

Monster's Revenge Changelog past V20

V21: Meteors and Mining

Meteor Set Rework: Now focuses on extreme poison damage and huge exp + spawn rate

Hit Chance is increased by 1% per 10 ascensions

Obsidian Pickaxe added: Costs 1T pixels, 50B CM, and 1 Tuk and only spawns SC2 Crystals

V22: Time Stabilization

You can now restore some of your item tiers in Main Path?, by buying Grandpa Speed

Upgrades! I have no idea why this works but it does

Ascension now buffs accuracy by 2% per ascension

Costs of Grandpa Speed Upgrade has been adjusted

V23: CORRUPTION BUFF????

Nightmare Difficulty in Corruption slightly nerfed and rewards slightly buffed

Sundawn Forest added, combines Mystic Forest and Night Forest

ATZ? Is now R510, with Sundawn Forest being R525

Nightmare Difficulty now grants an additional 7 minutes in Corruption

V24: CHAOS PROJECT

CHAOS Armor now has double the unobtainium tiers

TERA PENDANT is now available at F75, thus ED has been made slightly more difficult

TERA EARRINGS is now gotten at 10C HCAPOC

GIGA EARRINGS can be obtained with a score of 3,500 or higher

Endless Dungeon now drops Tukkonium at F100+

TERA/GIGA No longer come expired

Experience Gained from ED is multiplied by 3 starting at F100

V24.1: Yes

GIGA PENDANT is now obtainable by an SD score of 3,500+

V25: Nerfs and Buffs

ToD armor nerfed

Blighted Skies added

V26: Chuck Norris

Chuck Norris Armor buffed (1,000% damage, 98% ignore defense cap)

V27: Spaghetti Nukes

Quick Attack Improve buffed! Now hits additional times per level! A massive thanks to Bwll for fixing the code.

Cost has been increased to level^3 SP

V28: Hollyberrys Armor

New Hollyberry armor, become the ultimate tank! Increase equipment attack based on this

V28.1: Bug Fixes and Gifts

Starlight Swirl's effect is now properly codified in

Bonus: Gain 200% more exp and 100% more coins, today and tomorrow!

A secret gift code has been added, related to Time

V29: Tukkonium UP!

MBR now has increased tukkonium chances past Round 600

Scaling/Rewards have also been increased past Round 600

MBR now gets stronger levels

SD now has a 10% chance to give 1 tukkonium for scores past 4,400

Nightmare Difficulty now gives +500 SD score

Corruption now grants extra tukkonium chance at Difficulty 60+

V30: Invisible Update + AP Perks

Invisible Allies can now be upgraded past +10

+10-15 require green chips, while +16-20 require red chips.

Defeating ULTRA enemies can level this up to +30!

21-23 require yellow chips, 24-27 require green chips, and 28-30 require red chips

New Ascension Perk: Chip UP!

increases the chance of a Chip dropping by 2% per level. Ultra Enemies/GoGL is not effected by this.

Caps at 3,000 AP, 50 total levels.

New Ascension Perk: Spawn Master

Increases arena spawn rate by 1% per 50 AP! Caps at level 100 at 5,000 AP.

To compensate, Red Chip drop chance for GoGL is now 1/25 (Old: 1/40).

Green Chips now drop at 1,000 monster kills, and Red Chips drop at 10,000 monster kills.

Note: Currently the text on Monster Chips are incorrect. If the chip is under or over the specific group, you'll just get kills. This shall be fixed in a future update.

V30.1: Critical Bug Fixes

Fixed a critical bug where Tukkonium Rates were FAR less in Main Path? and in raids.

Tukkonium Rates have been lowered as a fail-safe, may bump them up later if it's fine.

Chips have been modified

Tutorial slightly modified

Corruption Difficulty after 60 now scales faster

V31: CHAOS Project: Part 2

CHAOS SLAYER gear has been added, obtainable from Floors 100 and higher

Dragon Slayer gear has been removed

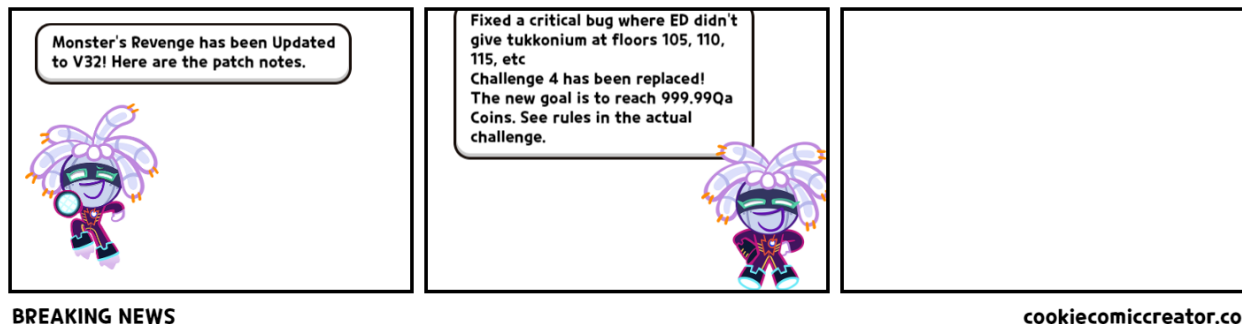
Demon Slayer should now drop from Floors 5+, down from 35+

Fixed a bug where Meteor Set was giving 8,000% Poison Chance and 200% Poison Damage

Buffed Hollyberryian set, now gives ^1.05 Mana

Rumor has it that going into Special Training Zone with a red moon, in the hardest difficulties will summon something special.

V32: C4 Changed: Bugs Exterminated



Monster's Revenge V33: Time Attack Challenges!

Another massive thanks to Bwil for helping me with the code.

Time Attack Challenges have been ripped off from V1854!

Press T to activate. While in Time Attack Challenge, enemies get exponentially harder, but give 3% more reward stats per kill! This is infinite.

C4 has been updated to be longer and harder.

Monster's Revenge V33.1: Critical Bug Fix

Time Attack Challenge no longer works in MBR/Corruption/ED.

Monster's Revenge V33.2: Smaller Updates Time/Bug Fixing

Corruption Scaling now starts 10 difficulties earlier.

Fixed a bug where MBR's exp was ---- after Round 100

To compensate for how bad MR V34 was, enjoy 1 week of quadruple experience, affecting ALL sources! (The event doesn't say so, but it does)

Monster's Revenge V35: Reforged Ripoff: Part 4

Sword Hat has been added, unlocked by hitting 1 million kills, this hat gives a damage bonus based on your current arenaKill count!

Fixed a few more bugs....

Monster Chips now count for arena kills.

V36: The Module Update

Modules can now go to level 18

Modules past level 9 have massively increased effects, chance, and costs. Does not affect YC, GC, BC, or EXP Modules.

New Module: Cyborg Experience

White Coin Module now costs ~40% less.

Instant Progress now costs 175,000,000 coins

Progress Boxes now cost 750K Green Coins

V37: The Module Update: Part 2

A massive thanks to Bwll for helping with the spaghetti code

Explosion Crates now cost 600 BC

Shiny Token cost for level 10+ modules have been increased

Printer Levels above 400 now grant extra proc chance for all modules (Except EXP, YC, GC, BC)

Note that this **only** applies to restocked modules. **THIS WILL NOT AFFECT YOUR CURRENT MODULES!**

If the reward chance of a module goes over 100%, you gain more rewards from it.

Formula: `if(tempChance > 10000 && tempModuleType != 2 && tempModuleType != 1 && tempModuleType != 3 && tempModuleType != 4)`

```
{  
    tempEffect *= 1 + Math.floor((tempChance - 10000) / 2500);  
}
```

(125% chance is 2x, 150% is 3x, etc)

V37.1: Quick Bug Fixes and balance changes

Level 18 modules should no longer be massively discounted

Green Coin Modules now cost 2 times more

Lol10 Mods now cost 50% more

V38: Reforged Ripoff Arc: Part 4

Added Reaper's Gem

TBG's rewards now scale 5 times slower and thus 5x less rewards

T10+ modules now cost a LOT more, and effect is only doubled

New Module: Shiny Token Module

All Specialised Skills now have a static cooldown, set to Specialised Skill Level 30 + Specialised Skill Improve Level 1

CHAOS Slayer Armor now drops at F75, down from F100

Tukkonium still drops at F100, but tukkonium now always drops on every 5th floor starting from F110.

V39: Preparation

A new arrow appears in Ye Olde Pub. What does it do?

Career Levels are uncapped. Scaling isn't changed

Maximum Boost can now be upgraded past 2,400%, But I hear you don't pay with GC anymore..

New Armor Set: Cacao! (Yes the shoes are meant to be Rank 116)

V39.1: Bug Fixes

Fixed a bug where a level wasn't converted into a bestLevel, causing you to miss more often.

Boost Freeze now lasts for 3,600 hours? I forgot

Fighter Career Experience increased

V39.3: ED Changes

????? is now Dark Element

All Enemies in ED now have a proper element attached to them

ACC/EVA in ED scales much slower

SC nerfed to scale slower after 3,000 kills

CHAOS Slayer Armor buffed

V40: Not The Zones Update!

4D Infinity Cube now caps at 2,000 rolls! Additionally, it now has massively increased stat rolls.

Max 4D stats are unaffected by this change. Additionally, Nightmare and Legendary enemies now give more 4D rolls!

Acc/Eva in SC now scales much slower.

SC now gives reduced rewards, and damage is reduced.

CHAOS Slayer armor should now properly have a set bonus

You can now portal up to your max floor in ED

Portals now appear at floors X0 and X5

Number Formatting now happens at numbers above 99,999,999

CXP Module has been massively buffed.

Arcade Module is now a Size 1 Module (Previously Size 3)

V41: The Art Update

All Exp Multipliers should now multiply your multiplier.

ED portals now appear at Max Floor - 5

New Challenge: Monster's Revenge V34 (Replaces Old C3)

New title screen: Offcentered

V42: Quick Bug Fixes and Changes

4D Infinity Cube should respect the new stat hardcap

Rebirths now effect stats limit again, softcapping at 200% at +100 rebirths, Past that, effectiveness is square rooted

Rebirths past Rank 501 now give extra rebirths

Fighter Career Exp gain massively buffed

Green Coin gain from Monsters is now based on coin gain

CHAOS now gives more YC than Shinki

Main Path? reworked, no damagePenalty and item tier loss, but zones are now much more difficult. Will probably make harder later on, but i think it's fine for now.

Button Speed upgrade now gives all items more tiers in Main Path?

New item added: Spooky Pendant

Obtainable at 20,000 SC Streak, and every 2,000 streak thereafter

New Item Added: Triangle Earrings

Obtainable at 1,000 TH Streak, and every 100 streak thereafter

V42.1: Killing SC once and for all

SC now gives 3x less XP, but 3X more coins.

Mini-Raid set now has Loot Magnet

Fixed a bug where 4D Infinity Cube's Evasion was capped at 300%

V43: New Buffs!! And nerfs.

Triangle's Magic Attack has been increased to 3,333,333 (Old: 1)

Additional, Magic Attack now scales with current streak

Triangle now explodes in 33 seconds (Old: 25)

Triangle's rewards scaling has been nerfed.

5% for a streak count of 1-199

2.5% for 209-499

1.25% for 500-999

0.625% for 1000+

Fixed a bug where ED always Tukkonium at x5 floors past 100. It should now only always give tukkonium for floors 100, 110, etc

Formatting now happens at numbers above 19,999,999

Fixed rebirth's stat bonus display past 100

Fixed a bug where Infinity set Mastery to 100%, even if you had above 100% mastery

Triangle now moves at 33% of the speed per second (Old: 19%)

Fixed a bug where Demon Slayer showed undefined floor

CHAOS AURA now deals tons more damage

Addiontally, a new weapon can be obtained by beating 1c GIGA CHAOS.

In certain zones, CHAOS AURA always has 100% attack bar.

Special Attack for CHAOS AURA items now activates if your rage is under 75%

V43.05: yeah

Fixed so much spaghetti with CHAOS SLAYER AURA that i don't want to describe it here

CHAOS AURA'S special attack now gives 20% fury

Work has started on uncapping Business Careers.

V44: Diff 3.5

New Level 500 fighter career added: Increases the crit damage cap!

All damage has been reduced by approximately 40%. This is subject to change

Mini-Raid items have been massively nerfed. This nerf applies to all future items.

Secret Dungeon difficulty 3.5 has been added. Stats may not be perfectly balanced...

V45: Chips and Rebalances: Part 1

A new chip has been added. Rumors say you have to have a black border to access it. About what it does, nobody knows.

PETA set added:

Pendant is obtainable from F150, Earrings is obtainable from a score of 8,000+ in Diff 3.5 SD

Overpowered Tanker now reduces stat scaling by 0.5x (Old: increases by 2.5x) Additionally, It now reduces damage dealt while in Tank Mode by 67% (Old: 80%)

V45.69: No more CHAOS

Fixed a bug where CHAOS SLAYER ARMOR drops earlier than intended

V46: Arcade is finally useful

Damage Resist now softcaps at 3.99B instead of hardcapping, past 3.99B damage resist,

Damage Resist is reduced to the power of 0.95

All arcade rating games now cap at 20 rating

New fighter career level 800 perk: All skill levels caps are increased by 3.

Some arcade games are effected by ascension count. The ones that aren't are Math Master, Pong, Balance 3, and MMRX. No idea why this happens and that spaghetti code is not going to be fixed so...

Thresholds for these games have been reduced by 50%

Arcade Rating boosts money printed by printer. 1 Arcade Rating = +0.2 multi for printer.

Printer now boosts Rare and Epic monster rate based on money printed

V46.1: Quick Bugfix

Killing an ULTRA-1 Monster with a +20 Ally should now upgrade it to +21

V46.79: Quick Bugfix 2

CHAOS SLAYER AURA should now properly not attack as much vs Green Aura, additionally it now attacks during Blue Aura

Red Chips can now drop from Rare Monsters, however they require 50k bestiary kills for that monster to drop

Blue Chips now drop at 300,000 kills for a monster, additionally they only drop from epic rarity monsters

V47: ED Tukkonium

Endless Dungeon now gives LOADS more tukkonium!

Effects are more noticeable in Hardcore, which can give 4 times more tukkonium than before!

F250 ED now gives 25 Tukkonium

F250 HC ED now gives 100 Tukkonium

The maximum floor you can portal to is capped to 250

F250 HC ED gives U40 CHAOS SLAYER

Nightmare increases this by 10 further tiers

Added new Dragon of Wisdom speeches, thanks to CobaltNinja

Floors past 250 have an additional curse, causing endless difficulty... I hear it's not the Magic Attack that will screw you over anymore.

Slightly increased MBR scaling past round 600, rewards slightly reduced after round 600

There's a new timer - Wait wasn't this in ED? What does it do? Surely it does something after changing colors at 15 seconds, 30 seconds, 60 seconds, and 120 seconds...

V48: More Dragon Speeches?

Reaper's Gem's name has been changed to Strange Empowering Gem, with a new description. Old Reaper's Gems? Will still work perfectly.

Added NEW Dragon of Wisdom speeches. Go talk to him. I think he's not ok.

Secret Skill added - May be related to the Anti Idle Shield... Note: Currently Incomplete...

Peta Earrings now drops at Difficulty 3! 7,000+ score. (16C)

Nerfed CHAOS SLAYER AURA, it was getting too strong. It's attack stat is now directly based on your score

V49: The End Update: Part 1, The Small Patch

Ascension Cap has been set to 300. I hear a special difficulty is locked behind that amount...

At ascension 300, something special happens.

Past Ascension 250, you feel a weird power... Who knows if it's related to the Shield's strength? Almost as if your Mana and Spirit seem to be drastically increased...

Fixed a bug where Fighter Career 800 didn't properly increase skills maximum levels.
Perhaps you'll get a bunch more damage soon. But not today.
Some minor changes

V51:

Transcension.

V51.1: Nerfs because of Sneak100
Removed TAC as I see no use of it in this mod anymore

ED Exp gains past f250 nerfed to 3x, slowly scaling back to 5x at F350
ED enemies' acc/eva now scale slightly faster
ED in general now gives less Exp/Pixels/Coins
Slightly Buffed ED Enemies Health

Transcension now grants 10% acc/eva per transcension
Ultimate Weapon is now ^1.03 damage
Difficulty 3.5 enemies now gain extra stats based on Transcensions done.
IP now has increasing costs, and now claims are based on remaining IP's above 100 unclaimed rewards.

Added new weapon: Spirit Stick

V52: The Yes Update

Reworked Transcension Penalty

Buffed Main Path?'s enemies ACC/EVA

Added new Main Path? Zone, requires 1 transcension

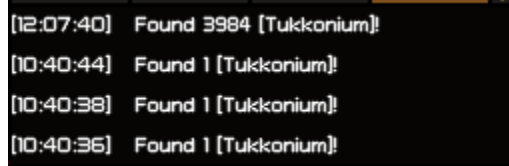
Added Rainbow Armor Set, and one more secret accessory

V52.1: Tukkonium Gains Adjusted

Tukkonium Gains buffed, added new medal, increased the cap of Button Speed Upgrade to 40
(And it also grants more item tiers globally past Level 20!)

V52.2: Massive Bug Fix

Fixed a bug where you could get higher than normal Tukkonium Gains



[12:07:40] Found 3984 [Tukkonium]!
[10:40:44] Found 1 [Tukkonium]!
[10:40:38] Found 1 [Tukkonium]!
[10:40:36] Found 1 [Tukkonium]!

Extra Unobtainium Tiers from Button is now shown

V53: The Buff Update

Main Path? Enemies now grant more Exp/Coin/Pixels

Fixed many, many bugs.

Added a new zone, Nonbinary Dragon Cave

Printer/Button is now effected by Arena Kills, divided by 10,000 for printer and 1,000 for Grandpas. Manual Clicker is divided by 100.

V53.1: The Bugs in my House

Fixed a bug where Inventory Unobtainium would reset when it's too high?

Fixed a bug where Transcensions didn't properly impact max hp

Fixed a bug where Death didn't properly work (Thanks skuh!)

Grandpa Cap increased to 50

Grandpa Speed Upgrades' Cost has been modified.

V54: The BP Oil Spill

New BP rewards have been introduced! (Damage Penalty Reductions)

You now gain increased BP rewards from ranking up past 500, and rebirthing past 500.

V55: The Bugs Nest

Fixed a bug related to Grandpa Speed Upgrades

Fixed a bug related to Spirit Stick's Double Hit damage

Fixed a bug related to Rebirths not giving the correct stat increase amount after 100

Added Transcension Milestones! Rewards obtained by Transcending.

Perks obtained by Transcending:

T1: 20 BP per second, other button upgrades can now be upgraded past level 11 also

T2: 2x Printer Speed

T3: Access to Nonbinary Dragon Zone

T10: Access to the Final Main Path? Zone

Endless Dungeon is now cursed! Past Floor 300, you'll lose 3% of your Mana and 2% of your spirit per floor!

Past F250, scaling is increased.

Spirit Stick now takes less spirit to use with skill levels.

Corruption gives 10x rewards past Diff 100, but scaling is way faster.

V56: Spiders!

Removed Transcension Penalty as I see no use for it in this mod anymore

Removed Timekeeper requirement for transcending past T1

Buffed Transcension Armor

Garden's Harvest Value is now increased with Arena Kills

Increased the max capacity of a bunch of items, and BA materials

SC has increased scaling after 500,000 streak.

Lolmarket Cap is now 100k, and capacity increases faster after 5,000.

V57: Pest Extermination

Minor fixes to some bugs

Spooky Crypt/TH items now have caps. All previous items will be decreased to the new cap.

Reduced the Health of Nonbinary Dragon Cave and Pirates VS Triangles.

Career Levels scale faster after Level 1,000

Spooky Crypt now has additional scaling after 2.5M streak. ACC/EVA scaling after 500k streak increased.

SC rewards decreased by ~40%

Added around 10-15 more achievements

V58: The Garden Update (Part 2)

AAG/AG Gardens are now effected by Arena Kill Count, with AAG's bars being increased with Transcensions! You'll have to manually click however, sadly.

Max Boost can now be upgraded to 4,000%!

Career Exp requirement scaling reduced.

V58.1: TH IS ACTUALLY BROKEN SEND IN THE NERF NUKES

TH now gives 40x less rewards late game.

Note: Updating to this version WILL reduce these specific stats to the amounts below if your above them:

YC to 1 sextillion

Arena Rank to 1,000

Rebirths to 10,000

Skill Points to 22,000

Battle Points to 100M

Fighter/IM Careers to 1,500

V59: The Timekeeper Coin Update

Added 3 new types of special coins!

Added around 15 new achievements related to them

Removed Transcension BA Stat bonus capping at 10 transcensions

Properly fixed the pet bug.

V60: Difficulty 2?

Added a Special Pendant... I'll leave you to figure out the rest of this update.

V61: Obligatory Nerf Update

Spirit Stick's effect has been removed. Too Problematic for balancing.

Transcensions now multiply spirit by $1.1^{\text{Transcensions}}$

Timekeeper Coins have been nerfed.

Difficulty 2 rewards sharply nerfed.

Transcensions require more Experience starting from Transcension 20

SC/TH rewards now cap at 1,000,000x multiplier (Rewards from streak skipping not effected)

MORE SCALING FOR SC/TH!

V61.1: Major Exploit Fix

Fixed a major exploit.

"Fixed" Rebirth Counter showing the wrong value.

Actually fixed Exa/PETA's autoloot this time.

Stat Bonus from rebirths is now hugely nerfed after 500k rebirths.

Added new Rebirth Achievements

V61.2: Sneak asked for this

SC/TH now have hardcapped rewards.

+21 and higher DP has been fixed.

V61.3: Another Bug Fix

Fixed a bug where upgrading Grandpa Discipline under level 11 would upgrade Grandpa Accuracy

V61.4: Another Another Bug Fix/Nerf

Fixed a bug where you didn't gain any perk points for ascending

A few minor balancing changes are made.

V62: New Armor Set

Added one new armor set

Increased the cost of Anger Pendant to 1Sx Pixels/CM, blame JPEXES for this one

Finalized pieces are now considered to be level 999,999

Reduced the requirement of some rebirth achievements.

Removed Streak Skipping bonus from SC/TH

Fixed a bug where SC/TH would break

Overkill is now allowed in Anger Mode, however Insta Kill won't work.

New Transcension Milestones:

T7: 2x pixel mult

T20: Garden Experience boosts Garden Harvest Value by $\sqrt{\text{Garden Experience} / 100000}$

T21-T28: +1 Skill Level Cap

T30: Unlock Super Rebirths (Coming Soon..)

V62.1: Pesticide

Fixed a critical bug where Difficulty 200 Corruption mobs had 0 HP

Non-Boss corruption mobs now have slightly more HP past Difficulty 30

Fixed a bug where Overkill wasn't allowed in Anger Mode (for real this time)

V63:A Bug Fix disguised as an update

Fixed a MASSIVE bug where Timekeeper Coins worked on Progress Bar

Item Maker career's Crafting Material increase now caps at level 100,000.

BP Rewards extended to 50!

Difficulty 200+ Corruption now has faster scaling.

PHM in Anger Mode now gives 10x/3x/3x EXP/Coin/Pixel

New Trancension Milestone:

T35: Printer Charge is uncapped and Money Printed is increased based on Printer Charge.

V64: Death to TK Coins!

Timekeeper Coin's effect has been replaced with a more balanced effect.

Anger Corruption now has additional scaling past diffs 20 and 50.

Anger Earrings added: Sneak needed this.

Thanks to Canderos, Scientific Notation will be added soon.

Pyramid now goes up to +35

Ascendant renamed to Transcendant

V64.1: Bug Fixes

T35 Milestone: Spirit Crit/Double Attack effect duration is multiplied by 1000

T40 Milestone. Auto-Transcension is unlocked. You automatically Transcend at 9001.
Experience needed is increased to compensate.

All Careers are now capped at level 100,000 to prevent lag spikes from too high career levels.

Timekeeper Coins buffed (2 instead of $^{1.3}$, coins are $^{1.5}$)

V65: More IP%

Modules now get a further buff from Printer above level 1000.

Cost starts at 1B WC, and cost increases by 2.2x each purchase. However, Modules get a 6% boost per upgrade! (Stacks) Printer also gets more YC printed per upgrade!

V66: The End Times (Part 1)

Rebalanced Anger+ difficulty a bit

Mana amount gained for transcending is increased, It probably won't help...

Added new ED Armor in Anger+ Difficulty! Requires Rank 3,000 to wear. Comes with no set bonus.

Rebirths no longer have a Math.log attached to their effect.

Fixed an Exploit with Anger Earrings/Anger Pendant

V66.1: Difficulty Rebalance, QoL

Timekeeper Cookie has approximately 60% less health, and 35% less defense.

Fixed a Bug related to rebirths.

Added a *few* Dragon Speeches related to QoL.

V66.15: Another Difficulty Rebalance

Difficulty 3.5 enemies are now Level 8,998.

New text for defeating Timekeeper is added.

V67: I NEED MORE SKILLS!!! (The End Update Part 2)

Raised the levels of skills past T50. +1 per transcension, caps at ~T102

Magic Reflect, Overpowered Tanker, and Revive now have caps to prevent them from being too gamebreaking.

Overpowered Tanker caps at 97%

Magic Reflect Caps at 80%

Revive's CD caps at 5s

V68: The End Update? Part 3?

Added new armor and achievements.

Wildberry and Hollyberry effects now cap at 100 billion and 25 quadrillion eqa respectively.

V68.1: Major Bug Fix

Fixed a bug where Cosmic Armor's damage bonus was applying all the time.

Buffed Anger+ Rewards (much higher than before)

V68.2: Another Major Bug Fix

Fixed Overpowered Tanker causing instant death in Apocalypse Difficulty

Overpowered Tanker is now properly capped at Level 97, Magic Reflect is now properly capped at Level 80.

V68.3: One Fix needed

Dragon's Feed cost is now properly only increased after 300%

V69: Nice

Fixed Transcendent being killable way earlier than intended (No longer spawns under the wrong conditions)

Tower of DOOOOOM gear is now Rank 500

Added in Tier 5 chips (use GoGL to not have trash drop rates)
Chance to get these chips is increased with transcensions done.

Bestiary Levels now cap at 10! (1 billion kills, 9 is 100M, 8 is 10M)

V69.69: Speedrun Time

Speedrun/Challenge files start with +2,000% more max boost and 3x damage multiplier!

Speedrun Perks: (YOU MUST GET ALL OF THESE ON SPEEDRUN FILE A FOR THEM TO COUNT!)

1 Week: 10x Coin Mult

5 Days: 10x GC Mult

3 Days: 10x BC Mult, and +1.5k% maximum boost

2 Days: 4x BA Damage

1 Day: Experience boost based on best speedrun time

V69.69420: Nice

ED is climbed twice as fast in Speedrun Mode

ToD gear is now easier to obtain on average

CHAOS SLAYER Gear is now available on non x5 and x0 floors starting from F75

New set added at T100, contains the power of most other sets!

V70: SUPER REBIRTHS!

Super Rebirths have been added, Higher AEXP requirements, but more permanent stat boosts!

Hard and Impossible Rebirths act as additional penalties. They require Transcension 30 and Rank 1,000+ to super rebirth.

V70.2 (placeholder update name): Bug Fixes (major)

Fixed? A bug where AEXP requirement would NaN out

Fixed AEXP not resetting on a super rebirth

Fixed arena gear not being unequipped on super rebirth

Super Rebirth now resets everything a regular rebirth does, regardless of difficulty

Nerfed AEXP requirement penalty on Hard and Impossible rebirths

Fixed a bug where you'd get -Infinity Super Rebirths if you Super Rebirthed with 0 Rebirths.
Added an item in case you were effected by this bug.

(^1.25 -> ^1.12 for hard and ^1.44 -> ^1.25 respectively)

V70.3: Bwll Carries Again

Bwll fixed major bugs related to boost gain being overpowered at the start. Those now only apply with their respective features.

(changes below are also from Bwll)

-fixed an exploded while loop in frame 12/doAction

-fixed a bug that wiped speedrun time/completion status upon starting a new file

-fixed business display bugs -fixed a display bug when ranking up between r500 and r600

-fixed a bug causing skill resets to give too many skill points

V71: The End Nerfs (Part 1)

Nerfed Speedrun Rewards (3x /YC/GC/BC, down from 10x, EXP bonus nerfed to 25x max)

Speedrun Rewards are made tougher to get, here's the new reward order

EXP Bonus based on time: 20 hours + a 1.3x bonus for reaching this milestone, regardless of time taken

3x BC: 10 hours

3x GC: 6 hours

3x YC: 4 hours

Corruption now scales a LOT faster in Anger/Anger+ difficulties.

(25% hp per diff on Anger mode past 20, and a further 15% per diff past 1 in Anger+ mode)

Defense also scales in Anger+ mode (22.5% per diff past 1)

The timeline seems to be destabilizing. You gain a damage multiplier based on your Cyborg Level past Transcension 80.

V72: The End Nerfs (Part 2)

Cyborg now has a max of 2,000 levels! Additionally, the damage multiplier starts at level 200, and is nerfed (8% compounding per level to 1.5% per level, compounding), However, this damage multiplier is now accessible from transcension 0.

Higher cyborg levels are also rumored to boost Cyborg Ops.

Buffed Omega Set, it should no longer suck now

New Idler Career Bonus (Level 1,000)

ED Scaling reduced in Anger+ (It was stupidly high)

TBG nerfed so it won't break this entire mod, that is reserved for corruption

V73: The End Nerfs (Part 3)

Fixed Career Exp Requirements (their a lot higher now)

Careers no longer go higher than 100 levels at once to reduce on game crashes (will still lag like crazy)

Added special item in Anger+ F250 ED

Added new Difficulty (not spoiling it here)

Added 50 new bugs that I will need to fix in v73.1

(changes from bwill start here)

-fixed a bug where transcending with r1000 or higher would instead super rebirth

-fixed lapis coins costing half what the tooltip says

-fixed rb tooltip showing the incorrect stat limit increase

-fixed timekeeper coin tooltip

V74: The End Nerfs?? (Part 1349)??

Fixed the secret difficulty not properly reducing spawn rate

Buffed Omega Set again

Omega Pendant/Earrings now count for Anger Mode set bonus

Added new damage achievements

Mining no longer works in the secret difficulty

Revive is now capped at level 90, and has it's cooldown properly fixed.

V74.1: IT'S BREAKING DOWN

Peaceful Difficulty rewards buffed

Fighter Career now grants Tukkonium past 10 Trillion curBuisnessActivity (caps at 100 billion)

Secret Dungeon has gained 3 seals... How could you break them?

Breaking News no longer lies about your BA rewards (Top is modified, bottom is unmodified)

Omega Set Bonus now gives bonus damage from Transcension 105 (Old: 125)

V75: The End

The Second Seal can now be broken. Requiures Transcension 175 + The First Seal must be broken. (As a failsafe, this check triggers every time you transcend/at Transcension 200 you get this seal automatically)

Fixed a bug where SA/ToD would kick you out if you had less than 100% spawn rate.

PHM no longer sets your max health to 9,001

Added TWO new transcension milestone at T140:

Timekeeper Coin effect is improved ($^2 \rightarrow ^{2.3}$ exp/pixels, $^{1.5} \rightarrow ^2$)

Gain a damage bonus based on your Pet's Stats

Mega PHM is now available in Peaceful Mode, without the need for HCApoc

Added a Transcension Milestone at T155: Strange Empowering Gem's bonus is now Passive

Spawn Rate in ED/Corruption/MBR is divided by 3 instead of 10 in Peaceful Difficulty

STZ's Exp Gain is now capped.

Added a Transcension Milestone at T160: Purple Bonuses now multiply their respective stats instead of adding a flat amount

Hollyberry, Wildberry, and Omega set's MaxHP -> EQA have been changed to Damage due to a conflict with the above change

MBR scales faster after Round 1000 in Peaceful Difficulty, and even faster after 1,500 in Peaceful Difficulty.

Added a Transcension Milestone at T170:

arenaZones past 57 (Censor Ship) have an increased reward in Peaceful Difficulty

You can now break the 3rd and final seal by doing 20c GIGA. Don't worry, in Peaceful mode you just need HCNM to enter, no WM or Apoc required.

Added a Transcension Milestone at T180: Your damage is increased to the power of 1.25

Added a Transcension Milestone at T225: Your damage is increased to the power of 1.1

After you kill Diff 4 Timekeeper with all 10 chests, you will have completed Monster's Revenge. Thank you for playing, and see you in Alternate Timeline.

V75.1: Random Balance Changes

Readded Damage Numbers thanks to Axiss

Fixed Chip related bugs (hopefully)

Fixed upgrade boost tooltip lying to you

ED Timer moved as to not overlap with Corruption

Buffed Corruption, removed Exp Penalty

Fixed incorrect Pixel cost for Rainbow Gloves

Fixed Incorrect rank on Cacao Shoes

Added more dragon speeches about early game, as that's where people get stuck.

You can now level up Grandpa Button Speed to 400.

Anger Pendant reward multiplier has been divided by 10.

Ultimate Weapon buffed (Now powers attack by $^{1.042}$)

Specialized Skill Improve and Power Skill Improve past 1 now do something!

V75.2: I actually like Tukkonium Again

Buffed Tukkonium sets! Additionally, all Tukkonium set Items now cost only 1 Tukkonium to buy.

Cleaned up the text on Button Grandpa Speed

Half-Fixed two bugs.

V75.3: Quality of Life that took too long to add

Stole Reforged's filter system. If this breaks everything then we're screwed.

Module Restock has been turned back to normal, use an item called Module Stick to get back higher tier modules. (T1 restock will give 11/12, T2 13/14, T3 15/16, T4 17/18)

Fixed a bug where Jade Coins would steal your GC and not any Jade Coins

V75.4: Main Path? Good now

Fixed a bug that would reset your ascensions (Thanks to Bwll)

Main Path? Buffed

Restock Window no longer closes when restocking.

Pushed back Cyborg damage bonus to 100 Transcensions, sorry, it had to be done.

V75.5: THAT IS A LOT OF QOL HOLY! (Special thanks to Fer and Bwll for helping out with this update!)

EVERY. SINGLE. IA. can now hit +40. Monsters without an ULTRA require Chip Chips (U4/Blue) to go from +21-40.

Fixed a bug where The Transcendant and Don't ATTACK!!! Were impossible to get.

All reward stats are now uncapped.

You can now kill old 2011: Triangle Land enemies in WM Scary Graveyard.
(below is added by Fer)

- added Super RB counter, updated RB tooltip. -added Transcension counter, with its own menu where it details each Transcension perk, and also Transcension Power.
- fixed BA Rank not properly showing. -fixed Button not properly recognizing max upgrades

v75.4_3

- added withComma to T-chips popup
- added correct Bestiary levels to Bestiary and Invisible Ally list (b7,b8,b9,b10)

v75.4_31

- added an Ally Upgrade counter on the info box in IA list

v75.4_32 - Renaissance update

- added NM mode into the C/H display (if NM is on, it will be green if combined with C, and red if combined with H)
- added a Anger mode display above the C/H one. It will only show if in Anger mode (and accounts for its 3 difficulties!)
- added Bestiary Level icons to both Bestiary and Invisible Ally list (b7,b8,b9,b10 - now you can see their numbers!)
- added Ally Upgrade on the Ally EXP bar. Now you can see all your +40 IAs at a glance!

Sneak: v75.3 -ultras no longer close inventory -buffed main path? as requested -shift click the fewer damage numbers button to remove damage numbers (and potentially lose the game) v75.4 -added new functions to breakInfinity -----

----- bwll: v75.4_2 -fixed upgrading energy past T1 -fixed ed floors generating incorrectly when using skip portals -fixed skip portals not appearing when climbing floors normally -fishing bucket doesn't fill with excessive amount of daily milestones -fixed Super RB bug -fixed Item filter wildcard -fixed Improved Skill bug

being free of charge if clicking the icon v75.4_321 -fixed incorrect chip descriptions
-added "hint text" to chip tooltips that tell how to get the next upgrade level of an ia -C
and T chips can no longer summon ULTRA-3s -removed some code that didn't do
anything (old kongpanion code)

Scary Graveyard can now drop chips.

Fighter Career level 10,000 now removes the HC/WM/APOC requirement for ULTRA
fights.

Resorted Modded Armor/Weapons