

# WANDERER

## THE FRAGMENTS OF FATE

## PATCH 1.5 & Steam VR Release

October 24 - 2025

### PATCH OVERVIEW

- **STEAM VR LAUNCH** : Wanderer: The Fragments of Fate has finally arrived on SteamVR, built and refined with PC VR players in mind. Much of our development time has gone into ensuring the game runs beautifully and feels right at home on SteamVR.
- **PS5 DELUXE VERSION DLC** : We are also excited to announce that the Deluxe version of the game is now available on PS5. This bundle includes an epic haul of extras that will have you admiring your companion Samuel's stylish new paint jobs, smashing drums to a new tune and more.
- **COMBAT IMPROVEMENTS** : We've also been putting a lot of work into combat. There's still plenty to refine, but it's steadily coming together - encounters are feeling tighter, and engaging with NPCs is becoming far more satisfying.
- **STABILITY** : As always, this patch includes dozens of fixes aimed at improving overall stability and performance for a smoother gameplay experience.

### HIGH TIER FIXES & IMPROVEMENTS

- **COMBAT BOSTON FLOODLANDS** : Re-work the combat of the entire level to better fit for ranged combat, improve general UX of the NPCs and the encounter design as well as the combat tutorials.
- **COMBAT WW2 ESCAPE**: Re-work the combat and the encounter design of the level to better signify danger as well as improve combat UX.
- **COMBAT RISE OF TIKAL** : Re-work the combat and the encounter design of the level to feel better as well as improve the feeling of killing skeletons via both melee and ranged weapons.

- COMBAT : Tune headshot damage, melee damage and difficulty settings to make combat feel more fun.
- COMBAT : Tune perception of NPCs to make sneaking and stealth easier to achieve.
- COMBAT : Remove the parry lose weapon feature as it felt too punishing and confusing for players.
- COMBAT : Improve the reliability of the Sanctuary ambush to improve the audio signifiers that alert the player as well as their ability to negotiate the front door.
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- STEAM : Improve performance on steam relative to VRAM.
- STEAM : Improve Index support relative to grabbing, button mapping and tutorial prompts.
- STEAM : Switch the white fade to black to better support the varying array of HMDs, this proves to be much more stable.
- WATCH : Improve reliability of watch slots.
- POWERTOOLS : Fix issue with powertools causing their audio to play indefinitely.
- PSVR 2 : Balloon achievement (Inflated Achievement no confirmed working and fixed).
- TESLA HYDROSTATION : Fix an issue with the cog door that could cause the game to crash.
- WW2 ESCAPE: Resolve issue where killing the balcony soldier by the machine had a high chance of derailing the narrative and causing a softlock.
- PERFORMANCE : Improve memory management relative to character textures mainly for PS5 and STEAM.

## MID TIER FIXES & IMPROVEMENTS

- WATCH : Make it so you can grab the watch immediately after popping it out of its socket via the hint button.
- WATCH : You can socket certain things together whilst in the inventory.
- WATCH : Fix issue where you could echo diviner warp items post them being entangled.
- MENU : Introduce joystick control for scrolling UI panels.
- INTERACTION : Resized the grabbable woodplanks to feel better.
- COMBAT : Improve issue where NPCs would shove at you when being shot at a distance.
- COMBAT : Improve issues where NPCs could get stuck if in combat and not on the same Nav island.
- COMBAT : Improve issues where NPCs would get stuck if they lose sight of the player.

- COMBAT : Fix exploit with bow to do with getting infinite arrows.
- COMBAT : Buff the pistols.
- COMBAT : Ability to tune NPC weapons independently of player values. Tune various weapons to balance combat difficulty better.
- COMBAT : Fix issue where destroying an NPC weapon doesn't work on NPCs when they die due to fire.
- COMBAT : Putting an empty clip into the watch will turn the gun it came from if dropped by an NPCs into the hologram shader.
- STEAM : Ensure graphical settings (gamma, brightness) maintain their setting relative to player save files.
- STEAM : Resolve graphical settings in terms of AA options, resolution and presets.
- STEAM : Introduce press and hold X to open menu for steam players using Steam VR runtime on certain devices that lock out the menu button.
- STEAM : Make sure the correct Quest controllers are shown for quest devices.
- BOSTON FLOODLANDS : Improve visual issues / popping on this level.
- BOSTON FLOODLANDS : Fix issue where the crowbar tutorial could stay on forever.
- WOODROCK : Updated portaloo crane to only be able to lower to a certain height so that it is more obvious that it needs to be dropped.
- WOODROCK : Update the drum game so the songs pre-cook in the jukebox.
- WW2 ENIGMA : Fixed issues with Von Brauns talking being able to bleed into the different eras.
- WW2 ENIGMA : Tune and refine the patrolling soldiers in the mansion post enigma device being set off.
- WW2 ESCAPE: Fixed watch dialogue that prompted the player into thinking they were being attacked at the rocket site too early.
- WW2 ESCAPE: Fix collision issues to ensure the fires in the mansion can be accessed properly for lighting a fire torch
- WW2 ESCAPE: Fix issues with burning the plans.
- MAYAN EXPLORERS : Improve the reliability of the Echo Diviner tutorial.
- RISE OF TIKAL: Tune the Mayan soldier positions relative to the priest's position to better signify intentions of dialogue and animation.

- SPANISH INQUISITION: Fix issue with Frog keys not being able to be put into inventory correctly.
- SPANISH INQUISITION: Fix issue with volumes blocking projectiles when trying to shoot the serpent heads.
- TESLA GENESIS : Improve the switch on the gas machine to make it more obvious and intuitive on how to turn it on.
- SANCTUARY - ALL: Improve the UX of main doors so that they stay open when unlocked and thus out of the way of the player.
- SANCTUARY - FLOODLANDS : Fix recovery issue to do with the 2 fragments found in the entangler and quitting the game prior to entangling them.
- SANCTUARY - SYNTHETIC: Improve the look of the digital prison cell as well as the collisions and the players ability to 'escape' this.
- NIKO ISLAND FINALE: Remove parachute handles due to not handling their physics constraints properly.