S1) Bug N 00:06:40 (18-53) It is possible to use G1-B-42 to control two menus at the same time. User Interface Strategy (S1) Bug N 00:06:40 (18-54) It is possible to use G1-B-42 to control two menus at the same time. User Interface Strategy (S1) Bug N 00:09:20 (18-54) Restart the level while in dialogue disable the controllers. Neighboring (S3) Bug N 00:02:38 (18-56) The character stepped on an invisible floor while in the boss's room. Neighboring (S4) Bug N 00:02:38 (18-56) The character stepped on an invisible floor while in the boss's room. Neighboring (S5) Bug N 00:02:40 (18-8-58) It is possible to fish without getting the fishing rod with the NPC. Otheracter held an invisible wall. Neighboring (S5) Bug N 00:02:40 (18-8-68) It is possible to fish without getting the fishing rod with the NPC. Using tongue while platform was falling made character pass through it. Neighboring (S6) Bug N 00:02:06 (18-8-61) Using tongue while platform was falling made character on checkpoint as it died Neighboring (S9) Bug N 00:02:06 (18-8-61) Using the quick load (dev) while grabbing the sword crashed the game. Neighboring (S10) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Bug N 00:00:03 (18-8-64) Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:03 (18-8-64) Bug N 00:00:03 (18-8-6	G1-B-48	Going back to the menu after using quick load (dev) crashed the game.	Speedrun Strategy (S1)		N	00:04:10
G1-B-50 Menu platform animation pulls the character to the right if jump-attacking to avoid fall. User Interface Strategy (S1) Bug N 00:01:20	G1-B-49				N	00:00:27
G1-B-51 More than one gamepad bind can be set to different actions. G1-B-52 Change resolution option doesn't work property. G1-B-53 It is possible to use G1-B-42 to control two menus at the same time. G1-B-54 If both menus are in the same tab, only background menu options will have effect on change. G1-B-55 Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Restart the level while in dialogue disable the controllers. Reighboring (S3) Bug N 00:02:43 G1-B-56 The character stepped on an invisible floor while in the boss's room. Neighboring (S4) Bug N 00:02:43 G1-B-59 It is possible to fish without getting the fishing rod with the NPC. Neighboring (S5) Bug N 00:00:240 G1-B-59 It is possible to fish without getting the fishing rod with the NPC. Neighboring (S7) Bug Y 00:00:40 G1-B-60 Using tongue while platform was falling made character pass through it. Neighboring (S8) Bug N 00:00:20:6 G1-B-61 Using tongue while stuck inside the wall resparwed the character on checkpoint as it died Neighboring (S9) Bug Y 00:00:20:40 G1-B-63 Press "Esc" while using the fishing rod got character stuck. Neighboring (S1) Bug N 00:01:10 G1-B-63 Press "Confirm" and keybind at the same time crashed the game. Neighboring (S12) Bug N 00:00:52 G1-B-64 Press "Confirm" and keybind at the same time crashed the game. Neighboring (S14) Bug N 00:00:20:40 G1-B-65 Game responsiveness is not good on higher frequency monitor. Press "Confirm" and keybind at the same time crashed the game. Neighboring (S1	G1-B-50	-				
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