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My time at portia a new friend bug

Portiana! My time at Portia is currently 66% midweek Madness Steam Sale! Grab yourself a hump day treat! 🐾... Offer ends November 23rd! Näytä lisää Edit Comments Share Polly wants you to help her search for scraps of a stray dog that is missing. Mission Type Time Limit Main Mission No Time Limit Central PlazaApsed Wasteland Ask AroundReviews dogTalk to PollyFeed Scrap Dog Food (0/1) Talk to Polly Experience Gols 500 500 500 Polly: Relationships + 20 New Friend is the main mission that allows the player to meet the scrap dog. Review[edit source] The player must have completed dangerous ruins to access the Collapsed Wasteland. The required station[edit source] Player must be the following to complete this mission: Blender Action Mission [edit | edit source] Mission is launched by finding Polly at the eastern entrance to Portia, staring at a poster of a dog named Have You Seen Me? Polly get out of her worries about scraps of a stray dog that has been missing for some time. Oh, hi Player. Are you all right? I'm a little worried about the dog on this poster. He used to hang around Central Plaza. Everyone feeds him, so we all called him Scrap! Then one day he just disappeared. It's been a while and I've heard nothing. I've looked everywhere, but Portia is such a great place... hey, can you help me look as good? The more eyes the better right? Of course, it sounds easy. I'll go. There are too many things on my plate right now. → of course, sounds easy. Thank you! Okay, I think we should start by asking around. Maybe someone's seen him. Ask around[edit | edit source] The player can ask around to find out about the scrap. Arlo mentions hearing barking that collapsed in Wasteland while on patrol. Scraps will not appear in collapsed Wasteland before the player has received this tip from Arlo. Find the dog [edit source] Scraps located in collapsed Wasteland off the southwest coast of the sunken lake. Scraps are seen near the fallen large wooden closet. Woof-woof! Scrap? Arf! It ran away... I have to tell Polly. He'll even follow you on the periphery. Feed Scrap [edit | edit source] Make Dog Food with Blender, then return to collapsed Wasteland and interact with scraps. To complete this mission, the following materials are required: 1 Dog food After the dog's food scrap. Aud! Good boy, come on, I'll take you to Polly. Talk to Polly to complete your search. Scrap! Boy I'm glad to see you! He's so big, what's he eating there? There were a couple of old relics with storage food inside... not sure if they're even edible though. Oh, scrap! You ran away because you found a better food source?! Aud! Aud! Maybe we should have left you... Arr? Haha, just kidding, I'm glad you're home. Thank you again for your help. Scrap may be a dog, but he's my friend. Take it. [edit source] Once the mission is completed, Scrap will operate around the city and be available for chatting, gifts and other activities. After raising Scrap's relationship with the two stars, the player will receive a mission called Feeling Safe to give him a new collar to accept him. Rewards[edit source] Experience +500 Gols +500 Polly: Relationships +20 The Community content of the main mission is available under CC-BY-SA, unless otherwise specified. My Time in Portia > Report Problem > Topic Details Mid-mission New Friend Bugged So I progressed to the point where I needed to dog food. I finally learned and made a blender. The mission box shows checked dog food, but scraps are nowhere to be found. There is no marker and there was no place others have shown that he should be fed. I have progressed to a new day and still have no way to continue. I just wanted to be a friend. :-; Note: it's just used to report spam, advertising and problematic (harassment, fighting or rude) posts. General information GOG.com Community Discussions GOG.com Support page Steam Community Discussions Availability [edit] Demo [edit] Demo is available on Steam. Monetization DLC and expansion pack Game data[edit] Location of configuration file(s)[edit] Save game data location[edit] Save game cloud sync video[edit] In-game video settings. Input input settings during the game. Game settings. Audio[edit] In-game audio settings. Localization Other information[edit] INTERMEDIATE[edit] System requirements[edit] Notes † Unity engine build: 2017.4.14f1[1] † 2.0 2.1 The file/folder structure in this directory reflects the path(s) listed in Windows and/or Steam game data (use Wine regedit to access Windows registry paths). Games with Steam Cloud support can store data ~/.steam/steam/userdata/<user-id>/666140/ in addition to or in place of this directory. In some cases, the application ID (666140) may vary. Treat backslashes as forward slashes. See the glossary page for details. ^ Verified by User:Baronsmoki on 2019-11-01 † Scrap is not where he should be. When I first met him, he was already in town on day 1 of my first game through. After receiving the search for a New Friend I searched high and him, eventually finding that the site, he is <user-id> <user-id> was empty visually. Cutscene was the trigger, but now after getting in search of an object, I can't progress in search because he's not on the spot where it should be and no longer in town. Basically, he's not at the closet with Wasteland. I have dogfood but can't interact with him because he's not there. I'm not sure what to do to progress past this issue, except start a new game – but I'm not even sure if it would work because my game was glitched from the start. Is there any correction? Our games Store News About User Research Submit Game Join Us Some of these cookies are essential, while others help us improve our experience by providing insight into how the site is used. Click here to learn more. Sign up for our newsletter Go to Signup Published: May 16, 2019 We are pleased to announce that an update to My Time portia for nintendo switch is available now! This update includes: a fix on endless loading issue New story content and side quests More in-game features including: birthdays, family features, new clothes, new character customization, new ruins on mine and more! Various bug and crash down the improvement of the initial load during our team is currently looking to gradually improve console loading time further , as well as address input lag that affects in-game menus and actions and stuttering that occur when performing certain actions in the game (cutting trees, for example). We will have more information on this soon. Here is a complete list of the changes included in this update... Added: Added main story content. Added summary UI to the end. Additional features after marriage, including missions related to the anniversary, birthday celebrations for players and spouse, and side quests. Added controller rumble. Added side quests for Penny, Sam, Arlo, Alice, Emily and Ginger. Added new stories Ack. After you have become friends with Ack and have triggered Lara's mission, you will have to pay Ack to help you. Added recipe data – Ack will need to receive the data chip to cook. Added ability Ack plant a lot. But it will be necessary planting data chip. Added facial hair and facial finish character adjustment interface. These styles can also be changed in the hairsalon room. Attached child system / adoption system. (Requires 12 hearts with your spouse to unlock) Attached party system. It will take a banquet table. Added birthday players. New players can choose their birthday when they first start the game. Other players can choose their birthday when you load the game after this update. Assembly diagrams received during missions can be purchased at the research centre. Added a lot of conversations. Added a new outfit. Added wedding furniture. Added system per person. Players can renew their HP and get a variety of buffs. Players can mine all all mine and find new relics of the abandoned ruins of the swamp. The map will show the name of the deer spot (when you hover over it). Added to the swing for one person. Added an information filter on the map. Added new items for inspection. Added yoga mat. Added one piece of BGM inside the house. One of these two songs will be random when inside the house. Added wedding anniversary to the calendar. Added animation and effect placed on the furniture. Added battle guide. Added more cutscene photos. Added tips for loading the screen. Added decorations for the church wedding. Added new relationship levels with Pinky, Scrap, and QQ Added a dating event – chatting by the sea. Additional reward for collecting 60 exhibitions in the museum – billiards. Added patrol animation of Arlo, Remington, and Sam Dawa's favor points will affect the payment of Tree Farm. Dana's favor points will affect the payment to the Mining Company. Alice's interaction with Jack added after she got married. Added a revival after death. After death, the player will respawn outside his home. Added horse rental expiration date, ruin payment expiration date, and regular meeting reminders. Added a special effect of the page turning. Added new diagrams and crafting recipes. An automatic reminder for sunday meeting event has been added. Added king fish. Now there are king types of all fish. Added king fish collection in the museum. Added monsters in the swamp in winter. Added Chief Honcho dangerous dungeon in the desert. Added flying mount - robopig rider. Added a function to get food directly without waiting. Added game speed settings that can extend in-game day. Added to the fishing spot on the map. Added special effects on the UI. Added the position of the customization feature of the exhibition items museum when you have a good relationship with Merlin. Added number above the scroll bar in the set-ups. Added more sound effects to the game and added BGM & sound effects cutscenes. Added a variety of sound effects, fighting against different monsters. Added more treasure chests. Added bespoke attacking animation Mint. Added endurance consumption for several holidays and events. Added time to display while fishing. Added animations playing drums. Added devotion to the relationship. It will be necessary to have 1200 favor points with your spouse. Added new conversations to Gust when you propose, confess, date, and send gifts. Added wedding photo story album. Attached closet, vegetable rack, and weapon rack. Added new greetings. The player's spouse can talk the Player Darling. Added time limit to Gust's conversation after the Second Key mission. If you missed a conversation during this period of time, you won't get it again. Added daily routine llama. Added naming function box interface that allows players to edit the name of the storage box. Box. diagram Of The Triple Barrel Snakebite at Total Tools (the item has been deleted from the worktable and players can purchase it after setting the lift). Added a function to allow items to be used directly from the warehouse in the assembly machine. CUSTOM: Adjusted upgrade time for Level 2 relic scanner. It can only be upgraded after the ack is resolved. Adjust the shelf life of the building portia bridge. Changed to 7 days. Adapted the issue affecting the portia bridge mission description, which differs from the mission itself. Adjusted ack and Mint's regular meeting time. Added naming function box interface that allows players to edit the name of the storage box. Box. diagram Of The Triple Barrel Snakebite at Total Tools (the item has been deleted from the worktable and players can purchase it after setting the lift). Added a function to allow items to be used directly from the warehouse in the assembly machine. CUSTOM: Adjusted release time for Level 2 relic scanner. It can only be upgraded after the reminder time for the mission to repair the pipe. The player will receive a reminder before the mission. Travel time for tree farm and lift was cancelled. Adjust the required item number from 20 to 10, mission umbrellas are important. Adjusted the remuneration for missions. Adjusted the difficulties and required completion time for the South Block mission. Adjusted material consumption for mission Desert Wind. Adjusted port construction trigger time and shortens the time required for its completion. Optimized manager behavior and updated guidelines. Optimized game experience for side quests Gust, Mint, Emily, and Arlo. Optimized teksure land in the city. Optimized NPC path detection when it is out of town. Optimized NPC path detection in the city. Optimized arrangements for the wedding day. There will be no other events on the wedding day. The adjusted ratio point will decrease when you break up or get divorced. The relationship level goes down to a stranger if you get divorced and down to a friend if you end a romantic relationship. Changed payment method for Tree Farm and Mining company monthly payment. Optimized UI. Custom NPC favorite items. Adjusted distribution of monsters. Adjusted all Source attribution. NPC will not hold an umbrella while you are taking a group photo. Adjusted gifts and gifts on the wish list. Adjusted icon over NPC head. When the NPC is in the middle of a mission, the mission mark will not be displayed above the NPC head. Adjust the loading image by getting into the sewage plant dungeon and desert dungeon. Adjusted the allocation of several necessities. Custom appearance of multiple items. Adjusted sales condition for several key related items. Adjusted number and type of items for sale for sale. Adjusted the drop rate and reward rate for several items, and lowered the difficulty of obtaining them. Custom lipstick. Players will have to visit the hairdresser's to change color. Adjusted way to paint furniture. The player will need pigments to change color. Adjusted four images used in the main menu. Adjusted minimum values favor points from 0 to -50. Adjusted buff effect from eating hot pot during winter solstice. The adjusted maximum value of favor points between you and your spouse from 1000 to 1200. Other NPC maximum value favor points remain at 1000. Adapted length of the music of the autumn festival. It will last all day. NPC house will not say goodbye. Adjust the number of monsters in several rooms in the dangerous dungeon. Adjusted the volume of multiple sound effects. Adjusts the position of Sophie. She will be with Emily's stand during the Winter Solstice. Adjusted animations when players fall off a swing Adjusted time limit for the Mission Builder Bout. If you are over, you will need to reload the save and the mission will continue. Research notes can sell the game. Optimized animation for the load icon. Optimized performance in several areas. Fixed crash when harvesting a giant crop. Fixed issue with Housewarming Gift Set merchandise is not activating the game. Addressed issue where you can not delete photos in the album Decorations. Fixed the issue with a payphone dialogue where spanish text could be displayed when playing in Italian. Fixed multiple instances overlap text in multiple languages that affect different menus. Fixed a few cases of holes in the geometry of dangerous ruins. Addressed issue where you might get the wrong reward for sparring the game is finished. Fixed the question of where the loot of enemies would be steadily picked up and dropped when the player had full inventory. Fixed several problems affecting furniture, which allowed you to show items in your house, such as closets. Addresses a path issue that caused NPC to move to the site during event days. Fixed question, where large black squares could appear on the screen of abandoned ruins. Fixed the question where players could get stuck in a collision inside the Collapsed Wasteland. Fixed several issues related to players backing up the same save file repeatedly. Fixed the crash by taking a photo during a balloon ride while on a date. Fixed an animated bug when Paulie has dinner at the restaurant. Fixed a bug that players can't interact with npc on the first day of portia land run. The fixed bug causes a bug in the player's name at the Martial Arts Tournament. Fixed the issue of NPC fighting each other. This update at fixes the issue for all save files. Fixed wondering if the advanced factory is in the wrong place. The player will need to rebuild/move the factory in A &amp; G Construction. Addresses an issue where the room's dangerous basement does not match the mark on the map. Fixed the issue that Ten and Ryder can pass through after the cutscene. Fixed bug that lifts inside WOW Industries push the players away. Fixed a bug that when players get out of school and museum, they could fly to heaven. Fixed the wrong item on Arlo's wish list. Fixed the wrong animation when Paulie is having food during the Autumn Festival. The fixed bug that caused the special effect of throwing the snowball is missing. The fixed bug causes an incorrect time icon to be displayed in the relationship interface. The fixed bug causes an error with the time specified at the Martial Arts Tournament. At Portia Land Run players will be pulled out of the race track when the competition is over. Fixed a bug where players could disappear when loading portia land run. Fixed bug causes NPC to leave the sparring area when the player is sparring with them. The fixed bug caused by the NPC is an issue getting on the scene at the Martial Arts Tournament. Fixed the bug that when the NPC is beaten in a snowball fight, they could still have points. Fixed tips that apply to seasons change to display the wrong language after changing the game language. Fixed the issue that players will hear martial music even as they are not around the Martial Arts Tournament stage. Fixed a bug where players can't get a camera mission if they craft the camera in advance. Fixed a conversation error with Django's Mission Russo's New Recipe Fixed bug where Higgins won't help correct the rest of the dee steps when the player is repaired first. Fixed description of error targets for Mission Crashed Station. Fixed description error targets mission time to get serious Fixed bug after Mission First Lock where players can't interact with ten. Fixed bug prevent NPC from hitting monsters. Addresses a motion issue when holding an item with two hands. A fixed bug causes the player to fall through the floor in several rooms in a dangerous dungeon. Fixed the bug that the relic scanner can detect items behind the camera. Fixed bug where to show accessory check box settings cannot be selected. Fixed crash after fighting against a rogue knight. Fixed a possible crash at the factory. Fixed the bug to prevent the power lane robopig rider from updating. Fixed the bug that when you change the color of the storage box, the color will remain the same. Fixed bug affects players getting rewards from Alice's mission. Fixed bug that craftsman skill will reduce material consumption for all machines. Consumption should be reduced only if you are using a worktable. (The skill tree will be reset, so you'll need to res sort the points after the update) Fixed the crash by loading the savings at the Ack family station mission. Fixed error clothing attributes. Fixed bug prevent clothes from being placed in the closet. Fixed bug factory level after the missing factory has been replaced. After this update, players will need to move the factory to A&amp; G construction company to correct the level. Fixed a possible crash after interacting with Rogue Knight. Fixed time freezing bug when finishing mission mana eviction from Portia 2 if you have Arlo as a member. The fixed bug causes Arlo to continue following players even after he has finished his mission. Fixed bug causes the manufacturing process screen not to appear when using the factory. Fixed crash when on the swing. Fixed bug that power lane robopig rider will not be updated. Fixed the bug in that roping game, players can continue to play the game even if they don't have enough stamina. Addresses conflict issues between the NPC date schedule and the NPC mission responsibility. Fixed a bug where Penny will fight against monsters. The fixed bug causes the storage box UI to freeze. Fixed bug causes the house to disappear if it does not have a default appearance when the player moves it to A&amp; G Construction, and when it is the default level 4 appearance (blue and white). The fixed bug affects the Chicken Run mission where players won't get eggs. Fixed bug to prevent Photos Portia mission is being completed. Fixed the bug in that Crash Station mission, players can't find Ack. Fixed bug prevent the player from customizing the baby's name. Fixed bug causes the maximum number of recycle bins in the machine and repairs the machine is wrong. Fixed the bug that when I got off the mount, players will automatically be distanced from it. Fixed a bug that, by getting from a hill in the sky, the mount would freeze into the sky. Fixed bug causes no rewards to be given if you have collected all the king fish. Fixed bug preventing players from getting missions on the tree farm. Fixed the bug that missions after the Portia Bridge mission could not be triggered. Fixed bug affects the amount of material needed for A&amp; G Construction services. We're releasing this update for playstation 4 and Xbox One very soon. Keep an eye on My Time At Portia Social Channel Announcements! Keep Updated with Latest My Time At Portia News: Sign-up to Team17 newsletter My Time At Portia on Twitter My Time At Portia on Facebook Team17 on Twitter Team17 on Facebook Team17 on Facebook

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