

[v0.5.0] Patch Notes

Take a look at the new features and improvements introduced in v0.5.0.

<inZOI v0.5.0 Update>

A new update is coming to inZOI, featuring new activities and improved simulations. Enjoy themed booths and gifts, and partake in the limited-time Holiday Festival event.

Explore a life of commerce or crime, and experience more detailed simulations using highly anticipated features like multitasking and group actions.

Usher in a happy new year with inZOI!

■ **Holiday Festival**

The holidays are coming to inZOI! Visit each city's main parks to experience a limited-time exclusive festival featuring themed booths, gifts, and more!

Enjoy the festivities with snacks, gift boxes, and various activities that will make your Zoi's holidays even more enriching!

** This event can be accessed by signing in to the game after the update and ends at midnight on January 31, 2026 (all local times).*

- **Choir Performances**

- Choirs will sing carols in each city's main park, filling the world with festive cheer.
- Locations: Central Park (Dowon) / Liberty Square (Bliss Bay) / Barat Beach (Cahaya)
- Time Available: 12:15 p.m. – 10:00 p.m.

- **Festival Gifts**
 - During the Holiday Festival, special gifts will be delivered to your home.
 - Festival Starter Gift: When you accept the festival announcement text message, 5 Holiday Festival Gift Boxes will be delivered to your home. Open these boxes to receive up to 19 different build items.
 - Special Midnight Gifts: 1 Holiday Festival Special Gift Box will be delivered at midnight on the first and second nights of the festival. Open these boxes to receive up to 3 different build items.

- **Festival Booths**
 - Special booths will be open during the Holiday Festival. These booths can be found in the main park of each city.
 - Snack Booth: Offers winter-themed snacks including candy canes, hot chocolate, and gingerbread cookies.
 - Gift Booth: Sells Holiday Festival Gift Boxes that grant up to 32 different limited edition building items, including garland decorations.
 - Ingredients Booth: Sells up to 3 different crafting kits that can be used to make your own cookies, including the Cookie Man Crafting Kit.

- **Weather Notice**
 - During the Holiday Festival, the weather will not change automatically.
 - The special effects shown in event interactions are designed to pair well with snowy weather.
 - You can make it snow by using the City Appearance feature in City Map.

** Holiday Festival properties are updated automatically every midnight. If you are playing the game with a pre-existing save file, please use the property update feature or run Refresh Property Manually by going to Game Options - Gameplay - Other.*

■ **Business Gameplay: Boss From Now On**

With this update, Zois can now open and run their own businesses. Choose a business preset to set the types of services and activities supported by your business. Take on various managerial duties, from hiring and paying employees to finding a customer base.

Start your own business today!

- **Business Presets**

- **[Business Types]** Select presets based on business types to automatically set customer activity. Different presets are available for various types of businesses, including cafes, bakeries, restaurants, and bars, and each preset automatically configures a management environment suited to that business type.
- **[Business Activities]** Use the Manage Business menu to select presets based on the services provided by your business. These presets will automatically set activities to match your establishment's needs, from "Drink Coffee", "Eat" and "Read a Book" for cafes to "Order" and "Drink a Beverage" for restaurants.
 - ** More business presets will be added in future updates.*

- **Franchise Management**

- **[Multiple Store Management]** Multiple businesses can be owned by a single household, allowing players to run several establishments within the same industry or a franchise that spans multiple industries.

- **[Managing Businesses]** Businesses are managed independently of property, allowing them to be moved to other properties or passed on to the household's eldest member upon marriage or separation.
- **Employees**
 - **[Employee Hiring and Placement]** You can hire acquaintances or household members as employees. As your business level increases, you will be able to hire more employees. Select an employee to view their main skills and assign them tasks that suit them best, be it kitchen duties for Zoie with excellent cooking skills or service roles for those with rhetoric skills.
 - ** If a hired employee already has an existing job, they will automatically resign from it before joining your business.*
 - **[Salaries]** Employee salaries are calculated based on business level, salary rank, and working hours and are paid out after business hours. Employees can negotiate salaries through conversations, and long working hours may affect your relationships with them.
 - **[Employee Autonomy]** Employees will automatically perform tasks assigned to them, including taking orders, cooking, preparing drinks, displaying items, handling payments, cleaning, making repairs, and watching the counter as needed.
 - ** Employees must be Young Adults or older and will automatically clock in and out according to business hours.*
- **Business Operations**
 - **[Manage Business Hours]** Businesses open on set business days and hours. Business hours can be set to carry over to the following day.
 - **[End of Day Operations and Accounting]** At the end of each business day, both employees and customers will automatically vacate the premises. Profits will also be calculated and logged at this time.
- **Customers**
 - **[Customer Visits]** Customers will automatically visit your establishment during business hours, staying for a set duration to use

the services provided. Businesses with higher values will attract more customers.

- **[Target Clientele]** Attract the customer base that best suits your business by setting the age group of your target clientele.

- **Satisfaction Management**

- **[Customer Satisfaction]** Customer satisfaction serves as a key indicator of business value growth and is measured based on various factors, including your relationship with the business owner, furniture quality, suitable prices, the frequency of using business activity services, employee responsiveness, and overall service quality.
- **[Real-Time Feedback]** Customer satisfaction will be displayed in real-time through customer thought bubbles. Customer reviews shown at the end of each business day also serve as a source of detailed feedback. You can also ask customers for “Feedback” or gather tips by using the self-interaction option or by selecting “Search for Tips to Improve Customer Satisfaction” on a computer.

- **Profit Management**

- **[Automated Settlement]** Profits are calculated and logged at the end of each business day. Each business's total income, total expenses, and net profit can be viewed in the Profit Summary menu, allowing you to adjust your business strategy accordingly.
- **[Flexible Pricing]** Service costs can be set in tiers from the Manage Business menu, allowing you to apply discounts or premium pricing to entrance fees and item prices.
 - ** Higher business values lead to higher customer expectations, increasing the basic level of service demanded by customers.*

- **Running a Successful Business**

- **[Customer Attraction and Service]** The success of your business rests on your ability to attract and satisfy customers. Boost customer satisfaction and business value by placing the right furniture, using the right employees, and setting the right prices.

- **[Business Value Growth]** The value of your business increases according to the level of customer satisfaction. Businesses with higher values attract more customers, allowing you to hire more employees and expand your business even further.
 - * *Higher business values lead to higher customer expectations, increasing the basic level of service demanded by customers.*
- ※ *You cannot use **City Travel** if you are engaged in any business-related activities.*
 - *This includes owning a business property, having a registered business, or being employed by a business.*
 - *To use **City Travel**, you must sell all businesses and business properties, or resign from your business employment.*

※ *With this update, new business properties have been added to existing cities. When continuing a previous save, you must perform a **Refresh Property Manually** to ensure normal gameplay. You can also manually refresh properties by going to **Game Options - Gameplay - Other - Perform Refresh Property Manually**.*

■ Crime

Not all Zois have to lead honest lives. With this update, Zois can now scam and steal their way into a life of crime, opening the door to a path paved in both danger and delight.

* Crime-related features are currently in the early stages of development and will be updated with additional content in the future. Currently, only Young Adult and older Zois can commit crimes.

- **Thieves**
 - Become a thief and break into property to steal items!

- Various thief interactions have been added, including "Pick Door Lock", "Break Down Door", "Open Safe", and "Sabotage Surveillance Camera".
- The success rates of thief interactions are influenced by Handiwork, Programming, and Fitness skills.
- Some properties may have traps such as surveillance cameras and alarms installed.
- **Scammers**
 - Scam other Zois for a chance to strike it rich!
 - Various scammer interactions have been added, including "Attempt Voice Phishing", "Scam In-Game Items", "Impersonate Charity Worker", and "Hold Fake Seminar".
 - The success rates of scammer interactions are influenced by the Rhetoric and Critical Thinking skills.
- **Crime Interactions**
 - Zois that meet one or more of the following conditions will unlock the first crime interaction available at Crime Skill Lv.0:
 - Owns 2,000 Mew or less, or is struggling due to excessive debt
 - Is under significant psychological stress from lack of family support or ongoing family conflict
 - Has the Rulebreaker trait or the Malicious characteristic
- **Suspicious Job Agency**
 - The Suspicious Job Agency has been added, allowing Zois to take on shady jobs and collect crime information.
 - Use the Agency's Bulletin Board to purchase crime information.
- **Crime Scores**
 - When a Zoi witnesses a crime, they will report it to the police. The responding officers may then issue an immediate fine or take the Zoi into custody.
 - Performing crime interactions increases a Zoi's crime score.
- **Wanted Status**
 - Thieves who successfully escape the scene of a crime may be placed under a wanted notice for one day and will be put under arrest if they encounter the police during this time.

- The wanted period lasts up to one day.

■ Trials

A life of crime has its consequences. Some Zois may find themselves under arrest and forced into trial after meeting certain conditions. Outcomes are determined by choices made both before and during the trial, and Zois can appoint lawyers to improve their chances in court.

In addition to being a form of punishment, trials add additional depth to a Zoi's life.

- **Arrests**

- Zois with a low crime score will receive a fine if they are arrested.
- Zois whose crime score exceeds the threshold can be immediately arrested by the police.
- Zois placed under immediate arrest can post bail to secure time to prepare for their trial.
- After being arrested, Zois who post bail will be released, while those who do not will remain in a detention center until the trial begins.

- **Appointing Lawyers**

- You can appoint a lawyer by selecting your Zoi.
- Free lawyers provide limited assistance, while elite lawyers offer better chances of reduced sentences or acquittal.
- When a lawyer is appointed, a trial preparation mission will be assigned, and its results will directly influence the opportunity cards that appear during the actual trial.

- **Trials**

- Trials will usually result in a guilty verdict. Not-guilty verdicts are difficult to secure and require special preparation. Failed attempts at acquittal may lead to even harsher sentences.
- Depending on the outcome, Zois may either be acquitted, fined, or placed under police custody.
- The trial proceeds automatically, but choosing the correct answers for the opportunity cards that appear during the trial can help reduce your sentence.
- **Courts**
 - New court properties have been added. Zois scheduled to stand trial must visit these properties on their designated trial dates.

** In this update, trials for "Traffic Accidents" will not take place. As before, Zois will be sent directly to jail. This will be improved in a future update.*

■ **Gameplay**

New features have been added to make each Zoi's day flow more naturally, including multitasking and group actions that allow multiple Zois to perform actions together.

Urges and emotes have also been refined to be more realistic, offering players with a more detailed and immersive experience.

New Features

- **Group Interactions**
 - Zois can now be grouped together.
 - Zois within a group will prioritize interactions and conversations that involve other members of the group.

- Certain cooperative interactions can only be performed by Zois in groups.
- Group members can applaud and cheer for other Zois in the group.
- **Multitasking**
 - Zois can now perform certain actions simultaneously. These include the following:
 - Talking while eating.
 - Talking while using computers.
 - Talking while reading books.
 - Eating while watching TV.
 - Pathfinding has been improved for Zois in conversations.
 - Zois will now move to the position that best suits the situation.
 - For example, Zois will prioritize sitting at a location that allows them to face other Zois.
- * Known Issues
 - Multitasking features for autonomous actions will be added in the future.
 - Currently, multitasking is only supported for autonomous actions that involve talking or checking smartphones.
 - Multitasking features will be updated to feel more natural.
 - Animations that play during multitasking will be updated to feel more natural
 - Updates will be introduced to make multitasking actions involving other Zois to feel more interactive
 - The types of situations that support multitasking will be expanded.
 - Talking while cooking
 - UX improvements will be made for multitasking features.
 - Multitasking actions will be shown in the queue.
 - Players may encounter other unnatural animations and situations when using multitasking features.
 - Holding an item while talking may cause the held item to temporarily disappear
 - Reading a book while talking may cause unnatural animations where the reader repeatedly opens and closes the book

- **New Characteristics**

- The new Workaholic characteristic has been added.
 - Zois with this characteristic tend to be driven and diligent workers who feel anxious when they are out of work.
 - This characteristic cannot be chosen with the Recluse trait or Slacker characteristic.

- **New Skills**

- Baking
 - The Baking skill has been added, giving Zois the ability to make baked goods separate from the Cooking skill. Fire up your oven to bake a variety of desserts, ranging from cookies to cake.
- Drink Mixing
 - Zois can use mixers to concoct various drinks ranging from freshly-made fruit juices to colorful cocktails. The types of drinks that a Zoi can mix depends on their age and the objects currently available to them.
- Crime
 - The Crime skill allows Zois to commit various crimes ranging from theft to scams. This skill is currently under development and can currently only reach up to Level 5.

- **New Properties**

- A Flower Shop has been added to all cities.
 - You can purchase bouquets by selecting the Flower Shop Basket at the counter.
 - We plan to improve this in the future so that bouquets can be purchased directly from staff.
- A Theater has been added to Dowon and Bliss Bay.
 - However, it is currently still under construction and cannot be accessed.
 - In a future update, the Theater will be improved so that staff turn on the screen at set times and customers enter to watch the show.

- **Set Table for Year-End Event**
 - Perform the "Set Table for Event" - "Set Table for End-of-the-Year Event" interaction to set tables for a year-end event.
 - Use the "Clear Table" interaction to clear the table of all accessories.
- **Family-Size Recipes**
 - Preparing meals in large quantities has now become much more convenient. Cook multiple servings at once to put various dishes on the table.
- **Vehicles**
 - Jet skis and hovercrafts have been added.

Improved Features

- **Urges**
 - Special Urges
 - Special urges will now appear when a Zoi undergoes changes in their relationship status or pursues a forbidden relationship. These urges are more intense compared to normal urges and include the following:
 - Urges related to forbidden relationships
 - Urges related to ending relationships
 - Fear-Based Urges
 - New fear-based urges have been added. These urges occur naturally based on the Zoi's age group and situation and include the following:
 - Urges caused by career-related anxieties
 - Urges caused by pivotal life events (e.g., marriage, childbirth)
 - Urges caused by adolescent concerns about the future
 - Situation-Based Urges
 - 77 new situation-based urges have been added.
- **Ambitions**
 - Updates
 - Various updates have been made to ambitions, including the addition of new ambitions and changes to existing ambitions.

- A variety of new ambitions have been added, including Collecting and Crafting, Business Success, and Lifehacker.
 - Rewards
 - Rewards from achieving ambitions related to skills, interactions, and special events have been updated.
 - Ambition rewards have been adjusted to better match their corresponding ambition.
 - UI
 - Rewards for achieving an ambition will now be displayed.
 - Zoi Cards will now display goal levels.
 - The ambition achievement screen will now show the rewards granted by the current goal while also featuring improved visual effects.
- **Skill Balance Improvements**
 - We have improved issues where certain skills were difficult or took too long to level up.
 - Skill experience gained from interactions and other activities has been increased, making it easier to level up your skills than before.
- **Family Trees**
 - Images of immediate family members will appear in the family tree for better visual clarity.
 - Family trees can be accessed using the Family Tree button in the Zoi Card.
- **Inner Thoughts**
 - Certain Zoies will now have their portraits and inner thoughts displayed when they are nearby.
 - Thought bubbles will only be displayed for Zoies in certain relationships with your current Zoi, including romantic or adversarial relationships.
- **Property Prices**
 - Residential properties rated middle class or higher can now be purchased at more affordable prices. These changes affect 7 locations in Downon and Bliss Bay, respectively.
- **Donut Effects**

- The duration of the Lucky Donut's effect has been changed from 1 day to 1 hour.
- Effect modifiers from skill-related donuts have been changed from 130% to 200%.
- **Overhead Icons**
 - Following player feedback, the overhead icon that appeared above player Zois has had its design reverted to the original version.
- **Zois who stay in the rain for over an hour will now catch a cold.**

Gameplay Notice

- **Seasonal Event Ending**
 - The “Halloween Happenings” event introduced in the v.0.4.0 update has now ended.
 - Halloween Candy is no longer available for purchase from Store Displays or the Pocket Market.
 - However, the Trick or Treat event will continue if you place a Candy Basket on your property, allowing children to visit.
- **Discontinuation of YouTube Support in Edit City - Billboards**
 - The YouTube video streaming feature has been discontinued due to version issues with the web viewer.
- **Job-Related Text Reactions from Acquaintances**
 - Zois can now receive job-related text messages from their acquaintances. This feature may not be available when playing the game on a pre-existing save file.
 - If you are having trouble accessing this feature, please start a new game or have your Zoi quit and reapply for their current job.

■ Interactions

New Features

- **10 New Rejection Interactions**
 - 10 new rejection interactions have been added.
 - These interactions may trigger changes in a Zoi's relationship status, making relationships feel more dynamic.
 - Confess Love Jokingly
 - Borrow Money / Repay Money
 - Demand Repayment
 - Demand Unpaid Money
 - Talk Behind Sweetheart's Back / Talk Behind Spouse's Back
 - Say You Want to Break Up Jokingly / Say You Want a Divorce Jokingly
 - Extort
- **New Parenting Interactions**
 - New interactions have been added for parents of newborn, toddler, and child ZoIs. These interactions offer a more detailed parenting experience.
 - Flip (Failed)
 - Mess with Toilet
 - Comfort
 - Bully
 - Wipe Nose / Give Medicine
 - Throw a Fit to Be Tucked In
 - Scold Teddy Bear / Hug Teddy Bear
 - Act Unreasonably
 - Demand Food
- **The "Ask How to Draw Something" group interaction can now be performed by child ZoIs.**
- **The "Practice Layups" interaction can now be performed with basketball hoops.**
- **The "Dance as a Couple" interaction has been added to the Romance category.**

Improved Features

- **Conversations**

- Conversations have been updated to be less redundant or ambiguous. Different relationship dynamics will cause conversations to unfold in different ways.
- Conversations have been diversified to better reflect a Zoi's characteristics, relationship points, and emotions.
- **Animations and Emotes for Parenting Interactions**
 - Animations and emotes for parents of newborn and toddler Zoies have been improved to better match their respective situations.
- **Death Notification and Emotion Integration**
 - When a Zoi dies, all Zoies in any kind of relationship with them will now receive an obituary message, triggering an emotion.
 - The name of the deceased Zoi will appear in the emotion's description.
- **Improvements to Fitness-related Interactions**
 - The "Do Push-Ups" interaction has been removed from the Personal Actions category. The "Do Push-Ups" interaction that can be used when selecting a yoga mat now features different animations based on the Zoi's current Fitness skill level.
 - The "Do Stretching" and "Do Squats" interactions can now be performed regardless of location.
 - The "Do Warrior Pose" yoga interaction can now be performed regardless of Fitness levels.
- **Characteristic-Based Actions**
 - Zoies with the Slacker characteristic now have a chance to refrain from cleaning up empty plates or books. A relevant speech bubble will appear when this occurs.
- **Interaction Animations**
 - The duration of the "Receive Massage" interaction's animation has been extended.
 - A new idle animation has been added for Zoies sitting on a bar stool.
- **"Display" Interaction Added**
 - There was an issue where Zoies would arbitrarily discard collectibles such as minerals, gems, and sculptures.

- Now, when you select an object and choose “Display”, the Zoi will no longer pick it up or put it away on their own.
- **Performing the "Overspend" interaction with a computer will now cause a random product to be delivered.**

■ Simulation

- The "Clear Everything" interaction has been added, allowing players to instantly clear a selected table
- Reactions to vehicular collisions have been improved
- Zois will now place their hands in different positions based on their body type when sitting down
- Improvements have been made to Smart Zoi features
 - Smart Zoi now supports the Korean language.

■ Character Customization

62 new winter-themed outfits have been added. Make your Zois look right for the season with comfy fits colored in winter hues ranging from ivory and beige to baby blue!

55 New Items

- Hair: 2 items
- Tops: 6 items
- Outerwear: 15 items
- Sets: 9 items
- Bottoms: 3 items
- Fashion Items: 8 items
- Shoes: 7 items
- Accessories: 5 items

7 New Unlockable Holiday Festival Items

- Sets: 4 items
- Hats: 1 item
- Headpieces: 1 item
- Shoes: 1 item

* *Holiday Festival CAZ items can be obtained through events on Canvas.*

New Features

- Style Presets feature added
 - A new category has been created that allows you to save full presets, including outfit, hair, and makeup.
 - A total of 295 new presets have been added.
 - These presets change only cosmetic elements—such as makeup, skin tone, hair, and clothing—while preserving the Zoi’s original face shape and unique features.
- 1 new Holiday-themed Studio background item has been added.
- 16 new studio emotes and poses have been added.
- Gloves and scarves have been added to the Fashion Accessories category in Outfits.

Improved Features

- My Textures
 - The following share options will now be available when uploading My Textures to Canvas.
 - Available to Everyone
 - Only You
 - The following filters have been added for My Textures.
 - My Textures
 - Downloaded Textures
- Zoi Presets
 - Zoi presets now include traits, characteristics, ambitions, and desired life.
- Makeup Presets

- Makeup now includes lens, eyebrows, eyelashes, and face paints.

■ Building

173 new build items have been added to the game. Create your own winter wonderland with these new additions!

80 New Items

28 Build Items

- Doors: 2
- Windows: 1
- Roof Decorations: 11
- Materials: 14

52 Furniture

- Bedroom: 1
- Living Room: 2
- Kitchen: 15
- Home Offices: 3
- Outdoor: 1
- Other (Wall Decorations): 30

39 Business Property Exclusive Items

- Business Market Stand: 1
- Business: 2
- Display Showcase: 1
- Display Models: 35

※ *These items can be found in the Business Property Edit mode.*

54 New Unlockable Holiday Festival Items

- Welcome Gift Box: 19 items
- Special Gift Boxes: 3 items
- Gift Boxes: 32 items

** Holiday Festival build items can be obtained by signing in to the game during the event period (December 23 – January 31).*

New Features

- **Modular Windows**
 - Modular Window category has been added to the Building - Home category.
 - The modular windows can be freely rescaled.
- **Roof Decorations**
 - Roof Decorations category has been added to the Building - Home category.
 - 11 new roof decorations have been added.
- **Large Dining Tables for 6 & 8**
 - Added new categories "Dining Table for 6" and "Dining Table for 8" under Building - Furniture - Kitchen.
 - 10 new large dining tables have been added.

Improved Features

- **Build Items Cost Rebalancing**
 - Addressed issues where basic build items (e.g., windows and stairs) were priced excessively high, limiting initial gameplay.
 - Removed the cost for installing basic building components like walls, handrails, rooms, platforms, and roofs.
 - Reduced and standardized prices for essential items such as door, window, and stairs.
- **Furniture Performance Scaling**

- Performance of furniture has been differentiated based on price range. The higher the price, the better the performance.
- **Build Mode UX/UI Improvements**
 - Reorganized the toolbar menu order for better intuition and updated several icons.
- **Build Mode Item Usability Improvements**
 - Rescaled icons for windows, lightings, stones, and flowerpots to allow for intuitive size comparison.
 - Reordered icons to be sorted by size.
- **Build Item Color Improvements**
 - Normalized default brightness/saturation for "Tile" materials in Edit Color and Material.
 - Adjusted default saturation for 2 types of doors.
- **Improvements to Property View Behavior**
 - The property view logic has been improved so that the building's interior is only revealed upon direct entry.
- **Improved to show the slot attachment status of some combined furniture.**
- **AI Build Improvements**
 - The AI Build system has been updated to use the latest assets.

■ UI/UX

- **Added Map Filter to Edit City (M)**
 - You can now use the Map Filter to view information for specific property types, such as residential properties, workplaces, shops, and offices.
- **Improved the control logic to allow selection between "Move Zoi" and "Camera Movement / Panning" when using WASD keys.**
 - You can find the settings in Game Options - Control - Top-View Keyboard Control Target menu.
- **In shoulder view, the targeted object is now displayed at the top of the HUD for easier recognition.**

■ inZOI Cheats

* Introduced new cheats as well as changes to existing cheats. Please check the Cheats page for more details. [\(link\)](#)

- **Characteristic IDs**
 - 1 new characteristic ID added for Workaholic characteristic
 - Cannot be chosen with the Recluse trait or Slacker characteristic.
- **Skill IDs**
 - 3 new skill IDs added for Baking, Drink Mixing, and Crime skills
- **Object IDs**
 - 81 new object IDs added
- **Region IDs**
 - 10 new region IDs added for Downon
 - 10 new region IDs added for Bliss Bay
 - 5 new region IDs added for Cahaya
- **Miscellaneous**
 - EnableFreeCamera [true / false]
 - Enables free camera movement (Camera cannot be moved through city floors or boundaries)
 - setBusinessLevel [level]
 - Sets level of current business

■ Canvas

- **Preset Feature Update**
 - A new Style Preset category has been added, and presets can now be downloaded and uploaded.
 - Zoi Presets now include additional information such as traits, characteristics, ambitions, desired Life, gender, and name.

- Property Presets now include city, address, and floor information, and the detailed classifications for Business Properties and Public Properties have been expanded.
 - ※ *The property address filter feature will be gradually improved in a future update.*
- **Comment Feature Update**
 - Comment Engagement Features
 - The UI/UX of the creation's details page has been improved to facilitate easier comment writing.
 - The page now displays the Creator's comments and likes.
 - Pinned Comment Feature
 - You can now pin a specific comment on your creation to keep it at the top.
 - Icons for pinning and unpinning comments have been added.
 - Additional Comment Features
 - Operational features have been enhanced, including threaded comments, mention notifications, and reply tabs.
 - Comment stickers have been added.
 - Badges are now displayed for the Creator's comments and likes.
- **Social Network Sharing Feature Added**
 - Added a Share button to the creation's details page that allows sharing across various social networks.
 - The shared link will include a thumbnail, title, and key information about the creation. Share it with your friends or followers to showcase your creations!
- **Social Links on Profile**
 - Profiles now support connections to additional platforms, including TikTok, Patreon, CurseForge, Reddit, and Threads.
- **Events Page**
 - A new page has been added to archive Editors' Picks and event selections in one place. You can easily navigate through both latest and past lists.
- **Recap Page**

- The 2025 RECAP page has been added to highlight the best Zois, creations, and outstanding Creators of the year.
- Main Selection Criteria
 - Zois: A list of the best Zois selected as the most critically acclaimed and popular works of the year
 - Buildings: A list of the best buildings selected based on outstanding creativity and high numbers of downloads and likes
 - Creators: Outstanding creators selected for the overall quality of their creations and their Canvas activities
- **Palet Event**
 - Thanks to your support, the "Limited Edition Halloween Outfit Set," which was previously available only for October, can now be obtained without any time restrictions.

■ ModKit

- **CAZ**
 - Added Outfit Wizard that includes socks, stockings, underwear, shoes, jacket, tops, and bottoms.
- **Building**
 - Add Stairs Wizard
- **UGC Feature Update (1.9.0)**
 - Mods can now be manually released during the project creation stage.
 - The format has been improved to be more concise.

■ Audio

- **Music**
 - Updated Lobby music with an exclusive Holiday Festival theme.
 - Added AI-generated Winter Festival-themed music to speaker objects.

- **Character Movement Sounds**

- Footstep sounds now vary based on the floor material the character steps on.
- Footstep sounds are now differentiated based on the type of shoes worn.

■ Miscellaneous

- **Rendering Improvements**

- Mitigated character flickering issues at close range in medium graphics settings.
- Removed chromatic aberration from default screen effects to reduce eye strain. (The effect still applies when using a chromatic aberration filter.)
- Fixed an issue where ripple effects appeared incorrectly on sinks and mirrors during rainy weather.

- **Materials**

- Improved placement of combined furniture(e.g., tables and chairs) so that a preview mesh is visible at valid positions.
- Fixed an issue where the building grid was displayed outside the property boundaries in certain cases.

- **Optimization**

- Optimized performance by applying lighter materials to distant background objects.