Listed below are the changes this patch will make to the US gold master of KISS Psycho Circus: The Nightmare Child.

This is a "beta" patch. We have released it in order to help those people experiencing the problems mentioned below. While this patch has been tested, it has not be tested _significantly_. A full patch should be out in a few weeks.

- Fixed strafe modifier key (now works for both keys and mouse)

- Fixed joystick menu so that POV hat controls now stick and more joysticks are supported without buttons getting "unbound" when re-entering the menu. Joysticks confirmed to work are: Panther XL, Panther DX, Sidewinder Precision Pro, Sidewinder gamepad.

- Added separate joystick sensitivity slider in joystick menu

- Fixed problems with some level stats getting cleared after the level had spawned on a realm change (ie. some monsters/items weren't getting counted)

- Fixed Twister weapon accuracy bug that could cause accuracy to go over 100%.

- Fixed Twister bug that could cause lightning to stay on and shoot across level.

- Fixed multiplayer map change dropping players (couldn't find the maplist file)

- Long names are now clipped on the multiplayer scoreboard

- HUD no longer scales up when playing in a res greater than 640x480

- Fixed TNT2 graphics problems in the menu and pamphlets. Detonator 2 driver now works with TNT2's.

- Fixed Tiberius whip effect not showing up all of the time.

- Fixed problems with fog still being enabled in menu and tally screen. This could cause the player model to sometimes appear completely black or completely red on the tally screen after completing the last map in a realm. It could also cause the credits to have a weird white fogging effect after beating the Nightmare Child on Voodoo cards.

- Psycho Launcher no longer lists 32 bit video modes or modes lower than 640x480.

- Fixed a savegame bug where switches were creating a new bounding box each time the game was saved and then loaded. This manifested itself as an invisible solid in the place of the destroyed car in Morbid Manor (only after reloading).

- Added option scroller for binding mouse wheel up and mouse wheel down in mouse setup (this was added late and is not in the German release, but the German version still cannot use this beta patch).

- multiplayer game info now updates correctly

- ip address is saved while in the game

- server update rate was increased (server's should appear right after adding, now)

- clicking "Start" on the host game menu while editing in an edit box now uses the changes that were being entered (ie. you don't have to hit "enter" first).

- Profile names cannot be created with periods in them. This was the cause of some people not being able to save their games.