

UPDATE 8

General

Improved impact spark effect sizes depending on damage
Added new particles on kill displaying how much credits are gained
Credits gained text is now displayed later so it is much easier to notice
New environment particle effect
Fixed upgrade kit having 3 minute cooldown
Tutorial improvements
Some ground color changes
Random stat upgrade can now roll scavenging (pickup chance)
Strafe speed reduced
Added more chest spawn spots to maps
Made buffs / perks on top right have more space and closer to center
New much fancier grenade primer timer

Enemies

New Enemy - Stringer Jet Drone
Ballbot upgraded - new sprites and now leaves a void zone on death
Enemies now have a better reload animation
Assassins deal more damage & Fixed Assassin glowing while stealth
ION Hypertrooper & LMG Devastators have 550 more health
Controlled Enemies no longer deal no damage when their targets are very close
Improved Humanoid attack movement
Changed alarm o bot to be more consistent
Enemy ammo interface enabled in co-op
Enforcer heal now heals more based on difficulty

Enemies

Enemy spawn tables reworked - experience should be way better now with more varied enemy types seen

Weapons

M79 Terminator active reloads are much easier
M79 now is bought from a terminal event for 650 only but doesnt drop - replacing nemesis prototype buy
FMG9 and Vector reloads slightly easier
SA58 Plasma mod now Epic instead of legendary
GM6 Lynx deals slightly more base damage
Weapon Stat upgrades "Recoil CTRL" give much more recoil control than before (kind of a fix)

Terminals

New Weapon Shop Terminal
Offers 2 random weapons for purchase (Weapons with minus dropchance from database are not sold)
and 1 random 'favourite' weapon (Weapons with power token/increased dropchance from wep database)
Shrine spawns are now a bit more random

Items

New Epic Item - Stinger Drone

New Class Item - LMG Sentry Turret

New Common Item - DMR Sentry Turret

New Epic Item - Perk Core (Only drops from bosses & mystery chest - more about it in the Perk section)

Phaser summon health now is properly increased and upgraded by upgrading the item

Chaos potion healing effect reworked

Flash grenade now deals non scaling 20% max hp damage additionally

Stim Pack now also grants strafe recharge rate when active

Summoned units now follow players!

Classes

Commando Core reworked and rank 4 added:

- Rank 1: 50% faster Strafe charge

- Rank 2: Reduced Weapon Heat

- Rank 3: 10% Critical chance

- Rank 4: Weapon Lifesteal

Commando benefit level 10 additionally increases weapon shop discounts

Commando and Guardian boost pickups last longer the faster you pick it up

Guardian Core now grants up to 150 movement speed instead of damage to be more true to the class

Blood infusion HP from 500 to 400

Guardian base hp from 1100 > 1200,

Guardian base movement speed decreased by 40, base damage increased 2.5%

Stun grenade now gives 5 guardian core stacks on usage

Rogue core now grants 15% more damage if accuracy is over 85%

Rogue base damage from 100 to 95%, now gains 3% dodge chance

Elemental renamed to Specialist

New Specialist Perk: Drone Mod

Specialist now uses the LMG Sentry Turret as default class item

Perks

You can now find rare Perk cores on boss kills which allow selecting an additional class perk!

Settings

Fixed Vsync staying on after turning it off causing input lag

Fixed Alt sync being turned on for a old issue causing input lag

Hard FPS Lock now 1 setting that can be cycled from 30-300

UI Settings now save!

Fixes

Varied bugs

Crash at room changes when explosions were active (mostly in bossfights)

Freeze in Lobby Clear

Improved Music in Boss room

Spider Boss' voidzones despawn faster after the kill

Fixed Trophy drone draw
Fixed Elite Shotgun enemy sprint
Fixed AI spawns multiple issues, Tweaked AI Budget
Fixed player movement dashing through walls
Fixed AI coop crashes

GENERAL

Added hit effects for acid and bleeding effects
Reworked Acid grenade visual effect + acid application
Acid now ticks in 1.25s intervals instead of 2 sec
Tutorial now levels all classes to level 2 after first play
Added 0.2s invincible time after taking health damage (Testing)
Black Berserk charm now has a light in screen center when active
Doubled EXP reward from daily login, halved data reward
Most levels now have a barricade in front of dead ends
Support for Boss tracks & new main menu track
Upgrade kits now stack - picking one up gives a charge to existing one
New Logo

Coop Changes

Coop now has full friendly fire, so watch out! (For weapons, items behave as usual)
Enemy friendly fire in coop and solo from 0.75x to 1x damage
Player 2 has 0.3s higher invincible time after taking a hit to compensate for ping/delays when taking damage
Multiplayer lobby passwords now work
Terrorlevel is now synced and P2 will get the alert

Drops

Reduced chances for weapon and item chests in singleplayer
We found it to be too many and prefer the way loot is handled in coop
Upgrade chests give a 25% stronger bonus
Upgrade/Wepupgrade chests have a small chance for one extra upgrade
Weapon and item chests have a 0.5% chance to grant two
Timed chests have a quest popup with a timer at room start
Added particle effects to chests and new sounds

New rare chest - Mystery Chest
New rare chest - Currency Chest
New rare chest - Wepupgrade Chest
New super rare chest - Golden Chest (Can be opened by both players)

Difficulty Boni

All difficulty modifiers now grant a minor benefit towards using them to further incentivise cranking that shit up
Flinch now has a 3 seconds cooldown

Weapons

Chaos launcher recoil and maximum recoil slightly reduced
Object 29 damage increased by 5% and recoil slightly reduced
Some weapon sounds replaced, mostly shotguns, vector firing sound
Laser projectile speed reduced
Weapon jamming global cooldown from 60>65

NEW - RPK-12 Tundra (Epic)
NEW - AA-12 'Triumph of Steel' (Legendary - This time for real)

Fixes

Plenty of fixes as usual

Known issues

- Exp bar issues deathscreen*
- Elemental class not cool enough*
- Rare coop map desync? Tell us if you encounter it*

UPDATE 6

Online COOP Enabled!

Finally, you can make an account and play!

There will be a hotfix with various issues on monday for the multiplayer aspect

Coop Items!

ALL healing vial type starter items work for both players! Check the tooltips for specifics. (Might have bugs)

Healing vial item heal reduced by 30% in Coop

Stim Pack also works for both players.

Port Forwarding

Added new port forwarding settings in the settings menu for convenience
in case anyone has issues seeing lobbies

General

Performance improvements singleplayer

Performance improvements Coop

Rooms transition / load now much faster

Reload animation displayed for coop partner

You are not automatically put into the tutorial anymore first time

Increased headshot hitbox by 1 pixel each side

Support for (top of the screen) notifications playing after instead of overwriting each other

Extra popup when finding a class weapon

Drops

Bosses now drop 2 vials, no more upgrade kit nor data

Tweaked Pickup drops further

50:50 chance from finding a weapon / item in first room made 66:33
Upgrade chests occur more often
Increased time the same weapon and item can not drop again by 50%

Items

New Legendary item - Reality Ripper
New Epic Item - Blood Bolt
New Common Item - Auto Taser
New Common Item - Heavy Steel Trap
Added effect for Tsunami talisman & Rosarius
Madness Goggles are less bright now
Target Cogitator now caps total weapon spread at 20° when active (Way better)

Weapons

New Common Weapon - SCAR Laser Socom
The first time a weapon is found will always be in Factory New variant (Like Standard variant)
Vector magsize 20 > 22
Fixed shellshock sound effect caused by Flak Cannon

Difficulty

Enemy movement speed now scales 10% with difficulty and terrorlevel
Enemy accuracy and aiming delay now also scales with terrorlevel (always scaled with difficulty) but lower
Easy mode is getting slightly harder at higher levels
Reaching the first boss and not having the difficulty menu unlocked (Lv 0-2) will turn on normal mode
This will make the scaling more logical & consistent and offer more challenge for easy players getting far

Fixes

Fixed FPS leaking in coop
Fixed Weapon upgrades not working on traded weapons in coop
Fixed Boss Targeting dead player
Fixed curse menu showing no tooltips
No more oil splats for firingrange holograms
Fixed varied other crashes and bugs

- Lobby Menu: The Multiplayer menu allows creating lobbies without port forwarding, easy and simple and you can browse the other menus and your loadout while your lobby is open!
No sitting in a dark empty screen with nothing to do!
- Shared Ammo: Both players have access to ammo types of both player classes
- Shared Perk: Your first class perk slot is shared with the other player and vice versa!
- Markers: Mark targets, yourself, or objects of interest with [T]
- Global/Party chat: You can even use global chat when playing single player!
More synergies and coop stuff coming up in the next 2 patches

At last!

Please report any issues you encounter, at best on discord. Expect some bugs and crashes at first

This is the first iteration of online coop, the next update will improve on things we and you will find necessary, so make sure to tell us!

General

Fully new Character model!

Loadout menu reworked - Main Menu improved

New Oil Splat effects for kills, hits and acid attacks

New Oil hit effects on player taking damage

Pickup droprate improvements

New Data pickup

Tweaked Credits gain

Stat boosts now show the stat directly on the overhead popup (Health+ >> +100 Health)

Player Movementspeed increased from 320 to 350

Firing movement speed penalty decreased from 0.5 to 0.35

Increased dynamic maximum view distance from player = seeing further

Item shop prices increased for epics and legendaries to increase their value

Power Array Chargeshot item now is manually activated (should be much more usable now)

Upgrade chests (Yellow chests) give 50% more stats than before

Started work on the class benefits system (coming up soon - you'll see a part of it in the loadout)

Terminals

Reworked terminal shrine spawns:

Item upgrade shrines now appear more often and more consistently

Weapon upgrade stations appear much more often and more consistently

Curse shrines are much rarer now

ATM spawns removed - Only in arena / Defense mode - no longer single use

Normal Terminal random events:

- Blood donation rewards increased and small chance for something added

- Beta stimulants now also grants a stat boost

- Intruder Locations is now clearer that it raises the terror level and grants 750 cr and 10 Data

- Healing vial trade now grants a random item not data anymore

- Injury treatment cost from 100 to 500 and now increases maximum health

- Costs increased for upgrade kit and gear up event

This will make terminals more rewarding and consistent - more events to come in the future

Progression

New Daily login bonus! Login daily for full bonus, any further absence is gained by half so you can take a break and come back for a nice gain. Grants a bit of data and Exp for all classes.

Experience reworked, now is class based not on Lab level. Leveling new classes is faster but higher levels take considerable longer as we felt perks were given so quick that you could hardly value them properly

Data

Data is now only saved by killing a boss! The Tension!

Clearing rooms always grants 3 Data regardless of dying

Data from ranked enemies reduced

ATMs removed from default gamemode

Bosses

New Boss modifiers:

One of the modifiers is randomly chosen each time a Boss is fought:

- Heavy Loaded (More attacks, Health & Armor, slower attacks, Speed)
- Overdrive (More speed and faster attacks, less Health & Armor)
- Armored (Increased armor, less Health)
- Shielding (Strong shield, less Health & Armor)
- Regenerating (Strong Regeneration, less Health & Armor)
- Reactive Plated (Grants plating at HP intervals)

Baseline Armor of First and Second Boss reduced

Improved Boss Health Bar

Weapons

Visuals overhauled: Armageddon, AMD65, Chaos Launcher, Kaida Honorary, Infinite Repeater, Last Breath,

Ion Cannon, Viciator Ultra, Thumper, Mjolnir Chain Lightning, Certain other weapon visuals slightly improved

MAC10 replaced with FMG9 (mainly visual change)

Enforcer Carbine buffed a bit

Coil Pistol has a lot more ammo

Added random pitch change when shooting in addition to normal pitch change for a more natural variation

Ammo

In online coop you will also gain the class ammo of your partner

Ammo can now only be switched when the weapon has ejected (RMB or CTRL)

This gives more weight to the ejection mechanic while being realistic

It also prevents switching ammo by accident

The Hotswap attachment now allows switching any time

Attachments

Weaponmenu now shows attachment tooltips

Offload Cycler Ultra now grants more firerate

Tactical Grip now does not reduce moving accuracy any more

Magazine Spring bug fixed that caused in very low or no magsize gain

Reducer Attachment now decreases item cooldowns by 1 second and now decreases weapon deviation

Hot Swap now increases reload speed by 40>20% but grants the ability to switch ammo any time

Multiplier now also grants one extra shot per burst for burst weapons - Burst is no longer in random upgrades

Some icons updated

Classes

Class benefits changed - still work in progress

Each class will have one benefit for level 0 / 5 / 10 / 15 / 20 / 25 instead of the old system of having 2-3 benefits from the start

Rogue, Commando, Elemental now have class vials unlocked and equipped by default

Rogue

NEW CORE Perk - [RMB] to take steady aim, increasing accuracy and decreasing movement speed, also works while standing still

Illegal data collect removed for the moment as well as Hold breath (will be reworked to work with core perk)

Commando

NEW CORE Perk - Rank up by dispatching targets quickly, each of the ranks grants a new boni

Ultra Luck replaced with 'Just on time'

Elemental

Refresher now a class item instead of Fast sling due to it being very specific

More elemental stuff coming soon

Multiplayer Fixes

Fixed desync crashes (drone)

Fixed enemies and other things not appearing

Fixed and improved varied things in account creation / lobby

Fixed dropping weapons with ALT

Fixed Boss issues

Added help for finding the itch.io key for account creation

General

Improved Performance

One more weapon and item chest guaranteed in earlygame in MP

Increased chance for one extra lesser chests by 30% in MP

New sweet Kill particle effect

Guardian now starts with a stun grenade instead of last stand

Dropping Weapons

You can now drop weapons with "L"

Class Benefits

New class benefits system

Classes gain special class benefits for level 1 - 5 - 10 - 15 - 20 - (25)

Check your classes to see all the benefits you can get!

There will be a benefit for level 25 at a later point

Classes now gain 5% more damage and Exp for using a class weapon

Elemental class weapons changed from laser weapons to special weapons.

Tweaked Assault rifles, precision rifles and explosive special weapons slightly

Increased all starting weapon ammo cap and ammo gains

UPDATE 4

Elemental Class

New Class Core Perk

14 New Perks

1 Class item + Buffed Fast Sling

Laser Pistol starting weapon (Old one will be remade)

Commando Class

Class Core Perk Placeholder (WIP)

3 New Perks + many changes

Guardian Class

New Class Core Perk

3 New Perks + many changes

Rogue Class

New Class Core Perk

4 New Rogue Perks + many changes

Loot

2 New Legendary Items (probably the sickest yet!)

Legendary 'Fangs of Mordigan' rework with new effects

1 New Epic Item

1 New Blue Item

1 New Blue weapon

Varied small tweaks

Vehicles

"New" Vehicle enemies in Floor 2 and 4

They can spawn starting the third room in a floor

- Introduced Flak Tank (F4)

- Introduced Hover Tank (F4)

- Introduced Rail gun glider (F4)

- Introduced Spider Truck (F2)

Shrines

Weapon upgrade station can now be found rarely

Chests

Keycard requirements from chests removed

Keycards can be used to open timed chests still - more usages to come

Cursed item chests now have a weaker curse than weapon chests

Upgrade chests can now also increase movement speed, armor and crit

Gameplay

Difficulty modifiers now also increase ingame credits gain by half!

Elite enemies now drop more varied things with a more balanced loot table

Credits pickups normalized at 125 Cr

Poison ammo does not tick instantly on application

Poison ammo is now on a loop and triggers every 5th shot instead of being random

Hardcore 1 modifier has 70% smaller chance to poison - explo dazing does not stack anymore

Vierling turret has an indicator and high damage falloff

Some room reworks / improvements

Non Elite Kills no longer gain data (there was way too much data, this was hard to control, and it overlapped with credits which are too on kills)

Boss kills gain data and Data is now saved Before a boss not after (ATMs still exist)

Ball Defender & flying MG Drone now have a suicide ability when low health

Enemies in the 1 & 2nd room now have 80% / 90% Health as opposed to 90/95%

Defense & Arena mode

You can now find token pickups which grant one time access to the different bonus modes as originally intended - Defense mode not yet properly working but somewhat

UI

Started Main Menu improvements

New low shield effect and sound

Extra feedback and sounds for certain things

(Class pickups, upgrade chests, weapon upgrades)

Fixes

Pickups that are not on the ground are teleported to player location

Multiple wep upgrades now display properly

Item slots work properly again

Fixed varied crashes and bugs

UPDATE 3

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Classes

Buffed varied class perks

Vastly improved Elemental Class perks

Reworked Elemental Laser Pistol

Guardian Core perk reworked (big buff)

Changed Elemental Class ammo and added new laser ammo from research

Class ammo is now always pre selected instead of the default ammo

Progression

Levelup when all perks are unlocked or at lv 4/8/12 can now grant:

- Mystery boost on next run
- Mystery item on next run
- Ring of experience on next run
- Perk overdrive on next run
- Madness on next run
- Removed old 25 data & exp boosts
- Item & Weapon Database drop changes are now researched first

If you have max level with a class, levelup now grants fancy boni that make the next run more special so there is more to look forward too and keep things interesting.

Gameplay

Player drone now occasionally fires a laser shot to help - will be expanded in the future

Movement spread is now affected by recoil control buffs (Aimbot, Tsunami Talisman, other buffs) -

recoil ctrl buffs essentially improve everything (movespread, base deviation, recoil reset speed)

Improved tutorial quests and first time UX

Credits and Data have a cap (4000 / 1000) to give incentive to spend
Tweaked pickups - some drops start later, upgrade kit can be found more often
ATMs spawn fixed in the third room each floor for now
Alarm Bots and challenge chests enemy spawns improved

Chests

Improved and fixed chest spawns Special chests
(Curse, Timed, Challenge) spawn now instead of ammo/hp/upgrade crates instead of item/weapon crates Special chest chances now ramp up like metal chest chances per room cleared
Wood chests no longer have a small chance to drop epic
Added small chance regardless of run progress to get a metal or special chest and metal chests can drop far earlier but ramp up slower in chance
Increased drawbacks from challenge and cursed chests
*This means less ammo and health crates and more special and metal crates
special crates now being more optional bonus you dont have to take.
This should make especially the early game more varied and interesting*

Game Feel / Feedback

Inner cursor crosshairs now represents base weapon deviation
New cursor hitmarkers for hits and headshots + improved cursor recoil display (the circle)
New Oil hit splat effects when hitting an enemy (super low performance)
New fire effects (more to come)
More varied kill sounds (WIP)
Improved combat text animation and support for icons
Improved item and weapon drop animations

UI

Made right weapon frame cleaner by fading out info and adding some animations and effects
Credits / Data / Keycard display now fade out by default for a cleaner UI
Some UI cleanup and polish
Improved / added missing ammo icons for plasma, ion, chain lightning, laser and laser SG ammo
Improved item and weapon button prompts
Tutorial now replays if you havent died
Poison renamed to Acid
Stat menu shows crit chance of last fired bullet under chance
Stat upgrade and weapon upgrade feedback improved, more stats added

Weapon Upgrades

New Attachment - Hair Trigger (Switches Semi to full auto, or full auto / burst to semi auto)
New Attachment - Digitalizer (Weapon spread is weighted at the center + Critchance)
New icons and improved tooltips for varied attachments
Muzzle Compensator now gives less damage but also increases recoil and deviation less
Reflector now also grants (25% more + 20 flat) armor penetration in addition to the bounces
Fixed Titanium Rifling not working - Titanium rifling also now increases bullet travel distance by 200

Upgrade kits can no longer grant damage upgrades randomly but always give bonus damage on kit usage - Cap is 3 as for any other stat upgrade (+5%,+5%,+10%)
(This will make upgrading weapons more consistent and its easier to turn bad weapons good)

Attachments now show which random stat upgrade you will be getting making upgrades a lot clearer
The Rogue class has a different one for each attachment granting a lot of extra choice

(this seemed too much to be always enabled)

Stat upgrades now also include maximum ammo (the only stat in the weapon menu that didnt get upgraded)

In conclusion, weapon upgrades leave even more choice, are easier to understand and polished up

Enemies

New Enemy - Crystal mortar turret now working - still work in progress

New Enemy - Crystal Beam Turret reworked & new firing sound

New Enemy - Ion Trooper (Heavy Infantry)

Sniper Bot charges faster and now applies a healing debuff on hit Sniper Turret the same

Assasins (the invisible ones) now apply acid debuffs (Acid bullets)

Riotshields attacks now stun briefly and have a chance to slow (Soft point bullets)

Smaller Spider bots and flying drones have more HP

Slightly more enemy spawns in certain areas

Graphics / Rooms

Improved varied rooms and room building blocks of Floor 1, 2 and 3

Improved Room Port Improved pipe floor layout

Ambient occlusion reworked and improved for a much cleaner and consistent look

Added new decals on paths

Added variation in Fog (rolls randomly from no fog to very foggy)

Added detail texture to ground and fixed floor decals not tiling properly

Changed floor 2 background

The game looks noticeably better, especially in the Pipes Floor (Blue)

Fixes

Core perk tooltip displays numbers properly

Fixed rogue class perk & Guardian class perk

Fixed critchance calculation going exponentially up

Fixed game freeze when staying afk and coming back

Fixed that you just could right click all debuffs and curses away (lul)

Fixed plating behaving strange or wrong

Fixed pickups from elites or bosses spawning at unreachable places

Varied other fixes and system improvements

We also made significant progress in the online COOP, now added client side hit detection, making the non hosting player feel a lot more direct and more, online coop is nearly ready and will be in the next patch.

This patch has been so big that we decided to upload it already.