Lies of P Patch Notes

Overture Launch

Changes

Added support for the Lies of P: Overture DLC.
● The DLC must be purchased separately.
● To start Lies of P: Overture, you must first reach Chapter 9 and repair the Hotel Stargazer.
● Once you've met these conditions, you will be able to enter the Forgotten Time.

Added the new Boss Rematch system. The Boss Rematch system features two modes where you can challenge bosses you've previously defeated:
● Battle Memories: Fight bosses that you've previously defeated.
● Death March: Fight through a series of 3 or more bosses consecutively with limited HP and items.

To unlock the Boss Rematch system, you must first complete the main story and reach one of the endings. Both modes can then be accessed through the Hotel Stargazer.

Added "Difficulty" options.
● You can now select between 3 levels of game difficulty to further tailor the gameplay to your playstyle and preference.
● The difficulty can be changed at any time in [Settings → Gameplay → Difficulty].
● With this patch, the overall difficulty from the 4th playthrough onward has been increased.

Because this patch introduces many changes affecting player controls, all button and key settings in [Settings → Controller] and [Settings → Keyboard & Mouse] have been reset. We sincerely apologize for any inconvenience this may cause.

Added "Colorblind Mode".
● You can set "Colorblind Mode" and "Colorblind Mode Intensity" in [Settings → Gameplay].

New Quality of Life features have been added to the P-Organ.
● You can now check the current state of the P-Organ using the new "P-Organ Info" function in [Menu → Character Info].
● The "Reset P-Organ" feature has been replaced with "P-Organ Recalibration". You can now remove/equip individual Quartz or reset the P-Organ at the Saintess of Mercy Statue or the Gold Coin Tree.

The P-Organ's "Quick Wishstone use" ability has been changed to a default ability. This ability has been replaced by a new ability in the P-Organ: "Lowers Damage temporarily when using the Wishstone".

Changed the movement control settings for "Dash" and "Dodge".
- "Dash" and "Dodge" actions can now be assigned to separate keys/buttons.
- The "Dash" action will function as a toggle if separate keys/buttons are assigned for these actions.

Added an option to automatically lock on a target you attack.
- You can adjust this setting in [Settings → Gameplay → Auto Lock On When Attacking].

You can now switch your lock on target to off-screen enemies when fighting the Black Rabbit Brotherhood.

The attack timings and motions of the "Door Guardian" have been improved, and its weak spot is now more clearly visible.

Records that were mutually exclusive can now be acquired in a single playthrough.

Added new playlist and playback features to the gramophone.
- You can now remove records from your playlist.
- Three playback modes are now available: repeat the entire playlist, repeat a single record, or shuffle the playlist.

Added QoL features to access "Held Ergo".
- In the "Level Up" menu, you can now use the Ergo held in your Bag via the new "Add Ergo" feature.
- The "Add Ergo" feature has also been added to shops, the "Weapon Upgrade" menu, and the "Alter Handle" menu.

Improved the UI for Gold Coin Fruit and required Ergo
- Added a gauge that shows how much Gold Coin Fruit can be picked from the Gold Coin Tree.
- Added a gauge that shows how much more Ergo is needed to level up.

QoL changes have been made to the "Level Up" system.
- You can now use any Stargazers outside the hotel to level up.
- Inside the hotel, you can level up by talking to Sophia.
- In all playthroughs, you can level up using the Hotel Stargazer starting from Chapter 9.

Blue butterflies will now appear around Sophia during important moments when you need to talk to her.

Updated quest progress indicators.
- A marker will now appear in the "Teleport to another Stargazer" menu when you can progress a quest.
- The marker will also appear when using the Moonphase Pocket Watch.

Added new features to NPC dialogues.
- You can now choose to "Auto-advance" dialogue when talking to NPCs. This option can be toggled on/off during dialogues.
- NPC dialogues and subtitles will now continue even when you navigate to a menu.

The notification prompting players to start a new playthrough has been updated to clearly present the available options: "Start Next Playthrough" or "Return to the Hotel".

Added and updated features in the "Weapon Assemble" and "Weapon Upgrade" menus.
- A warning will appear when assembling a weapon that will execute certain types of attacks ineffectively.
- Newly acquired weapons will be shown first in the "Upgrade Weapon", "Alter Handle", and "Assemble Weapons" menus.
- New UI effects will appear when a weapon is fully upgraded.
- New UI effects will appear when leveling up a Legion Arm modification.

Added a Weight preview feature to the "Equipment" menu.
- Before equipping an item, you can check how your Weight will change by selecting the item.

A warning will now appear when you attempt to use or sell Rare Ergo.

When selecting the upper/lower belt, pressing and holding the alternative key will now automatically select the item in the belt's first slot.

Additional key customization options now available in [Settings → Keyboard & Mouse → Key Settings] and [Settings → Keyboard & Mouse → Menu Key Settings].

Added a new setting that adjusts Lock On Switch Sensitivity.
- [Settings → Controller → Controller Lock On Switch Sensitivity]
- [Settings → Keyboard & Mouse → Mouse Lock On Switch Sensitivity]

Added an optional setting that will rotate the camera to match the direction of the character's movement.
- [Settings → Camera → Controller → Camera Auto Rotation]
- [Settings → Camera → Mouse → Camera Auto Rotation]

(PC ONLY) Added an option to enable game audio when the game is not the active application.
- [Settings → Audio → Controller → Play Audio When Inactive]

AMD FSR 3.1 is now supported in the Windows version of Lies of P.
- AMD FSR 3.1 settings can be adjusted in [Settings → Graphics → AMD FidelityFX Super Resolution 3].

The End User License Agreement (EULA) has been revised in all languages to address spelling and clarity issues. Players will be required to accept the revised EULA after installing this patch.

In addition to the major updates listed above, more changes are included in this patch, including translation improvements, graphical updates, and more.