

## General

### Comment from the Dev team:

*Based on community feedback, it was noted that our trains have a lot of friction. They lose speed faster than they should. We've learned that this was due to the train's roll resistance being higher than it should. In preparation for our upcoming sharing features, we wanted to improve this. As such, we've set this back to a normal level and think the result feels good.*

*However, we don't want to accidentally break your existing coasters. Therefore this change will only apply to newly placed coasters.*

*If you saved any coasters as prefabs before this patch and place them after this patch, you may notice buggy looking behaviour. Simply open the coaster editor and run the course test again, afterwards the coaster should work as normal again and you can overwrite your old prefab.*

*We hope this is a positive change and are looking forward to your feedback.*

## Content

- Added PAC-MAN Prefabs (Bubble Tea, Candy Apple, Cocoa, Coffee, Ice Cream, Patisserie and Staff Lounge)
- Added PAC-MAN coaster cars
- Added multiple new free prefabs
- Added new Sandbox settings including an option for unlimited Amazement
- Added a pop up at game start regarding the balancing adjustments and how to apply them to older save games

## Stability

- Fixed a crash on using undo and redo for paths
- Fixed a crash related to the visitors leaving the park
- Fixed a crash on using interaction stands
- Fixed a crash related to the janitor's pathfinder
- Fixed a crash relating to modular structure placement
- Fixed a crash that sometimes occurred on starting the game
- Fixed a crash due to certain LODs not being loaded
- Fixed a crash when firing staff while editing their color at the same time
- Fixed a crash when connecting paths to a coaster
- Fixed a crash when placing water at the same spot multiple times
- Fixed multiple instances of freezes occurring during path placement
- Fixed multiple random path placement crashes
- Fixed a crash occasionally happening in the coaster editor
- Fixed a crash and multiple issues related to group hierachies, object counts and multiple groups
- Fixed more random crashes

## Performance

- VFX improvements on multiple Flat Rides

- Optimized shaders to improve performance and memory usage
- Removed unused movie files to reduce installation size
- Fixed animated meshes stuttering even when performance is fine otherwise
- Foliage scalability setting now affects background foliage density consistently in all maps
- Improved Performance in CPU-bound situations

## **Visuals**

- Restored waterfalls on the mysterious ruins flat ride
- Increased shadow draw distances to up to twice the previous distance

## **Save & Load**

- Fixed the HUD displaying January 1 after loading a save

## **Park Management**

- Amazement now scales with mission and sandbox difficulty settings
- Improved the Profit heatmap for clear difference between profit-making and loss-making structures
- Changed the Souvenir heatmap to show visitors that do not seek souvenirs yet to be displayed grey instead of red
- Fixed an issue where bankruptcy is not triggering correctly

## **Mission 03**

- Increased size of mine shaft and removed floating assets from Ghost Town

## **Mission 04**

- Fixed a bug in which challenge stands for impossified coaster hooks cannot be completed

## **Exploration Park**

- Fixed the challenge stand to hire 3 Entertainers and place 3 entertainment points no longer updating after loading

## **Gamepad**

- Fixed an issue that made it impossible to hire staff on accessing the Park Management screen
- Fixed options in the background being accessible while in color selection

## **Paths**

- Added an option to automatically toggle paths
- Fixed some instances of suspended paths appearing with a duplicated grounded path
- Improved the look of suspended path supports
- Fixed an issue when switching paths and groups

## Placement

- Fixed that placement settings were not saved and reset to default when placing another object
- Added the possibility of switching between different grid alignments while using Grid Placement
- Fixed a bug when rotating with object space
- Fixed that you can place core shops inside other core shops of prefabs
- Fixed free rotation having issues when used in object space or group space on uneven surfaces
- Fixed the ride camera interfering with demolish mode under certain conditions
- Fixed the minecart animatronic not being selectable
- Fixed double clicking in group edit mode exiting the edit mode
- Fixed that specific prefabs cannot be moved anymore after placing them
- Fixed an issue where objects jump between different locations while rotating
- Fixed that clone and move does not work in precision mode with grid enabled

## Undo/Redo

- Fixed that visitors won't use rides after undoing a demolish

## Flat rides

- Fixed VFX continuing playing while the ride is closed

## Coasters

- Lowered the roll resistance coefficient for coasters
- Fixed that occasionally coaster nodes have different sizes
- Fixed that the safety test sometimes incorrectly updates while in showcase mode
- Fixed the animation of safety bars on the cars opening and closing not showing
- Fixed the elevator module only working with chain lift and not with normal tracks
- Fixed instances in which the vertical lift and the elevator module would get stuck
- Fixed some teleportation issues for the vertical lift and elevator module
- Fixed an issue where the car speed is locked for the rest of the run after going through the vertical lift or elevator module
- Fixed trains getting pulled to the elevator module after sliding back if the elevator is uphill
- Fixed trains getting stuck when entering the fork module while being split
- Fixed that you cannot fully color customize prefab coasters

## Shops & Facilities

- Attractor effects for fun and amazement now also apply to queuing visitors
- Adjusted the duration of amazement effect of shop attractors

## Visitors

- Improved visitor animation transitions for running
- Adjusted the timer in which visitors are looking for ATMs

### **Staff**

- Fixed an issue for staff A-posing when waiving impossification mode
- Improved Janitors to no longer miss nearby trash or litter
- Fixed incorrect tasks being shown after hiring new staff
- Fixed staff members having wrongly generated names
- Fixed costume icons not getting shown when impossifying an entertainer for the first time
- Fixed the positioning for mechanics when repairing or maintaining rides

### **Camera**

- Fixed multiple instances on agent and camera behavior

### **UI**

- Fixed a missing string table when hovering a specific icon in the credits
- Fixed incorrect jump targets in the Shops and Facilities Management Screen
- Milestones in pitch meeting recaps are now selectable with gamepad