Demo update 1.285: matches the full version updates.

Clicking on things improved: update 1.283
24 Nov 2026

Fixes:
++ When trying to click on very large units, clicking too far from the centre of the unit didn't count. Now most of the body shape counts even for very large units. However the weapons that move separately from the body are still non-clickable.
++ Fixed an issue when significant portion of the unit was not clickable if it had gained a lot of levelups and grown bigger.

Note that if you were relying on some of these old behaviors to click other objects next to a large unit then it may now be impossible to click those, because the collider of the large unit is now generally bigger than before. Overall it should be more logical than before.

Update 1.282: fixes, balance changes
16 Nov 2026

++ Laser disc mage: strength rating increased.
  ++ Price of the laser disc weapon increased from 500 food, 1000 gold => 500 food, 1200 gold

++ Fish monster: strength rating increased.

++ Justice whip, bow and dagger: increase xp requirements significantly

++ Crossbow: increased xp requirement
  ++ increased cost from 120 wood, 100 gold => 130 wood, 130 gold

++ Fixed numerous rare errors

Demo update 1.281: The latest changes are now included in the demo
5 Oct 2026

Update 1.280 fixes to mystery box and other.
5 Oct 2026
++ Fixed an error where a mystery box dies from over-time effect (like fire) and the source of that effect has died. It now drops a new mystery box instead of causing an error.
++ Fixed an error with electrical spells in water.

Update 1.279: fixes

5 October 2026
Fixed an error that occurred when trying to place certain buildings outside of the map. The problem started a few updates ago.

Demo update 1.278: Demo includes the latest changes now.
4 October 2026

Update 1.276 fixes
4 October 2026

Fixed: some missing textures, for example diamond fish.
Numerous other fixes to rare crashes.

Update 1.275 fixes, balance changes
25 sept 2026

Workers no longer automatically attack enemies, unless they are in a circle that belongs to a hostile player.

Fixes
++ Fixed an issue where the window size setting was not correctly saved.
++ Fixed: music doesn't randomize, it repeats

Techs
++ Pathfinding: price increased from 500 wood and food => 1000
++ Critical hit damage multiplier: effect reduced from 40% => 20%.
++ Critical hit chance price 1100 food => 2000

Weapons:
++ Wizard: damage increased from 10 to 16. Strength rating adjusted to not go up as much as damage.

Base bodies:
++ Eel strength rating increased by 30%
++ Yeti price reduced from 3000 food => 2000
++ Demon health increased from 13 to 18
++ Giant demon health increased from 250 => 350
++ Giant pole cleaver: price reduced from 600 gold => 500

Demo update 1.272: now includes the hotfix from full version update in the demo.
24 Sept 2026

Update 1.271 Fixed an issue that caused excessive error logging since last update.
24 Sept 2026

Demo update 1.270: now includes changes from previous updates.
24 sept 2026
Defend the Castle requires the full version.

Update 1.269 Defend the Castle is now live and rebalanced! New visuals for some units. Many other changes are now live that were previously in the beta.
24 Sept 2026

Rats, demons, goblins, golems, pumpkin-men, eels and celestials now have a different look for their worker units and their level 2+ military units.

Defend the Castle: all waves after the first one are now 20-25% weaker. The first wave is significantly weaker.

Update 1.265 beta: fixes
22 sept 2026
++ Units that don't change appearance when leveling up now gain stats correctly in case they are part of a mounted unit. For example, a rider on a mammoth no longer prevents mammoth from gaining stats on the first few level ups.
++ Horse ghost now gains 50 and 100 hp at first 2 levelups instead of none.

Update 1.264 Fixed: The always attack move setting was missing.
8 Sept 2025

Update 1.263 defend the castle changes, new terrain textures, balance changes
7 Sept 2025

Defend the castle
++ Earlier waves have slightly higher maximum creature count and a lot higher minimum creature count.
++ Fixed: boss health bonus was not capped correctly, leading to very high health on higher difficulties.

Balance
++ Fire resistance tech: effect per level reduced from 20% to 10%
++ Horse xp requirement reduced from 125 to 75
++ Unicorn price reduced from 200 food and gold to 170.
++ Horse ghost price reduced from 180 wood, 20 gold => 150 wood, 20 gold

++ Reduced strength rating of Wizard weapon slightly
++ Reduced strength rating of Dragon weapon slightly

Visuals
++ terrain textures updated
++ new Defend the Castle icon

Fixes
++ f: Cosmetic armors that aren't available appear as armors in first time you open TP editor if all content allowed

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Beta update 1.260: Tree and Wood Rubble prices rebalanced, UI fixes
4 September 2026

Sunstone Sniper and Hammerfist:
++ Tree and wood rubble prices now include gold cost to reduce snowballing.

Celestria the Crowned:
++ Gold fish price increased from 600 to 1500 wood to make wood to gold conversion less profitable in co-op with a leader who can mass produce wood but needs gold to do that.

++ Fixed: Build things: when you place the last thing, the left-click was not correctly consumed. It counted as a regular left click, leading to unintentional selections or movement orders (when the move-with-left-click was enabled in settings).

Beta update 1.258: Giant cat (without lasers) more expensive
3 September 2026
++ Giant cat without lasers: price increased from 2000 to 5000 food
++ Cat laser price adjusted so that the Giant cat with lasers price remains unchanged.
++ Build 1.258

Beta update 1.257 Simple control scheme choice. Defend the castle changes. Balance changes, fixes, UI changes.
3 September 2026

Simple mode or classic RTS
When starting the game for the first time there's a choice between two control schemes: simple and classical RTS. The simple scheme is intended for players who don't play other RTS games or are new to playing computer games in general.

++ Edge scrolling upwards now has a delay to reduce accidental scrolls
++ Fixed: when "Select army at all times" is enabled, left clicking things no longer consumes the mouse click. This matters when the "move army with left click" is also enabled. You can now left click on stuff and still move army with these settings enabled, before you had to click on empty ground, which was hard to find in late game.

Defend the Castle game mode changes
++ Waves now try really hard to not have units with the same weapons as other waves.
++ when spawn circles are conquered, lower next waves spawn delay
++ defend castle: stop wave countdown when game won
++ Fixed: boss hp depended on the selected monster hunt.
++ Boss hp bonus from difficulty level reduced by 50%
++ Allow limited set of areasizes in defend the castle
++ Fixed: "When all the territories belong to the enemy, they just don't move, so I can win by standing still." (Thanks 软萌可爱娜娜酱!)

Economy is less dependant on the 3 economy upgrades and overall faster to speed up the early game.
Harvesting technologies are now less impactful to make them less of a must-have. There are a lot of players who don't use technologies at all and their economies stagnated, because they didn't get the must-have economy upgrades. The
To speed up economies without mandatory technologies, the workers are now cheaper.
++ Worker hands price reduced from 100 food to 50
++ Wood and food harvesting: level 1 effect 20% => 15%. Next levelups: 15% => 10%
++ Gold harvesting tech: level 1 effect 30% => 20%. Next levelups 20% => 15%.

UI
++ Areasizes now don't show locked ones except one
++ New icons for 9 tech types
++ Build storehouse hint arrow: reverted the visual to green arrow.
++ When building a thing: you can now click on the button again to cancel building.

Other balance
++ Mirror maze: health reduced from 250 to 200 as it's generally very troublesome to defeat due to reflecting attacks back.
++ Increases xp requirements for crossbow, pole hammer, lance, mallet, mega axe and perhaps some others that had the lowest xp requirements. Club, hatchet and some other small weapons will retain their low requirement.

Camera
++ Camera movement can no longer go as far out of the map as before
++ Camera panning speed increased 33%

Beta update 1.254: Defend the Castle game mode added. Can now sort units in the Remove Units view.
1 Sept 2026
++ Added Defend the Castle game mode
++ Unit editor > remove units: you can now drag and drop units to sort them.

Balance
++ Experience requirements for non-worker weapons are now about 30% lower.
++ Ranged unit general xp requirement multiplier reduced from 3x to 2x
++ Wood rubble: base price increased from 42 wood => 60.
++ Tree: price increased from 400 wood => 500
++ Fixed: pick from 3 rewards included certain units too frequently that were supposed to be more rare.

Minor visual changes
++ Added logo to: quit app confirmation, quit game confirmation, restart confirmation
++ Shadows are slightly stronger now to pop things off from terrain more visually
++ Bosses in undiscovered circles now moves visually to make sure the boss icon is at the right place

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Update 1.250: fixed an issue with saving.
20 Aug 2026

Update 1.249 fixes, pick from 3 easier on higher difficulties
20 Aug 2026

Pick from 3
++ Pick from 3: the difficulty levels now don't add guards to the circle and instead make waves stronger.
++ Waves don't become as strong on higher difficulties, making difficulty levels more manageable.

Other
++ Eden the Eternal: has access to building regeneration tech now.
++ Holding shift while building units now allows building multiple. It already worked this way with Ctrl and now works with Shift as well.
++ Fixed: after winning a game, the next game showed a "victory" message at the beginning (the game wasn't actually won).

Update 1.246: menu backgrounds change depending on leaders, other changes, fixes.
18 August 2026

Unit editor visuals reworked.
Leaders have different menu backgrounds, adding to the feel of each leader.

Map gen
++ Resources can spawn in clusters or spread, adding variety to circle economic layouts.

Fixed: When unit gained a lot of experienced while under effect of School (or any other xp rate modifier), it's total XP could become negative. This now requires a 1000 higher xp amount to be gained, so doesn't happen as easily (Thanks for reporting 软萌可爱娜娜酱!)

Update 1.244: UI, sound, music, menu changes
17 August 2026

#Balance
++ When units level up they gain some health (as before). The % of health gained is now smaller when the level is higher. By level 10 it falls to 20% and remains there for the next level ups.

#UI
++ Building buttons are smaller (same size as in CE Rivals)
++ Building buttons now try to stay in 2 rows
++ Removed background from "thing commands" area at lower-right.
++ More UI sounds
++ Open ingame menu: music and ambient sound are low pass-ed
++ Menu backgrounds are a foggy version of the game world now. After you play 1 game, it shows your last game state.
++ Menu layouts changed: start menu, ingame menu, visual settings, generating map, app startup.
++ Escape goes back:
  ++ Single player match setup
  ++ Lobby list: filters
  ++ Customize map
++ When zooming out, world edges now fade.
++ Zoom buttons in game: zoom less per click
+ Need more resources message: goes away quicker, uses resource colors

Other
++ Circle discovering is now smoother
++ Added screenshake to some explosions. Can be disabled in settings > visuals.

Update 1.239 major bugfix for multiplayer, other changes

++ The maximum level that units can gain increased from 99 to 1 million.
++ Maximum visual scale when gaining levels increased from 3x all dimensions to 1000x. Things will now continue increasing in visual size when they gain levels.
++ Tick rate of the physical world goes down as the world population rises to very high numbers. Since this update it also applies to multiplayer now. This means the game and UI will retain some of the frame rate while the physics are running at a lower tick rate. This will feel less laggy on most devices in late game multiplayer situations.

Fixed an issue that caused lag and crashes when one of the players in multiplayer reached over 1000 objects (units and everything else included). This elusive issue has probably caused a lot of headache in late game scenarios in multiplayer and is now finally nailed down. This affects:

- ++ new circle things
- ++ levelups
- ++ building new things, especially the ones that have a mount
- ++ spawners
- ++ necromancy

Demo updated to match 1.236

Update 1.236: Birthday of CE Franchise with a frame rate update
6 August 2026

8 years have passed since Circle Empires took it's first breath on Steam

To celebrate that, we have made Circle Empires 2 more smooth. Over the past month, a lot has changed under the hood to achieve higher frame rates in situations where the camera is zoomed out and there's a lot of things on the map. For this particular situation, we've measured about 20-100% higher FPS, depending on what was your starting FPS and how much the drawing component of the game was the real bottleneck. On some setups it will be very significant improvement. On other PCs that weren't choking on drawing everything on the screen it will be less noticeable.

As a side effect, starting up the app should also be about 50-60% faster.

Update 1.228: Liam Laserfrang, Byron the Burful, balance changes, fixes
9 July 2026

Liam Laserfrang: leader of the laser faction
Laser weapons permanently cut off slices from the enemy, making them lose maximum HP and not be able to recover it. This is great when fighting against units that heal or regenerate health quickly.

Mirror shields have a chance to reflect back incoming attacks to the source. This means the enemy always takes damage when attacking you and can lead to some pretty hilarious situations where pikes, arrows and even catapult balls reverse course and destroy your foes.

Liam starts with and can build mirror walls and gates which cause immediate regret in any invader.

He has of course access to the laser cat (like Icarus), whose laser eyes can sear through two different targets simultaneously and continue firing even after the cat has gone to the shadow realm.

Two new buildings have not been introduced in detail which are available to Liam and a few others:
* Windmill is a profitable dropoff point for food.
* City Hall lowers the price workers. One city hall can be built in each circle and they stack.

Byron the Burful: leader of the dragon legions
He has many flavors of dragon available. On top of three new species, he can buy the classic dragons, ghost dragons and he's the only leader with ultra powerful level 4 version of the dragon available for purchase.

Since dragons are on the expensive side and not available right away, Byron's early armies consist of legionaries wielding pikes and swords. The legions are protected with tower shields that let almost no ranged damage through.

Byron's units and buildings have a small discount to make it easier to get to the premium dragons. He gains +2 workers in each circle like his brother from the previous game.

Balance changes
++ Ghost dragon: range reduced from 9 to 8.
  ++ price increased from 4k wood and gold => 5k (is pretty strong)
++ Mammoths and wolves now count as animals (for animal-based tech upgrades).
++ Elks can now spawn as random free mounts.
++ Bow: price reduced from 250 w => 240
++ Laser cat: strength rating increased to make them spawn in smaller numbers and with less levelups
++ Giant cat with laser eyes price reduced from 7000 food, 4000 gold => 6000 and 3000

//Sunstone sniper (golem leader):
++ Buyable tree: price increased from 200 food => 400 food to slow down snowballing
++ No longer has access to technology upgrades:
  ++ Protect from arrows (ranged)
  ++ Ranged armor. This was necessary because together with golem natural resistances it became too stacked.
  ++ Looting (economy is already good and with looting it became too good).
++ Golem boss (with crossbow and attack speed aura): price increased from 3000 wood, 500 gold => 3000 and 800

++ Gold fish price increased from 450 wood => 600 wood to make it less exploitable with a team-mate who needs gold.
++ Fatal spray (giant demon): hit chance increase from 6% to 8%

Fixes
++ High damage outputs are now handled better so they don't become negative as easily.
++ The maximum damage a single hit is now implemented more consistently. The cap has been raised from 1k to 10k.
++ Woody: when multiple storehouses spawn, they sometimes spawn more spread out now. Building extra storehouses is always needed to gather everything.

Sounds
++ Stone buildings have their own death sound now.

Update 1.227: New leaders Magnar the Mammoth and Woody. Circle guards can start at high levels. Balance changes, fixes.

Magnar the Mammoth: leader of animals
Employ mammoths, elks and other mounts. He also has a lance weapon, which deals significantly more damage based on how many speed points the lower-most unit in the stack has (e.g. a horse in a horse + rider setup). Give an elf the lance, put him on the fastest mount and best terrain and it will hit very hard. The opposite is true as well, if you run into a swamp their damage drastically drops. Turns out you can't joust very well if your mount is barely moving.

Woody: leader of wooden contraptions
He has weapon launchers that can launch melee weapons (swords, torches, fish etc) over long distances. His wooden tendencies have however left him without any natural workers, so he has to manage using only trap workers who are unable to move. Trap workers pick up resources that are adjacent to them and can drop them off at a storehouse that is also adjacent to them. To

compensate for that, Woody gets a harvesting bonus and a large number of storehouses in each circle. He can also build foresters that spawn new trees.

Circle guards can start at high levels
Circle guards can now start at up to level 90. This makes the maximum strength of circle guards much higher than before. This matters the most when playing on high difficulties or co-op. Previously the circles could not become strong enough after a point because no strong enough guard types exist.

Removing units from the unit list is more clear now
++ Unit editor now has the option "Remove units" which opens the unit list editor. It is the same button as "unit list editor" was, only different text and placement.
++ Unit list editor: added more explaining texts on how to remove units.
++ Save unit in the editor: it now says "No duplicates were created". (some players were concerned that they could accidentally save duplicates of the same unit design).
++ When a new unit is created and saved, it is highlighted in the UI. Increased intensity of that highlight.

Tutorial extended
++ There's now a Tutorial button in the start menu.
++ Added tips for
    ++ Build 1 storehouse.
    ++ Train workers
    ++ Train military

Unlocking of game modes changed
++ To avoid new players getting lost in alternative game modes, the only game mode unlocked by default is Full Conquest now.
++ Monster hunt and Daily challenge unlock after winning the first Full Conquest.
++ Pick from 3 and imperial conflict unlock after winning on 5x5 map size.

Other balance changes
++ Sending resources to another player now has a tax, which means some of the sent resources are spent as a sending fee. This was added due to requests from players. The tax rate is 50% for now.
++ Basic bob xp bonus increased from +70% => +100%
++ Skeleton price reduced from 60 wood => 50
++ Price of repairing a found Temple Ruins lowered from 1245 wood and 567 gold => 1000 wood, 400 gold.
++ Celestials: resource harvest bonus reduced from 2.5x to 1.8x to reduce lategame booming.
++ Mammoth hp 1600 => 2200 to be more distinct from giant goblin, human level 2.
++ Mammoth price 4000 food, 1000 wood => 5000 food for thematics
++ Nethier and Isaac: starting circles get 2 pumpkins

++ Ghost price reduced from 130 wood, 20 gold => 90 wood, 20 gold
++ Summon treants weapon: health bonus reduced from 300 to 200 to make it more realistic to kill the summoner before it turns all trees into treants in neutral circles.

Visual
++ Added extra space between tutorial and SP in the start menu.
++ Generate circle content: place buildings further from circle edge if they can fit

Fixes
++ Fixed: mounted workers stop working sometimes.
++ Fixed: giant cat shows it's name as "choose a free technology"
++ Fixed an issue where angry and happy hand waving animations could play too quickly with weapons that have very fast attack speed like lasers.

Demo update 1.221
29 June 2026
++ Matches full version 1.220.
++ Demo:
  ++ Multiplayer > ranked button is no longer shown in the demo.
  ++ Ranked PvP leaderboard is no longer shown in the demo.

Update 1.220: removing units from the list is more clear, added tutorial option and more tips, balance changes.
29 June 2026

Removing units more clear
++ Unit editor now has option "Remove units" which opens the unit list editor. It is the same button as "unit list editor" was, only different text and placement.
++ Unit list editor: added more explaining texts on how to remove units.
++ Save unit in the editor: it now says "No duplicates were created". (some players were concerned that they can accidentally save duplicates of the same unit design).
++ When a new unit is created and saved, it is highlighted in the UI. Increased intensity of that highlight.

Tutorial extended
++ There's now Tutorial button in the start menu.
++ Added tips for
++ Build 1 storehouse.
++ Train workers

++ Train military

Unlocking of game modes changed
++ To avoid players getting lost in alternative game modes, the only game mode unlocked by default is Full Conquest now.
++ Monster hunt and Daily challenge unlock after winning the first full conquest.
++ Pick from 3 and imperial conflict unlock after winning on 5x5 map size.

Balance changes
++ Sending resources to another player now has a tax, which means some of the sent resources are spent as a sending fee. This was added due to requests from players. The tax rate is 50% for now.
++ Basic bob xp bonus increased from +70% => +100%
++ Skeleton price reduced from 60 wood => 50
++ Price of repairing a found Temple Ruins lowered from 1245 wood and 567 gold => 1000 wood, 400 gold

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Demo update 1.217
26 June 2026
Demo now matches full version 1.215.
++ Removed achievements that were not achievable in the demo.

Update 1.215: New leaders: Hammerfist and Zaroth the Zealous, balance changes, fixes
26 June 2026

Hammerfist: leader of the goblin masses
What goblins lack in physique, they make up in numbers. Their unbending intent is to scrape up every resource from the fallen enemies, giving them a big eco boost from waging war if successful. Oil catapults and their gigachad cousin Giant Goblin will halve any foe that is too bulky for the little guys.

Zaroth The Zealous - archduke of the demons
Demon's ability to rapidly recover from wounds and regrow missing limbs has led some to speculate they descend from octopus. This regeneration and their appetite for civil wars has led demonic armaments to evolve the death blow which deals massive damage in a single hit instead of chipping away at your fellow demon whose organs regrow when you blink. Also: aurochs and doomsday devices.

Balance
++ Electra: Giant Thunderer: price reduced from 1000 food, 4000 wood, 2000 gold => 1000 food, 4000 wood, 1000 gold
++ Fatal cleaver 80 => 100 wood

Visuals:
++ Giant Pole Cleaver bigger
++ Giant maul of goblins is now twohanded
++ Resized many of the weapons in the unit editor that were too small.

Fixes:
++ When enemies take over a circle, they now sell any walls if they are blocked from accessing connected circles.
++ Changing leader no longer loses the customly created units.
++ Loading a game with random roster mode no longer sets roster to the default units (for example in daily challenge).

Update 1.212 fixed text displaying issues
19 June 2026

Update 1.209: random roster mode no longer counts as leader victories for leaderboard purposes.
19 June 2026

++ Win streaks are no longer counted when playing in random roster mode. This is because some leaders' default roster has intended limitations and random roster could bypass these.

Update 1.208: Patric slightly nerfed, Dennis better, fixed Eel + Bandage = death.
19 June 2026

Balance changes
++ Patric: After a second thought, he realized that his initial revelation had a small flaw. The chance for units to join Patric dropped from 50% to 30%.
++ Dennis: looting bonus increased from +200% to +300%

Fixes
++ Fixed: Bandages on eel (or any unit with "melee attackers get hit with ability") caused the eel to die instantly upon holding position. Bandage is a "melee attack/ability" and triggers

electrocution from the eel itself (as if the eel is attacking itself). That electrocute then triggers another electrocute because it retaliates to whatever attack comes in, causing the eel to lose infinite health in a single game frame.

++ Fixed: when holding position caused the unit to die, the unit crashed and caused mass error logging, which could slow down the game.

Visual
++ New art for a few level 3 spawners.

Update 1.207: fixes, balance changes
19 June 2026

Balance
++ Refinery price changed from 1000 food => 1200 wood.
++ Unicorn price changed from 100 food, 150 gold => 200 food and gold. This emphasizes the tradeoff between more workers or more unicorns. It reduces unicorn numbers from mass gold mining with refineries.
++ Dark library chance to spawn reduced by 25%.

Fixes
++ Fixed: Scales of Justice upgrade accidentally applied to healers. This made them deal damage while healing.
  ++ Same problem fixed for demonic upgrades.
++ Fixed numerous rare issues that reduced performance due to error logging.

Update 1.204: fixes
19 June 2026
++ Fixed: things that the leader had in the roster by default were automatically added back even when they had been removed from the roster by the player.
++ When the selected unit stats have a lot of rows, show the "Show more" button.

Update 1.203: Celestials further nerfed
18 June 2026

++ Whip of Justice: extra damage based on target's max health reduced from 11% => 8%.
++ Bow of Justice: 6% => 4%.
++ Spectral dagger: 5% => 4%.

++ Unicorn: 3% => 2%
++ Fog shield: evasion changed from 60% => 50%.
++ Scales of justice tech: price increased from 800 wood and food => 1000 wood and food.
   ++ Bonus per level reduced from 2% => 1%
   ++ Maximum level increased from 5 => 10
++ Maximum percentage based extra damage reduced from 2000 => 300.
++ Percentage based damage cap now applies to demons (death blow). For very high health bosses this matters.

Update 1.202 fixes
18 June 2026

++ Melee evasion tech:
    price increased 400 wood food => 1200.
    Gold price at higher levels doubled.
    Evasion bonus reduced from 12% per level to 8% per level.
    Max level reduced from 5 => 3.

++ Unicorn base evasion reduced from 60% to 50%. Base HP reduced from 100 to 80 (for Celestria's 25% hp bonus that's 125 => 100)

++ fixed: Chinese characters were displayed incorrectly

Mega update 1.119

New leaders, enemies, units, weapons, shields, mounts. Per-leader leaderboards. Difficulty levels expanded. Existing leaders rebalanced. Quality of life changes, balance changes, technical fixes etc.

18 June 2026

The number of leaders is set to reach double the amount that was available at launch! This will happen in a few weeks.
Launch leaders: 12
Already added new ones: 4
8 new coming, with 2 being revealed every week
Total 24

2 new leaders this week

Electra Eelshock: new Eel faction
Various electric weapons are particularly good against armored units.
Eels move reasonably well on both land and water.
Anyone who attacks eels in melee gets electrocuted automatically.

Their late game ranged units are very potent:
The snail-pace but ultra powerful ball lightning deep fries anything that is slow enough to get on its way. It is possible to maneuver around it which makes positioning very relevant when facing them in the wild.
Giant Thunder shoots massive lightning bolts from the skies.

The eels have teamed up with beatles (with small b): a new insect mount that has massive armor but doesn't deal a lot of damage.

For economy, eels have the new City Hall, which reduces the cost of any new workers you build. One can be built in each circle. They are one of the few factions that now have access to the beloved Forester, which spawns new trees. There still needs to be farmable terrain types in the circle to grow trees on. Any terrain you see trees on in nature also works for the forester.

Eels also have the fishery, which spawns fish.

Their main weakness is lack of early game ranged attacks, which they try to compensate for by having a new Tower Shield that blocks the vast majority of incoming ranged damage.

Celestria the Crowned leads a new cosmic faction

Celestials use peculiar "justice" weapons that deal equal percentage of damage to all enemies. This makes them fantastic against high health targets but vulnerable to hordes of low health enemies.

Celestial unit's own super high health pool is the reason they evolved weapons that deal extra damage to high-health targets. Celestria the Crowned provides a healthy +25% bonus HP on top of that to all units and buildings.

Celestial workers provide a substantial harvesting bonus to compensate for the premium price of this faction's units. They also have access to City Hall.

Their strongest suit is gold mining with Gold Prospector that spawns new gold piles over time and Gold Refinery, which gives extra resources whenever gold is delivered there by workers.

What to make from all that gold? Mostly unicorns that have a 60% chance to evade attacks, allowing them to run through some pretty deadly situations without a scratch to reach that high value enemy spellcaster. They also grant an amazing double experience bonus to whoever rides them.

Each leader has leaderboard of most impressive win streaks
You can now see for each leader what is the highest difficulty you have won with that leader. If you win multiple times in a row on that difficulty without losing, you will build a win streak.

There are leaderboards for each leader's most impressive win streaks considering the difficulty level and the length of the streak.

Win streaks are recorded on Full Conquest game mode, as this is the main mode. They are recorded in Single Player and co-op mode, not in pvp because PVP is not about beating the map difficulty.

More difficulty levels
There are now more difficulty levels instead of 6 in all game modes except Imperial Conflict. Imperial conflict uses a different difficulty system.

The steps between difficulties are much smoother to make progressing through difficulties less of a brick wall for most players. The final difficulty is now harder than the old impossible for players who found the impossible too easy.

The difficulty levels appear in the UI as they are unlocked.

Save and Continue win streaks
You can now Save and Continue your latest run. This allows maintaining a win streak. The old Save and Load system is still there but if you load a game it will not count towards the win streak to reduce exploits for win streak leaderboards. If you want to maintain a win streak, please use "Save and quit" to save the game and "Continue" in the main menu to continue it.

If you don't want to continue the current game, use "Surrender" to exit the game or "Abandon run" on the main menu, before starting a new game.

New enemies
A very large number of new enemies and spawners have been added, mostly in relation to the upcoming new leaders and their units. If you run in trouble, try something different. Some of them are designed specifically to stop the habitual army compositions and strategies. Watch out for some serious trouble with demons, laser blade wielding armies and other suspicious looking

fellows! There are small tips whenever you encounter one of the more intense new enemy types.

New shops
Circles can now spawn new rare shops:
The dark library sells technology upgrades which your faction may not have access to otherwise.
Mercenary camp is the only place where you can buy units that are higher than level 1.
Mount shop sells a selection of mounts, some which are not yet available in any other place.

Steam achievements
Achievements have been added for all leaders and difficulties.
At startup, if a leader is unlocked then the Steam Achievement will be rewarded for the previous leader in the unlocking tree. This means you will automatically get the achievements for any leader that is the unlocking requirement for another leader that you already have unlocked.

Some existing leaders are more distinct:

Patric the Pious has been enlightened
The chance for downed enemies to join him has increased from 7% to insane 50% due to Patric's recent revelations: he realized that if he didn't have to fully heal everyone who joins, he could afford a lot more followers!
++ When units join Patric's side, they no longer fully heal.

++ To allow Patric to use other weapons that don't have the downing effect on enemies, the enemies can now only join if their health is below 30% of maximum. Otherwise the slings and clubs that down enemies were so much better that any other weapon became non competitive, forcing him down a very predefined path. Especially when more units join him, those various weapons they have should be competitive and not force the player to only use slings and clubs due to their previously superior joining potential.

Note that the enemy unit's chance to join you was and still is once per unit. Downing the same unit over and over does not increase odds. The check is done the first time the unit gets downed.

++ Healers and units that bring back the dead can't join Patric (necromancer, resurrect) because it snow-balled too much.
++ Access to some weapons removed to increase distinction between leaders: pole hammer, sword, catapult, towers
++ no longer gets a free tower in each circle
++ starting walls and gates are level 2

++ starts with 1 health pack for early game healing of all those wounded joiners. Starting biomes no longer have random health packs. This ensures 1 health pack each time, instead of zero to three.
++ Starting workers increased from 2 to 4.
++ His starting circle gets a new tree type Birch level 1 and 2 variants.
++ Fixed: an issue where units only checked to join you once they get up from being downed. Now they check as soon as they get downed, which means many units that would otherwise die can now join you.
++ Fixed: units that have 100% resistance to being downed no longer get downed from taking damage.

Nethier the Necromancer is now zombie, skeleton and ghost based
++ The number of free zombies Nethier gets in each new circle increased from 2 to 4.
++ Zombie claw price reduced from 55 food to 35.
++ zombie rot movement and attack speed reduction changed from -50% to -30% to make them more fun to use.
++ Zombified life time reduced from 4 minutes => 2 to make timing them more relevant and to balance the other buffs.
++ Recruitable zombies are now skeleton + claw. They used to be human + claw.
++ Has now Skeleton Legionary: a skeleton with tower shield that blocks much of the incoming ranged attacks.
++ Ghosts now gain a large amount of extra resources when used as workers.
++ Access to vampires and humans was removed from Nethier to increase the difference between leaders.

Isaac the Insightful is now vampire focused
++ Access to non-vampire units was removed to increase differences between leaders. He now uses vampires for everything.
++ Vampire workers now gain a huge resource harvesting bonus to compensate for their higher price.
++ Has a large starting gold bonus (on the bank account).
++ Starting Bank building has been replaced with a new building: Gold Prospector which spawns gold piles. This allows optimizing the gold gain by investing in gold harvesting technologies and more experienced workers over time, giving more options than a flat bank. He can still build banks when needed.
++ Has access to Gold Refinery which is like a sawmill for gold: any gold that workers bring there from gold piles will yield extra.
++ Isaac's technology discount increased from 35% to 50%, making him super technology focused.
++ He now has a 20% global penalty to resource harvesting to compensate for the access to all the cheap economy technologies.
++ New super unit: Ghost Dragon with an enormous poison cloud attack.

Barg the Barbarian damage bonus increased from 20% to 30%
++ Maximum health of all units and buildings is now -20%. These changes aim to make him a little bit more distinct.

UI
++ When building certain things, the existing copies of those are highlighted! For example when you build a new bank, all the existing banks glow.

++ Multi-build is now enabled for all economic buildings that generate resources or work as a drop-off point. This means you can build banks and many other buildings by clicking many times and don't have to select bank from the menu each time (or hold shift to have multibuild). If you want to stop multibuilding, right click or press Escape.

++ Notifications of being attacked can now appear more frequently for circles that you just took a look at. The cooldown was reduced from 20 seconds to 5. Previously the enemies could attack a circle you recently looked at and the notification would not appear, if it happened within a 20 second window from last looking at that circle, causing paranoia.
++ Some unit stats were not show for selected things due to empty rows taking up the space.
++ Levelling up now retains the hold position command for units.
++ Stats of units and upgrades are a bit better organized in some places.
++ Frenzy particle effect is slightly smaller to cover up the units less.

Sound
++ The sound of buying things now raises in pitch by half a note every time you buy another unit or building in a short time. Every bought thing raises pitch by half a tone. After buying 100 things the tone resets back to default. This provides audio feedback of how many things you've bought, helping to keep track.

Performance in Single Player
++ In singleplayer, the simulation tick rate reduces as the world population grows to make the game run smoother with larger armies.

Critical balance
++ Made sure golems faction doesn't have the free attack speed item in the unit editor. This was not intended to show up in the editor.

To reduce Rat oppressiveness in PvP (as well as the technology changes below):
++ Rat price increased from 40 food => 45
++ Knife price increased from 40 wood => 45

Technologies
++ Greatly increase the maximum level for most non-economic technology upgrades.
++ Poke (+1 flat damage) price increased from 800 wood => 1000
++ Critical hit chance price increased from 800 food => 1100
++ Looting price increased from 250 wood and food => 400
++ Pillage wood (gives wood for each attack) gives 1 wood every 4 hits (0.25 per hit). It used to give 1 wood every hit.
++ Roadwork (speed bonus for melee units and workers) price increased from 700 food to 1100 food
++ Snappy healers: attack speed bonus for healers reduced from 40% to 25%

Co-op
++ Players now stay alive if any of their allies live.

Biome changes
Neutral circle owners have been rebalanced so that the circles are spread more equally between 4 of the neutral factions: monsters, kingdom, barbarians and bandits. Previously the Monsters tended to have a vastly superior number of circles. This encourages more infighting between the neutral circles.

++ Naturally occurring pumpkins now respawn (similar to trees, fish etc)
++ Circles no longer increase the number of blueberry bushes automatically when they start with any. This makes swamps and any other blueberry circle significantly less overpowered long term.
++ Red plains more common to spawn: from .2 to .7 chance
++ Swamp can now be turned into water. This can be useful for plant growth bonuses.

Other balance
++ Multiple arrow launcher price reduced from 1200 to 1000 wood
++ School range increased from 2.5 to 3 tiles
++ Sleep blast strength rating reduced by about a third. Then damage increased from 2 to 4 (splash).
++ Sleep arrow strength rating reduced by a third. Then base damage increased from 2 to 3.
++ increased strength ratings of some weapons to make them spawn in smaller numbers as enemies and as random rewards: water cell, ensnare.
++ Bear price reduced from 600 food, 20 gold => 400 and 20
++ Sickle: xp requirement increased by 50%
++ Electric weapon (the old one) strength rating has been reduced by about 50% to make them spawn more.
++ Harvest dead strength rating reduced.
++ Undead units (skeleton, all zombies, ghost, horse ghost, ghost dragon, vampire): fire damage taking increased from +50% to +100%
++ Catapult: can no longer be downed. Health was reduced from 50 to 40 to account for that.

++ Throwing axe: price reduced from 20 food, 240 wood => 20 food, 220 wood
++ Pole axe price reduced from 100 food, 75 wood => 50 food, 75 wood
++ Feather weight tech: price reduced from 1000 food => 800.
++ Pricing of higher level armors and weapons: the price multiplier increased from from 2.5x to 4x the price of previous level. This matters for mercenary camps.

Imperial conflict AI factions:
++ Patric is no longer allowed
++ many new leaders are allowed

Each leader's unit list now automatically gains things that are in the default roster.
Leader rosters (unit lists) now automatically re-gain all the buyable things that are available in the default roster of that leader whenever the progress file is loaded. Otherwise when leaders gain things to their default rosters through game updates, those things would not appear, because players are using their custom rosters, which don't contain those added units and buildings.

The side effect is that it's no longer possible to remove things from a leader's roster if those things exist in the default roster of that leader. They can be removed but they come back after app restart. Things that players added to the roster can be removed as before. If this materializes as a high priority problem we'll continue improving the roster saving but for now we decided to focus on other higher priority changes first.

Unlocking
Unusual map sizes and proportions are now unlocked later, to encourage more classical CE experience to new players.
++ 12x1 and other narrow and wide maps now unlock after 6x6.
++ Small maps like 3x3 now unlock after 5x5.
++ Upon startup: check if I have registered any win streaks with the leader. Unlock any leaders who depend on winning with that leader. This means that if new leaders are added in the future, they can become unlocked based on victories you achieved before the new leader was added.

Fixes
++ Fixed a desynchronization issue when the attack rate was changed and a player joined who already had that attack rate selected from a previous game. This likely fixed a couple of other causes for desynchronization as well. This should overall drastically reduce the prevalence of "Loading.." moments in co-op.
++ Fixed a rare issue where the progress file was not correctly loaded.
++ When creating a multiplayer custom game, don't reset the game's name input field every time.
++ Fixed: some fonts were not displayed correctly, for example many Chinese characters in:
  ++ lobby chat input

++ ingame chat input
++ lobby name input
++ Fixed: selected thing stats: if the stats change, clicking on stats rows to see more info doesn't work.

Update 1.180: behind the scenes work to make it easier in the future to add units
14 Apr 2026

Demo update 1.175: now includes the full version changes since the last demo update.
6 Apr 2026

Update 1.174: fixes
6 Apr 2026

Fixes
++ zombie claw did not spawn zombies
++ ensnare was not available in unit editor

Balance changes
++ Ensnare attack speed slowdown reduced from 99% to 40%. Movement speed reduction remains at 99%. Note that there's a minimum speed limit for units, which is commonly 10 (has always been) and higher for some units like golems.

Sound
++ Glacier Goliath selection sound added

Hotfix: rat workers didn't work since last update. Now do

Update 1.171: Glacier Goliath: treant and yeti themed leader added
2 Apr 2026

Glacier Goliath Leader
Yeti: gains bonuses on snow: chance to evade attacks and extra movement speed
Treant: medium-tankiness base unit that is vulnerable to fire. Its attacks are super powerful but slower with all weapons. It gains extra profit from harvesting resources. Somewhat resistant to

arrow fire. Regenerates health faster than humans. It can be bought with the Yeti leader or summoned from trees.

Yeties and treants with various weapons spawn as enemies as well.

New supporting spells are available for many leaders:
++ Frenzy: extra attack speed and movement
++ Water cell: take greatly reduced damage from all fire based attacks (dragons, torch etc). Includes the base damage + the burning over time effect. Also adds +3 armor to be useful outside of fiery situations.

New technology upgrades:
++ Evasion for melee units (many leaders)
++ Fire resistance to all units for: Wolfram, Nethier, Isaac, Eden, Goliath

Balance changes
++ Extra damage from fire will be taken by:
  ++ Treants: 2x
  ++ Yeti: +50%
  ++ Skeleton: +50%
  ++ Ghost: +50%
  ++ Horse ghost
  ++ Trap body: +100%
++ Ensnare duration increased from 5/8/10 to 10/15/20
++ Giant crossbow price increased from 1000 wood, 400 gold => 1400 wood, 500 gold

Fixes
++ Fish monster: often didn't devour its targets.
++ Fixed: support spellcaster (heal etc) always casted on themselves first regardless of other prioritization logic.
++ Some missing Chinese characters show correctly now.

Other
++ Unit targeting in combat has been changed, it now ignores low-priority targets more often even if they are very close by. Places where this matters are: attacking walls and gates, casting beneficial spells.

Update 1.164: sending resources to other players, balance changes
30 Mar 2026

You can now send resources to other players in multiplayer.
During the game, there's a "send resources" button under the resources list, if sending is possible in that game mode and with these players.

Statistics menu > Resources section now shows how much you have received from other players.

Balance
++ Pick from 3 game mode rewards no longer offer a few rewards which were too situational
  ++ building destroyer
  ++ pumpkin necromancy

++ Look Tough tech upgrade is now available only for the leaders Anaxyr and Barg. It was too likely to cause situations where enemies never attack you.
++ Trap body strength rating increased by 2x. They were rewarded in Pick from 3 game mode and their numbers were too big.

Update 1.163: fixes
28 Mar 2026

Fixes
++ no buildings shown in build menu
++ multiplayer desynced at start of the game

Apologies for this messup and thanks for reporting the issues!

Update 1.162: New leader: Sunstone sniper
28 Mar 2026

Sunstone sniper: the new golem and ranged combat themed leader has been added.
++ Has golems as the base species. Golems are super resistant to arrows. On top of that, they have high armor and low health. This makes them overall weak against melee attacks and very strong against ranged attacks.
++ Golem speed always remains above a certain value. This makes them resistant to bad terrain, slowdowns from carrying large amounts of resources and negative spells.
++ They have ice javelins, which deal huge burst damage and slow the target.
++ Can buy trees and blueberry bushes.
++ He has a new projectile count technology upgrade. This extremely potent upgrade adds +1 projectile/arrow to each ranged attack, making them much more effective.
++ He has the Golem Boss, who wields a giant crossbow that shoots two javelin-like projectiles at enemies, dealing massive single target damage. It also grants +10% attack speed bonus to everyone in the circle. The bonus stacks additively if you have multiple Golem Bosses.

Balance
++ Frogman price reduced from 135 to 130 food
++ Daily challenge and Random roster mode less random
++ excludes units whose total cost is over 3000. The gold-cost element is multiplied by 3 to account for its higher rarity.
++ Non-gold costing units pool is now split into support and core units. This prevents situations where only units that don't cost gold are support units.

UI
++ when buying harvestables the tooltip now shows that each specimen is a little different. This means they start with different resource amounts (since the previous update).

Biomes
++ golem biomes with red plains and grass can now spawn golems and giant golems with various weapons, including the new giant two-handed sword.
++ Golem biomes with grass

Fixes
++ Added a 1 second cooldown to splashing up water when things enter water. This reduces the issue where a unit was moving very quickly out of water and back in, creating waves over and over.
++ Fixed: some attack animations glitched.
++ When selecting a mount during gameplay, the text "effects on rider" was not shown in selected unit stats.

Update 1.159 fixes and balance changes
25 Mar 2026

Balance
++ Pillage wood tech upgrade: can no longer appear as random reward in regular game modes, because getting in early randomly was too good.

Fixes
++ Patric: sound effect of a unit changing sides is no longer played in circles that are not visible.
++ Fixed: after a pause that was longer than 15 seconds, the game could save-load unintentionally in multiplayer, showing the "loading" text.
++ Changed the network traffic timings to reduce the chance of getting stuck in case of high packet loss.

++ Fixed an issue that caused UI layout errors and potentially lag by logging these errors.

Update 1.158 fixes and balance changes

Fixes
++ Units that had 100% knockback resistance remained permanently asleep. Instead they are supposed to never fall asleep from attacks.
++ Fixed an issue where multiple effects on a target could cause the effect system to run into problems, potentially causing permanent sleeping to happen.

Balance changes
++ School duration on target increased from 4 to 10 seconds.
++ Pillage wood price increased from 1200 to 1500 food as this it can yield huge amounts of wood back very quickly

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Update 1.157: fixes
23 Mar 2026
++ Poke: no longer applies to weapons and abilities unless they target hostile units
++ Pillage wood: no longer changes the resource type if the unit is already gaining something by its activity. Corpse worker, that gains food, now continues to gain food after the tech is researched. It used to switch to wood.
++ Icarus no longer has Snappy Healers tech upgrade, as the faction doesn't have any healers.
++ Some localization updates.

Update 1.156: new rat-themed leader: Icarus the Infiltrator
20 Mar 2026

Icarus the Infiltrator - new leader
They're overall rather cheap and sneaky, besides from the cat who is super powerful and super expensive.

++ The rats can be spawned in hostile circles that are connected to your friendly circles.
++ knives that deal critical damage.
++ tech upgrades that allow critical damage on other weapons.
++ have corpse worker, who harvests food from the dead .
++ fire bows.
++ pole-torches (long-reaching torches).
++ ensnare that pins enemies down and slows their attack.

++ can purchase health packs.
++ Giant cat. Cat's eyes are technically two mounted units riding the cat. So when the cat dies, it drops the 2 eyeballs which continue living and shooting lasers.
++ Rat desert biome now has corpses, which can be harvested by the Corpse Worker unit of rat faction.

Balance changes
++ Laser: strength rating reduced 75% to encourage it spawning as enemies and rewards in high-reward scenarios
++ Health packs now try to not get stacked on the same physical location (effects still stack).
++ Health pack: heal amount increased from 20 to 30

Biome variants that spawn rats and cats (cats are rare because of the strength limits).

Other
++ Cave can no longer spawn in water
++ corpses that spawn naturally now have random source unit, not always human sword shield
++ The minimum number of circles on the map that is required to unlock things (leaders mostly) has been increased from 8 to 12. The limit is based on the maximum allowed circles on that map size. Missing circles and double size circles will not reduce it. If it's a 4x4 map, it always counts as 16, for example.

Fixes
++ mounted ranged units moved into a hostile circle when attack moving even when they could have shot from afar.

Update 1.154 Added a leader Harry the harvester, circles spawn significantly more stuff, lower difficulties harder,

Harry the Harvester, the added leader
++ Has pumpkin men and workers of various kinds
++ Pumpkin monster: when summoned, it eats every pumpkin-person and pumpkin in the circle, be it friend or enemy, and gains experience for it, potentially becoming super high level.

Circles
++ Random circle guards selection now aims to have a higher number of guards per circle
++ Increased number of small plants, rocks and other props in circles
++ Loot can now spawn closer to circle edge

++ Some resources now spawn in 2x greater numbers and have 2x less resources per item
  ++ Gold piles
  ++ trees and dry trees,
  ++ wood rubble that trees drop
  ++ Blueberry bush
  ++ Fish
++ Same idea with 1.5x multiplier approximately:
  ++ cactus
++ Spawn points of many resources are randomized to not be on grid
++ Training dummies have 3x less health and spawn 2-4 at a time
++ Health packs healing amount from 50 => 20, spawn 1-3 at a time
++ Resource items that have less resources left become smaller visually
++ Randomize natural resources start amounts a bit, so each tree etc has different amounts and is slightly smaller-bigger accordingly.
++ Swamps now have dark forest islands instead of grass

Difficulty
++ Circle base strength: 200 => 500
++ Easy: circle strength changed from 700 to 800

Balance
++ Resilience (tech): hp bonus changed from 20%, 25%, 25% to 15%, 20%, 20% on the 3 levels

Warning messages in the game added:
++ Choose Pontus: shows warning now, once per app session, that units don't move.
++ Quick load hotkey F2: now has a warning that the game will be quickloaded
++ Choose Europe when the language is Russian: show warning that multiplayer may not work due to sanctions and please choose another region.

Fixed:
++ start new pick from 3 game: delete old tech icons
++ After maximum level advancements now allow the experience to spill over to the next levels, giving more levels from sudden large xp gains.
++ projectiles that fly out of the map are now dropping sooner.

Update 1.149: fixes
18 Mar 2026

++ fixed: all weapons that had an over-time effect forgot the target when it already had the effect. This new behavior was intended only for future weapons.

Update 1.148: pumpkin men spawn as circle guards, 15 new techs in pick from 3 rewards and tech scroll rewards, other changes
18 Mar 2026

There are now 15 new technologies which can be obtained as:
++ rewards in pick from 3 game mode
++ rewards when you claim a Tech scroll in any game mode.

New circle guards variation: pumpkin plains.
Spawns as grass biomes with pumpkins, pumpkin necromancers and pumpkin-men.

Difficulty
++ Easy difficulty circle guards strength changed from -40% to -30%
++ How much circle guards increase in strength as you get further from the starting circle has been changed. There is a multiplier that feeds into the equation. That multiplier is increased:
  ++ easy: 400 => 800
  ++ normal: 650 => 800

Other balance
++ School price reduced from 400 wood and food to 300

Other
++ workers now auto-attack opponents that are in your circles. If you want to stop them from doing that, select workers and either hold position or order them to harvest something.
++ Workers can now be ordered to drop off resources by selecting the workers and targeting a storehouse or sawmill.
++ Selected things summary text (strength 123 etc) no longer catches mouse clicks.

Fixed:
++ Melee splash weapons caused lag.

Update 1.145 fixed: enslave not giving resources
16 mar 2026

Update 1.144: hotfix
13 Mar 2025

Update 1.143: Pick from 3 now has technology upgrades as every 5th levelup. Mystery boxes, tech scrolls can be found in all game modes.
13 Mar 2025

New loot in circles
Mystery box. Gain a random unit within a certain strength range.
Tech scroll: pick a free technology upgrade from 3 choices. It can give you technologies that are normally unavailable for this leader.

Pick from 3 game mode additions
Now gives technology upgrades every 5th levelup
Late-game levelups are a bit less frequent.

Balance
++ Necromancy strength rating increased. For example, human unarmored necromancers went from 1k to 3.6k. This makes necromancers less numerous as circle guards and as random rewards.

Biomes
++ Increased probability of Temple ruins spawning in circle from 3.3% to 4.5%

Update 1.138: improved error logging
9 Mar 2026

Demo update 1.136: now has the previous updates

Update 1.135 fixes to sleep
6 Mar 2026

Fixed
++ Can't cast positive spells (eg heal) on sleeping units
++ Sleep was not removed when the unit took damage.

Demo Update 1.134 now has the previous updates

Update 1.132: Venom scimitar, sleep arrow, sleep blast, balance changes, fixes
6 Mar 2026

Venom scimitar: fast attack rate, has poison, deals reduced damage to buildings and armored units. Costs wood instead of food as a regular sword.

++ Wiz the Wizard now has elven assassin (venom scimitar elf on a horse) in the default roster
++ Isaac The Insightful now has venom skeleton in the default roster (skeleton with a venom scimitar)

Sleeping
Units can now be put to sleep, making them unable to do anything. They will wake up after a while or when taking any damage. They are immune to waking up from damage for a short moment after falling asleep to avoid accidentally waking them up.

Units that are resistant to being knocked back and downed also have shorter sleeping duration. This means that a powerful knockback-resistant unit can be relatively immune to sleep.

Circle guards now have a chance to spawn sleeping. In such cases, they are overall a bit stronger.

Sleep arrow: blowgun that puts targets to sleep
++ Patric the Pious now has a sleep doctor in the default roster.

Sleep blast: throw a bottle of sleepy juice at enemies to make them all fall asleep in a small radius.
++ Anaxyr the Affluent now has elven sleep blaster in the default roster

Biomes
Biomes spawn enemies with the new weapons.
++ Half of the swamps are now frog swamps

Balance changes
++ Ghost
  ++ price reduced from 160 wood, 25 gold => 130 wood, 20 gold
  ++ knockback resistance reduced from 90% => 75%
  ++ Ghost hands weapon (ghost fist) now ignores 80% of armor

++ Frogman base speed increased from 27 to 30

Fixes
++ f: arrows that hit the ground now remain less likely visible in air and in water

++ f: attack-moving to an unreachable circle: showed "No safe path" permanently

Visual
Arrows that are stuck to targets now disappear when the effect has timed out (or after 30s if there is no over-time effect, like for archers).

1.124 healers want to stay out of hostile circles when attack moving, other fixes
27 Feb 2026

++ Healers, necromancers and other supporting spellcasters now don't enter the next circle when **attack moving**, in case the next circle has enemies. They still try to find targets for their spells in the next circle but if there are no targets, they now wait until the circle has no more enemies. This makes them more likely to survive attack moves. Outside of attack moves, the behavior is unchanged.

In order to attack move, select units, at the lower right: click the attack move button (hotkey Q) and then left-click the target circle. It's also possible to enable "always attack move" in settings > controls.

Other
++ When selecting a leader, show what they can make
++ The leader you are playing as is now visible in the game at the lower-left corner. Tooltip shows leader bonuses.
++ Necromancers now have their own visual look.
++ Ambient sound now stops when quitting the game.
++ Pick from 3: the rising pitch of experience gain sounds now go back to normal after each level up.
++ Credits text updated

1.120: Pick from three game mode improvements, fixes,
23 Feb 2026

Pick from 3 game mode
++ rewards after 2nd level are now slightly randomized to make the choice more interesting. This means that if you like a certain type of unit over another, sometimes it will still be better to pick the other because their numbers are unusually high.
++ random start circle

++ The last used progress file is now automatically chosen when the app is started next time. This fixes many cases of where new progress files were created but they were not selected automatically, creating the impression that last session's progress was lost.
++ When the game freezes in multiplayer for whatever reason, it now attempts to recover after 12 seconds of not progressing.
++ Improved error logging for the game getting stuck.
++ Fixed a few typos in English texts.

1.118 Pick from three game mode added
20 Feb 2026

Fight waves of enemies picking from 3 random additions to your army. Survive for 10 minutes. For now, it is single player only.

++ New music: Dark Spells
++ Fixed: select impossible in another game mode, go to imperial conflict: map difficulty is impossible now.

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112 Imperial conflict (vs computer opponents) mode added
20 Feb 2026

Please restart Steam to make sure you have the latest version as the multiplayer servers no longer support the older versions.

Imperial conflict game mode is now available, where you can play against computer opponents. The number of computer opponents in single player is 1-3. In multiplayer, with more than 2 human players, the max number of computer opponents is reduced so that the total number of "active" players doesn't become very high.
Computer opponents play many of the factions but not all.

Other
++ Towers now provide support fire when ordered to move to a circle with hostiles. This usually happens when towers and army are selected. To stop supporting fire, select the tower and order it to move to another circle.
++ Attacks from neutral circles now have a slightly randomized times instead of completely fixed delays.

++ New game > customize: attack frequencies are now disabled if the other game settings make it so that the neutral circles would never attack anyone anyway: in imperial conflict mode or in PvP.

Fixes
++ fixed: arrow sounds were audible from undiscovered circles.

Demo update 1.107: demo can no longer cause full version things to become locked.
18 Feb 2026

Demo: removed Steam Cloud sync between demo and the full version, as this could have theoretically caused full version progress to be overwritten with demo progress.
18 Feb 2026

1.102 Fixes, balance changes
16 Feb 2026

++ Fish monster can no longer devour bosses. This fixes numerous issues: boss devoured by fish. Boss invisible and unkillable. No boss.

Barg the Barbarian is now unlocked later, after Wiz the Wizard, as Barg turned out to be a bit frustrating economically.

Balance changes
++ Barg: starting bonus changed from 500 wood => 250 wood and food
++ Cactuses: food per trip increased from 15 => 20
  ++ price increased from 90 => 120, to make it require less clicks to plant them
  ++ food total increased from 100 => 135, which retains a similar wood to food conversion rate as before.
++ Isaac: starting skeleton workers reduced from 2 => 1
  ++ Starting wood average: -200

++ Enslave (weapon)
  ++ can no longer reduce target hp below 1, even if multiple casters hit the same 1 hp target at the same time.
  ++ Gold per hit reduced from 4 to 3
  ++ XP requirement increased 5x. It's constant casting, there's little to no gain from levelling it up, it just filled up the achievements in a meaningless way.
  ++ damage increased from 1 to 2

Demo

++ Barg the barbarian is no longer available in the demo (after next demo update)

++ Nethier the necromancer is now available in the demo, as the second demo leader, to have two leaders in the demo.

1.101 Demo updated to match full version 1.100

1.100 Lower game speed allowed, balance changes, fixes
14 feb 2026

Balance

++ Defend while holding position upgrade cost changed from 300 food and wood => 600 wood, to make it less good for mounted ranged units.

Fixes

++ Ranked search timeout for starting the game increased from 30 to 45 seconds, making it more likely to match.

++ Fixed an issue that caused level related achievements to not trigger when the level that was gained was an "after maximum level level".

+ Level 4 achievement was only possible with units that have a level 4: dragon and wizard.

+ Level 3 before X minute mark was possible only with units that have 3 levels but not for example clubman.

++ Loading hotkeys now checks for errors and is less likely to cause problems.

++ The minimum game speed is now a lot lower, 0.63. Steps between are 0.125 and 0.25 build

++ Added 50-100 checks for various errors, to reduce error logging, which should improve performance in case something has gone wrong.

Fixed an issue in Steam Cloud configuration.
Demo now shares Steam Cloud with the full version.
13 Feb 2026.

1.97: fixed: pressing return or keypad enter restarted the game in single player
13 Feb 2026
This was not intended, It was a debug option that remained on accidentally.

1.96 Torch + Dennis fixed, Cart capacity reduced, Pontus nerfed
13 Feb 2026

Torch used to give more resources from dying than it costs.
++ Torch: strength rating reduced by 75%, which was contributing to the inflated life insurance payments.
++ Dennis: life insurance bonus reduced from 4x to 2x
++ Pontus: starting bonus penalty increased from -350 food to -500 food, -100 wood. Pontus is great long term, it gives more time for other factions to do something about it.
++ Cart transport capacity reduced from 99 to 3. Each tower's capacity needed is its own capacity +1. Archer tower needs 2 slots. Open tower needs 3. You can put 3 walls on a cart, but no longer 99.

1.93 New weapons billhook. Fish can level up to swordfish. Fixes.
13 Feb 2026

Billhook pulls enemies off their mounts. Falling off the mount downs the unit for 5 seconds.

All buildings that can have units in them (towers) have a 98% chance to resist being billhooked. Units in the towers are not completely safe. Massed billhooks can assault towers and some poor archers will get janked out of the tower to the ground. This is not super common.

Caves and buildings that don't have a unit in them (necro tower, barracks etc) are immune to billhooking.

A billhook unit has been added to default roster of:
++ Barg
++ Anaxyr
++ Dennis: Billhook replaces the frogman polehammer in default roster
If you have played the leader before and can't see Billhook in the roster, please go to Unit editor > Unit list editor > Add the billhook from the box below. Or if you don't have any customizations for that leader, you can use the "Reset to default" option to gain Billhook into your roster.
Some leaders also have access to it, but don't have a default unit:
++ Wolfram
++ Nethier
++ Patric

Billhooks can spawn as enemies from barracks and on some biomes.

++ It can be used to take away mounts (horses etc) from non-human player mounted units. This works the same way as with knocking the horse itself down. The success rate is not 100%, because it seemed too strong.

When a unit is pulled off from a mount, the duration of being downed is quite long to make the effect significant. Otherwise it's not distinct enough from pikes. Pikes have better damage output and are cheaper, so billhooks are meant to be mixed with other units if you fight non-cavalry enemies.

Billhooks also pull units closer instead of pushing them further. This allows you to pull individual enemies into your formation and helps to catch escaping units.

UI
++ When units are selected, at the lower right corner there are buttons for each unit type. It's now possible to right click mounts there to ride them. This helps to get back on the horse after getting hooked off from it.

All towers can now unload units, like mounts. Select a tower and click "Unload all units" at the lower right corner of the screen.
++ The archer tower capacity was reduced from 2 to 1 unit.

Swordfish
The fish weapon now has a level 2: swordfish. It takes quite a lot of XP to level that up but level 2 is much better, with a very fast attack rate.

Balance
++ Bandages: price reduced from 45 to 40 food

UI
++ lobby list filter: now also searches for version number, to find anomalies

Fixes
++ fixed: when you pick up a tower with a cart the hitbox of that tower stays there even after you place down the tower off the cart and no npc's can get through.
++ f: after placing down a building from the cart unit, it could be visually behind things that were supposed to be behind it.
++ Ranked search error logging has been improved to track down any issues there.

In parallel we've been working on a larger new piece that will come in future updates.

1.90 Unit list editor button restored

1.89 Tournament invitation, fixes, balance changes
11 Feb 2026

Join the first Circle King tournament on discord before 14 February 2026
1. Go to https://discord.gg/Q6dkX2KBrU
2. Find the channel Tournament: Sign up

Balance
++ Giant maul (weapon) cost increased from 600 food, 250 gold => 700 food, 280 gold. The total cost of Giant + Giant maul is now 1700 food, 280 gold.
++ Barg now has Horse with a torch-boy as a default unit in the roster to celebrate the year of the horse. If you don't see the unit, go to Unit Editor > Unit list editor > find the unit in the bottom container using the search.

Fixes
++ The tutorial arrow pointing at the unit editor now goes away after opening the editor once per app session. It also goes away when a custom unit is created, but this was not clear enough. Also it did not go away when the newly created unit overlapped with something that existed in the game by default.

UI
++ In the unit editor, the Unit List Editor button is now the first button. It was too hard to find otherwise.
++ A Tournament notice is being shown until 15 February in the multiplayer menu, with an invite link to discord.

Steam cloud is now enabled.
10 Feb 2026
The cloud directory on Windows is
C:\Users\USERNAME\AppData\LocalLow\Circle Empires 2\Circle Empires 2\cloud

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1.87 Dennis the Destroyer less powerful, other balance changes
10 Feb 2026

Dennis the Destroyer
Wolf rider + stone throwers was too strong compared to everything else on Normal difficulty and below.

++ Bonus for resources from kills reduced from 400% => 300%
++ New circle bonus changed from 1 guard (human + sword + shield) to 1 torch man (human + torch)
++ Starting resource bonuses from
  ++ 300 wood => 100
  ++ 300 food => 100
  ++ 250 gold => 50

++ Stone thrower (weapon) price increased from 200 wood => 200 wood, 50 food
++ Open tower (without anyone in it): price reduced from 250 food, 50 wood => 200 food, 50 food.
The goal is to maintain the same price for Stone Thrower tower.
50 food is transferred from the price of tower to price of stone thrower weapon, making stone throwers less numerous on mounts like wolves.
Promotes custom tower + unit combos.

++ Wolf price increased from 160 to 165

Other balance
++ Gate HP reduced from 350 => 320, to make the weak point in the wall more meaningful and at the same time give defenders a more clear point that is likely attacked. Higher level gates have 3x and 9x the base hp.
++ Isaac the Insightful: now has access to wolf

1.85 Hong Kong servers. Balance changes. Fixed an uncapturable circle issue.
10 Feb 2026

Hong Kong is now available as a multiplayer server location.
To change the multiplayer region go to:
Settings > Other > Choose Region: Hong Kong

Leaders
++ Eden: removed wood harvest bonus 20%, was unstoppable together with towers on carts.
++ Bob: starting level 2 workers reduced from 2 => 1. With the extra worker per circle, he now starts with a total of 2, down from 3.

Weapons
++ Sling price increased from 50 food, 130 wood => 50 food, 140 wood
++ Fist (weapon): now gives +10 speed (for scouts mainly)
++ Resurrection (weapon) price increased from 1500 food, 1000 wood => 1700 food, 1000 wood

Buildings and units
++ Cart price 100 => 200 wood
++ Fish (buyable resource): price increased from 100 => 120 wood
++ Road price reduced from 50 => 40 wood
++ Level 2 wall price increased from 130 => 135 wood, to account for the fact that the wall is fully healed when upgraded, it seems pretty strong.
++ Level 2 gate price increased from 160 => 165 wood (like wall)

Fixes
++ Patric caused uncapturable circles by converting mounted units.
++ Patric: when converting a mounted unit, the unit is first un-mounted. So you only get a horse instead of the horse + rider. This fixed an issue with uncapturable circles and seems still quite a good / rare event.

1.83 Demo matches 1.82 main app
8 February 2026

1.82 (beta) Fixed a pathing glitch from last update, balance changes
8 February 2026

Balance
++ Impossible difficulty: enemy strength bonus increased from 10x to 12x
++ Reduced enslave damage from 3 to 1
++ Circle guards that are far away from the starting circle are slightly stronger. The distance-strength-factor on lower difficulty levels has been adjusted:
  ++ Normal: from 600 to 650
  ++ Hard: 750 => 800

Fixes
++ When enemy circles are taken over, sometimes units path backwards before going forward
++ Refresh unlock descriptions after changing language in settings.

Text
++ Dropoff with extra profit (sawmill) now shows which resource it affects. Otherwise it looked like all resources.
++ Unlock description: start with "Locked. ". Otherwise it wasn't clear that it's locked.

1.78 Adjusted monster hunt bosses. Visual improvements. Fixes
7 Feb 2026

Leaders
++ Dennis: reduced start gold bonus from 400 to 250. This is to account for the recent reduction in general cost of units. Dennis can no longer open with a catapult.
++ Pontus: starts with 350 food less on average. The initial power spike seemed a bit too much compared to others.

UI
++ The match description that is shown in various menus now includes the attack rate (the setting of how often you are attacked, found in new game > customize).

++ In multiplayer games, at the lower left corner, the player names mouse over info shows leaders full info now.

Visual changes
++ Poison hand weapon now has particles to make it more distinct from regular zombie claw.
++ Green player color is slightly less bright now.

Fixes
++ Fixed an issue that caused units to be unable to move over long distances sometimes, getting stuck between circles.
++ Long distance pathfinding performance improved.
++ Daily challenge no longer has a chance to contain custom-made units and circle guards. This could have caused daily challenges to be slightly different for different players, depending on what custom units they had created.
++ Fixed: when circles change owners, units update their long-distance pathfinding. Previously it was possible that a hostile circle was taken over but the units still refused to move through it, as if it was still dangerous.
++ Removed 1 pixel wide pink line from a specific grass spot.
++ Removed 1 pixel wide dark line from a specific water spot.
++ Units no longer hide in the cave structure if they are:
  ++ monster hunt bosses
  ++ ranged attackers
  It was possible to have a ranged boss hide in the cave, making it very hard to deal with it.
++ worker resource bonuses at level 2 and 3 changed from 25%/20% to 20%, 30% (it was accidentally getting worse at level 3 due to recent buff to level 2 worker).

Monster hunt boss health and damage adjusted to make the differences between them less jumpy:
Boss strength now grows towards the end of the monster hunt path.
++ Jupiter: 50% less hp
++ Bearly twins: 50% less hp
++ Lumina lazer: 30% more damage
++ Ice reverant; 2x hp
++ Bertha: 50% more hp
++ Vereth: 50% less hp
++ Voltina: x3 hp
++ Thorn and Bramble: 3x more hp, 4x more damage
++ Synaxis: 50% less hp
++ Zizzle: 2x hp
++ Bearclaw Crossbowmen: 3x more hp, 3x more damage
++ Vargath: 30% more damage
++ Sir Corwin: 5x more hp, 4x more damage
++ Shiver Fiend: 2x more hp, 50% more damage

++ Elyndra: 50% less hp
++ Tarnathrax: 2x more damage (final boss treatment)

Thank you everyone who reported issues in various channels! We continue to work on fixes, prioritizing things by how bad the issue is and how easy it is to fix it. Apologies if the issue you reported has not been fixed.

1.73 Custom game listing capacity improved. Other fixes
5 Feb 2026

Custom game listing
++ Custom game listing now supports a much greater number of games at once.
++ Multiplayer game name limit reduced from 80 to 64 characters for server listing purposes
++ In the demo the custom game list is no longer refreshed (once the demo receives the update).
++ Custom game list autorefreshing is paused after 180 seconds of idle time and shows a message. It will continue when any key is pressed or mouse is moved while the app has focus.
++ Recently started (the gray) games are no longer shown in the lobby list if the total number of open games exceeds 100

Other fixes
++ When "always select army" setting is enabled in the setting: don't jump the camera to the army when the army is selected.
++ Doubleclick on the sub-selection button at lower-right corner: jump camera there
++ Units that require "animals can use weapons" can no longer appear as random guards in circles.
++ Texture settings update
  ++ leader icons better when small
  ++ main menu background more sharp

1.71 Fixed: The always attack move setting is now turned off for everyone. (beta)
4 Feb 2026

1.70: hotfix: missing textures in unit editor (beta)

4 Feb 2026

1.69 UI Fixes. Achievements are more reliable. Gold-costing items now cost less. Other balance changes. (beta only)
4 Feb 2026

Steam achievements are now saved more reliably.

#Balance
++ fish weapon changed
    ++ fish weapon xp requirement increased from 17 to 70 to generally avoid levelups, because they fully heal.
    ++ cooldown changed from 0.6 + 0.2 to 1 + 0.8, making total DPS a lot slower. The goal is to lower damage output without making the damage below 1.
    ++ now has a -25% unit price discount. This makes fish more viable for a broader set of combos.
    ++ the flat food discount changed from -25 to -10 food to account for the overall price discount.
    As a result, Human + fish costs increased from 25 to 27.

Gold prices seemed too high overall
Total average gold available was:
    3.5k on 4x4 map
     5.8k on 5x5 map

++ vampire: cost reduced from 88 gold => 59
++ ghost: price changed from 160 food, 40 gold => 160 wood, 25 gold
++ horse ghost: price changed from 180 food, 20 gold => 180 wood, 20 gold
++ armor (item): price reduced from 20 gold => 11
++ attractor (weapon): price reduced from 600 wood, 200 gold => 400 wood, 30 gold
++ pole hammer: price reduced from 40 gold => 30
++ line heal: price reduced from 300 gold => 250
++ wizard: price reduced from 1500 gold => 1200
++ wizard: xp requirement increased by 50%. AOE burst gains xp very easily.
++ giant maul (weapon): price changed from 500 food, 300 gold => 600 food, 250 gold. Giant with giant maul now costs 1600 food, 250 gold.
++ freeze line: price reduced from 400 gold => 350 gold
++ heal: price reduced from 500 gold => 300 gold
    ++ HP bonus for the healer itself reduced from 50 => 40.
++ improved healing tech: prices changed from 800/1500/3000 wood => 1000/2500/5000. The upgrade is cumulative and scales extremely well with more healers.

++ catapult (weapon): price reduced from 500 gold => 350 gold. Total catapult price is now 500 wood, 350 gold
++ electric: price reduced from 600 gold => 550 gold
++ crossbow: price reduced from 150 wood, 100 gold => 120 wood, 100 gold
++ bandages: price reduced from 60 food => 45
++ boots of speed:
  ++ total unit price factor increased from 20% => 25%
  ++ food price reduced from 18 food => 1 food
++ Frogman price reduced from 180 to 135. Compared to humans it has a lot of hp and is slower. Scenarios when 1 frogman is better than 3 humans are not common, especially in early game. The 180 was a reaction to frogmen being overpowered at 90 food some updates ago.

#Leaders
++ Patric joining chance increased from 5% => 7%
++ Bob now has a resurrection mermaid on the roster.

Anaxyr:
++ Default roster now has:
  ++ axe thrower
  ++ poison-line
  ++ freeze tower
  The idea is to do line damage in different synergistic ways, using the medium-cost weapons which should theoretically synergize with his economic opportunities.
  You might have to reset roster to default or edit it manually if you have played as Anaxyr before this update.
++ Human axe man replaced with frog hammer man

#UI
++ in tooltips, if prices in total is negative, the word "Price" is highlighted in green (e.g. the fish weapon)
++ Player names were missing in the stock market view when playing multiplayer on the official servers.
++ Don't show server as a player in statistics > graphs
++ Red player name was too bright in texts
++ Stock market view is a bit more narrow now, making it easier to follow rows.
++ Fixed: game over screen buttons were horizontally misplaced on some screen resolutions.

#Visuals
++ Terrain texture settings updated.
++ Fixed: shields were sometimes entirely invisible in water.

1.66 Localization fixes, balance changes for more economy oriented alternatives
3 February 2026

Economic options more cost efficient
++ Water price reduced from 200 to 150
++ Storehouse xp requirement at level 1 reduced from 1000 to 780. Level 2 is 3x level 1.
++ Sawmill xp requirement at level 1 reduced from 1000 to 300. It gets xp very slowly compared to a storehouse because it accepts only wood.
++ Fixed: sawmill level 2 xp requirement is now 3x the level 1 requirement (it was the same as level 1 accidentally).
++ Fish (the buyable food source, not the weapon) price reduced from 120 wood to 100 wood

Economy technologies improved
++ Cheaper terrain changes tech: prices reduced on 3 levels from 150, 1000, 7000 to 100, 500, 2000 gold.
++ Gold harvesting tech: level 1 bonus increased from 20% to 30% (base gold harvesting rate is very low)
  ++ level 2+: bonus increased from 15% per level to 20%
++ Wood, food and gold harvesting: prices reduced on levels 2+
++ Wood harvesting techs don't require wood after level 1. Food harvesting techs don't require food after level 1.

Other balance changes
++ Resurrect weapon price reduced from 3000 food, 2500 wood to 1500 food, 1000 wood
++ Throwing axe: price reduced from 20 food, 280 wood => 20 food, 240 wood
++ Wiz the wizard: gold harvest bonus increased from +20% to +40%
++ Mermaid price reduced from 70 food => 60 food. They are really bad outside of water.

Fixes:
++ Chinese localization missed numerous texts.
++ Sawmill names were incorrect in some languages
++ (slightly improved) Selected thing stats last rows went behind the edge. They still do but they look slightly better now.

1.65 Chat B fix, Nethier nerf/changes (beta branch only for now)
3 Feb 2026
++ fixed: in chat: B opens book
++ Nethier: new circle bonus changed from:
  1 skeleton worker, 1 poison tower

to: 2 claw zombies

Selling the tower gave Nethier numerous poison line units, which made it impossible to use any non-undead early-game army against it in pvp.

1.63 Skeleton nerf, some new textures (beta branch only for now)
3 Feb 2026
++ skeleton price: 50 wood => 60 wood
++ fish sprites updated
++ Giant ghost move animation

1.62 Hotkey customization, fixes and UI improvements (beta branch for now)
2. February 2026

Hotkeys can now be customised and unit hotkeys can be set.
Settings > Controls > Hotkeys
During gameplay: menu > Hotkeys.

Selection fixes
++ Select all army: no longer selects things that are being carried by something, e.g rider on a horse. It now correctly only selects the horse.
++ The selection buttons and numbers at bottom-right were inaccurate. Numerous issues causing this have been fixed. There is at least one more known issue: if the rider + mount combination is undocumented in the book (e.g. wolf + healer) then it will only show the mount (not the rider) in the selected units list. It's technically possible to get around that by creating that new combo in the unit editor.

Visual
++ Giant human: walking animation is slightly slower visually (physical movement speed is the same).
++ Worker: the visual size of carrying resources increased. It was almost invisible, causing confusion.
  ++ amount-based scale ratio can not go below 1, meaning slow resources sources don't show a tiny icon when carried (gold, wood rubble).
  ++ scale of all carried resources is bigger

Circle badges (labels above circles)

++ Circle badges are 20% bigger
++ Circle badges no longer show the timer when the circle "wakes up". This reduces the amount of information on screen when zoomed out. Circles waking up is of no concern for regular gameplay and only matters for preventing certain high level exploits.
++ Circle badges no longer show "-" strength. If the circle is growing, it just shows "growing". If it's not growing it shows "?". This makes all undiscovered circles more uniform and easy to see relevant info.
++ Circle badge tooltip:
When discovered circle:
++ shows factionname
++ shows strength: strength number. Otherwise it would not be possible to know what that number is.

// When not discovered:
++ no longer shows "enemy strength: -" line
++ no longer shows "they will wake up in x seconds", because it's a super advanced concept and will not matter in almost any games, creating confusion.

Other UI
++ Select thing to build: clicking the button again no longer de-selects it. This caused confusion in new players as the blue highlight went on and off, making it look like something is happening when clicking over and over. So they kept pressing that for a long time before realizing nothing was happening. It's better to have it do just one thing instead of toggling between two things.
++ Unit editor: don't show the stats panel before selecting something. This reduces the amount of info when first opening the unit editor.

Monster hunts
++ Beatrix the Ballista:
++ 33% more damage
++ 3x more hp
++ Thalior windreaver: 1.5x hp

Other fixes:
++ Fixed: When the "Unit editor has everything" option was turned on, it was possible to add illegal things to your roster.
++ Sawmill name was not localized
++ Tutorial arrow to build a storehouse often did not appear.
++ Unit editor: remove carrying unit: didn't actually apply the removal.
++ Tutorial arrow to unit editor didn't appear often times.
++ The game intro screen was accidentally not paused. It's now paused in single player.

1.59 Demo matches 1.57 main app
28 jan 2026

CE2 1.57 Lower difficulties easier. The first boss is easier. New textures, sounds.
27 Jan 2026

Monster hunts
++ Samson the Smasher: hp and damage reduced by 33%
++ all monster hunt bosses: health regeneration bonus reduced from 0.3% per second to 0.1% second. It prevented high-hp bosses from being worn down and made them feel invincible.

Lower difficulties are now easier than before
++ make the circles with "growing" label grow based on the starting strength of that circle instead of the current strength. This means the growth is no longer exponential in time.

++ growing circles grow less often on lower difficulties:
  ++ easy: every 4 seconds => every 12 seconds
  ++ normal: 2 seconds => 4 seconds

++ first attack should happen later on easier difficulties
  ++ easy: 2 min => 7
  ++ normal: 2 min => 3

++ Strength rating of spawners has two components: their raw strength (hp + damage) and the strength estimate of the units they spawn. The latter was increased by 20%. Spawners are now slightly less numerous.

++ increased throwing axe (weapon) strength rating by 25%
++ all projectile-based units got +33% strength rating. The number of ranged enemies and spawners that create ranged enemies was too high.

++ Circle guards are stronger in circles that are far away. How much stronger they are depends on distance from the start circles. This growth is now less dramatic on lower difficulties. As you progress on the map, the enemy strength spikes less suddenly. The reason for connecting this with difficulty is that on lower difficulties, you can now play less optimally and still keep progressing. If this growth is very dramatic, it means you have to squeeze out every last resource and opportunity from every conquered circle.
  ++ easy: -60% distance-based enemy strength growth.
  ++ normal: -40%
  ++ hard: -25%
  ++ extreme: - 10%

++ Nightmare and impossible: same as before.

Other balance
++ zombie claw weapon: price reduced from 65 food to 55

Tutorial
++ tutorial tips are now slightly larger and less transparent.
++ don't show "ride an animal" hint for animals that are not neutral-hostile or player own animals

New art
++ wizard weapons level 2 - 4
++ worker level 2
++ healer level 2
++ wizard arrows
++ particles for projectiles of wizards, necro towers and giant wraiths.
++ projectile launch sounds:
  ++ necro tower
  ++ giant ice wraith
++ poison line: projectile launch sound is now more audible.

Fixes
++ circle guards sometimes had placeholder weapons that were not meant to spawn.

1.56 Demo matches 1.54 main app
22 jan 2026

1.54 UI improvements, hold position hotkey fix
22 jan 2026

++ Selections in the unit editor are more visible now.
++ Opening unit editor with Ctrl + E unintentionally applied the hold position command to selected units (its hotkey is E). The hold position hotkey now only works if Ctrl is not being held down.

The default branch and beta test now use the same servers..

1.51 (for beta) latest patch applies to the beta version now.

1.50 (default) Balance changes, fixes
21 January 2026

UI
++ Buyable things now show the most important stats before buying.
++ Tooltips in the unit editor now show missing resources in red.

Balance
++ Freeze line weapon strength rating increased. This makes ice wizards less common on weaker circles.
++ Freeze line and poison line weapons now grant extra hp to the unit using them. +15/55/135 at the 3 levels.
++ Freeze line and poison line weapons now require 50% more xp to level up.
++ Giant ice blast: strength rating increased by 50% (used by giant ice wraiths).
++ Wizard strength rating increased by 33%, making them less numerous as circle guards.

Fixes
++ Unit editor > armor and shield: did not show attack penalty.
++ Stats UI:: dragon damage is now shown correctly as fire, not poison.

++ No longer playing in testing server

1.47 19 January (demo only)
The latest patches apply to the demo now.

1.46 19 January: Fixed: old progress files locking content

Fixed an issue that caused Monster Hunt and some other elements in the game to be locked when you had played an older version of CE2.

1.42 19 Jan (demo only):

The fixes from 1.41 are now applied to the demo as well.

Other
++ throwing axe, sling and shield are slightly re-positioned in UI for visibility.

1.41 Fixes (in beta version)

The unit stays in the control group when leveling up.
Added a fix that prevents out of range errors with resource statistics.

1.40 17 January 2026. Visual fixes, balance changes

Visual
++ fixed: statistics > things (all history): some columns were misaligned vertically
++ Size of all weapons, horses and wolves has been adjusted to be more reasonable.
++ necromancy now uses healer look instead of wizard
++ necromancer weapon particles are now circles instead of stretched circles
++ show items at the unit icon, eg boots and bandages.
++ select armors/items in unit editor: they are now sorted in a predetermined way. This avoids creating duplicate units with the same items in different order.
++ selected thing name: show max 3 lines
++ hover selected thing portrait or name: shows full name
++ show mana regen per second in stats
++ checkmarks in checkboxes no longer have extra pixels

Fixes
++ Resurrection and necromancy mana regeneration was too high after casting it the first time, resulting in a free-of-charge cast in many cases.
++ unit editor: select carried unit: don't allow above level 1 (was never intended, allowing bypassing xp mechanics).

Balance
++ life insurance is 50% less if the unit had zombie rot while dying (risk group of dying, higher insurance premium).

++ Neutral wolves and ghost horses (rarely) can now spawn as findable animals, similar to horses and bears. Overall animal density should remain the same as before.
++ Wolf was too good when massed without a rider. Trying to keep it cheap-ish, not super beefy but with a decent attack.

++ knockback changed from 0 to -250 (slight pull in, simulating the idea of biting and pulling the target).
++ hp reduced from 75 to 70.
++ knockback resistance reduced from 80% to 35%. Not the "break through mass pikemen" unit that horses/bears aim to be.

++ dragon: knockback resistance 10% => 95% (that was a logic error, was always meant to be very high).
++ ghost horse:

++ now gives 100 max mana (necromancers, resurrection). This makes 1 mount useful for these spellcasters.
++ no longer gives resource harvest bonus (to avoid too numerous bonuses on one unit).

1.34 15 Jan 2026: Demo update to match 1.33

1.33 15 Jan 2026: fixes
++ 10% knockback resistance per after maximum level levelup.
++ Extra level xp requirement growth per level reduced from 25% to 12% per each level.
++ show level for the selected thing with a separate text under the portrait if level is above 1.

1.32 14 Jan 2026: after maximum level advancements, fixes

Many things can now gain levelups after their maximum level up to level 99. These extra levelups give per-level:

++ Increase strength rating estimate, by 12%. This is a rough estimate.
++ 3% increased attack speed (includes healers, necromancers but not work)
++ 10% worker profit (workers)
++ 20% harvestable resources (for trees, farms etc)

++ 10% resource dropoff profit (storehouse, saw-mill etc)
++ 20% damage
++ 50% hp. This is considering that gaining extra levels is hard and many units can die rather quickly.
++ become visually larger by: 10% + 5% per extra levelup. This is capped to 3x width and height.

++ Many resources now have a passive XP gain at maximum level to give them extra levelups after some time
  ++ trees that aren't dry
  ++ farms
  ++ all fish
  ++ cactuses
Berry bushes don't get extra levels because they work differently with berries growing back. It's not impossible to make them gain levels but at the moment they don't.

UI
++ Attack cooldown is now shown as 2 numbers: warmup + cooldown. This looks more complex but reflects actual mechanics much better. These numbers make a huge difference in battle, especially in melee fights. The first number is warm up: the time before attack happens (damage is done or projectile is created). A smaller number allows the unit to get the first hit in, often pushing the target far enough to avoid a retaliation. The second number shows how long the unit has to wait after an attack.

++ Filter text fields now select text upon selecting the input field. Unfortunately pressing Ctrl + F twice does not select the text twice as it's not supported by Unity LTS version as of now.

Unit behavior
++ Units that don't attack enemies directly (healers, necromancers etc) now try to stay back if they're not given direct order to move near the enemy or to focus on specific target things.
++ Melee area of effect (AOE) attackers should now be more effective and attack more frequently, for example giant maul and poison hand.
  ++ If the target is out of range and not a focus-fire-target, forget the target to acquire a new one really quickly.
  ++ Switch targets quicker to reduce idle time while surrounded by enemies
  ++ Cancel the attack less when the intended target moves out of range. Often there are other valid targets in splash range anyway

Balance

++ Giant ice ghost: price increased from 2500 food, 1700 gold to 3000 food and 1700 gold. They are very tanky with extra life and getting a large number of them would win the game in many situations.
++ Poison hand price reduced from 320 food, 40 wood => 270 food, 40 wood. It's very slow and the unit starts with zombie-rot debuff, making it very hard to make use of outside of defensive scenarios.
++ Zombie claw:
    ++ price reduced from 80 to 65 food. Zombie rot is a massive debuff.
    ++ damage increased from 8 to 10
    ++ attack now warms up faster, it attacks earlier, while overall attack cycle length is unchanged. Cooldown changed from 0.6 + 0.2 to 0.4 + 0.4.

++ Torch price increased from 60 wood to 90 wood (related to recent fire-damage buffs)
++ Pike damage reduced from 9 to 8
++ Giant: hp increased from 700 to 1000
++ Giant maul:
    ++ damage increased from 25 to 50. It's not supposed to be countered by mass swords.
    ++ xp requirement factor from 3x to 8x
    ++ building damage factor reduced from 3x to 1.5x
    ++ price increased from 300 food, 150 gold to 500 food, 300 gold

++ Samson boss damage increased by +50%
++ Dragon's resistance to knockback/getting downed increased from 50 to 90% on the 4 levels to:
    ++ 90% at level 1
    ++ 100% starting from level 2

++ horse hp factor at which it gets downed (and changes owner to neutral, if it's not a humanplayer's horse) changed from 30% to 10%. This makes spare horses less common and lower hp after winning a battle against cavalry.
++ wood rubble despawns after 5 minutes. This cleans the map from excessive wood rubble that can come from e.g. trap bodies. It should create a tradeoff where harvesting wood rubble is slower than harvesting trees but it's going to disappear.

Unit visuals
++ Added wizard level 2 armored and unarmored looks for all base bodies
++ Ice bow units now look like archers instead of wizards. In general, any single-target attacks that have either slow or poison now use the archer look instead of wizard look.
++ Giant ghost
++ Giant ice blast weapon
++ Build a new building: it now doesn't become immediately transparent when something is behind it as it looked a bit wrong, as if the building didn't properly appear first.

Circle guards
++ All random circle guards that slow enemies are now 50% less likely to spawn. There were a lot of ice-attacks.
++ Deadly desert: can no longer spawn with only necromancers as the main circle guard.

Fixes
++ Terrain tiles did not update visually when the terrain blending crossed the circle border. This was particularly visible when building a road between two circles.
++ Having the levelups after the max level also fixed an issue where some levelups had no effect.
++ Some things that shouldn't be able to gain XP no longer do.
++ Worker had an arbitrary "stats" text in its stats and didn't show what it's carrying.
++ Maximum HP cap is now much higher. It used to be out of integer range more easily.

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9 Jan 1.30 Fixes, visual changes

Balance
++ Pontus the Possessed: discount reduced from 30% to 25%

Visual
++ App loading has slightly updated logo
++ Game over screen now has the circle background image
++ Temple sprite updated in a way that doesn't make it look like it's not touching the ground properly.

Roster editor
++ has filter now (can search for "sword" and see only sword-related things)
++ ctrl + F to select filter input field
++ Roster editor had mounted units available, where the mount was ok but the rider was not available for that leader.

Fixes
++ Unit editor for mounted units: the rider selection had a similar issue as roster editor, allowing illogical selections.
++ In monster hunt, the huntable monster is now much less likely to be accidentally killed by neutrals.
++ A few missing localizations at the end of the game.

++ Box-select and circle-based selections now correctly handle mounted workers.
++ Level 3 humanoid units now use level 2 look as a placeholder. Before they used the level 1 look.

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7 Jan 2026 Progress file handling (1.27)

Unlocking progress is now preserved when the game is updated in a way that requires a new compatibility version for progress files (a bigger structural update).

If the progress file is not super old, it also preserves custom units and rosters.

When new things are added to the game and you have an old roster set up, the old roster now receives all the default units and buildings of the race. Otherwise it's hard to even know that something was added because your old custom roster doesn't include it. As a side effect also all the things you have removed from the default roster will get added back.

Other
++ fixed: 1x1 map crashed due to recent change in guardlayers
++ menu backgrounds changed for:
  ++ quit app
  ++ save
  ++ load
  ++ game over
++ logo updated slightly on the loading screen

---

5 Jan 1.25 bugfixes

++ Fixed the issue where very strong circles would only spawn as red plains (dragons and wizards). They now have more variety. This is achieved by a maximum cap on circle strength. The limit is calculated based on how many different biomes can fill that strength budget. Previously the circle strength could grow so high that only 1 biome was valid to spawn. In normal circumstances this limit is never reached. On the largest maps with 4 player co-op on Impossible difficulty this cap may become a limiting factor on last circles.

++ Added versions of most biomes which can spawn stronger guards (desert, snow, sunny forest, lakes).

++ new hotkey: when holding shift: speed up zoom

Bugfixes 1.24 (3 January)
3 jan 1.24 bugfixes

++ Experienced difficulty is unlocked by default now.
++ Dennis the Destroyer loot factor lowered from +500% to +400% to reduce probability of being overpowered in pvp.

Fixes
++ Start ranked game. Quit. Host a LAN game: the ranked game menu appeared.
++ Clicking on the "you are playing on testing server" in the lobby list view no longer opens the LAN menu.
++ The ranked game was in co-op mode if the blue player had previously played a co-op game.

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2. January 2026
1.23
This update is in the beta branch.

New economic building: sawmill
++ Sawmill works like a storehouse but can only accept wood. It provides: +50% profit and has 3 levels.
++ Workers auto-prioritize higher profit dropoff now (also applies if there are multiple storehouses in a circle).

Mounts give bonuses to workers
++ Mounts (horse etc) give different resource harvest bonuses to mounted workers.

Hotkeys and shortcuts
++ F1 and F2 now do quick-save-load
++ For selected unit during the game: click on any of the stats (hp, damage etc) to show the full unit profile in Book view.

You can now jump to the selected units:

++ double-tap a control group key (0 to 9)
++ double R: jump camera to all army

++ Select all army: don't select units that include a worker (e.g worker on horse).
Horse-workers were moved together with all the army before.

Settings
++ Vsync setting

Biomes
++ Enemy circles sometimes have walls now.
++ Circle guards are more likely to include units that are not basic small humanoids. This includes giants, animals and monsters of various kinds that existed before as well but were very unlikely to spawn as guards.
++ Circle guards now have a chance to spawn a very small number of strong units, for example 1 strong guard. This was previously not allowed.
++ Red plains biome army: lower dragon minimum count from 5 to 1

Other balance changes
++ All fire damage increased from 3x12 to 5x12 (dragons, torches etc).
++ All poison: damage changed from 1x16 to 2x11, making it more relevant to re-apply poison and overall making it more useful. Otherwise it took over 25 seconds of persistent poison to kill a worker.
++ Dragon rebalanced. It was fairly weak and its strength rating was very inflated.
    Weapon base damage from 8 to 35
    Hp at higher levels is now growing more smoothly.
    Armor increased from 0 to 8
    Xp requirement increased significantly on all levels
    Weapon strength rating multiplier reduced from 100% to 30%. Its strength was hugely inflated due to various cumulating bonuses: line, damage over time, splash, ranged.
    Attack cooldown hit-moment changed from 1000-1000 to 500-1500. This means the projectile comes out earlier.
++ Necro tower was quite weak against mass armored swordsmen even at level 3. It is meant to be one of the most menacing things you can face at high level:
    level 2: damage from 20 to 40
    level 3 damage from 40 to 160
++ Wizard weapon rating increased by 20% to have wizards in smaller numbers.
++ Torch price increased from 40 wood to 60 wood
++ Crossbow price reduced from 200 wood 100 gold to 150 wood, 100 gold
++ Wolf: gain 1 food per attack. Removed lifesteal.

Performance
++ Improved pathfinding to cause a bit smaller lag spike when the battle starts between two circles with large armies.
++ Flying labels of all sorts (+10 etc) now uses object pooling which reduces lag, especially in large battles.
++ Switching between button groups (for example from basic buildings to technologies) now causes less lag, especially if you have a lot of custom units.

New art
All humanoid melee units and archers got new level 2 visuals, making them much more distinguished.

Fixes
++ workers can now harvest targets that are in range but can't be moved to. This allows immobile workers to function if the resource and dropoff are both nearby.
++ capture new circle: if you had something selected for building (e.g. a new worker), the selection was lost.
++ giant weapons were not visible in UI.
++ selecting a leader and then loading a game where a different leader was played resulted in playing with the wrong roster (unit list).
++ weapon description in editor showed bonus damage % twice (building ,armor)
++ fish now path to the circle centre periodically to make them less likely to "float in air" near the edge of a lake.
++ repair hotkey overlapped with select all army hotkey. Repair changed to T.
++ resilience tech didn't preserve hp factor, only increased max hp.
++ load game: statistics were gone for current game
++ arrow splash damage went out of the circle, causing unintentional aggroing of enemy circles.
++ line attacks effect went out of circle which caused unintentional aggroing.
++ arrows that have hit the ground now hide when the circle becomes invisible.
++ ranged mounts (dragon) did not give authority to a melee rider (swordsman). This caused them to not move in melee range, making the melee rider unable to attack.
++ Don't spawn Blink Giants or any other units with placeholder items.
++ Circle guards move away from grids that have impassable tiles next to them to keep them away from edges (if circle has less than 20 units).
++ Fish monster no longer says "quiet" if owned by a human player and hovered over with mouse.
++ Levelling up after maximum level has been reached no longer shows large flying health labels.
++ game got stuck when tower levelled up while being carried by a cart and then the cart unloaded the tower (or died)
++ level up a tower on a cart: archer is in front of the tower visually

++ Quit game: there's now a timeout. If the surrendering does not happen within this time, the player quits without surrendering first. Otherwise they can end up stuck in the game, unable to surrender.
++ disallowed quick save-load outside of singleplayer

Visual
++ regenerating health no longer shows "+1" labels as it was easy to confuse these with "+wood" labels.
++ giant weapon visual position changed
++ Don't show base cooldown and knockback in selected unit stats
++ Health bars are now automatically vertically positioned, based on unit height.
++ Created the basis for having idle animations on some buildings and perhaps units. Sawmill has idle animation.

Hostile circles attack less in mid and late game
++ Reduced max attacks on medium attack-rate from 6 to 3 and intense from 10 to 5. Attack rates can be chosen in: New Game > Customize. The default is Medium.

Leaders
++ Barg: has wolf in the unit editor now.
++ Anaxyr now has access to vampires, in order to have at least 1 leader with both dragons and vampires, for mass-damage synergies.

Achievements
++ Changed damage achievement goal from 250 in a single hit to 400. This is because some mounts give damage bonuses.

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29 Dec (1.15) on Demo
Updated the demo to match the latest version.

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27 Dec 1.14

++ fixed: banks that belonged to other players counted towards the limit, preventing new banks from being built in co-op.

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22 December 2025. **Update 1.13**

Fixes:
++ Units can no longer be pushed into missing circles.
++ Fixed: FPS drop when unit was in an invalid location due to error logging.
++ Hotkey for Repair changed from R to T (overlapped with all army hotkey)

Multiplayer fixes:
++ When playing on official servers and the host player left, the game would sometimes go to desynchronization recovery and after that always freeze. The game should no longer freeze in that case.

++ Fixed an issue where if too many commands were given in a short amount of time, the game would freeze. This was more likely in case of low FPS and did not normally happen.

Visual
++ Level up particles now use circle instead of square.
++ Loading screen logo now has the shield version of the logo.

Balance
++ Giant ghost without any weapons can no longer spawn as a circle guard.

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13 October

Walls and gates can be repaired
Select a wall or gate and click Repair at top-left.

New settings
Some of the settings are intended for players who are very new to playing games with mouse and keyboard or want to have a more simplified experience.

Using the "select army at all times" an "left click moves troops" settings together makes it extremely easy to move your army around. But you can't do many things that require selecting anything other than your entire army, so it's not recommended for experienced players.

Controls:
- ++ select army at all times.
- ++ left click moves troops

Visual
- ++ show stats of selected things
- ++ show the number of workers collecting each resource type

Audio
++ master volume slider
++ Resource harvest sounds

UI
On-screen zoom buttons are added at the lower right corner for players who don't have a comfortable mouse scroll wheel.

Fixes
++ fixed: ui sounds played at full volume when ui sound was set to lower value but not near 0
++ Mounted boss's mount would convert to player and become undefeatable.

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7 October
Updating Unity engine version.

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2 Oct Update (Beta, demo): Fixes

Fixes
++ When a fast ranged unit is trying to shoot at a slower melee unit that retreats, the ranged unit jitters visually between movement and attack states. They now have a buffer which allows them to still shoot when the enemy has exited the range.
++ Fixed a pathfinding issue where units sometimes took a zig-zag path when crossing from one circle to another. This same issue sometimes caused units to get stuck between two circles.

UI
++ Placing walls now considers resource limitations
++ Placing an automatic gate within a row of walls now considers available grids more reasonably.
++ Allow resizing game window
++ Added UI scale options: 0.25.
++ Unit editor: fixed longer translations going over the edge in the title and buttons.

Beta 0.532, Demo 0.531: 30 September

Balance
++ Isaac: no longer has heal tech because it doesn't have healers
++ All Monster Hunt bosses have 50% more hp. The actual HP depends on difficulty.
++ The first boss has +50% on top of that, as it's a slow melee unit that can easily be killed with many different army compositions
++ Line attack width technology:
  ++ width bonus per level reduced from 0.25 to 0.2 on level 1 and 0.15 on following levels.
Price reduced:
  ++ level 1 from 700 wood and gold => 700 wood, 200 gold
  ++ level 2: 4k wood and gold => 2k wood, 700 gold
  ++ level 3: 10k => 3k
  ++ level 4: 40k => 7k
  ++ level 5: 100k => 15k

Map generation
++ coop and single-player start locations are always on the left side of the map now on smaller wide maps as well (used to be only on larger very wide maps)

Sounds
++ New hero selection sounds
++ Fade out music in the leader selection menu

UI
++ Unit editor save hotkeys:
  ++ Q: save and close
  ++ Ctrl + Q: save without close
  ++ play save sound
++ Alpha version badge restored in main game view
++ App icon updated

++ Loading screen background updated slightly
++ Unit stats panel backgrounds are better aligned

Fixes
++ f: when only 1 enemy circle is left, it attacked 50% less frequently than intended
++ f: when saving and loading game, the roster could end up including units that can't be built.

Visual
++ unit on a horse: moved it a bit lower

Beta: localization, fixes (29 Sept 2025, 0.523)

Localization added
Due to new things being added constantly, some of the texts are not localized. The localization will be complete by launch.

Visual
++ sprites for gold and baseline trees changed

UI
++ more ui scale options
++ Stats: xp row is now above speed, because in gameplay, speed can be learned but current xp is always unknown
++ Stats: speed now has an icon
++ Stats: melee damage icon color changed slightly to be visible on brown background

Fixes
++ Isaac: technology price discount applied in practice but did not show up in UI.
++ Eden: default roster had a poison tower without anyone in it. Resetting the roster to default or editing the roster manually is required for the change to take effect if you've played as Eden before.

Sounds
++ Select map size: sound pitch scales with map size
++ Difficulty selection sounds
++ Select monster hunt game mode: play paper sound
++ Enemy discover sound:
  ++ Boss
  ++ First hostile human player

Beta: Balance update, 0.521, 24 Sept
++ Frog price 90 => 180 food
++ Dennis: life insurance bonus decreased from 7x to 4x. (The bonus doesn't apply to unit base price but to the baseline life insurance amount, which is only a fraction of the price)
++ Pontus: discount on things increased from 20% to 30%
++ Frogman speed reduced from 33 to 27.

23 September 2025 update

New unit art
Based on a very large number of concerns and suggestions for unit art, we've decided to re-do it. We've tried to balance two competing goals: to allow custom units to still be created and to have them look more human-like and more similar to the old style. This has resulted in the new solution.

The challenge with creating the art for the unit editor is that the number of possible combinations exceeds thousand and we're hoping to add even more options. To make it manageable we initially created the tic-tac-blob style. The new style looks more human-like and has more visual variation. However not all combinations of a base body (human/elf/vampire etc) and a weapon have their own completely unique look. In order to make the task of drawing all of them more manageable, we grouped some units together. For example elf melee units is one group and vampire ranged single-target units is another. This allows them to look less similar while maintaining a reasonable limit on the amount of needed art work. We're hoping to increase the share of units that have a unique look in the future.

Custom mounted units
Put units on horses, bears and in towers in the unit editor.

New map sizes
New map sizes have different width and height. The demo now has 4x4 and 12x1 map sizes. The full version has many new variations.

Monster hunt
Has made a comeback.

Unit editor
- Boots of speed.

- Bandages
- Numerous new weapons have been added to the full version.

Hold position mechanics
Units can now gain bonuses while holding position. There are currently two available:
- Defend while holding position technology for melee units: after researching this, any melee units that hold position will gain bonus armor.
- Bandages: can be added to a unit in the unit editor. Holding position generates health.

Difficulties
Unfortunately for the more challenge-oriented demo fans, the demo no longer has Nightmare difficulty level available.

Much greater variation of circle guards
The circle guards are now more varied, including all sorts of combinations which did not spawn previously.

Improved performance
A large number of causes for lag have been fixed. It is still possible to slow down the game as the army size grows towards infinity but it should be notably better.

Localization upcoming
The localization efforts are ongoing! We hope to bring you localization to all languages listed on the Steam page very soon! Support has been added for characters in Simplified Chinese, Japanese and Korean, meaning they are visible in the leaderboards now.

Damage numbers
When units attack something you can now see a floating damage number. This can be disabled in settings > visuals > by changing the damage number scale to zero.

New visual settings
- Health bars can be turned on and off.
- Some taller things become transparent when something else is behind it. For example when a worker walks behind a tower, the tower becomes transparent. This behavior can be turned off now.

UI
We've removed a lot of things from the main UI to make it less cluttered. These changes are making it more close to the original Circle Empires 1, which felt more accessible.

Wolfram the Warrior
Wolfram now has a new building - School - which increases experience gaining rate in a limited radius. The fact that it's stationary and has a range should lead to interesting placement

tradeoffs. We've removed sand and road from Wolfram since making use of these is a bit advanced and not ideal for the first leader in the game. Wolfram the Warrior now has the Cheaper Terrain Changes upgrade, which makes it cheaper to convert land to Water. This could pave the way for more moats and agricultural optimization.

Barg the Barbarian
The bank-less barbarians can now use Enslave ability, which extracts gold from friendly units while damaging them. The starting desert is richer in resources to allow for a quicker start.

Nethier the Necromancer and Wiz the Wizard have been outlawed in the demo-lands and have taken up residence in the full version. Apologies to everyone who lost access to their favorite leader!

Countless bugfixes and balance changes
Yes

The old demo with old graphics
For the sake of history, the old graphics version of the demo will remain available in a beta branch. To access this go to your Steam Library > Circle Empires 2 Demo > Right click > Manage > Betas > Beta: Old unit Graphics.

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27 June: fixed unkillable units bug, sickle changed

++ Sickle 200% enemy armor effectiveness no longer multiplies the damage reduction. Instead it multiplies the number of armor points, which are then used to calculate the resistance. This calculation never reaches 100% resistance. This means that armored units take more damage from sickles. Otherwise any armor with at least 50% damage reduction took no damage from sickles because the resistance reached 100%. For example anyone with iron helmet level 3.

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26 June update

Creating new multiplayer games on the official servers is no longer available in the demo for the time being. This is subject to change in the future.

It's possible to play on LAN. With extra technical effort the LAN function can be used to host the game on your own device. But this is not officially supported. To do that, one of the players

would create a game in LAN and the other player joins them using the host player's IP address. The game uses port 7777 UDP and TCP. These ports probably have to be port-forwarded by the hosting player.

---

20 June large technical update to custom units
++ Reworked how custom units work under the hood. This should fix desynchronization issue at start of multiplayer game. The technical change is rather large, if you experience any strange issues please let us know.

++ Horse native weapon's damage at level 2 and 3 is reduced from 10/20 to 8/16

---

13 June morning update
++ Giant Human price changed from 300 food to 1000 food
++ Giant's Maul price changed from 1000 food, 150 gold to 300 food, 150 gold
=> Total price of Maul Giant remains the same, 1300 food, 150 gold

++ Pressing space in password and lobby name no longer submits the form

---

12 June update B
Improved error reporting to help finding cause for multiplayer start game issues.

12 June miniupdate:
Improved error reporting to help finding cause for multiplayer start game issues.

---

11 June update: fixes

Balance
++ storehouse price reduced slightly from 800 to 600 so it's an interesting decision to add more storehouses or not. Could be sometimes profitable or in the long run.

Balance considerations that were not changed
A nerf to wizard's weapon was considered but there are tier 1 non-gold units that can reliably defeat equal resources worth of wizards even in water. Due to that the Wizard's weapon remains unchanged.

Fixed
++ Added further error details to help fixing the issue with multiplayer games ending short after it starts sometimes.
++ Some things were on top of each other in terms of sorting
++ start game: dont show "already starting"

UI
++ Bank no longer uses the build tool that walls use
++ enabled some extra characters in the chat

---

10 June Update: **fixes**

++ Fixed a problem that caused multiplayer games to stop working as soon as the game started sometimes.

++ Fixed: looting upgrade did not apply

++ Fish can no longer collide with things. This may cause weird stacks of fish to appear for now but at last they no longer block armies from moving.
++ Fish wander randomly to not be completely static. Less if the circle population is bigger
++ Fish move randomly when harvested to look more natural and to make fishing more different from stand-still sources of food

++ Patch notes link in the main menu refers to correct document now

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6 June E and F: fixes

6 June update D

Achievements
++ Win with a leader

++ Win on difficulty

Fixed one issue that increased network latency.

---

6 June update C: fixes, balance changes, UI improvements

UI
++ new mp game: enter and esc would work
++ add and remove units from roster: resize the grid to book size
++ disable line build tool for storehouse as it was possible to accidentally bankrupt yourself at game start with 2 storehouses

Balance
++ higher level buildings have increased prices so they sell for more than low level ones. By 2x (unless otherwise defined elsewhere)
  + storehouse
  ++ tower
  ++ freeze tower
  ++ poison tower
  ++ bank

Fixed one cause of the desynchronization issue at game start. The issue happened when the last player in the multiplayer game had a draft unit in the editor open while everyone else left. Then any new multiplayer game desynchronized at game start until that player restarted the app. This is now fixed.

---

6 June update B: fixes
++ Ask password:
  ++ enter sends
  ++ esc cancels
  ++ dont clear inputfield, same password likely if replay same person

++ Fixes related to joining a multiplayer game after the original host has left.

---

6 June update

Balance

++ sickle

- ++ knockback changed +1000 to -1000, pulling them closer
- ++ damage reduced from 15 to 11 because pull-in increases burst damage, assuming the enemy doesn't kill you first
- ++ price increased from 70 to 75

++ poison hand

- ++ hp bonus reduced from 120 to 75 to make it less of an exception among mid-tier melee weapons
- ++ price reduced from 400 food, 100 wood to 320 food, 40 wood
- ++ starts with zombie rot effect

++ electric weapon damage reduced from 20 to 18. Higher levels adjusted accordingly

++ throwing axe price reduced from 50 food, 300 wood to 25 food, 300 wood. The overall cost seemed a bit high but having high wood cost is part of their identity as an early area of effect weapon.

Fixes

++ fixed: unit stats did not show the attack speed reduction from wearing a shield or helmet in the book

++ don't show harvesting bonuses, eg "+20 gold harvesting" for units that are not workers

++ dont show knockback on weapons that dont apply it (friendly spells, necromancy etc)

---

5 June update B

++ non-humanplayer mounts used to become neutral friendly whenever they are downed. This now only happens if their hp is below 50%, otherwise it was too easy to steal bears and horses with 1 hit of a club or sling.

- This also means that the mount you get is now on average lower hp. No free near-full hp bears. The problem was really that it's unintuitive and feels exploity.

++ fixed: match intro was not shown in single player

---

5 June update

Balance

++ spawner strength ratings are increased slightly to have less of them in circles.
++ necromancy weapon price reduced from 3050 food, 4000 wood => 3000 food, 2500 wood
++ ice bow price changed from 350 wood => 300 wood, 4 gold
++ wizard weapon price reduced from 4k gold to 3k
++ laser price changed from 5k gold to 2500 gold, 2500 wood
++ dragon (the body) price changed from 2k food and wood to 1.5k food and wood
++ dragon fire weapon price changed from 4k food and wood to 3k food and wood
  // total dragon price from 6k food and wood to 4.5k food and wood
++ catapult weapon price reduced from 700 gold to 500 (catapult body costs 700 wood)
++ multiple arrow launcher weapon price reduced from 1300 wood to 700 wood. Total body + weapon = 700 + 700 = 1400, down from 1800

++ wall and gate upgrade prices reduced:
  level 2
    ++ wall from 200 wood to 130
    ++ gate from 300 wood to 160
  level 3
    ++ wall from 1000 wood to 500
    ++ gate from 1000 wood to 550

It now costs 300 to build a 3-section wall to block connection. 420 to upgrade its hp by 3x to level 2.

UI
++ Multiplayer games now have a custom name and can have a password.

Server
Server tick rate increased from 60 to 100 which may improve ping in some cases
In multiplayer lobby the framerate cap is now higher which improves visible ping during game setup (no changes in gameplay from that)

New art
++ wood rubble (to be more visible on dark forest)
++ gate level 2 and 3

Fixes
++ fixed: ambient volume started at 0
++ fixed: ambient sounds don't play even with volume above 0
++ adjusted default sound volume settings
++ empty stats panel now looks more presentable
++ fixed: polehammer as weapon icon was too big

Other
++ show choose region menu only when going to multiplayer, not when app starts

++ some hotkeys now work in ingame menu: B (book), ctrl + alt + S (statistics)

---

4 June update: circle spread between teammates, fixes

Circle owner changing rules
++ The circle will not change owners until all other teams have fought it out and only one team remains in the circle.
++ Players from that team that have any circle-owning things in the circle are then listed as candidates.
++ Circle-owning thing is anything that has all of the below:
    ++ can be attacked
    ++ is not auto-converted to circle owner (e.g wall)
    ++ is not "non-auto-attackable" (e.g explosives and powerups that naturally spawn)

++ The new player is the player with the lowest number of circles among the candidates.
++ In case of a draw, the player is randomly selected.

Balance
++ wood rubble resources per trip increased from 4 to 6, which makes it worse than trees but less detrimental. This also increases the overall wood rate in game slightly

Fixes
++ fixed: barg desert can get no water, leading to really bad start
++ Units were sometimes unable to move if the target was close to circle edge (due to a bug in unit formations)
++ In multiplayer only, units were sometimes unable to move right after being created. They were selectable but the move orders didn't apply. Now all units that have become selectable should be able to also move under normal circumstances.
++ units move to not overlap other things now less frequently in case the circle has many things in it
++ book: the content is refreshed in steps to reduce lag spike
++ Music now has "load on background" enabled, which should reduce lagspike when new music starts and load them in separate thread

++ Fixed numerous scaling issues with units in the UI

---

1 Jun update 2

Mirror map is now available again.
++ The map is mirrored vertically and then flipped horizontally.

Resources from killing units
++ Baseline loot and life insurance increased by 12.5x (1250%). Previously it was 1 for almost all units.For context, there's a 50% chance that the killed unit gives resources to the killer. If the target is a building or a "very strong" unit then the chance is 100%.
++ Barg looting tech bonus increased from +25% to +50% on all levels
Note that looted resource totals can be seen in Menu > Statistics > Resources > Kills

Spawners
++ Fixed a bug that caused spawners to be extremely rare
++ Barracks and other spawners' ranged damage is reduced from 10 to 5. Higher levels adjusted accordingly.

Biomes
++ reduced relative frequency of desert and goblin desert from 750 to 500
++ increased frequency of dark forest from 666 to 800, which should increase availability of wood slightly

Other Balance
++ Nethier the Necromancer now gets +1 skelly worker per circle (including the first circle)
++ Ghost price reduced from 200 food 40 gold => 160 food, 40 gold

Other fixes
++ fixed: host can change settings after game start countdown has started
++ fixed: can see arrow particles through fog (eg. heal, poison line)

Debug commands
++ Damage selected: this now applies to local players, meaning the killed units show up in loot statistics. Useful for testing loot amounts.

---

1 Jun update:
#Ranged units can still poke and run very easily both against neutrals and in pvp. To remedy that, a new #generalGuideline is established: ranged unit speed should be lower than melee units speed.

The baseline speed nerf is -12.

Baseline speed reduction applies to weapons that satisfy all of the below:

- ranged
- range is greater than 2x melee range (> 2)
- used by humanoids
- available in unit editor
- offensive weapon (eg heal is excluded)

30 May update. 0.426

Balance

++ exploding buildings damage drastically on all levels. It's now 15/22/33 with a splash radius of 2/3/4. Before it was very strong.

++ Level 1 price from 1000 food to 1500 food

++ coop strength was too high. The strength is multiplied by number of players but the dedicated server host was counted among players, leading to +50% strength in a 2 player co-op game and less with more players.

++ wiz the wizard has +20% gold harvest bonus

++ tower lake less common

++ small explosive's damage from 300 to 35 (decreases with distance from centre)

++ large explosive damage is now 3x the small explosive's damage

++ large explosive hp is now 3x (for greater dramatic effect)

++ cactus food per trip increased from 10 to 15 because sand also slows down, leading to extremely slow harvesting

++ storehouse price from 1000 to 800

++ storehouse hp from 500 to 750

Viewing units in book

++ Rightclick on a buyable thing to see it's more detailed view in the Book

++ Click on selected unit portrait at lower-left to see its details in Book

UI

++ Fixed numerous issues with unit stats showing (some remain)

++ "MP will be disabled in X days" in demo

++ carrying resource: show 3 comma places, reflecting the underlying mechanic of 1000x integer values

++ hidden transports (cave) will show "# noises" or "quiet" based on how many units are inside

++ attack notification creation rect is now bigger and scales with zoom. This means more attack notifications near edges of the screen.

++ victory popup renamed to: Stay In this game / Finish game

++ book reset filter button X
++ show selected unit damage with comma places (up to 0.001)
++ technology tooltips now use same way of displaying stats as other views

Fixes
++ tooltip with stats: hide if the button is no longer visible
++ Human with fist can now be recruited
++ carrying resources now works with fractional amounts again (broken with the fix that prevented the exploit of clicking many times on resources). It now only adds the new amount if carried amount is below 1
++ stats: no longer shows "xp required" duplicate info
++ Fixed numerous tech tooltips not showing correct info.

Other
++ line heal visual adjusted to look less like attack and made it bit wider visually (effect is unchanged)
++ removed shadow from standing props in snow
++ weapon: large explosive is now level 2 of small explosive (technical only)
++ Tutorial tip updated to: drag a box around units with mouse -select multiple units
++ show hint arrow at Unit Editor button if no custom units designed
    ++ or is playing a race that is not unlocked by default and a few minutes has passed since game start
++ mount animal tip
++ book filter now finds more results

Recent multiplayer games list, region choice, balance changes, new leader art, terrain art adjustments
28 May. 0.425

Balance
++ tower lake maximum tower count is now much lower. This also means they can't spawn in super high strength circles any more (because they can't fill the strength budget requirements).
++ training dummy hp doubled from 50 to 150

Other
++ Lobby list instantly refreshes when opened
++ can choose multiplayer region now
++ leader portraits
++ new terrain art
++ daily challenge has unlock criteria again: win 4x4

++ Recently started multiplayer games are now listed in lobby list

---

27 May big balance and fixes update. Also the game is now in Demo mode.

Statistics
++ show income sources in statistics view (harvesting, looting etc)

Barg the barbarian
++ Barg global damage bonus increased from +15% to +20% to affect more clearly anything that has at least 5 damage
++ barbarian start desert is better now:
    ++ cactus count increased from 4-5 to 7-8
    ++ small water spots are less random and should now always be present. Previously there was a chance to not have a single water spot which resulted in all trees instantly dying and losing vast amount of wood

Damage over time no longer downs units
++ eg. poison, burning can no longer down units

Horse
++ horse hoof attack cycle length increased by 50% and removed the quick warmup, which allowed it to often kick before anyone else was able to react. This should make them weaker as a stand-alone unit and more of a mount role
++ removed horse -50% damage reduction to buildings for simplicity
++ horse cost lowered from 200 food, 20 gold to 150 food, 10 gold
++ horse level 2 hp reduced from 300 to 250. Level 3 from 600 to 500

Horse ghost
++ undeads have horse ghost in unit editor now
++ horse ghost price changed from 150 food to 180 food, 20 gold
++ horse ghost is now undead

Claw (zombie weapon)
++ Claw (zombie weapon) price decreased from 110 to 80
++ Claw now gives "zombie rot" effect on everyone. Previously you could add claw to a non-human unit and they didn't get the debuff.

Sickle
++ Sickle damage increased from 10 to 15 to separate it more from the sword (8 dam)
++ Sickle armor applicability increased to 200%. Meaning that a 10% damage reduction will reduce sickle damage by 20%. Also -10% damage reduction will become -20%, meaning vulnerable units are extra vulnerable to sickles

Other balance
++ lifesteal no longer works on undead
++ baseline xp requirement of weapons to level up is doubled. This affects mostly units who didn't have an increased xp requirement before already.
++ giant maul xp requirement 2x
++ Sword requires +50% xp and damage at level 2 and 3 increased from 20/30 to 16/32
++ freeze line weapon (used in freeze tower) damage at levels is now 1,2,4, down from 1, 6, 12
++ storehouse hp 250 => 500
++ wall hp 300 => 400
++ gate hp 250 => 350
++ electric weapon damage from 15 => 20

Demo limits
++ block 1x1 size and 6x6 size
++ block Impossible difficulty
++ block "ignore race limits in unit editor"
++ new races added to UI but not accessible
++ new game mode added to UI but not accessible
++ hide seed input in demo

UI
++ after sell, refresh build buttons
++ when thing is destroyed, refresh selection to not include that thing
++ fixed: chat messages disappeared in lobby after a while
++ lobby chat can now be read when opening chat during game
++ quit app screen updated
++ hide co-op checkbox in single player
++ "equal resources" input value was lost when typing something into filter field
++ weapon "armor applicability" UI updated
++ controls tip added: ctrl + click to build multiple (10 at a time for now)

Fixes
++ fixed: death sounds through fog

++ fixed: can see dropped weapons through fog
++ fixed: can hear mount sound through fog
++ fixed: mount/unmount selection visual glitches
++ fixed: levelup: selection visual glitch
++ fixed: see projectile particles through fog
++ possibly fixed: ShowSelectionCircle nulls
++ thingvisual is no longer updated if matchIsOngoing is false
++ fixed: pvp rating only increases
++ Buildings and dummies are now immune to claw "raise zombie" ability
++ Fixed selection visuals with:
    ++ claw kill zombie raising
    ++ load selected unit, select mount
    ++ necromancy target
++ Necromancy works now
++ book doesn't contain custom tps (now contains the ones created before the new game was started. Restart or save-load the game to get the latest ones in the book).

Other
++ horse ghost has now horse death sound (was human)
++ daily challenge is locked behind "win any game"

0.416
Balance
++ bow:
    ++ xp requirement increased to 250% of before
    ++ damage reduced from 5 to 4
++ shield ranged damage protection increased from 50% to 60%
++ ice bow damage decreased from 6 to 5
++ poison and freeze towers have same range as archers now
++ sword damage increased from 5 to 8
++ pike damage increased from 8 to 9
++ club damage reduced from 4 to 3. (knockdown is great)
++ Helmet hp bonus increased from 25 to 40

Other
++ fixed: see enemy projectiles through fog
++ play sounds

++ receive chat
++ player joined lobby
++ starting game countdown started
++ fixed an issue that caused creating new lobby to not happen after having just quitted a lobby

0.415 Update 23 May

++ changing game speed is no longer allowed in multiplayer
++ when a worker targets a new resource, previous resource in hand is deleted. This is not ideal but prevents major exploits:
* switching worker targets allowed converting resource types (eg. from food to gold)
* clicking target multiple times allowed collecting a very large amount of resources

++ When the game desyncronizes at the beginning, it tries to recover a few times and automatically quits after a few attempts if it doesn't succeed in recovering.
++ show start menu: re-download scores
++ multiplayer: non-host players can now see the selected values even if they're locked. For example a locked map size is shown if it's the selected size.

0.414 update (22 May)

Pvp ratings
++ Players now have ELO-like ratings that change based on winning and losing against other players. The formula is the same as in Circle Empires Rivals. Ratings start at 1200.
++ In team games the average rating and number of players are considered.

++ Top rated PVP players are visible in the main menu
++ Pvp ratings are shown next to player names when setting up a new multiplayer game.

Kicking
++ host can kick players in lobby

Servers
Increased the number of game sessions per server instance from 4 to 8 for performance testing. This allows more game sessions to be created before the server upscaling limit is reached.

Fixes
++ non-host players can no longer try to change game settings in lobby
++ Daily challenge leaderboards now work again

21 May
++ trap body price 30 wood => 40
++ horse xp requirement increased by 50%
++ Sunny Forest has normal trees, not dried

++ uus server
++ server not creating game: alias not updated
++ disable random roster setting for now in mp
++ uus build
++ quitgame: if net.currentGameHasDesynced = true: quitgame immediately
++ no ping yet text
++ Real MP test, coop, pvp: both worked nicely 3x3 and 4x4
++ menus_game_started

++ Dont allow starting on too small map as it causes cascading errors
++ Coop: multiply guard strength by number of humanplayers
-- (not easy to detect valid and invalid situations considering lag) don't play sell sound if nothing selected (local or netselected)

#Desync recovery
++ (already sort of works) Save-load
++ ctrl + D hotkey in editor and debugmode to send file
++ send file
// apply file
++ fixed: ResetBeforeNewGame gets rid of playernets imo unwantedly.
	++ it now has bool resetNetworkAsWell, which otherwise was always true (if we need to recover)
	++ resetnetgame refactored to bool
//get first save-load in 1p lan to work
++ localonly.localplayer is wrong after load (was monsters or sth)
	// Claiming localplayer: 0 Monsters with pd.playernetid: 1 net.myplayernet: pn_1
	++ changed this: if (p != null && data.playerNetId == p.playerNet.netid)//
++ fixed: pn.RestorePlayerNetReadinessAfterLoadOrRestart();localp.hasGameState is 0
=> works 1p lan
++ test 2p lan
++ force recover to debug menu
++ test 2p with desync, not force recover
++ 4p: works client and host

#applying content packs with recover

++ removed SetRosterToPlayerDeprecated because it didnt do anything anyway, it had 0 code, only commented out part

++ fixed: 1p lan, add custom unit to roster, recover: unit gone from roster, exists in unit list choices

++ remember selectedroster, apply it after load (all during desync recovery apply)

++ fixed: 2p lan: host created custom tp, then caused debug recovery: desync: tps available

Log apply content packs

Log content pack checksum

// I think host has it in their localcontentpack which persist, while otherplayer has it in their player.contentpack

// see debuginfo

=> looks like it

-- try: add to client roster, does it fix: no

//solution: save new contentpackdata to playersetupdata before sending over the save file. As if it was a new lobby setup

++ CreateGameSettings: when game is already started, it's not the selected setup values.contentpackdata but CreateData from current contentpackRead of that player (with playernet)

test 2p

=> desy. See below:

++ if (localOnly.IsLocalPlayer(p))

++ cp = localOnly.localContentPack; // This is localCP because local player adds their CPs to localCP, not player.CP. This means that localCP has more stuff than playerCP

// The CPs are not really synced between players. They only include all the TPs when going over all CPs. But the TPs are not in same CPs for each client

// One client may have a TP in localCP (because they created it) and other clienth as it in thatPlayer.contentPack.

// If local player creates gameSetting (e.g during desync recovery save-load) then local player needs to use their localCP, not their player.CP, which is empty (if Im correct).

++ 4p test: works, created new tps, they were synce,d spawned them, all good

++ enable randomized rosters

++ 4p works

++ spawned the different tps, forced desync, it worked after desync recovery

++ created custom tps on client, spawned them, forced desync on host, game continued

#server (only if desync recovery works without server)
-- (not using constructort) file ContentPackData
-- sendfile on pn
++ pn.handler functions at awake
++ networktransmitter on pn prefab
++ 1p server: psmt works, aint dediserver contentpoacknull error aga see suva
++ test local with 2p on local server
++ fleet update
++ polehammer requires +50% xp
++ menus_open_matches
=> MP milestone

++ load game from main menu (to speedup dev mostly)
	++ if (general.matchIsOnGoing == false)
	++ general.StartSinglePlayerGameSetupAndGame();
++ menutest: load quicksave
++ load: restore local selection from netselected
++ don't allow changing between angled and nonagnled move more often than every 0.2s
++ server has been defeated message wouldn't show
++ fixed: play daily challenge, go to MP: your roster is daily challenge roster (at least if same leader, eg. barg)
	it's because gamemode=daily, reset GM
	++ general.MakeSureSelectedSettingsAreValidInMP();
	-- roster remained invalid once, then stopped reproing
	// didnt repro even if delete metarun file
++ (already) client build number must match to join this lobby
	++ add localized texts

#Copy pvp ranking from CER
++ create pvp leaderboard
++ reward pvp rating at win-lose
	++ test
	++ test buttons
	++ win: test ingame if it gets called
	++ lose
	++ restore: pvp rating apply only if mp
	++ win and lose work in lan
	++ test if doesnt in sp
	++ don't count dediserver

++ don't declare soft win if not singleplayer and not coop
	++ test sp, mp

++ no soft win if circle count 3 or less
    ++ show "not applicable"
++ show ratings next to pn in lobby

- Lot of technical developments regarding multiplayer happened here -

23 March
++ Fixed: Nazier can't see any ranged units that are created in unit editor
++ fixed: neutral (green) units, for example horses, prevented capturing the circle
++ "circle size" renamed to "circle tiles" in match details
++ The lag spike from having lot of non-colliding units (for example ghost horses with ghosts) may be reduced now.

21 March B
++ auto-create new progress file
++ Progress files option added to start menu
++ leader is no longer reset to Wolfram in daily challenge

21 March

There are now 4 leaders

Balance
++ elf price from 150 food to 130
++ start resources randomization reduced from +- 25% to 20%
++ baseline average start resources changed from 1000 food, 550 wood to 850 food, 450 wood to account for various race bonuses that will be on top of this, making the start easier.
++ replaced default unit "pike armor 1" with "pike", making it possible to use these from the get go without gold
++ fish weapon price changed from 5 food to -5 food
++ maul giant rebalanced and available for Barg
++ necromancy mana cost per strength of target increased by 2.5x
++ necromancy xp requirement for levelup increased by 4x
++ bear xp requirement is now 2x
++ freeze line damage reduced from 3 to 1
++ electric weapon rebalanced (cheaper, weaker)
++ elf hp factor where they get downed from damage changed from 70% to 15% (meaning they don't get downed as early but this also means they are more likely to die in a way

Other
++ Hide circle badge for 5 seconds when clicked on

++ When neutral units decide to not attack you, instead saying a direction (north, east etc) they say "retreat". Lot of people did not understand what they were doing.
++ fixed: healer hat and line healer hat were affected by water shader
++ unit editor: choose body: play random death sound of that
++ frogman death sounds
++ 3 new tracks for ingame music
++ fixed: "alpha version" text was misplaced on screens that weren't 1920x1200
++ restart: seed is randomized
++ undead death sounds to skeletons

17 March

Collisions
Collision size can be adjusted now in full conquest mode (this setting may be removed later, it's for testing mostly)
Collisions can be disabled by setting collision size to zero

Balance
++ Storehouse placement RNG is now a property of circle and does not change as much. Previously the placement dependendent on the global rng, meaning that any tiny change caused it to be in different location. This encouraged restarting or reloading the game to get good storehouse placement. If the terrain and walkability blocking things are the same, the storehouse always spawns in same place for a given circle on specific seed. If there are any change in terrain or things that block walkability (eg a neutral building dies) then the placement may still change.
++ fixed: first hit on a unit was instantly recovered by accumulated health regeneration, resulting in reduced damage from first hit (often none)
++ fixed: when 3 or more sides fight in one circle, the circle owner now remains the original owner until only 1 side's units remain in that circle.

Other
++ fixed: after loading, unit doesn't show damage in health bar or stats
++ save game has a default file name now which contains map size etc.
++ fixed: units get stuck between 2 circles (when they move diagonally over the circle border to an adjacent grid and target a specific area in that grid)

15 March B

non-daily challenge game modes no longer post a score

15 March

Balance
++ workers no longer collide with things (like ghosts). This property comes from Worker weapon.
++ trees, dry trees, cactuses and fish no longer spawn new ones to reduce the benefits of waiting. There are still plenty of reasons to set up a waiting position and then delay the game but the exponential natural growth is no longer one of them.
++ slightly increased the amount of trees in dark forest and snow
++ berry bush: max count to spawn in circle is 8 now
++ vampire hp 120 => 100. Price 50 gold => 80 gold
++ trap body hp 10 => 25
++ trap body now has a 25% discount for all equipment (including the trap body itself for technical reasons)
++ trap body base price increased to account for the discount, final price should be around 30 wood still
++ wall and gate: price changed from 100 and 150 to 90 and 120 wood
++ dragon fire is no longer available for units that don't natively have it (dragons)

Other
++ daily challenge leaderboard now shows "-" for players who have lost/quitted and haven't won yet
++ sell order tooltip now shows the sell price factor (25%)
++ fixed: technology price text was below the fade, making it hard to read when not enough resources
++ fixed numerous small issues
++ changed the way things are deleted technically. This shouldn't change anything but if you see new strange behavior, please report it to the authorities.

13 March

++ Random roster option in full conquest

Daily challenge
++ uses random roster
++ reduced difficulty from extreme to hard
++ quitting daily challenge: registers score 0

Balance
++ vampire price from 35 to 50 gold
++ pole axe:

++ xp requirement increased from 12 to 37 (it gets kills easily)
++ price decreased from 100 food, 150 wood to 100 food, 75 wood (to be overall better and to compete less with ranged weapons for wood)
++ sling price reduced from 50 food, 200 wood to 50 food, 160 wood
++ throwing axe price reduced from 100 food, 350 wood to 50 food, 300 wood
++ stone thrower price reduced from 250 wood to 200 wood
++ frogman hp increased from 45 to 60
++ club price increased from 25 to 30

++ fixed: fish no longer jump out of water in invisible circles

12 March B
++ fixed: doesnt record win in daily challenge mode
++ fixed: did not show other players' scores in main menu
++ stop timer after game won

Balance
++ electric weapon price reduced from 2.5k gold to 1.5k gold
++ skeleton price increased from 40 wood to 50 wood

12 March

Daily challenges
First prototype of new game mode, where you play with a fixed settings and seed to complete the map as quickly as possible. Your quickest time is recorded in a Steam leaderboard which is visible in main menu. You can try multiple times.
In this early version, the challenge does not change every day yet.

Balance changes
++ vampire price increased from 25 gold to 35
++ ghost price increased from 200 food, 30 gold to 200 food, 40 gold
++ swamp baseline blueberry bush count changed from 2 - 3 to 2
++ club xp requirement doubled. Even if no next level is available, the unit fully heals upon levelup, which resulted in club units constantly fully healing.

Other
++ Cursors
++ Attack move and auto-attack move description more clear
++ Added a tutorial task about moving without attacking (ctrl + right click)
++ seed field in Full Conquest setup
++ fixed: statistics after game: current game length is 0
++ app icon update

++ send feedback: don't reset email field
++ uniform game settings info in:
    ++ pause menu
    ++ game over menu
    ++ statistics view
++ game over menu no longer shows number of attacks info as it's not as important there
++ "Circle lost" statistic now shows "now circles were lost" if none lost

8 March: Quick initial adjustments to some of the most overpowered things
Balance
++ water plant growth bonus reduced from +50% per tile to +25% per tile
++ berry bush price increased from 500 to 800 wood
++ sand price increased from 400 wood to 1000 wood (this allowed creating efficient farming plots in natural bodies of water)
++ added price to weapons that were unintentionally for free: dragon fire, multiple arrow launcher
++ multiple arrow launcher damage per arrow is now same as for bow
++ The wood pile that trap body drops when killed has now 12 wood, down from 50.

UI
++ fixed: multiple arrow launcher is missing a sprite in ui

7 March
++ Fixed numerous possible causes for crashes

Alpha playtest 7 March 2025 —---

4 March
++ fixed: Can't select things when attack move was enabled and last selected unit died,
++ fixed: undeads and other immnune to poison things were not immune to poison
++ Added feedback form for playtest at Quit App menu

28 Feb
++ fixed: tooltips are mislocated vertically in windowed mode
++ ui scale setting like in CER
++ Patch notes link in main menu
++ Number next to resource: needs tooltip (extended resource tooltip)

++ fixed: Place water in build: no highlight appears for nearby berry bush/tree

++ fixed: can't left click things unless they belong to you

#Debug mode commands orders to work again
++ add resources
++ remove resources
++ damage selected
++ levelup selected

26 Feb
++ Improved performance when walkability changes anywhere on the map
++ Icons fix in unit editor

25 Feb
++ Disabled multiplayer for now
++ hide MP settings from SP view
++ new textures
++ New face expressions for all bodytypes that are new
++ App icon update
++ Hide race selection as races need to be reconsidered with the unit editor

++ Added discord server link
++ Send Feedback option is now ingame in top-right corner

24 Feb
++ tower lake biome: reduced total max number of towers
++ catapult level 2 damage is now 2x level 1 damage (60), was flat 160
++ catapult building damage factor increased from 2x to 3x to at least partially counteract the "-50% damage from projectiles" that buildings got recently

++ fixed: catapult doesnt gain xp when attacking buildings

++ Things that are not walls, gates or resources now give xp when being attacked even though they can't fight back

++ reduced goldfish and diamond fish natural respawn rate
++ strength rating of healer adjusted
++ strength rating of necromancy adjusted
++ higher level necromancers have more mana and mana regen now

++ fixed: sometimes can shoot at tower with archer, doesn't shoot back. Allow immobile thing to shoot at out of range thing for +1 cell to avoid exploiting the range edge with self-knockback. The target has to first be in range to be acquired.

++ when unit levels up, remember attack move destination

++ Fixed a couple of rare crashes

17 Feb
++ swamp loot reduced
++ barbarian desert now has 100% chance to have cactus. Increased number of cactuses and dried drees slightly
++ The xp requirements are now based on how long the unit needs to spend attacking before they level up. Ranged units, healers etc need extra time. Generally everyone needs a lot less xp than before.
++ dummy hp reduced from 500 to 50
++ poison hand and poison zombie armor ui look fixed
++ Unity cloud diagnostics enabled to see crash reports

#13-14 Feb 2025
++ fixed: destroy transparent tower: archer remained transparent
++ techs: hide resource names
++ floating pixel above tree.png
++ thing names are now in title case
++ max zoom out now depends on map size
++ new unit in editor: go to game: the new unit highlight color is more intense green than before
    ++ white box highlight: problem. what if no resources, then faded, can't see?

++ unit editor icon improvements
    ++ resize weapon icons using GearAsIcon
    ++ armor
    ++ slinger would use wizard armor icon
    // task create new icon-assets where necessary (fist)
++ sort weapons in editor: melee, pole arms, ranged

++ bow damage reduced from 7 to 5
++ bow cost changed from 50 food, 150 wood to 0 food, 250 wood to reduce the preferred spreading out between 2 resources and to decrease accessibility
    ++ ice bow, crossbow, throwing axe, sling, stone thrower price increased in line with bow

++ Neutral circles will refrain from attacking a circle now 50% less. The strength of the target cirle has to be 2x compared to before to be not attacked. Too many circles did not attack each

other. This behavior was meant to prevent very bad battles from starting but it ended up preventing a huge amount of battles and encouraging mass ranged spamm that was even better if the enemy tries to hide.
++ all buildings (towers, walls etc) have 50% resistance to projectiles
++ price of basic economy technologies now always includes gold.
++ economy bonuses for techs have been reduced
This should overall reduce the make it or break it effect of economy techs. Many players didn't notice the importance of these and ended up playing a much harder game.

_
There were countless updates between these two patch notes.
-
15 October
++ Line tool for building walls and gates
++ some new graphics
++ easy: circle strength reduced from 75% to 60% of Normal
++ attack interval increased from 90 seconds to 120 seconds
++ 2x size circles attack delay increased from 4x the regular to 8x the regular to reduce unlucky cases where a double size circle attacks too early.

10 October 2024

- Trees, cactuses and fish spawn now new instances. Players can mark resources to be "forbidden". Workers will then not harvest these resources, which allows them to multiply.
- New small tutorial. During gameplay, please click the question mark at top-right corner, then press "reset tutorial" and start a new game. This is only required because you have already probably completed the old tutorial and can not otherwise see the new one.
- Numerous other fixes and balance changes.
- Attack warning countdowns are removed.

25 Sep
Larger circles
Balance changes
UI improvements
Bug fixes

12 Sept

++ barbarian biomes can now spawn line-healers
++ fixed: regen happens after too long delays
++ movement and taking damage nolonger stops regen
++ fixed: regen did not consider HpFactor, resulting in 4x more regen for everyone than intended
++ show nonstandard regen stats for selected unit
++ pathfinding (barbarian tech): reduce terrain penalty for units
++ dragon hp increased at all levels
++ wizard hp increased at higher levels above 1

11 Sept
++ updated Choose leader menu
++ can now play as barbarians
++ tree dried drops wood rubble now, making it significantly better
++ line attacks would fly past target to max range always, even if you target nearby unit
++ show line attack radius in stats
++ upgrade: line attacks have more width
++ upgrade that increases line attack hittime limit
++ line healer for barbarians: slow healing smoke
++ tree monster: high regen and arrow resistance

10 Sept
++ Visual improvements on all terrains
++ Necro tower damage on level 2 and 3 greatly reduced
++ Catapult building damage reduced from +400 to +100%
++ Enabled buyable things for empire faction: catapult, axe thrower, wizard, necromancer, dragon and others

New faction barbarians
++ They have own start desert with dried trees and cactuses and small lake.
++ Looting tech
++ bear and horse too good/cheap
    ++ bear damage reduced from 40 to 12
    ++ horse hp reduced slightly
    ++ prices increased
    ++ strength per resource
++ naturally occuring cactuses respawn now (at same rate as trees), making cactus deserts much better

9 Sept

++ bow can no longer shoot when downed. Bows are fantastic.

++ wizard much better against archers

    ++ aoe radius doubled (to 4) and damage reduced from 50 to 20

    ++ attack rate increased

++ catapult splash radius reduced from 2 to 1.5 to further differentiate it from wizard

++ Unity analytics now only applies if players opt in

6 Sept 2024 update 0.284

* Steam achievements for winning at each difficulty and attack rate
* "Main menu" button at game over menu
* Enabled unity analytics and cloud diagnostics to fix bugs and improve balance.