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About This Game

Tragedy! Santa; the toy giving folk-hero, and purveyor of fine Christmas goods, has had enough. Endless requests from greedy children wanting more and more every year, tax increases, pressure from elf unions, bills, reindeer!

It is your duty, as an employee of Polar Sanitation Inc, to clean up the grizzly aftermath of Santa's bloody rampage. Elves, reindeer and ruined masonry from Santa's brief breakdown are all strewn across his famous workshop.

So don your cap, grab your mop, and get this place sorted out so the company can get a replacement in here ASAP, and restore Christmas for another generation!

Key Features

- Janitorial Simulation - Step into the boots of a space-station (or in this case, North pole) sanitation technician and experience the highs and lows of the job.
- Santa's Workshop - Explore Santa's infamous workshop and discover the story that lead up to the tragic events you're here to clean up.
- Clean - It's your job to clean up the mess, so clean it up you shall! Use your trusty mop, gloves, dispenser machines and sniffer tool to help you get all that blood out of the floor! You can even try and punch-out if you think you've done your job.

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- Sandbox Gameplay - Don't want to clean? Just want to make more of a mess and play around with the physics? Go ahead!
 - Multiplayer - You can even enlist some friends/coworkers to come and help you clean up (or make even more mess). Split-screen co-op is available too!

Note for Viscera Cleanup Detail purchasers: A Steam key for 'Viscera Cleanup Detail: Santa's Rampage' is provided for FREE to anyone who purchases (or had already pre-ordered) 'Viscera Cleanup Detail', either on the Steam Store or via the Humble Widget on our site.

Also note that Santa's Rampage comes included with the main game download of Viscera Cleanup Detail

Title: Viscera Cleanup Detail: Santa's Rampage

Genre: Indie, Simulation

Developer:

RuneStorm

Publisher:

RuneStorm

Release Date: 13 Dec, 2013

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Minimum:

OS: Win XP SP3, Win 7

Processor: 2.4GHz Dual core CPU

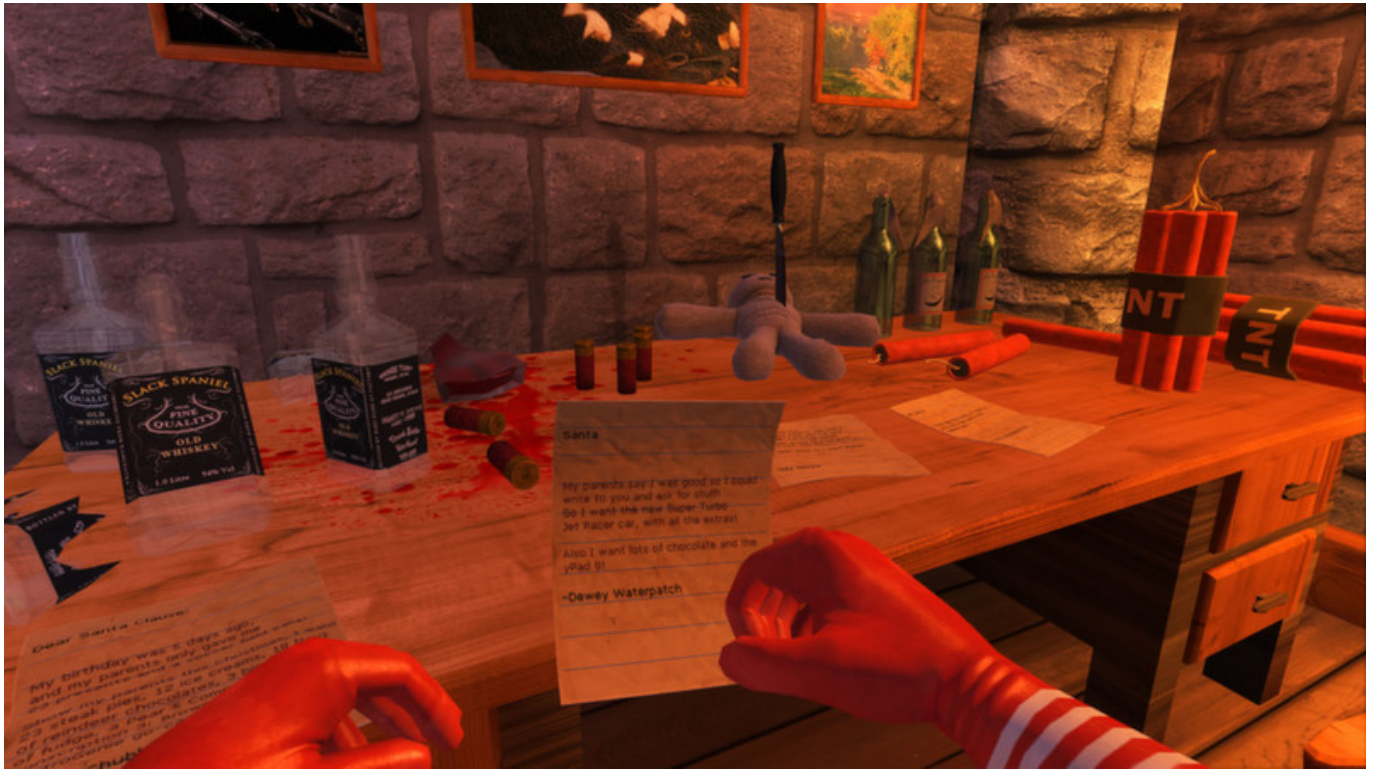
Memory: 2 GB RAM

Graphics: 512MB Shader Model 3.0 Nvidia GeForce 8800 GT or AMD Radeon HD 3870

DirectX: Version 9.0c

Storage: 800 MB available space

English







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This game is a joy.
Whistle while you work.
Have fun with molotov cocktails!
Explosives are great fun!
Collect Santa hats and Elf Noggins!
You can do it all in this wonderful game.

I recommend it all day long and twice on Christmas.
I confess, I can't stand elves. They have a superiority complex.
Pointed eared namby pampy jerks.
Get um Santa!. This game is fun. If you're gonna play it make sure you either have absolutely nothing else at all on your pc or that you have a super beefy pc.

Update v1.135; Melted bugs to keep you warm!:

Greetings, holiday hooligans and jovial janitors.

I come with roasted and melting game bugs to keep the chill out, and to cover up some of the scars from Santa's abominable malfeasance.

We've taken the time to roll together a large collection of fixes and improvements from the main game, and finally gather them here for your pleasure.

Many of these are often requested features, or fixes for long standing issues.

Read on for the full list!

Changelog:

Game:

- Improved the office "Punchout Result" Viewing Screen interaction. Moving the cursor left and right was slightly inaccurate.
- Made physics time-stepping adjustable. Making it possible to prevent small objects falling through bins and buckets at the cost of performance.
- Made Punchout report form "Tick Boxes" also assess the boxes that you *don't* tick.
- Items placed in the trunk in your office are no longer carried with you to Speedrun sessions.
- Added a "Collectibles" read-out screen to the punchout-machine interface for Speedrun sessions, telling you what items of interest are in your trunk.
- Fires caused by broken lanterns now cast lighting and shadows on the highest graphics settings.
- Increased max number of minutes for "Time Limit" setting to 300, up from 240. Giving you a maximum setting of 5 hours.
- Fixed the Big Banger songs being reset when you move out of its sound range.
- Fixed Janitor player gibs not keeping their colors and skins after saving the game or travelling between levels.
- The player now always spawns at the same place in Speedrun games.
- You can now finally stick EotM photos and paper notes to surfaces by holding down left-mouse(Interact) and pressing right-mouse(Drop / Hit).
- Limited Bin and Bucket machines to a maximum jam spree of 5 times in a row, unlikely to notice a difference in most cases.
- Fixed Performance Stats displayed when selecting a level from taking the newest time(during an equal Cleanup %) instead of the best previous time. (New best performance % still replaces time, which could be worse than previous best)
- Fixed a loading issue that resulted in dropped items like brooms from occasionally vanishing if they were held by the

player during saving. Similarly safe-guarded against confusion with tools that were destroyed during gameplay.

- Slightly reworked the way Speedrun time impacts your final rating(Fired, Clean, EotM, etc), simplifying the impact of being under or over the par-time. Scores should remain unaffected.
- Made Punchout Report forms only reward you for fields you actually enter a value for. Report accuracy still accounts for things you don't enter.
- Tripled the amount of bonus points you get from ticking the right box in a Report(IR-8) Form check-list.
- Doubled the amount of bonus points you get from filling in Death Report(WTF-12) Forms, due to the difficulty involved in completing them.
- Fixed Hosts being able to cheat in Speedrun mode.
- Changed Death Report Accuracy value to reflect whether you put all the PIDs into the punch-out machine or not. Previously only considered inserted PIDs.
- Fixed the annoying player name being "True" or "False" problem. Was caused by the "VSync" setting overriding player name.

System:

- Spread auto-saving out over several seconds, greatly reducing the sharp frame-rate drop it caused previously.
- Fixed Ambient Occulsion setting not always taking effect when it should be.

Multiplayer:

- Improved object syncing and stability with bins and buckets. They were a complete demon on clients!
- Improved object syncing and stability with bodies and other skeletal that start out awake on clients. Much less freaking out at the start of a session.
- Improved periodic object syncing and misrepresentations of what is and is not awake on the client.
- Made Speedrun difficulty more fair in co-op. A total of 4 players now results in approximately 1/2 the allotted time. Was previously 1/3. Effect now also scales-up with more and more players.
- Fixed the Big Banger songs being switched / cut short on clients when the server moves in and out of its audible range.
- Improved the hideous clattering noises experienced by clients when moving loaded bins around.
- Fixed tool props not vanishing from player's backs when they drop their tools, either manually or from dying.
- Fixed tools like brooms not always being dropped by players when they die or disconnect.

User Interface:

- Added "Physics Quality" setting to options menu to control physics-time stepping.
- Added a "Mono Radio" setting to allow you to hear the Big Banger without 3d spatialization.

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- Added "Use Gamepad" setting to options menu, allowing you to toggle input from any plugged-in controllers.

Santa's Rampage

- Fixed presents being taken to the office not saving their appearance.
- Decreased Speedrun par-time for Santa's Rampage by 10%.

And there we have it.

I hope it finds you well, and covered in elf entrails!

EDIT: Small fix uploaded.

Seems achievements for the collectibles were not being triggered.. **Major Update v1.05 at long last!:**

Greetings everyone!

Wow, it sure has been a long time, almost one and a half years to be exact...

At any rate, we finally have a major update for Santa's Rampage; version 1.05

The most important thing to know about this is that the game has been updated to the new base of Viscera Cleanup Detail. This means all the same fixes and systems used in the main game are now present in this standalone.

Huge improvements have been made to the network, the physics, achievements, and various other things.

There are also many new features as a result.

Foremost among these is the "Office". No longer do you simply clock off and get a briefing on your performance, instead you are now taken to a separate level where you can keep items you bring with in your Janitor's Trunk. There you will be shown more detailed information about what you did wrong(if anything).

Another thing worthy of mention, the single male Janitor of the past has been given another 18 companions! You will randomly appear as one of 19 different Janitors, including 9 possible female janitors!

There are also a bunch of other features and countless new UI options, so go have a look!

A detailed change-log was not kept of the changes, as it's really hard to tell.

If there was one, it would be very, very long.

So there you have it. If other things need to be changed, there will be more updates to follow.

Enjoy everyone!. **Santa's Rampage Update v1.022:**

A quick update mainly to deal with limbs jamming the bin machine.

- Fixed viscera physics getting stuck in the bin machine
- Added option to select 64 bit exe when launching game from Steam

. **Updated to v1.075:**

Hi all!

We've just uploaded a small update which fixes a couple things from v1.07. Changes below:

Game:

- Fixed mouse cursor being frozen, usually upon entering the "Options Menu".

UI:

- Fixed Debriefing screen stamp showing "Granted" in the event that you make a truly terrible mess, instead of "Company Liquidated".

Have a great weekend!. **Santa's Rampaged Update: v1.021:**

Viscera Cleanup Detail: Santa's Rampage has just been updated. v1.021 changes include:

- Updated to 2013-07 UDK
- Added 64bit executable
- Fixed knives easily sinking into floor
- Improved net synchronizing contents of bins and other containers
- Fixed several problems with objects getting stuck in walls and floors
- Fixed radio spawning in the stool
- Made it possible to get the "Cleanliness is Godliness" and "Christmas Crisis Corrected" achievements at the same time.
- Made all players receive cleanup achievements when any one player uses the punchout machine.
- Added new scalability settings to UI, including Shadow Quality and Antialiasing.
- Various other smaller fixes.

. Update v1.091 has come in from the cold!:

Greetings noble festive sanitary saints!

I bring forth a tidy gift stolen from Santa's sleigh, a small update for Santa's Rampage.

This update brings with it mainly fixes, so nothing too terrifying.
Included in the v1.091 update are some improvements as well.

Read on for the full(albeit fairly short) list.

Game:

- Reduced startup memory usage, helping to alleviate the "Ran out of Virtual Memory" crash issue.
- Fixed issue with P.I.D names being replaced with random ones if the game is saved before the P.I.D has been picked up at least once.
- Fixed controller input getting stuck on the Janitor PDA when switching weapons; interacting with PDA now uses Trigger keys, and not Shoulder keys.
- Fixed Escape Menu pause lock-up when playing splitscreen.

UI:

- Added Key Bindings for Next and Previous tools to Controls Menu.
- Improved navigation in Options menu, making it possible to scroll from the OK button up to the last item in the list.

And there you have it.

May you all have a truly splendid holiday, filled with eviscerated elves and surprise packages from Santa that really should have been scanned before being handed out to the children...

Hmm, got a bit carried away there.

Have a good one everyone!

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