

Last Edit: 1 October 2024

Q: You said there wouldn't be a new sequel. What changed?

"I changed my mind. You can't stop me!!" -caseyyano

"sts felt unfinished due to a lot of reasons and we relinquished a lot of control for our non-PC ports so updates were difficult and weren't patched and communicated effectively. There are more factors at play, but cross platform requires a game engine that can be run on all those devices, so we effectively needed to rewrite the game in a separate engine. If we're rewriting the engine, we may as well make a new video game, create a workflow to improve everything, increase the game's fidelity, tidy up the architecture, and oops- all these ideas we never implemented. Oh hey more ideas. Oh more character ideas. Oh THIS feature? Uh oh, things are getting big" -caseyyano

Q: When did you decide to make a sequel?

"I think around February 2021 (i was wrong it was May)" -caseyyano

Q: Is Spire 2 made in Godot Engine?

"yes" -caseyyano

Q: How will beta testing and localization for STS work?

"Good question. I personally like the old system, but I want to setup a slightly better system. Hopefully that investigation goes well and we'll be able to share it closer to Early Access launch as in- I'm in favor of community loc over a localization service/studio" -caseyyano

Q: Who will be composing the soundtrack for STS 2?

"Clark is returning as our composer!" -SneakySly

Q: Will all the original line up come back?

"We haven't announced the full roster yet. Who knows" -SneakySly

Q: Will StS2 use community translation again?

"Almost certainly" -SneakySly

"we're evaluating options for community translation. definitely hoping to go that way!" -jakecard

Q: Do developers plan to officially expand lore of the Spire and world around it?

"Yes, there will be more lore" -SneakySly

"We have a lot of lore but we're still experimenting with ways to communicate this without being annoying. So it really depends on the results of that" -caseyyano

Q: Will there be steam workshop like before?

"Workshop planned!" -SneakySly

"we'll have workshop but it won't be super easy to port as it'll be going from java -> c# in a very different engine and mildly different architecture. It will be moderately difficult I would say, certainly not like hard hard imo

but who knows what all these mods do so some of the features may be difficult” -caseyyano

Q: How mod friendly will this game be compared to STS1?

“In terms of mod friendliness we are going to aim to make that better! Also less spaghetti code”
-SneakySly

Q: What is the price? Will the price increase after Early access?

“It will increase after early access, dunno the price yet.” -SneakySly

Q: Will there be microtransactions?

“Never” -SneakySly

Q: Will you guys drop more gameplay to let us be prepared for what’s coming?

“Eventually yeah” -SneakySly

Q: Will you be periodically dropping teasers, or going silent for the most part until a lot closer to early access?

“Probably periodically drop stuff.” -SneakySly

“can’t give you an exact schedule for that of course but rest assured we won’t go MIA and the teasers will become more regular as we get closer to launch!” -demi

Q: Will you be doing “beta art” again?

“You can bet my BUTT that we’re doing beta art again” -caseyyano

“We’ll likely make an announcement partway through Early Access, though the last time we used to gather beta art was done mostly through Discord which isolates a lot of our international audience. We might look at other avenues” -caseyyano

Q: Are there plans for pre early access testing and how can I sign up?

“we tend to keep the internal playtest servers extremely close knit, with a heavy emphasis on contributors and friends in the industry so we likely won’t be reaching out in any capacity :/. Sorry. Still, come Early Access there a lot of new content and experimental features will still be coming” -caseyyano

Q: How much was removed to make room for new ideas?

“hard to quantify to be honest. you’ll just have to see. kind of a cop out answer :|. There’s a lot of new content tho” -caseyyano

Q: Is this game an alternative to the base game, or the same but better?

“Sts1 and sts2 can both be enjoyed separately imo (as some of our playtesters have done...)”
-caseyyano

Q: Will Ironclad and Silent have the same base deck?

“the starting cards are currently the same :). Though the characters feel.... *different*” -caseyyano

Q: What platforms are you planning to release STS2?

“as many as humanely possible! We want as much people to play it as possible, but Steam is the lowest friction platform for us to update, receive feedback, etc and we want it stable and test out a lot of stuff on a large number of players before we propagate that across all the other platforms unless we're able to obtain the resources to do so in a parallel way without stressing the team” -caseyyano

Q: Will STS2 have co-op multiplayer?

“unsure at this time” -caseyyano

Q: Why is co-op unsure at this time?

“making sure it's fun enough” -caseyyano

Q: How long will EA be?

“we aimed for 1 year last time and it took 1.5 years. Maybe around the same duration? We'll see!” -caseyyano

Q: What's up with the merchant?

“The merchant, however, is a comedic relief super god. Nobody will ever kill the merchant. As is video game tradition” -caseyyano

Q: What is the name of the enemy with the shield?

“I don't think our shield mage knight thing is named yet- hasn't been through the deep scrutiny of playtesting. May even get axed . who knows” -caseyyano

Q: How final is the art on the steam page?

“We'll have a new batch of screenshots before the Early Access launch. The composition and general style is near final but STS2 is a very motion-design heavy game and a lot of ambient vfx + finalized UI assets aren't in these screenshots right now” -caseyyano

Q: Will correlated RNG be present?

“none of you would have even known without arbiter, don't act all smug, gamers >:(! But there is considerably less correlation, yes” -caseyyano

Q: Was there content from STS that won't be carried over into STS2?

“yeah a bunch, you'll see when you play” -caseyyano

Q: Will it be available on mac os and linux?

“yes” -SneakySly

Q: What's the resolution of card art in sts2?

“we haven't texture packed yet, which is why some of the art is crunchy (too high res)”
-caseyyano

Q: Will there be a slayabase 2?

“this a community thing? i don't mind data dumping for such projects later. We have our own internal database stuffs similar to slayabase (same for sts1)” -caseyyano

Q: The trailer looks great, will we see any of those cinematics in game as well?

“we actually need to run some compat tests to verify if that's viable” -caseyyano

Q: Accessibility features can be added with mods to STS, what accessibility features can we expect built-in to STS2?

“we're still relatively new to the engine, so it's too early for us to make specific guarantees about built-in accessibility features, but i can promise we will be actively talking through the best ways to support the community” -jakecard

“i don't imagine godot has anything comprehensive enough to make STS2 accessible unintentionally, so whatever we do end up doing, it'll be good and deliberate” -jakecard

Q: What was the process for creating STS2's logo?

“The process for the logo was very iterative Looking back at my files, we had something like 16 different versions of it before landing on the one we liked! The main concerns were keeping it recognizable (kinda like you mentioned, with the colors of the text and the flame particularly,) but also more legible than the original logo (we gotta make sure these things read really clearly for SUPER small sizes for things like Steam store assets!) Particular things I was trying to keep in mind was evoking a bit of the energy from the original twirls of the StS1 logo by adding the little wisps you can see coming off of the letters. I also wanted the "I" with the flame to be tall, kind of like it was representing the spire itself a bit. Fun fact: we also were running with a version for a while that had a "2" instead of "II" and it looked kind of goofy and not stately enough so we went with the double I” -marlowedobbe

Q: Will you be incorporating QoL features from some very popular mods?

“yes, we've got a lot of QoLs incoming :). I don't play the mods, but we'll be dragging in some modders into our internal playtests for qol opinions, moddability thoughts, and more!” -caseyyano

Q: Is the A20 system being redone to fit new mechanics?

“SECRETS. Difficulty is also quite tricky- we actually nerfed a ton of stuff right before Early Access launch because our pre-early access keymailer campaign was destroying the first few streamers :(We'll see if Ascension, or a system like it, will come pre-early access or during! Who knows! 2025 is rather far!” -caseyyano

Q: Will STS2 be available for preorder?

“I don't really like all the extra marketing for pre-order bonuses and tracking all that so probably never? You can just buy it and play it when it's out. We won't take your money without giving you a video game >:(!” -caseyyano

Q: Will card unlocks be returning?

“in some form, yes, you will not start the game with every card available. it won’t necessarily work exactly the same as it did in STS1 though.” -jakecard

Q: Will there be some kind of progression unlock feature?

“that’s a good idea! i can’t make any promises, but i agree, you shouldn’t be forced to re-unlock cards/ascensions across multiple devices. definitely something that’s on our minds!” -jakecard

“Happy to add a balatro-style unlock system. But do know that the game is QUITE different. We certainly don't want it to feel like "going through the paces again"” -caseyyano

Q: What was the process of moving from Unity to Godot like?

“we did have to redo a lot, but it was more forgiving than you might imagine! we had to redo all the various game systems from scratch, but it’s much easier to do that when you have a working example and available source code to reference than when you’re starting with a totally blank project. the content itself was even more straightforward. in the unity project, we wrote the logic for our cards and relics and stuff to be largely engine-independent. because of this, the process of porting a given card was mostly copy+paste followed by a few simple tweaks. we also had automated tests for each piece of content, so if we got something wrong during the port, we’d often find out right away.” -jakecard

“i care a LOT about how text is presented on the screen and Godot’s label/richTextLabel are a little.... weak for what we’re trying to accomplish. However! d6e has helped tremendously by incorporating a lot of my wishlist items there” -caseyyano

“it was definitely a lot of work because the engines have completely different APIs and a pretty different scene model, but a large amount of our codebase was already in engine-agnostic C# with extensive unit tests so that part was almost copy/paste.” -jakecard

Q: Is anything written in GDScript?

“we have actually written small amounts of GDScript, generally to create a bridge to things that don’t have great C# support yet like you said. they’re pretty far and few between though, and usually connected to 3rd party libraries. all in all, the C# integration has largely worked really well.” -jakecard

“I’ve been thinking about this for a while, but I think there’s two types of games:

- Backend-light - platformers, shooters, action games, etc
- Backend-heavy - deckbuilders, simulation games, strategy games, etc

For backend-light games, you can get away with small little scripts attached to game objects because the amount of cross referencing between other parts of the code base is small. The mechanics in these games are naturally modular. Gdscript is probably fine for these types of games. For backend-heavy games, there is lots of cross-referencing and systems to handle the mechanical complexity. The mechanics are not modular, many things can affect many other things combinatorically. For these, you want strong type systems and polymorphism. I find that C# scales much better for such projects.” -d6e

Q: Will cards that “purge” (due to duplication) have a unique visual effect for purging, or will they still use the exhaust effect like in sts1?

“we're not too deep into vfx yet, but this seems like a good idea for differentiation” -caseyyano

Q: Were any other settings considered? What made the Spire a good choice of location for the story?

“We wanted something that was sort of nebulous and mysterious for the player to traverse. The classic is of course a dungeon, which was the initial prototype setting before any story/worldbuilding. We didn't deeply explore much, we just wanted it immediately different. Pretty much settling at either A) Spire or B) Train. Then I saw the Dungeon Train episode of Adventure Time and decided against the train because I felt it may be seen as a ripoff and I'm stubborn like that. Anyways, we decided to go with a Spire quite a while ago (2016).”

-caseyyano

Q: Some elements don't line up with the animation with fast mode enabled. Will this be fixed if fast mode is returning?

“I don't want to reveal this info but there will be more options. I think lining up animation and numbers is valuable for realism, but for someone who just wants the game to go fast, it can be annoying to wait for a missile to hit an enemy so fast mode breaks the laws of physics on purpose. Just running the game on 2x or 3x speed is actually quite trivial. However, this makes the game awful to look at and listen to.” -caseyyano

Q: Will the naming of hooks and triggers be more descriptive about when they trigger rather than being vague?

“hahah a programmer after my own heart!! yes, the hooks in STS2 are named things like `BeforeCardPlayed` / `AfterCardPlayed`” -jakecard

Q: Will the narrator still taunt you when you die?

“they're not supposed to be too taunting... just you know, lighthearted” -caseyyano

Q: How many iterations did the necrobinder go through before the current design?

“The necrobinder came together pretty quickly! I think from my files of sketches there were about 8-ish rough sketches of what she could look like before we settled in a bit. Nothing was *too* much of a variation from what you see now, it was more like “what's the best way to render the skull” and “what are the clothes she is wearing.” Going into designing the Necrobinder, we already knew we wanted her to be a female lich-like character with a fun, almost teen-ish attitude to act as a foil to the fact that she's a super powerful necromancer who summons a giant scary monster hand to help her.” -marlowedobbe

Q: Do you have a favorite character design?

“For STS2, my favorite character designs I think are YET TO BE REVEALED but out of what we've seen so far I have to say I'm pretty partial to the Silent! I had a lot of fun interpreting a new take on the Silent's garb. I think everyone's gonna have a different answer for this one.”

-marlowedobbe

“mine is honestly probably the necrobinder. i'm extremely excited for yall to see her in-game”

-jakecard

Q: Will Anailis Dorta be returning in StS2 for card art?

"Yes! She's handling all the card and event art! (and a lil more!)" -marlowedobbe

Q: How will the characters in STS2 be animated?

"the characters and enemies in STS1 were animated in 2D using Spine, and we're using Spine for STS2 as well!" -jakecard

Q: Will we get skins for achievements for something

"skins would be really low priority right now, too far to say" -caseyyano

Q: What PC specs will be needed for STS2?

"I really want to corner the "college student slacking off during lectures" market so we're aiming for a small footprint and the ability to run on low spec laptops without issue." -caseyyano

Q: How much bigger is STS2 compared to STS?

"It's... big! We don't want to get too specific in case we end up not meeting those goals or if we think that some pools may not be big enough so we change course. Also, I think it's easy for players to be pedantic, "sts1 had more of xyz." -caseyyano

Q: Do you have any resources that can help modders learn the new language for STS2?

"our mod stuff ain't ready yet but I do want to setup an official guide-like thing when things reach that point" -caseyyano

Q: Can we make suggestions for STS2?

"We're always receiving suggestions and such through emails (devs@megacrit.com) and through SpireBot!" -caseyyano

Q: How settled is necrobinder's gameplay? Is she still in development?

"Not that settled" -caseyyano

Q: Will STS2 have more intense themes like intended for STS or will it stay lighthearted?

"I'd say the sequel is definitely less politically charged/designed from the ground up. Our strength as game devs is definitely more on the mechanical design side of things and I don't really like explaining things too much. We're much happier working on gameplay systems and having heated discussions over balance instead." -caseyyano

Q: Will there be "restart run" and "restart encounter" options?

"We currently have save scumming still in the game. As a game that isn't really competitive I don't think it's necessary for the game to have extreme anti save scumming built in. A restart encounter maybe has too little friction though... we can take out save scumming but people seem to have liked reloading saves for purposes other than that so we're leaving it unchanged for now. Overall I don't really consider it problematic- and competitive types can prove they

played fairly in a lot of ways anyhow. Restart run doesn't seem related to save scumming? I don't think I fully understand" -caseyyano

"When dying, we generally want to show the death screen as there's information there about the run you were playing. So if there were a restart run, it'd likely be there and not the pause menu. (our death screen isn't done lol) I personally don't feel like replaying a seed is a common use case so taking up valuable space in the pause menu seems like a bad idea to me." -caseyyano

Q: How about an undo button?

"We won't be adding an undo as we value design consistency and I think the backwards determinism work is not worth the effort. Sorry everybody, you'll just have to be careful when you play." -caseyyano

Q: How do you try to make returning features still feel new rather than redundant in a sequel?

"I feel that the majority of content in a sequel should be new content but *feel* like the same game but improved in a myriad of ways. Sure the Ironclad and the Silent are returning, but there's quite a lot of changes to them and there are many new systems that'll make the player reconsider most, if not all, the cards and other content that have remained on those characters. ... Also, if we were to remove all of the protagonists, the game would lose too much of its visual identity and that's no good either." -caseyyano

Q: Will you be enforcing 75 cards per character?

"Can't say at the moment as we're trying things out" -caseyyano

Q: Have you had any inspirations from any of the new deck builders since the release of STS?

"Hmm, inspirations. I know Anthony played a lot of Monster Train. Not many card battle roguelike deckbuilders stuck with me but I enjoy the ones with novelty and genre crossovers like Luck Be a Landlord ROUNDS, and Balatro. I thought auto-battlers were really exciting when they were getting big too. In general, games that explore their mechanics really well are more interesting for me since I'm generally into roguelites rather than card games. Genres or a list of systems aren't really appealing and I think the secret of a good roguelite AND deckbuilders is compelling content and how they interact with each other. Backpack Battles and Nova Drift come to mind. Hades 2's builds are not that interesting atm and the game relies heavily on player execution compared to the first one imo. Not to say I dislike the game, as there are many things that the game does well (best in class in fact!). Just that there can be improvements in this specific area." -caseyyano

Q: I wish the ascension to A20H was quicker after the first time you achieve it

"i think 20 was def too much..." -caseyyano

Q: When will modding be implemented?

"probably after early access release sooo sometime in 2025" -caseyyano

Q: Will there be more space for spammy decks in STS2?

“you don't need to plan to hit time eater/heart as enemies/encounters are not the same as sts1. you'll have new problems. you're welcome” -caseyyano

Q: Will you consider adding a calculator to STS2?

“Instead of adding a calculator, I'm more curious to learn what exactly you were doing or attempting to calculate. We've messed with damage previews before, but they have a lot of edge-cases so they aren't always accurate. For instance, a card which plays another random card can't display any kind of preview accurately. So this system would be inconsistent in certain scenarios. This is why our card damage previews are quite limited when it comes to helping players out compared to other games which have fewer or more predictable systems in place. In general, I try not to add too many tools or make various UI elements overly verbose as it makes the game look more intimidating than it actually is.” -caseyyano

R: “I miscalculated the damage of 7x12 as 82 instead of 84 and died”

“I... really doubt we'll hit x12 in sts2. I don't want to add UI for every scenario where it's super obvious either :/... hmmm in a way I view STS as an educational game as well” -caseyyano

Q: Will we have cross-platform saves?

“We'll be looking into some cross platform stuff since we want to port in-house and just use Godot across all the platforms. Implementing such systems in non-intrusive/annoying ways is maybe a challenge? Will see” -caseyyano

Q: Will there be more animations by the studio that made the STS2 trailer?

“unsure at this time, they were really great tho!” -caseyyano

Q: Have you ever thought about more interactive status/curse cards?

“We are always exploring new ways to ~~texture~~ create exciting challenges our players” -caseyyano

Q: Will STS2 have a challenge comparable to/harder than A20 Heart?

“We can mathematically make the game as hard as A20 Heart since we have metrics! But the maximum difficulty possible for the game (notably at Early Access launch) is still undecided. As for content only on higher ascension- hmm, I'll have to think about it. I know there's a large set of players who are more comfortable playing the game at lower difficulties as a way to unwind and gating content with some difficulty is fine, but let's say we gate something behind A15+. Hmm...” -caseyyano

Q: Did the bird in the trailer lay the toxic egg?

“No, that makes no sense. *Slay the Spire 2* takes place a thousand years later.” -caseyyano

Q: Will the average run of STS2 be similar to STS1 in terms of time?

“Very slightly shorter” -caseyyano

Q: Are you satisfied with STS's map or is a rework planned?

"I'd say pretty satisfied overall. The immediate dilemmas are interesting in Monster Train, but I do feel that seeing a large map has its own unique design space and change of pace as well."

-caseyyano

Q: Is a leaderboard without all the hacked scores possible for STS2?

"Nope, we're just shifting the focus from Global -> Local (Friends). I think somewhere in this channel I talk about the impossibility of preventing cheating and my general disdain for anti-cheat software in singleplayer video games" -caseyyano

Q: Will we see mechanics like Mill make an appearance in STS2?

"We've actually done some milling some stuff way early on. But it didn't feel too compelling due to the difference in core mechanical differences from say, MtG. We may revisit it but we've got a lot of different things to explore already. Still, we have plans to work on sts2 for a long time soooo who knows" -caseyyano

Q: What inspired the change in art direction?

"Mainly that I didn't want to do all the art. I have my limits as I have many other duties now. There are some overarching goals with the update to the art. Making it less gritty, improved motion design, cleaner silhouettes, expressiveness, and so forth. A lot of UI/VFX details aren't visible on the Steam store page as they weren't done at the time of the page going up (and most still aren't!). I consider VFX/UI incremental improvements to be safe improvements, and I like to start with the riskiest changes first so that we can assess if it's good to push for it or not. We have a dedicated animator for character animations. Hopefully we'll be able to show those off soon!" -caseyyano

Q: Will there be more references to other games and media with some relics like in the first game?

"Yes. I'm a big fan of obscure references. I strongly believe that references are a high level conversation between creators where we express our gratitude and connect with each other. I think a lot about the Dune reference in Spelunky. It's what got me to read the series and made me wonder if I should read the books. This method of moving from one creative piece to another is gratifying for me. Seeing how other elements of Dune affect Spelunky's design is also interesting. "Why is there a knife that insta kills things? Oh, it's a book about worms! Wow, a whole secret level is devoted to this!" I think when any kind of creative medium references another, it's a way of saying thank you. The idea of asking for permission to incorporate a reference is bizarre to me. The whole point is to say thank you and not meant to be some marketing gimmick. When a game has a lot of references, or has too many blatant references it starts losing its own identity. When this happens, I think that it's using references as a form of marketing and I'm against this line of thinking. This is generally clear from how blatant and out of place a reference is. Imo, the more mundane, the better. I'm really happy that we happen to have such a content-dense video game where I'm able to put in so many weirdo references into the game." -caseyyano

Q: Will you be upgrading to the latest godot versions or sticking to the current version?

"We're 100% staying up-to-date until Early Access launch (Currently on 4.2 and about to upgrade to 4.3 soon). We'll have to evaluate on a version to version basis when Godot updates afterwards since a breakage would affect a lot of people. Especially something like Godot 4 -> 5. Hopefully this will be before our launch window!" -caseyyano

Q: Will transformation-related cards trigger some sort of Sprite Change/animation? i.e. demon form, wraith form?

"Mm, something to evaluate based on how much art dev power we have. It's been brought up and we're all into the idea though" -caseyyano

Q: Are there plans to have more opportunities to alter decks/strategies earlier in the run or start with other conditions?

"Nope, no plans. They're already in." -caseyyano

Q: Will STS2 be open-source or obfuscated?

"There is a large distinction between open source and "code which can be decompiled" :|. But there's not any obfuscation we do, but the nature of using an engine that has its own properties (Godot) vs a pure script based framework (sts1 via LibGDX) could probably make it a little more annoying for people wanting to "look at the code". It's not really my forte to look at the source code of things, it's probably more productive to see if other Godot 4 C# projects have been decompiled. Currently there are no plans for open source, as opening it up in this way adds a tremendous amount of overhead" -caseyyano

Q: Will STS2 support resizing the game window while running?

"It already does. I'm letterboxing narrower than 4:3 and wider than 21:9. I *think* people would rather the game look good and letterboxed while fullscreen than "all pixels on the screen are utilized but it looks nonsensical". Still, if this logic proves to be too problematic, buggy, or tedious- then we may need to revert. Which would be sad" -caseyyano

Q: Is mobile one of the platforms you plan to release on?

"More realistically, we're targeting Steam for Early Access and then major consoles + mobile for Full Release. However, some of this could change due to how long we may be in Early Access, general demand, certification processes, how much Deadlock we play each night, what our workload looks like, and other unforeseen circumstances." -caseyyano

Q: Will cards have more unique attack/character animations across the board?

"A little bit more, but we tend to bring those in towards the end of the project as they're low-risk. It's hard to say right now." -caseyyano

Q: Have multiplayer mods changed the way you think about STS and its audience?

"yes + the board game!" -caseyyano

Q: Will STS2 be on old gen consoles?

“probably. we'll mebbe ask microsoft to see if it's worth but i don't see why not” -caseyyano

Q: Will we be able to screen record/screenshot in Borderless Window mode without alt-tabbing/going into Windowed Mode?

“It's in a different engine so these problems don't persist” -caseyyano

Q: Will mobile have portrait mode?

“i don't know how i can make it all fit without it looking ugly as heck so probs not” -caseyyano

Q: Could we get more precise enemy action descriptions?

“Yes and No! We try to keep things relatively precise, but I think games can get quite tiresome to play with complete information. Designing only things with complete information also restricts design space. In general, we strive for consistency and a lot of effects have random things which can occur, making it annoying. Still, we're introducing a lot of new QoL here and there and the Early Access release is still a long ways out so we'll see how it all goes with our experiments in both dev cost and usability improvements.” -caseyyano

Q: Can we have detailed replays and run logs?

“Sounds nice, but each change would mean the determinism would get broken? Unless it's implemented via snapshot (which could make these files really dense/large). I'm not quite sure how to implement this in a feasible way and generally view this as a low priority nice to have.” -caseyyano

Q: Will STS2 have a public issues tracker?

“IMO are great for tools and terrible for creative projects. I dislike dealing with extremely stubborn brigading types as well. I enjoy some separation and distance, sorry!” -caseyyano

Q: One of my favorite things about STS is choosing how much of a risk to take. Will STS2 have more opportunities to decide on risks?

“I think in general, yes. In its current state, I would say it's swingier and wackier than sts1. We're constantly playtesting so we'll see how much that'll be reined in the coming months” -caseyyano

Q: Will there ever be enemies specific to characters?

“generally, we try not to make enemies that have specific behaviors towards some characters unless it seems like the only reasonable thing to do or it's hype” -caseyyano

Q: How will the power level be in STS2 vs STS1? Can we mod in the STS1 line up and have a good time, or will they be over/underpowered?

“i think the power level is slightly higher atm but i'm unsure if that'll stay by release. It must be perfect for existing modded characters then (since they're all overpowered, get rekt modders-nerf your cards)

we have much more devs now so maybe we'll have more time to read feedback and ensure that players aren't able to get as many worthless relics. I think we already do a lot of this”

-caseyyano

Q: Can we expect most enemies to have similar levels of animation as the one in the newsletter?

"I can answer this one: YES the animations are all so good" -demi

Q: Will y'all add a sandbox mode to the game so we can make/modify stuff?

"honestly, sounds like a lot of work for very little return. Probably something for Early Access or even post-release. Maybe Custom Runs v2. We also have a dev console we could potentially surface. It's really easy to crash your own game so it's not really the best thing to make player-facing" -caseyyano

Q: Have you considered relics/events that change the player's model for a run?

"We'll see how much art budget (not money, time) our artists have as we trudge on with development" -caseyyano

Q: What [card/relic/enemy/etc] has been cut between STS1 and STS2?

"every single enemy is cut." -caseyyano

Q: Will the STS2 release have additions to Steam's Points Store?

"Probably around full release time and not early access. just because it's not as high priority and we'd rather have our artists focus on game client work" -caseyyano

Q: Will any enemies that gain dexterity be added?

"We haven't so far, so probably not" -caseyyano