07.06.2018. — Alice version 1.0.5.26150

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)

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1. Changed:

- now takes into account the growth of children in the game.
- optimization of the "photon" server.

2. Fixed:

- a bug with the frozen picture in the operator.
- a bug with the disappearance of the image in the player's window (glitch).

19.03.2018. — Alice version 1.0.4beta

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)

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1. Changed:

- the load on the local network has been reduced.
- optimization.
- minor fixes.

22.11.2017. — Alice version 1.0.3beta

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)

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1. Fixed:

- a bug with the swords and fruits in the kitchen.
- small visual bugs.

09.10.2017. — Alice version 1.0.2beta

Vive driver: latest

Oculus Runtime: latest

Nvidia driver: latest

SteamVR: latest

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1. Changed:

- task in the kitchen with fruits according to the principle of Fruit Ninja.

2. Fixed:

- a bug with a stucked gears again and non-moving objects.

01.09.2017. — Alice version 1.0.1

Vive driver: latest

Oculus Runtime: latest

Nvidia driver: latest

SteamVR: latest

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1. Changed:

- the labyrinth is disabled again.
- the number of puzzles depends on the number of players (Lake and Time Mechanism).
- improved the effects of the activation of the Time Mechanism.

2. Added:

- visually highlighted the inability to change the settings in the operator during the game.
- the ability to select the "victim" for the guillotine in the operator's settings: flamingo or baguette.
- the sounds of the wrong pressed piano keys.
- new avatars of players.
- additional buttons to help players in the operator during the game.

3. Fixed:

- a bug with the loss of the sword.
- a bug with the loss of the alarm clock.
- a bug with a stucked gears.
- a bug with the loss of the key of the Duchess.
- a lot of minor fixes.

11.07.2017. — Alice version 1.0.0beta2

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)

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1. <u>Added:</u>

- Chinese localization.

14.06.2017. — Alice version 1.0.beta

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)

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1. <u>Changed:</u>

- movement via teleport.
- disabled labyrinth.
- sound improved.

2. <u>Added:</u>

- French localization.

3. <u>Fixed:</u>

- different bugs.

05.04.2017. — Alice version 0.9.5.

Vive driver: [latest](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

SteamVR: [latest](#)