

[Concept definition]

Definitions of Key terms

Because of the lack of direct translations of certain concepts that are regularly used in the Chinese spire discussions and in the video, we will be defining a few key concepts here for clarification purposes

小循环 xiao xun huan

Small cycle deck

A small cycle deck aims to play its best cards every turn or two. It doesn't necessarily need to go infinite, or be slim on its own. A small Regent deck replaying Reflect and star generation each turn, or a large Ironclad deck that exhausts down to 5 cards, are both classic examples of small cycle decks.

运转 yun zhuan

Engine Deck

A deck focused on consistently generating draw and energy to maintain fast cycling and reliable card plays. For example, a small Silent deck with multiple copies of Acrobatics and Tacticians repeatedly drawing into its payoffs. Requires reaching a threshold of enablers and low deck size to ensure efficient cycling, which tends to require an early commitment to safe pathing and greedy drafting.

[Main body]

In the first half, we'll start with some general topics.

like overall topics.

Like everyone's grievances against certain bosses, dissatisfaction with certain designs, or opinions and commentary on specific adjustments, things like that.

And then in the second half we have three streamers, um,

who are, respectively, representatives of each character, uh,

chosen representatives of each character.

They will come to talk about what currently needs to be changed for that specific character,

or perhaps some perspectives where their understanding diverges from the mainstream, the general player base. And so on.

In this kind of a format.

Hello everyone,

I'm brkstar(@破碎的星光brkstar).

I'm an SL streamer for StS2,

playing SL win streaks.

Currently, I have a 40-win streak for Ironclad and Defect,

a 60-win streak for Silent,

and an 80-win streak for Regent and Necrobinder.

Hello everyone, I'm white seal(@白夕seal),

also a streamer who mainly plays SL.

On my current save for win streaks, my runs are pretty scattered over every character.

For now it's equivalent to a 150-win streak, where the one loss was due to miscalculation of damage and clicking "end turn" accidentally.

Ah, hello everyone,

I'm xiaofu9(@晓夫九).

I mainly stream noSL.

Usually work keeps me pretty busy,

so I can only play on weekends at most.

Uh,

I've been digging into three characters
except Necrobinder and Defect.
For Ironclad, Silent,
and Regent I have around 5 to 6 win streak.
with a win rate only around 50 to 60 percent,
not very high.

Uh,
Next up is a representative mainly for noSL and SL-related...
uh, mainly in noSL, a representative for Ironclad.
This is, uh, dong'guo.
He could talk about this,
because today we're definitely going to...
Hello everyone, I'm dong'guo (@GD中山狼).
In Slay the Spire 2, I mainly play noSL Ironclad.
And in patch 0.99,
I got a streak of over 40 off-stream.
Then in the new patch,
I played a total of 15 games on stream,
and got a 15-win streak.
Because I don't play that much,
the streak isn't pushed that high.
Hello everyone!
I'm Charlotte (@混色哒), responsible for the Silent part.
In patch 0.99, I played noSL Silent only,
and got a 70% win rate over 50 games on stream,
with a highest win streak of 22.
As for Silent in patch 0.103, I've currently only played SL,
and got a 100-win streak with SL.
A 100 win streak pro too, huh.
Uh, it's time for the Necrobinder's representative.
Ah, hello everyone,
I'm chenxi (@银发控晨曦).
Back in patch 0.99,
I was playing Necrobinder with SL,
and got an 100-win streak with SL.
Ah, and then after the update to 0.103,
I mainly streamed noSL.
Currently, between patch 0.103 and 0.104, I have about an 80%+ win rate over 50
games.
And then, next up we have huahua,
an old friend, huh.
Ah, hello everyone,
I am huahua(@花华c).
I started playing Regent since launch.
Back then, I got a 40-win streak, in patch 0.99,
and went to play other characters after that streak broke.
And for this patch,
I played a bit of everything.
First, I pushed a 20+ win streak with Regent,
then I moved on to other characters gradually,
adds up to about a 60-win streak.
The last two days I squeezed in four more runs
playing noSL Regent,
and won them all.
So personally I do have a certain understanding of the Regent.

For the other characters, maybe just so-so.

And then, finally, we have the—
—the StS2 Defect forum moderator,
Guardian chan.

Uh, I'm @丁某人的小金矿,
also known as guardian chan.

And I am here representing another Defect player who,
in patch 0.103, has an 80% win rate over 100 games,
including a 14-win streak.

I'm here speaking on his behalf.

Everyone can already
get ready for his allegations.

Ah, in the first half, we can first chat about...

Well...

this overall activity is quite—

—is that we wanted to imitate JapaneseExport's podcast.

and talk a lot about common
misunderstandings within the general player base—

—well, not misunderstandings per se,
but rather things that might set us apart
in terms of understanding.

And also various issues, and so on.

I'll start with something Anthony wants to know.

This was the first thing he asked me.

He really wants to know

whether, when you're playing Slay the Spire 2,

you are slithering,

or rather, are you struggling a lot?

That's it.

Ahem.

I think the difficulty of StS2, whether with SL or not,
is way lower than StS1.

At least half, I'd say.

Of course, part of the reason is that StS1 had 4 acts.

Right now, do you feel like the overall win rate
meets your expectations?

For now,
personally,

I think the difficulty is slightly low.

Uh, let me jump in here.

So, in patch 0.99,

it was definitely made too easy, like,
whether you're playing SL or noSL,
only comparing the first three acts,
its difficulty is still relatively low to StS1.

Besides, its difficulty curve has serious problems.

which has been somewhat addressed, though,
in patch 1.03.

In patch 0.103, they slightly

lowered the difficulty of Act 1,
and strengthened the Act 3 bosses.

I think it's a good direction for changes,

as in the last patch, indeed,

the Act 3 bosses were a bit too weak.

Of course, speaking of "bosses",

we simply must talk about "that boss".
SO does anyone else have anything to add
on this topic?
If not, we can just
dive right into the main topic
and talk about the you-know-who.
Well let me bring this up—
—right now um, the difficulty of an SL run is
definitely a lot easier than the Corrupt Heart in StS1.
But I haven't played the non-heart patches
in StS1 for too long,
that I've almost forgotten it.
I feel like, in the current version,
most players' grievances about patch 0.103 mostly come from how
patch 0.99 allows you to abuse small decks,
and now you're strong-armed into playing large decks,
playing value piles.
A lot of people can't adjust their strategy that quickly.
It was just too drastic a shift.
So do you feel...
It feels like the negative reviews are due to this, right?
They took too big a step.
Right, right, right.
Too big a step.
Of course, Anthony himself, actually—
his number one question is just that previous one:
Do you think the game is currently hard?
Hmm, it's not hard.
But, yeah—
for the average player,
I think the main problem is that,
whether you're an SL player from StS1
or an SL player from patch 0.99,
you might have been playing small decks most of the time previously.
Or maybe it's just that a lot of people were playing small decks.
So when it comes to the current patches 0.103 and 0.104,
this path is no longer viable.
You basically have to reconstruct your whole playstyle.
So, the learning cost is relatively high.
Of course, this is the first question he wanted to ask.
Any other thoughts on this?
I mean, about the overall—
about what he asked—
How sweaty is it right now?
From my own experience,
I feel like, honestly,
the main difficulty is concentrated in Act 1.
Because by Acts 2 and 3,
this game's Acts 2 and 3—
the Ancient bonus provide you such a massive boost.
What's more, the difficulty curve in Act 2 and 3 is
nowhere near as stressful as Act 1,
especially after the changes to Silent in this patch.
After this patch hit her,
The pressure on her damage output

in Act 1 is actually immense.
First of all, after Acrobatics became a uncommon card,
she didn't receive any compensation buffs,
and her Sly cards thus suffered some
um, some nerfs, basically.
Then, if you can't find a Poison card,
her Act 1 damage output,
whether for bosses or Elites,
will be of enormous pressure.
As for the other characters,
they're actually doing relatively better.
So mostly I feel like Act 1 might
still need some nerf,
when compared to Act 2 and 3.
Or you could make Acts 2 and 3 a bit harder, lmao.
But with this approach
I think the difficulty
uh, would definitely lead to more negative reviews.
Because right now,
basically every change Anthony has made
has just made the game harder.
This—
Hmm, I can add something.
So the reason why Act 3 currently
has a high win rate,
is that there's no Act 4.
Players just "rest" like crazy.
You can "rest" a ton in Act 3,
keep your HP high,
and then, with potions plus being healthy, you can use a deck that
doesn't even have much scaling to just brute-force the boss.
So what I hope is, don't—
even though we find it very easy,
don't be fixated on increasing Act 3's difficulty.
It's best to just make Act 4.
Then at that point, uh, you can balance things out,
and it just might be better.
Like if you increase the difficulty too much right now,
when Act 4 eventually comes out,
it'd be quite painful.
You'd have to rebalance things again.
Uh, there's actually some—
—Well at least, from what I've heard—
some things that are saved
just for the purpose of Act 4.
Like, he thinks Sword of Stone and,
like, Brightest Flame are,
partially for the purpose of Act 4,
So they haven't got nerfed yet.
Uh,
but indeed, talking about balance before Act 4 releases,
is also a major topic for us.
So basically I'm quite curious about
what does everyone think about whether
it's necessary to do balance changes

before Act 4 comes out,
keeping weekly updates—
—Well, they're not doing
'weekly' updates anymore, anyway.
Uh, after hearing what everyone just said
I'd like to add a few points.
About what you just said...
Well I personally think it's better to release Act 4 or
the variants for Acts 2 and 3 first.
After all, it's a single-player game.
You don't need to strive for
a perfect dynamic balance like a competitive game.
As long as everyone is having fun, that's enough.
I think making contents matters more.
Then, without considering the
release of Act4 later on,
only speaking from a player's perspective,
The current patch's difficulty,
especially in Act 1—
Actually, right now in the Underdocks,
after a few of the unfair monsters got nerfed,
for most characters, only Ironclad
might find the Underdocks a bit tough.
Most characters should feel
that the difficulty in the Underdocks stays pretty low.
Like, the pressure is pretty low.
Then in the Overgrowth, the strong pool monsters are extremely strong.
Like, the average quality of the Overgrowth's strong pool is very high.
I previously compared on StS1 wiki
the stats of Act1 strong pool between the two games.
Actually, I found that
the strongest monster in the strong pool in StS1,
like the Red Slaver + Acid Slime combo, or the rather insane Gremlin or Slime
"kindergarten" fight,
even things like the large Slime
or Slime plus Jaw Worm,
these powerful monsters are indeed tougher than those in the Overgrowth like the,
the Snapping Jaxfruit + Slithering Strangler combo, and the Shrinker Beetle plus, uh,
uh, that other one,
the Fuzzy Wurm Crawler,
Yeah, they're tougher.
But in StS2, there,
there is a problem with the Act1 strong pool.
Most of the hard pool enemies are very strong on average
There is hardly a combat like that in StS1,
Like two Fungi Beast or a single Red Slaver,
that you pick a few more cards, then you can just beat them without effort
So this is actually why many players
feel that Act 1 is intense.
Because when you draft enough early game cards
or the card rewards are bad,
You might gonna be caught consecutively by
two or three hard enemies similar to the combination of a Red Slaver and an Acid Slime
Feels bad man
Feels like

I technically grabbed all the good cards
I didn't fight any Elites
I just want to scale a bit, upgrade my cards
It turns out that I moved two floors then I lost 20 HP
That can only make me frustrated
Yeah I agree. I believe this is the problem for the current Act 1
uh-huh
Well, there was an opposite question
When you were at the,
When HuaHua asked the question
In the Cat Food Cup
He asked why in Act 1,
The variance of the enemies...
Why is the variance of the Act 1 hard pool so huge
Now it's reversed
Now the variance of the Act 1 hard pool is small
and you take more damage on average
That's my understanding
Yeah that's true
The average damage taken is high?
You don't think so?
Yeah I agree that you might take more damage in Overgrowth hard pool
But not in Underdocks
According to my stats of the Silent's runs, with save&load
in this patch
My damage taken in hard pool fights was...
Uhh, the overall damage you take for Silent is kinda low, so,
Among all the hard pool fights
The Highest average damage I took was the one in Overgrowth,
Snapping Jaxfruit and Flyconid
The one so-called Overgrowth Flora,
That's an average of 8 damage for that combat
That's among all enemies
The highest one of the hard pool fights
I think actually
If you lower the variance for hard pool fights,
Like they're all pretty strong
But not that strong, or too weak
That'll be better than Sts 1
where it's too much rng for hard pool fights
There could be very strong enemies
Also could be weak enemies
It's better than that situation
So yes, I think lower variance is good
But can you consider reducing the average difficulty
After all you've nerfed Underdocks
Now Overgrowth hard pool fights are clearly harder than Underdocks
This is doesn't make sense
OK. So it's also like
He (Anthony) mentioned in the patch notes
Like
The overall difficulty would be gradually shifted to Act 3
Instead of adding more pressure to Act 1
That should be okay too
Ah can I say something

Yeah just go ahead
We are here to chill and chat
Don't be so serious
OK, so it's like,
I do feel there are some obvious differences
between Overgrowth and Underdocks
For Overgrowth, you have to
draft some powerful attacks
Then Underdocks
You just draft some blocks then that's good enough
The overall strats are not quite the same
I don't know if it's intentionally designed or not
Ah I can tell a little more about this
It's like the overall design intention for Underdocks
was indeed block-oriented
And for Overgrowth it was indeed damage-focused
But yes, some people have proposed that
The overall vibe for the current Underdocks
is like you can basically just vibe through it by drafting more blocks
Even for the 3 elites
Just draft some blocks then you get through them easily
Could this be a problem?
I think the overall pressure of Underdocks is a bit low
Overgrowth is OK actually,
but you do take more damage from hard pool fights
Um then another problem is
I think for the Act 3 elites
You sometimes feel nothing
Most of the time you just chill and pass them
Don't even have to fight the elites
In the last Rest Site
Just take a rest then face the two bosses
Well, are Act 3 elites
Giving too much pressure?
Well,
In my opinion,
Maybe for the runs with save&load
It's not a big problem
I think this actually have something to do with
The Act 4 has not been released yet
As HuaHua mentioned earlier
Now in Act 3 you are just muddle through
Sometimes take some rests
And your deck isn't very strong either
Then make good use of your potions to get through the boss
But if there is Act 4
You can't play like this, right?
You still need to think about how to earn more resources in Act 3
Better to save potions
We all did this in Sts 1, didn't we?
And about what
xf9 just said
Including what Iris Raphael said
Overgrowth is damage-focused
Underdocks is block-focused

This is Anthony's
Design intent. There are indeed some... uhh,
But I believe there are problems with
this design
Because anyone who has played this game quite a lot
Is definitely clear that
A deck with some early game blocks
And few attacks that can pass the Act 1
definitely feels better than a deck with 3-4
Attacks, when you are gonna enter Act 2.
So, in Underdocks, you can draft cards naturally like
For example, for Silent, you pick Backflip and Blur
For Ironclad, you pick Taunt,
Flame Barrier
, or Armaments
Then you can muddle through Underdocks fights
Or you can even fight 2-3 Underdocks elites
But you cannot do that in Overgrowth,
Instead, you need to draft more attacks.
So these two things,
The design intention really affect your deckbuilding
and the rest of the run.
And if Anthony has some ideas about...
If his ideas about map variants are like this,
That is, the design is gonna make the variants somewhat differentiated
I think it's really good
But if the overall vibe of a map is gonna
put strong requirements on your deck,
Though the Act 1 is OK for now,
But if there is a variant for Act 2 in the future...
Now you can still be firmly block in Act 2
There are only a few enemies that give you Frail,
But what if, in the future, something comes to the Devs in a flash of inspiration,
Releasing a new Act 2 map
Let's call it Hex Canyon
Every enemy gives you a Hex
If you draft too much blocks
You can't handle that at all
Every time you enter Act 2 or Act 3,
You have to guess what the variant it could be,
Then to decide what sort of cards to draft.
That's quite unfair, actually
So I think,
There might be some issues of designing a variant with these kinds of thoughts.
And I'd like to add something,
If there are variants for Act 2 and Act 3,
Then there will definitely be boss variants,
Then if there are boss variants,
Should we know in advance like in Act 1
What the map of Act 2 or Act 3 is gonna be
Because for example,
A distinctive boss like the Doormaker
or the Test Subject
If you gonna have 3 more for Act 2 and Act 3,
Then in that case,

Your drafting in the early game should have some
Sort of adaptation to these bosses
Yeah, this is really
an interesting view
Then about the
language barrier, don't worry
He (Anthony) said he will take a look
Then one more question
Go ahead
Go ahead (replay 2)
I think a large source of the currently
large amounts of negative reviews is,
casual or new players can't tolerate
these kinds of frequent global changes
all the strategies have completely changed
Many players do not vibe
with that
We, because we've played quite a lot so we know
For this patch, we draft slightly more Powers
Then we can beat the game
But for new players it's not like this.
So I think the patches
Is it possible to release in different phases gradually?
That might be more tolerable
Yes, these are all good suggestions
Indeed, I believe these comments will be well received by Anthony
So
Then we...
Just as
what we talked about
Does anyone still have
Something to add to this?
If not
I'd like to add one point
one more point,
It's about Underdocks's
The easy fight called Corpse Slugs
This easy fight is clearly
much stronger than all the other fights in easy pool
Especially when playing Defect
This gap in difficulty is very obvious
I talked with him (Anthony) about this once
Umm, actually
It's like, at that time, uh
He didn't actually know that
It's like
He didn't know that
There is a probability that both Slugs attack on turn 1
to deal 15 damage, this kind of case.
Then another problem is,
Does everyone agree with
whether the random move like
Jaw Worm's should...
Should this sort of move of dealing high damage still exist?
He thinks if Jaw Worm exists

Then Slugs should also exist
That's his opinion.
Basically the average damage taken in the Underdocks's easy pool fights
is definitely higher than that of Overgrowth
Relatively speaking
Because Overgrowth easy pool is basically
You can pass them without taking damage
But Underdocks
You are gonna lose about less than 10 HP
Like about 6-7 HP
He has tested it systematically that
how much HP does everyone lose in the easy pool fights.
He has run a lot of tests, uhh,
About a hundred times
But I don't know why he didn't include
Corpse Slugs and the Toadpoles in the tests
Maybe because it's a multi-enemy?
There is an order stuff
I think if the Slugs are really need to be nerfed
Just fix the moves in the first round
OK. then about the easy pool,
Since we are talking about it...
Then does everyone still have
more thoughts on easy pool fights?
Besides what we've talked about for Underdocks
and Overgrowth easy pool.
Is there any other...?
Ahh I'd like to mention one of the Underdocks hard pool fights
The Fossilized Helitor
This enemy
Umm, it's mechanics somewhat
counters Necrobinder
If it deals damage on...
Osty
It will still gain Strength
And its moves are random
So if this enemy appears in the first hard pool fight
It is very...
For a Necrobinder who just got through the easy pool
With not many good blocks in the deck
It's very disastrous.
But if it appears in a latter
hard pool fight, then it can be
passed easily with no damage taken for Necrobinder
That is, in the hard pool fights
There are some fights
where there is a large variance depending on the order they appear in
Is this design intentional?
Well, I'm not sure
Because I haven't talked about this with him
So, I don't know
But given that we are on this topic
talking about this
Let's ask Anthony's
another question in advance

That is
What Anthony wants to know
His original quotes are, which fight does everyone think is the least fair fight
The most unfair combat, which one is it?
But for the word “fair”, I asked him specifically what it means,
Basically, if the fight feels disgusting
Or it could be simply kinda hard
For a run with no save&load
It should be the Waterfall Giant
The RNG for this fight is too much
Especially when its reshuffling
the next 5 cards you draw
are likely determining whether you will live or not
This kinda sucks
Some runs you simply cannot
have any control on that important turn
No room for any decisions at all
I can only hope that I draw blocks
If the hand has no blocks, I die
This is one of the character traits of Ironclad
It makes me speechless
I also want to say that’s Ironclad’s character traits
The design of Waterfall Giant is so bad
You fight it in a no save&load run,
As long as your HP is
About below 50,
Not only Ironclad
even Silent you might also get blown up
This enemy’s design,
It is extremely terrible for no save&load runs
It’s like, a deck that is very likely to beat it
You go into the fight,
Because its heavy hit still hurts
Heavy hit is 23
You have one bad hand, drew poorly,
Like you go in at 45 HP
The heavy strike intent is 23 damage
One bad RNG of drawing
For example, you enter the boss at 45 HP
One hit of 23 damage
Might drop you to 30 HP
Then, if your output isn’t high enough
then, in the explosion turn
if you have no weak
and not enough block, you are just dead
Because this enemy
is technically a damage-check fight
If your damage output isn’t high enough
You’ll take the explosion with at least 40 damage
in NoSL runs, if you can’t block the explosion because of
bad RNG of drawing, you just easily get one-shot
Right, and this enemy—
Also, this fight has a bit too much RNG.
OK
If you really want to play it safe.

You might need to rest one extra time in Act 1.
Compared to other bosses
Its mechanic is--
I didn't see anything on cleaning debuffs
Dying cleans them
Not sure why
It doesn't count as dying...
It seems to keep some debuffs
Weak remains
Both weak and vulnerable status remain
No, weak doesn't remain
Weak doesn't remain
It doesn't keep weak status
Right, if you kill it with an attack
that gives it Weak, then it keeps it
Otherwise it won't
I'm guessing the Waterfall giant
and the dead Waterfall giant are treated as two different enemies
Like The Door --Like The Doormaker
Ah, but I can check with him separately
Because this really has quite a large impact
Humongous impact
Like
Previously
Like if you have applied a long-duration weak
Then killing it
That's actually...
I think I have tested this
If you use
A Shrink potion before killing it
That potion effect won't transfer
Exactly, this definitely doesn't carry over
The interaction is still a bit...
It is coded this way
Yeah, that's how the code is written
Does anyone else have
Something they really want to say
Let's go through one by one
What does everyone think?
Could be a boss
Could be a hard pool fight
Could be the easy pool
Of course, if you prefer
We can specify which enemy in the easy pool
Which enemy in the easy pool do you want to fight the least?
And which in the hard pool fights?
So for you, this question—
What's your answer for hard pool fights?
and easy pool?
or the boss
or the elites, anything.
I feel like in Act 1's Overgrowth
That Bygone Effigy is way too overturned
Especially for Silent and Defect
It's pretty tough for these two

characters to get high damage
attacks early on
Especially Defect
Right now, Orb-related cards, or orbs' damages
are not increased by Bygone Effigy's Slow
After three turns
it's basically really hard for you
to deal 130 damage
This fight is really tough
Compared to the other two Elites
You take noticeably more damage
I'll mention this first
This question is not limited to Act 1
Not limited to enemy type
So this
Ah, if we go in order
We should ask about bosses
Least favorite boss
Most unfair
Most unfair
But this "unfair"
is defined as if the fight frustrates you
Or if you feel the fight
simply annoys you
Doesn't have to be a boss
Any fight
Ah, I'll bring up Doormaker
In Sts 2, because of Doormaker
oh we are not talking about Doormaker, right
Yeah, except Doormaker
Because it deserves its own discussion
Right, a separate timeslot for it
But otherwise, I don't have much to add
I don't particularly hate any fights
I want to mention scroll of biting in Act 3
I think although the design of reducing Max HP
Isn't that punishing
People still find it really annoying
I don't know what the design intent is
If you're intentionally making
people feel disgusted, then
that's not a great design
OK
Next is Dongguo's turn
Dongguo just mentioned Waterfall
or was it The Doormaker?
Right, and also Underdocks
The Punch Off event
The fight itself might not
that big of a problem.
Its issue is that as an Event,
it can show up very early
Ah
And then it'll probably frustrate you.
Plus, removing cards is now more expensive

Which can throw off
your tempo of the run
Is that right?
Yea, it's just that in the early game,
those two are really tough to deal with
and then having to take a curse
is also really annoying
That kind of vibe
Ah, how about you, Charlotte
Right, Charlotte already talked about Waterfall
then it should be Chen Xi's turn
Umm, Underdocks' hard pool was already mentioned
That Fossil Stalker
Umm, in Overgrowth
There are many aoe fights in the hard pool
Like the two Kennels
Then Inklets
Then Knight Gang
And Knight Gang has
Some randomness in which exact enemies appear in the fight
All of these are very tough for Necrobinder
Um, in Act 2
The hard pool enemy you least want to see
are the two Mytes
During this fight, whether I can draw
energy cards like Invoke or Friendship on the first turn
has a huge impact on the entire fight
If you don't draw these cards
in the first turn
which has the lowest pressure
You are just gonna
take hits until at least turn 4
This fight is really, really annoying
Ah, I don't think the fight
is exclusively bad for Necrobinder
Other characters probably
Find it just as bad
Yeah
Then there's Act 3's Scrolls of Biting
This fight
the damage in the first few turns
are completely unblockable
for Necrobinder
unless you customize your deck order
You have to rely on Relics
Or other means
Or Potions
Or just trade HP
Otherwise completely unblockable
Um, for bosses
Test Subject in Act 3
Phase 1 requires frontloaded damage
Now Phase 2 has been buffed
Phase 2 is essentially a damage check as well
So it puts

A lot of pressure
on how fast you can deal damage
and your total damage output
So this fight is also extremely high pressure
Um, for me
The scariest thing is seeing Test Subject
Um, that's about it
Probably.
I want to add my thoughts on that
We're not having a formal meeting
We are just chatting
OK
You can keep the mic on
Actually, I didn't organize my thoughts earlier
I took my own damage-taken stats and
Compared it with my friend who plays Ironclad
We found that the current enemy pool
Is very friendly to Silent
Silent can keep damage taken very low
against almost all enemies
I can pick two enemies that
compared to other characters
screw over Silent the most
They share a common feature
One is Lagavulin Matriarch
And the other is Act 3's Forgotten and...
Those two porcelains
Forgotten and that other one
Lost and Forgotten
Both of them steal Strength and Dex
This punishes Silent the most compared to
other characters
That fight in Act 3 is fine though
Because you should have a really strong deck by then
About Lagavulin Matriarch
It's not that hard for Silent though
because it is indeed a relatively weak boss
But compared to the other four characters
fighting against Lagavulin Matriarch
Silent actually finds the fight quite difficult
If you don't have Poison in your deck
lets disregard
most other fights here
if you don't have Poison
Your deck will struggle greatly against Lagavulin Matriarch
Because Lagavulin Matriarch
it reduces your Strength by 2 with that move
Take a look at Silent's card pool
Almost all good physical attacks are multi-hit
besides poison
Including Shiv, including Flechettes
And Ricochet
Once you're at -2 Strength
The damage your attacks deal to Lagavulin Matriarch drops significantly
Lagavulin Matriarch also has the most subtle design moment

After its third attack, it gains 15 Block
If your early game attacks
are drawn on that 15 Block turn
And you have no Poison
Nor Power like Accuracy
The difficulty of the fight becomes extremely high
Anyway, I really hate this boss
Because Silent clearly
struggles a lot more in this fight than other characters
Like my 96th win streak run last night
Act 1 Boss was Lagavulin Matriarch
I fought two Elites in Act 1
Visited one shop
almost never went to events
still couldn't find one Poison card or power
I could barely damage Lagavulin Matriarch
Then right at the last fight before Lagavulin Matriarch
Dropped me a Gigantification Potion
combing with Reptile Trinket,
the relic that gives +3 Strength when drinking a potion
I used Gigantification Potion on Flechettes
combined with Bag of Marbles to finally beat Lagavulin Matriarch
Otherwise
I would very likely have
An Act 1 where I went through all enemies, maxed out card rewards
Didn't go for a single event
but still couldn't beat Lagavulin Matriarch
That would be so weird, you know?
Ah, OK
It's simply that the design variance
of each enemy is too high
And I feel this issue will
come up again when we talk about The Doormaker
There is too much of a difference between
different characters fighting the same enemy
That's what I want to say on differences between characters
Finally, one more point
Regarding random enemy intents
I think STS2 is much better than STS1
I think random enemy intents
is a very stupid design
Especially for no save&load runs
Now there are fewer random-intent enemies in STS2
But there are still some strange ones
I want to know why
Inklets, in Overgrowth's hard pool
Why does it have
A completely random 11-damage heavy strike intent
I want to know the purpose
of this intent
Simply put, I don't know
But maybe Anthony will answer this later
It's probably to limit certain cards like Piercing Wail
Meaning this is also
Worth discussing separately

But this counts as annoying, right?
Anyone can nominate anything, yes
But let's continue in order
Let's move on to
It's now Huahua's turn
How did you feel playing as Regent?
Ah, back in patch 0.99
I hated Vantom the most
I felt like Slippery was too OP against Regent
Back when Regent's cards were not buffed yet
But in the current patch
I think Regent is now
being considered a fairly
Strong character
Top-tier character even
Ah
Random character?
What do you mean?
No, no
I mean the character with highest win-rate
Oh, it already has top win rate
I think it's like once the common cards were buffed
I knew this character would
Get a huge leap in terms of character strength
Then, Regent's current issue
is probably not having enough energy
But otherwise nearly perfect
Feels like the suffering phase is over
Actually, let's talk Exoskeletons
High-damage cards
No matter what
Astral Pulse
Or Sovereign Blade, they all get restricted
Then there's Decimillipede
Decimillipede's been a common issue
It is probably equally hard for every character
Actually, Decimillipede is a recurring topic.
Every class is probably quite afraid of this thing.
It can easily become a whack-a-moled type of fight
As for the rest, I've thought about it,
and there doesn't seem to be much else.
These Scrolls of Biting...
this is also a recurring topic.
These monsters are just designed -
I feel from the very start -
to not let you get away easily.
The damages you would take
if you don't have frontloaded blocks versus if you drafted a bunch of AOE,
is completely different.
These two fights are clearly
designed to make you draft AOE cards which normally are weaker
or multi-hit AOE, something like that.
I personally feel that Decimillipede - it attacks and
gains Strength at the same time,
and revives in only one turn.

Shouldn't this be nerfed a bit?
Or what do they think.
That's basically it.
- If, if, if...[Raphael] — about the Decimillipede fight, let me also chime in.[Seal]
I just want to chime on this
Decimillipede...
That's okay we're just chatting here.
My chat is really excited on the topics of Decimillipede.
But actually, when you compare it to the StS1 Slavers elite fight,
I feel like
If you compare Decimillipede to the StS1 Slavers,
Its actually a little bit easier overall.
Yeah, I agree. [Speaker: Huahua C]
It doesn't toss a net
Right, it doesn't have that extremely disgusting random intent pattern anymore. [Speaker:
White Seal]
There's no hitting you with a net when you want to deal damage,
and then making you Vulnerable on the second turn or
the third turn — none of that luck-based stuff.
I wanted to say this too. [Speaker: Charlotte]
Actually, it's not that Decimillipede is too strong,
it's that the other two Elites are too weak.
If the StS1 Slavers haven't been changed for so long, [Speaker: White Seal]
then it would make sense Decimillipede is what it is.
Because its benchmark is the Slavers fight in sts1.
It's meant to give farming Act 2 elites a certain level of risk. [Speaker: Huahua C]
Yeah, it currently — [Speaker: White Seal]
has the same role as the Slavers, I think.
The Entomancer is too weak. [Speaker: Xiaofu9]
The Entomancer is too weak. [Speaker: A mixed voice]
That Entomancer monster is exactly what was just said — [Speaker: Charlotte]
because the variance between different classes is too huge for this fight.
Its mechanic heavily counters Regent
and some Ironclad decks.
For classes like Silent and Necrobinder,
including Defect,
its output and health are tuned very low comparatively.
The mechanic is too specific.
It is too easy of a fight
for these characters.
This is quite a special case.
I think this one
is actually okay.
But I think the other one, the Infested Prism,
that fight I feel is genuinely too weak.
The Infested Prism is mainly because it gives — [Speaker: Raphael]
it gives you the possibility of 4 Energy.
That's true.
For the Prism... [Speaker: Dong Guo]
If it's benchmarked against Gremlin Leader or the book of stabbing from StS1,
its numbers seem a bit too low.
Mm-hmm.
This Elite struggles to cause you any real trouble.
But it's also possible Anthony designed it this way intentionally.
I'm just thinking, it's like..

It seems the overall difficulty of Act 2 right now is on the lower side compared to StS1.

Yes, he himself is consciously aware of this. [Speaker: Raphael]

The current difficulty of Act 2, is lower than StS1 Act 2.

But I don't know why that is the case. [Speaker: Raphael]

That's all I can say. [Speaker: Raphael]

Right, actually there's also that strong monster, The Obscura. [Speaker: Huahua C]

It also feels like an Elite-level hard pool fight. Pretty similar to Hunter Killer.

That Obscura... Once you kill it, it revives immediately, and the next patch is going to fix that Strength reduction mechanic. Isn't this monster... emm...

Is it that, based on their official stats, this monster still has a low kill rate? But from my actual experience, The Obscura seems to be quite disgusting. Statistically speaking... [Speaker: Raphael]

I feel The Obscura isn't as disgusting as the two Nibbits. [Speaker: Dong Guo]

The damage I took from the Obscura fight or the two Nibbits fight [Speaker: BRKStar]

Are all mostly higher than the Infested Prism fight from my experience. [Speaker: BRKStar]

My stats for Silent here is... [Speaker: Charlotte]

I encountered the Obscura 29 times. Average HP loss was 3.8. It's actually on the lower side. Maybe Silent just handles this monster quite well. Silent's Block tends to be a bit more sufficient. [Speaker: Raphael]

You can get through the fight by blocking all the hits. Because a rather unique problem with The Obscura is, even if you kill that minion in front of it, it can still gain Strength at the start of the turn. So it's better to Block than to kill it. There's a bit of that strat to it. So maybe it really is a class advantage. Also, Silent has delayed execution. [Speaker: Huahua]

Like, if you successfully blocked last turn, and then poison the minion, then next turn you basically don't have to worry about it. You get a low-pressure turn. But if your deck is struggling in Act 2, and you are stuck with dealing with the minion every single turn so it keeps dying and reviving, where you're forced into that situation. You might end up take some damage during the fight. Taking damages in hard pool fights— [Speaker: Dong Guo]

that doesn't feel completely une. Em, I actually think in terms of StS2's Act 2 overall design, I'm fairly satisfied with it. Compared to StS1, that is. It's not as high-pressure.

Maybe the Prism just needs to be buffed a bit.

Okay. [Speaker: Raphael]

I think that Act 3 fight with the 3 machines (nickname for Construct Menagerie)...

[Speaker: XiaoFu9]

Isn't it a bit insane?

The Punch Construct + 2 Cubex Constructs.

I feel it's quite tough.

Oh, yeah. [Speaker: Dong Guo]

Indeed, that one is very tough.

Necrobinder literally cannot block in that fight... [Speaker: Chenxi]

It's devastating.

Each of the enemies has one Artifact,

and it's also a group fight.

A very important defensive tool for Necrobinder is

Weak and Strength reduction from Enfeebling Touch.

Those get countered by Artifact stacks

quite severely.

That's very true in this game, aside from... [Speaker: Raphael]

a certain character that has access to Expose (Silent),

it's true that it isn't convenient to

deal with Artifacts on other characters.

That is true, but also

it is a good suggestion.

Then, finally, I'm actually a bit curious,

Guardian Chan, do you have anything you want to say?

Uh, in the early game— [Speaker: Guardian Chan]

like the first Act—

Defect's main damage output

consists of a Lightning Orb that deals 3 random damage every turn

and a Dualcast that deals 8 random damage twice.

Then, when fighting against the weak pool in the Underdocks,

and the strong pool in the Overgrowth,

when facing various hard pool fights,

it all just comes down to RNG.

Your damage taken in these fights completely

depend on how lucky you are with Dualcast.

Whether it's two Corpse Slugs,

two Toadpoles,

then various Overgrowth things like Jaxfruit, Flycomid,

then Slimes,

and the Ruby Raiders.

Including The Obscura in Act 2 as well.

Mm.

And Defect's own card pool

also lacks a reliable AOE tool.

Mm.

So when it encounters these Guys,

it's actually very troublesome.

So overall, for group fights and all those kinds of things, [Speaker: Raphael]

you feel that Defect

is quite uncomfortable playing against them.

Right. [Speaker: Guardian Chan]

It's like

Or should I put it this way

The most troublesome bunch of hard pool fights are found in the Overgrowth.

So is there, like, if... [Speaker: Raphael]
In this kind of situation, if you had to pick one,
which one do you find the most annoying?
Is there any?

(debug)

Since we've basically finished discussing [Speaker: Raphael]
everyone's most hated fight,
I actually have another one,
this is also a topic I stole from the podcast.

What do you guys think
is the best-designed fight?

Let's go around and ask one by one.

We've said our criticisms, now let's give some credits.

Hahaha, does anyone want to start?

A very good one, the Insatiable. [Speaker: Dong Guo]

The Insatiable, I think it's a relatively
well-designed Boss.

First, its mechanic is brand-new,
not just a reskin of a StS1 monster.

And its numbers are also tuned
within an acceptable range.

And its strengths and weaknesses are clear,

First, for decks

that rely on cycling with low output,

the Insatiable fight some sort of a challenge,

but it also doesn't make you feel particularly terrible playing against it.

I think the Queen fight [Speaker: BRKStar]

is designed relatively well.

The Queen's mechanic is also quite unique.

And the ways to counter her can also be, well,
freely decided by the player.

You can directly kill the Queen,

or you can also drag out the fight against her.

You can continue scaling yourself

until the torch head grows to a point where you can't handle it anymore,

then you kill the torch head

to reset the damage.

And for both small decks and large decks,

the Queen's mechanics counters against both equally.

I think it's a relatively well-made Boss.

My favorite fight is that Act 3 Elite [Speaker: Charlotte]

the Knight Gang, the three knights. The Guys.

The Knight Gang. [Speaker: Raphael]

Partly because compared to a certain

Act 3 Elite in StS1, namely Reptomancer,

I think it's honestly way better.

Reptomancer is my most hated fight in StS1.

So first of all about the three knights

two of them have their own unique mechanics, right?

And the impression of

The Knight Gang's design really fits my

ideal image of an Elite fight.

It gives you

the first two turns it to block about twenty to thirty damage on average,

then from the start of the third turn, it starts dealing high damage.

In the third, fourth turn, or even later
I think it gives some space for you to set up in the fight.
Then, if you haven't set up by turn 3,
then you will lose a lot of health in this fight.
Its two different mechanics,
one is Ethereal,
and one is downgrading, right?
You can decide based on your deck and draws
to kill the downgrading knight first,
or to kill the one on the left that only attacks first,
the knight that hits the hardest.
or if you have a small cycling deck,
you want to kill the middle one that applies Ethereal first.
I think this has a sense of design,
and requires decision-making.
It's my favorite type.

That's really well said. [Speaker: Raphael]

Let's ask everyone about this too.

What about White Seal?

The one that impressed me the most, [Speaker: White Seal]
my favorite one, is actually
the Act 3 Slimed Berserker.

Although stuffing 10 Slimed cards
was crazy the first time I saw it,
but actually in hindsight,
the actual average damage taken during the fight
doesn't feel that high.

It's a bold design.

I like bold designs.

At first glance,
the screen was full of Slimed.

Players coming from StS1 got a shock to the heart.
Then they found out it's not quite that powerful after all.
Bring on more bold designs.

Bring on more bold designs. [Speaker: Raphael]

OK, Roger.

I didn't expect White Seal's favorite to actually be the Slime fight.

Its average taken in this fight is indeed low. [Speaker: Charlotte]

According to my Silent stats,
it's the fight with the lowest HP loss there.

Even lower than the average HP loss
against the Dummy from the Act 3 event.

What do you mean even lower than the average HP loss against the Dummy, what
happened? [Speaker: Raphael]

Against the Dummy, I've gotten [Speaker: Charlotte]

Against the Dummy I once got an Offering
and a Corrupted Attack.

But among the Slime,
I only actually got hit by it once.

So the HP loss against the Slime is lower than the Dummy.

Based.. [Speaker: Raphael]

Hahaha

Then it's time to ask Brother Fu.

Is there anything you liked?

I think, I like the Globe Head [Speaker: XiaoFu9]

that concept is pretty good.
Um, one big difference for StS2 compared to StS1
is that the suppression of setup on powers
isn't very strong,
especially for Bosses.
So maybe some of this kind of
setup suppression has been shifted to hallway fights.
So I quite like the design of that Globe Head.
Um, and also
Knowledge Demon is also a good design.
Back in the early days of spire 2, I rarely
chose the other option.
Later on, after playing the game more, I also felt
that indeed, those several options are all
viable choices, just situational.
This, I feel, is quite good for the gameplay.
Is StS2 going to bring back Snake Plant?
"Is StS2 bringing back Snake Plant"? Are you kidding? [Speaker: Raphael]
You have to ask Anthony.
Umm wel umm...
You could dm him to ask.
Yeah about that hmm
Is there a Snake Plant in the other version of the second map?
You can ask it that way.
I won't stop you.
No its uesless. [Speaker: XiaoFu9]
They won't really understand it.
Hahaha, actually they all understood, they just won't say. [Speaker: Dong Guo]
I get it. [Speaker: Raphael]
But the problem is that in this situation,
It's gonna be hard to explain the meme
I don't think Anthony will get it. [Speaker: XiaoFu9]
I'm just kidding.
– Yeah exactly,
Hey, Chenxi
As a Necrobinder player,
which fight do you think is the best-designed?
Or which one is your favorite?
Best-designed or your favorite, either is fine.
Hmm,
My favorite would be the two bosses in Act 2.
The Insatiable and the Knowledge Demon.
Uh, for the Knowledge Devil,
I've had quite a lot of runs,
and I've picked every option at least once.
Back to the very beginning,
when I started with 0.99,
I always chose Disintegration,
which deals damage at the end of each turn.
Then as the playing strategies gradually changed,
I started to choose Mind Rot, the one draw 1 card less.
So I started to choose that one.
But what I've been doing lately
is deciding based on the current status of the deck
For example, recently there was a run where I got Afterimage,

and it's able to spam a lot of cards in a turn.
In that case,
based on my deck
I didn't have to pick draw reduction at the first time picking a debuff.
Instead, I could take damage.
So yeah,
Knowledge Demon really makes me feel that
the choice should truly depend on the specific situation.
The process of deliberation right here
is what I find interesting.
And as for the Insatiable,
the mechanism of shuffling playable status in your deck
is pretty novel.
I mean, it's a special mechanic-based challenge,
it's quite novel.
And the overall stats of the boss aren't very stressful.
It's like, one multi-hit attack,
then one heavy hit, then...
then buff, then two multi-hit attacks,
then another heavy hit,
then buff... and that's it
For Necrobinder,
Like, you go to the boss with nearly full HP,
even if you trade all the damage it does,
you can still win the combat basically
And there's also decision-making involved,
like whether to play Frantic Escape,
whether to get farther away,
or
or to gain more blocks.
And also because Necrobinder,
She has her own Summon mechanics,
you need to decide whether to
trade HP for more damage or,
save Osty's health for Unleash
or play Frantic Escape.
There's a lot of
deliberation and decisions.
So I think both fights are quite interesting.
Because there's a lot to consider.
In other words, I'm in favor of the fights with more interaction,
more options,
Something like that
For example, nobody's mentioned the Phrog Parasite in Act 1,
the one that shuffles Infection into your pile.
I think this elite is pretty interesting.
First of all,
it gives you three Infections every time in phase 1.
Its health total is kinda subtle.
Like, first you go all-out attack for round 1,
then block for round 2,
then the round 3 becomes interesting.
You either just kill the phase 1,
to avoid three more Infections.
Or you wait for,

wait for your AOE cards,
then you get 3 more Infections.
That's 6 in total.
Emm, then play your AOE cards.
You certainly need to decide it.
Also, the bigger one (phase 1)
gives you potential benefits
if you killed it by debuffs or delayed effects.
That is, if you kill it with Poison, Doom,
or Thorns,
you get an extra turn with lower stress.
That's what I found
pretty interesting about it.
And after it dies,
it will split into four smaller pawns, right?
It's not like the Three Sentries in Sts 1,
I can kill one at the turn it attacks me,
That is, I can somehow "steal" some tempo.
Like, its gonna deal 7 dmg, and you kill it,
you don't have to block that 7 anymore.
But these four worms have a unique trait.
Infection deals dmg,
And they buff Strength at the same time.
So it's not always profitable
to kill the one dealing dmg
You'd better solve this like
Leave two behind, one gives you Infection, the other attacks.
In that way you make the combat pressure smoother.
Uh, that might be better.
It differs from the strategies for the Three Sentries.
Anyway, I do think in phase 1
it's really interesting.
And it's also interesting after splitting.
Speaking of the revival mechanics,
I'd like to mention the Decimillipede.
Hmm.
If you kill the Decimillipede using poison, you can stop its move for one turn
That is, It can't execute its intent in that turn.
But if it's killed by Doom or Thorns,
it will revive immediately.
Meaning that it can act every single turn.
Normally,
like that maggot, uh, the Phrog Parasite,
after it's killed by Thorns or Poison,
it is stunned for one turn.
That intent doesn't exist for the Decimillipede.
So things like Doom and Thorns
compared to things like Poison,
are somewhat inferior.
You will take more dmg for one extra turn.
That's genuinely extra damage that shouldn't be there.
So it's still the compatibility
and synergy stuffs for the characters.
I feel like this is already a bug.
Because normally speaking, an enemy

can only execute one intent per turn.
It has already executed an attack intent (killed by doom).
Then the next turn it just shouldn't move, right?
Good question, but the main problem is
The timing when Doom takes effect is just too awkward.
Also including the Ovicopter, the big white bug in the hard pool of Act 2.
Exactly, the Ovicopter has a similar problem.
It's like the Darkling in StS1,
if you kill it with Thorns,
on its own turn,
it won't revive immediately in the next turn.
It'll show a question mark
for one turn.
The timing is pretty similar to Doom.
Anyway, using Doom and Thorns,
to fight the millipede
is actually a turn lost.
Got it.
Hey, Seal makes a lot of sense.
It does seem to be a bug.
Exactly, compared to Spire 1,
It differs from the convention
quite a lot.
Feels like a bug.
So finally... Hachidun your turn.
Any thoughts?
Hmm, from the design perspective,
I think, uh, the best one is still the Insatiable, the sand worm.
It has been talked already. I...
Now I think we've praised enough,
it's time to get into what everyone really wants to see.
The Doormaker. Any thoughts, feel free to say.
But if you guys want something more general,
for example, an outline,
Which version of the Doormaker do you prefer?
If you have an idea, how would you change it?
Uh, time to open the Door.
Everyone, say whatever you like.
Praise, or say whatever you want.
Ah, time for criticizing.
Oh, right.
Now, in Spire 2,
my average deck size is about
10 cards larger than in Spire 1.
The old preference for slim decks is gone.
I believe many players are like me,
because of the Doormaker, the entire playstyle changed.
Some even quit the game entirely.
I actually have two questions.
The first one is,
which one has a bigger influence on shrinking your deck size,
The new Ascension 6 or the new Door?
Obviously the Door.
As long as you are relying on small cycles to win fight the door,
if it's not a 0-cost loop,

you just can't win.
I think the bare minimum is,
if you gonna make a monster to counter infinites,
the bare minimum is,
you should let Acrobatics + Tactician
this kind of standard infinites still work?
Well, can you imagine the feeling that Acrobatics and Tactician give you 0 energy?
that Acrobatics and Tactician give you 0 energy? Nothing short of a trap.
You play Acrobatics then lose one energy
then discard Tactician then lose one more energy
What the **** is that??
OK, Seal. What's your average deck size now?
Uh, I checked it recently,
lately only 14 runs counted, I think.
Recently... oh no,
recently I checked over 30 runs,
or maybe 28 runs.
My averaged deck size is 28 among the 28 runs.
Back in Spire 1,
I have two characters whose average size is under 20 .
One was the Watcher,
The other was the Silent.
Ironclad was only a little over 20.
Defect was also not higher than 25, I remember.
That is indeed very slim.
Alright, first, let me share some good news.
The Doormaker is indeed being reworked.
But I won't say what's it gonna be.
Because this video still needs to be published.
I'm afraid Anthony will say
I broke the non-disclosure agreement.
The Door's mechanics definitely needs to be changed,
it's too crude and simple.
It simply destroys small cycle decks.
Recently, I was still trying
Pommel Strike + Bloodletting combo,
trying to dmg race against the Door.
It was like it cost 2 for Pommel Strike
then a Bloodletting
to get the energy back,
then I just bleed myself dry.
I felt all the three phases
are more or less having some problems.
I think one of the
major shortcomings of the Door's design is
The variance of its difficulty between large and small decks is excessive.
On the one hand,
If you fight the Door with a large deck that has most of the good quality cards,
it (the door) seems to be too weak.
But on the other hand, it's too difficult
for deck trying to execute a small cycle.
The difference is just too great.
It leaves the players with no alternatives in how to handle it.
Players need that kind of decision space.
you cannot just cut off half of the decision space.

I think that's not a good design.
It's also a main reason why there are so many negative reviews.
Let me share a bit more inside info.
In the upcoming update,
Anthony said that he thought
uh, it's already one,
For the infinities that can be too much easily achieved,
There have been quite enough nerfs in all aspects already.
So the Door doesn't have to bear the responsibility
of countering small decks anymore.
Uh, so it can be designed more creative,
and it won't let everyone feel like
being countered by the Door too much.
So this is a good thing, I guess.
Of course, I don't know what the specific version looks like.
At least that's what he said.
So it's good news.
And by the way, everyone mentioned
these issues, which are, to some extent,
somewhat alleviated.
Uh, now it's time for
Xiaofu9.
When I fight this Door,
the main change is that it makes me
pick up a lot of Power cards,
which is nearly impossible in Spire 1.
So Door has actually changed
our overall playstyle quite a bit.
And the biggest problem is still,
as Brkstar said,
it shouldn't simply kill off a playstyle entirely.
It shouldn't make one choice,
or one deck-building habit totally dies out.
I feel it's quite important.
Uh, I think the simplest fix would be,
for example, just remove the third phase,
or to simply limit the number of cards that can be played.
This is enough.
basically that's it.
Restricting the number of cards... Still somewhat limiting.
But at least you could handle it like fighting the Time Eater,
as long as you can generate enough damage or block,
Or you can simply execute a small cycle, which would be enough.
But I'm actually a bit ... uh,
but, but lets keep talking first.
But I'm also a bit curious about,
uh, based on interviews on youtube,
Which patch would everyone prefer
the most?
Or, are people looking forward more to the new patch?
Obviously this patch (0.103) is better than 0.99.
Especially the nerf to Act 1 Elites.
That's very good.
I...
No, .

I meant,
only about the Doormaker, only the Door.
The first version of the Door was worthless.
If you compare garbage with
the current not-quite-optimized version,
then I have to say the rubbish is worse.
My favorite was the version that
the first card costs 1 extra energy in phase 3,
and then you lose one Strength and Dexterity.
Yeah, I like that one too.
I thought the Devs would
make changes based on that version.
But Anthony's approach was different from what I expected.
I feel like the phase 3 that every card loses 1 energy
is the biggest counter to decks focusing on small cycles.
If it were changed to every two cards or
every three cards lose one more energy,
then small decks might still be able to survive.
Raphael: OK, so we just went over some general questions about the new Doormaker.
Now, I wanna hear from Dong'Guo and Charlotte,
How do you guys feel about the new Doormaker?
Specifically, in aspects of the characters you focus playing with?
Although I know Ironclad and Regent
barely worry about the new Doormaker
But I'm just curious about how you guys feel.
Dong'Guo: Yeah, the easiest characters to slay the Doormaker now should be Ironclad
and Regent.
As for Ironclad,
If you got Dark Embrace and Feel No Pain,
Then fighting the Doormaker is no harder than a hallway fight.
Raphael: Hahaha
Yeah, that's exactly how I feel when I play Ironclad vs. the Doormaker.
But that doesn't mean its mechanics are healthy for the game.
It's just because its HP and damage are not that high,
and the Hunger turn can be easily taken advantage of as Ironclad.
Therefore, it seems to be a cakewalk for Ironclad.
I think most of time Ironclad doesn't even need to
take any countermeasures deliberately.
Maybe sometimes you gotta draft an
Ashen Strike or Anger just for the Doormaker.
And I think pretty much that's it.
Raphael: Alright cool!
Now let's hear from our Silent player!
Your turn now.
I might talk quite a bit,
Let me see
I'll go over it from two aspects.
First, from a the gameplay perspective,
Silent vs. Doormaker,
Judging from the doormaker's HP and damage,
without those mechanics,
only focusing on its HP and damage value
I dare to say that The Doormaker is a very weak boss.
Silent can beat it easily,
basically no pressure at all.

But that's how it is when we ignore its mechanics
It has nothing to do with the design.
I'm making these statements
Only because the Doormaker's mechanics are way too extreme and radical.
As a result, Anthony could only give him
very low damage values.
And now everyone knows,
Silent is called the greenish Turtle.
Silent's power cards,
Their performance in longer fights is very powerful.
And Silent also has Well-Laid Plans, a consistency power that hard counters the
Doormaker.
So, as for the Silent,
the Doormaker is very easy.
Basically about as easy as the Queen,
and much easier than the Test Subject, I think.
Now, that's from the actual gameplay perspective.
It's just easy.
And also,
because I personally, back in StS1,
I kept playing Silent with NOSL at last.
When I come to play in StS2 with SL and NOSL,
I notice that my decks tend to be larger(comparing to StS1 decks).
So when fight against the Doormaker,
Usually, I won't consider countering the Doormaker in Act 1 or Act 2.
It's just like fighting the Time Eater;
if you feel your deck can't beat it,
starting from Act 3, you start drafting some specific counter cards.
Or draft some exhaust fodder for it to exhaust.
Hmm, that's from the gameplay perspective.
Then, regarding the mechanics,
although the Doormaker is weak,
I share the same opinion as others do.
I think the Doormaker is a very poorly designed boss.
Because it
limits the player's choices.
I feel like, most people love this game
because of its great decision-making depth.
You can make decisions based on the card rewards you get
Either strive for decks with a small cycle,
or building a larger deck.
It's all up to the players, we have the right to make our choice.
But now, we got the Doormaker, who has strictly restricted your infinites,
and then we got costlier card removals and fewer removal events
Which also make infinites even harder.
Another point is that, the Doormaker's HP and damage value is low.
You can just draft lots of Powers and easily kill it.
And then besides the Doormaker,
all the other enemies...
except for
Enemies like the Scrolls of Biting,
Enemies like the Decimillipede,
which all demands frontloaded blocks,
hits really hard.
except for those enemies I mentioned, most enemies,

including ones like the Queen,
and the Knowledge Demon,
They are actually very friendly to Power-heavy decks.
Now when all these factors come together,
Building a power-heavy deck without considering anything else has now become the
META.

You can trade off 20~30 HP to set up all your powers,
And then you can easily win the game.
To be honest, I think this is definitely not good,
Because this really restricts and reduces players' decision space.
That's what I think about the Doormaker and everything in this patch.
I think the Doormaker's Phase 1 Actually, I fairly enjoy the mechanics of
Exhausting and drawing restriction
to be honest.

I wonder if Anthony has
Ever played Chrono Ark?

In that game, the first ending boss, the Forgotten King,
He got a heavy hit that will remove two cards from your deck.

And this raises the requirement
for the overall quality and scaling of your deck.

Except for small deck cycling,
when you have a deck of 30ish cards, a deck with some good cards,
you need to estimate the damage and defense value within your deck,

You need to estimate how long you can fight him
while he continuously removes cards out of your deck.

By the end, your deck might be burned down to only 10 cards,
where you can barely play an Attack card every 3 turns,
and you manage to kill it just in time.

I personally quite enjoy that kind of feeling.

That's for the exhausting mechanic, and for the drawing restriction,
I think the drawing restriction comes with the exhaust mechanic together.

Because within each exhaust turn,
theoretically, you can exhaust 1~2 unwanted cards,
And that can help you shrink your deck, make your deck neater and smaller.

I think that's why he gives the Doormaker

The drawing restrictions in phase 2

In each drawing restricting turn,

The quality of player's hand should increase gradually

This mechanic highly requires player to make decisions accordingly,

And it actually provides the player with a wide decision space.

I quite enjoy mechanics like this.

But what I hate the most is its Phase 3. Grasp

Because, during the effect of Grasp

losing energy per card is way too powerful.

Apart from the most powerful 0-cost cycles,

The only thing you can do

during this turn is AFK

You can either: spend all your energy first,

And end the turn by playing some 0-cost cards;

Or: you can spend all your energy first,

and play some cards like Bloodletting

or Brightest Flame,

And then you get a bit more blocks,

Just to get over this turn.

Originally, I thought for something like...

taking Silent as an example,
As for most of the fights, I can synergize and cycle with Tactician and Murder,
Or with Memento Mori
Or I can use Tracking and Memento Mori.
However, as for the Doorkeeper, During the Hunger turn, I can exhaust some unwanted cards,
And during the Scrutiny turn, I take a punch and lose 20 HP
After that, in the next turn, I should be able to do something, right?
At this point, I should get some buffs, and get my deck cycled and kill it, right?
You can't let me come to the Doormaker and do nothing
and get beaten all the time, throughout all different phases.
It just makes people feel...
Very bored, pointless and upset.
It feels like I've been forced to play the game in certain ways only.
That's how I think about the Doormaker.
Raphael: True, fair point.
Charlotte: Okay, then I'll share my thoughts,
- Roast it. - Okay.
from the Necrobinder's perspective,
How I feel about the Doormaker.
Actually, I had prepared a script for today,
and I got a lot to talk
about the Doormaker
very long section about it.
Alright, I'll start
talking about it now.
First of all, the Doormaker
There are 2 perspectives I want to talk about,
1. within the fight of doormaker itself,
2. with the deck building with regard to the Doormaker.
Back then, in patch 0.99,
A popular playstyle of Necrobinder was small and neat decks,
where you remove cards outside of combat,
and you draft Cleanse and Seance to further remove cards during combat.
Eventually, you get a small deck that cycles that best cards you have.
The Doormaker, however; has a huge impact on this playstyle explicitly.
Especially because of the Grasp turn,
Losing energy is extremely destructive
on this playstyle.
So, in terms of deck building,
You can no longer draft this way.
You have to draft a lot of scaling power cards,
in order to fight the Doormaker.
If you have a bunch of scaling powers to fight the Doormaker,
considering its HP and damage value,
the Doormaker is relatively weak,
especially when you compare it to the Queen,
or the buffed Test Subject.
However, if you take a closer look,
building a power-heavy deck may help you get over the Doormaker,
But it adds more pressure to your hallway fights and the fight with the Test Subject.
This has a huge impact on Necrobinder's
Deck building and playstyle.
Back then
when I was writing my SL guide,

my point was that,
Necrobinder can use high-quality block cards and an engine
To get over most of the enemies.
Except for the Scrolls of Biting,
and the Test Subject,
Which Necrobinder may need to prepare some hard counters,
Or trade off some HP to get over.
As for the other enemies,
Necrobinder may barely lose any HP,
Now, when it comes to patch 0.103, everything has changed.
Only because of the Doormaker,
you need to draft a lot of scaling power cards.
and in order to play these powers,
in order to set up,
you have to trade off your HP
Or you need to have some relics or potions to help you set up.
And this adds up even more pressure within the whole Act 3,
Because you have to save some potions and keep a decent HP
to guarantee you can set up when fighting the Doormaker
And not only that, because you have to draft these extra power cards,
the pressure can even impact your Act 2.
In Act 2, the strong pool enemies
Might cause you greater troubles and pressure you harder.
Now, back to the Doormaker, talking about the actual fight with it,
As everyone said,
The very first Hunger phase,
puts a huge restriction on the Necrobinder's soul build.
In fact, not only the soul related cards are restricted,
Those Ethereal cards of Necrobinder
Are also strictly restricted.
During the Hunger turn, if you happen to draw a Defy,
If you don't play it,
it will get Exhausted. If you play it,
It will get exhausted as well, there's no difference.
Since many of Necrobinder's essential block cards
happen to be
Ethereal,
Namely, Defy and Enfeebling Touch,
Both are very strong block cards.
However,
They are all Ethereal.
As a result, the Doormaker's Hunger mechanic
Has a huge limitation on Necrobinder's blocks.
What's more, one of Necrobinder's
common cycling method
is the Soul mechanic.
In the no-draw and energy-stealing phases,
it also has a very strong
destructive effect on Souls.
As a result, when you wanna draft a soul card,
you have to think twice now.
Back then, when you see a Capture Spirit,
if there's no other card competing, you can draft it directly.
But now, you have to take the Doormaker into account.
You have to consider the Doormaker's Scrutiny and Grasp phases.

But that's not all
While the Doormaker puts such restrictions on drafting soul-yielding cards,
At the same time,
it also puts more pressure
on the fight against the Queen.
Since the mechanic of the Queen can be easily countered by using Souls.
So yeah, the Doormaker also shifts the pressure
onto the Queen.
The Doormaker's Scrutiny and Grasp phases really restricts a lot.
because drawing is restricted,
energy is also restricted,
the number of cards you can play - or your decision space - eventually become fewer.
eventually become fewer.
Now if you can play fewer cards, especially block cards,
Then it demands for longer weak uptime.
Since Weak debuff reduce the demands for playing block cards.
I mean If you have a
long uptime of Weak applied to the enemy,
it would be persistent.
It lowers your survival pressure
regardless of your drawing order.
But if it restricts drawing
and energy,
it also sets a very high demand
on your Weak uptime
But this contradicts with the restriction that Hunger sets on your Ethereal block cards,
which is Defy.
You can tell things start self-conflicting
Restricting draw and reducing energy
also destroys some card combos and synergy.
You just have to either draft lots of good cards
or increase the card efficiency of your entire deck.
For example, picking cards with high-value blocks
such as Delay.
Since you can only draw few cards every turn,
As a result, the number of cards you can play is also fewer.
Then, the only solution is to draft a bunch of value cards.
For example, many of Necrobinder's winning decks now,
because of the existence of this Doormaker,
are something like four or five Defys.
Or a bunch of Invokes,
and a full load of powers,
like Calcify, Sleight of Flesh,
and Friendship, and so on.
Hmm.
As a conclusion, in the post-Doormaker era,
in order to beat the Doormaker,
we have to draft a lot of high-value blocks,
and a lot of power cards.
The Doormaker really has a huge impact,
are "stuck" in the first phase.
And that's the overall case.
You have anything you want to say, Huahua?
So I
shall say a few words on behalf of Regent players.

Actually, the Doormaker is, for us Regent players, basically a joke.
Indeed,
for all three phases,
it seems that only the third phase can challenge you.
The first two phases
feel completely effortless.
Because Regent can either play the Forge build,
or card generation build.
In particular, Sovereign Blade decks have counterplay options against the Doormaker like "Summon Forth",
um, can prevent the Sovereign Blade from being exhausted and gone.
Also, Regent has Heirloom Hammer
which can duplicate the Sovereign Blade.
As for card generation decks, there's not much need to even mention it.
Neither draw lock nor exhaust has much impact on it.
Uhh, however,
even though Regent already has an easy time dealing with the Doormaker,
I still think that
across all five characters,
there are, more or less, some issues
with the Doormaker overall.
We'll have to look forward to what it's like after its rework.
I know Defect players have been holding back a lot, so
it's your turn now, Guardian Chan.
OK, I'll start with the Doormaker.
The biggest impact Doormaker has on Defect is that-
well right now there isn't a general solution
to how Defect can build decks.
In patch 0.99 there was one,
where you could go for engine decks,
and cycle
all sorts of cards in the deck,
like "Darkness",
and a number of Rare cards
like "Voltaic"
and "HelixDrill", etc.
But in this patch,
these strategies do not work anymore
because of the Doormaker.
Overall,
I think the Doormaker design is kind of a failure,
because it
prohibitively punishes certain playstyles of some characters,
while for the other playstyles,
it seems overly weak instead.
So the issue isn't mainly with the numbers, right?
Yes.
Anyone have further comments
on the Doormaker?
Ohh, I'll add one thing that everyone forgot to mention just now.
It's that whatever you do to the Door the first turn doesn't affect the Doormaker, as they
are separate entities.
Imao, this design feels really awkward.
Its intention should be allowing the players kick off freely for one turn,

(but) the debuffs don't carry over.
For example,
suppose when you entered Act 2,
you took Orobas' Imbue relic (Electric Shrymp),
and you Imbued Malaise
or Shockwave,
then you'll feel like an idiot in the Doormaker fight
because in the second turn, it simply turns around
and all debuffs you put are gone.
Not sure if it's intentionally designed this way
or if it's a coding issue.
It just feels clowny.
Uhh,
it's designed this way... but anyway it will be reworked soon.
There's also the issue of
how well the name "the Doormaker" fits the said boss.
The boss is called "the Doormaker",
and previously,
in the last patch, patch 0.99,
the boss could be considered to fit
its name "the Doormaker".
But now, the boss design
has nothing to do with a "Doormaker".
The boss, after being afk for the first turn
and comes out of invincibility in the second turn,
is totally unrelated to its name,
and,
does not fit the name "Doormaker" in any way.
Well, the process of designing the Doormaker is actually
the artwork first,
well I'm not too sure,
but they (the dev team) came up with the idea of "a door",
and the first draft of the Doormaker was created,
which is the "knocking door" design
that I mentioned during the Pioneers Cup StS2 tournament.
Then, it evolved into the later "Doormaker".
I'm not sure about the exact rationale behind,
but the art ended up like this,
and the dev team started making the three different phases
based on the three artwork variants.
One more thing can be disclosed is that
having three different interchangeable phases
is still too much for an Act 3 boss.
So in the end, it may revert
to a simpler mechanic.
Anything else
everybody wants to say about the Doormaker?
Actually I have an idea
that I'm not sure if Anthony has considered.
You could just leave the Doormaker as a two-form boss
and strengthen the "inside door" form.
I'm not sure if he's thought about this approach.
Well there should be quite a few options,
whether they're the ones I submitted
or the ones he saw in the F2 in-game feedbacks,

there are actually a lot of them.
I do think that's a fair approach,
and it fits the boss's name better.
Indeed.
Since the earliest appearance of this boss
was a two-form boss,
returning to a similar mechanic
wouldn't be too bad.
If you could revert one of the changes,
any one that Anthony pushed to the main branch,
which one would you want to roll back the most?
I think it's the new Ascension 6
which caused removing cards be more expensive.
That change was far too radical in my opinion.
Even for a value pile lover like me
the change was too aggressive.
The average size of my decks was around 30
during patch 0.99,
so my decks were hardly small.
But even for a value pile lover like me,
the Inflation Ascension added in this version
is too aggressive.
The price is 100, followed by 150, then 200, which means during a whole run,
you can only remove around three cards through the Merchant,
if not two,
when you wish to buy something else.
Because after all, if you never encounter
any event that gives you extra gold during the run
you can only get about 500 gold,
which is 200 less than StS1.
So I think if the dev team want to make removing cards more expensive,
it should, at most,
Scale it up like 100, 125, 150
You can't just increase it directly to 100, 150, 200 and so on.
It's way too much.
Actually it reminds me of the closed beta.
There was a patch
where Ascension 3
did not reduce gold drops by 25%
but instead increased the Merchant prices by 20%.
So in that patch, the price of removing a card becomes 90, 120 and so on.
Well, if Anthony
really insist on increasing the card removal cost,
do you guys think this price will be more acceptable?
Yeah, lmao, that'd definitely be better than the current one.
In this economy, card removal is literally un-affordable.
At a number of times, while playing Silent,
even when I could afford removing cards, I wouldn't.
I basically went into the boss fight
with 5 strikes, 5 defends and a deck size of 40.
And Necrobinder too.
When playing the Necrobinder,
I could still be able to build a deck
with around 20 cards back in patch 0.99,
because at that time I was also a small cycle enjoyer.

but now my Necrobinder also ends up going for a 40-card deck
with 4 Defies,
2 Friendships,
plus 2 Demesnes.
I am basically just stuffing all the good cards into my deck.
Your turn now, WhiteSeal
the card removal enjoyer,
the deck-thinning fanboy, please go ahead~
about the patch I'd want to roll back to the most?
um, the change you'd want reverted the most
Why don't you just talk about one specific change?
Then it's indeed the card removal cost change
(hahaha). I believe that for many players who love small and slim decks,
when they draw 5
or more than 5 Strikes and Defends
It's really hard not to laugh out loud
and click top right.
"That's all for today."

Right now, compared to other options at the Merchant
like buying relics or colorless cards,
removing a card from deck is just not comparable.
The value is far below its cost.
I reviewed my run history earlier,
in the most recent 14 games,
uhh, on average I only removed 2.4 cards per game.
That means only losing 2.4 Strikes and Defends (per run).
from shops, card removal events,
boss relics and Neow options altogether.
Only 4 of those runs removed more than 4 cards,
three of which were because of relics.
One was Loose Wool Shears,
one was Empty Cage,
and another was Meat Cleaver.
There's only one run where I managed to remove more
from encountering quite a few remove/transform events
from question marks .
Across the dozens of runs,
the average was still only losing 2.4 Strikes and Defends per run.
That greedy small deck enjoyer WhiteSeal is gone forever.
Now I have another question for you
and you guys can think about it in advance.
So which changes do you think
hurt small decks the most — card removal cost,
card removal events,
or the Doormaker? Because
according to Anthony himself,
aside from the Doormaker and new Ascension 6,
even though the card removal events looked heavily changed,
he only touched like two events,
plus the Vakuu's option.
His own words.
So what do you all feel — does the new Ascension 6 have the bigger impact,
or is it the Doormaker?
The Doormaker affects playstyles the most.
If the Doormaker didn't exist,

then it would be the new A6.
So basically, the Doormaker matters more than card removal change.
And I'm sure he (changed) more than two card removal events:
the one in Act 1, where you either lose HP to remove a card
or restore HP and fight the Wrigglers;
And then the one in Act 2,
where you either restore HP and get stuffed a Metamorphosis
or lose HP to remove a card;
and there's another one in Act 1,
originally you pay 100 gold to transform 2 cards,
but now you lose all gold to transform 2 cards.
The last one should count as a card removal event as well.
Those three are the ones I could recall
and indeed, it seems that there are no other
card removal / transformation events that are changed.
Ok, if anyone has more thoughts on this,
just bring them up directly.
It's not like we're holding some formal meeting here. Damn.
Ahh... xiaofu9, why dont you say a few words?
Uhh, I won't repeat too much about removal costs.
The biggest issue is that
it takes a playstyle option away from the player.
I think slightly increasing the price of card removal
would be better than basically only allowing removing card once per run.
Let me talk about a few card changes,
some of them feel really baffling,
like Ironclad's "Forgotten Ritual"
and "Expect a Fight".
I can tell what the dev team was trying to do
which is to discourage players from sticking to playing small cycles.
However, these two cards
weren't even that overpowered back in the patch where small cycles flourished.
The truly broken card is "Bloodletting"
So if the dev team feel
the environment now already makes small cycles hard to play,
then maybe these two cards should be adjusted a bit.
Second we have the Silent.
The changes to the Sly archetype
OK I'll just be forthcoming
Right now I feel like Silent's Sly archetype
is literally garbage
that serves no purpose at all.
The Sly nerfs hit
"Flick-Flack" and "Untouchable"
which I honestly find
ridiculous to me.
Those two cards weren't even that strong in the earlier version.
These nerfs...
I feel like there's definitely room to partially revert some of these changes.
I can't really think of anything else.
Well Dong'guo,
What's the change you most want reverted?
If we're talking about reverting changes,
I think the card removal price could definitely be adjusted.
Right now what the dev team has done

actually lowers the strategic depth of the game overall.
Back when I played StS1 NoSL runs,
I actually didn't remove cards that often.
In most runs, I barely removed any cards at all.
One reason was that I could keep Strikes around
in case I hit Pandora's Box or the Vampires event.
The thing is, sometimes if there are no
question marks that help with removing cards,
you simply couldn't thin the deck much anyway.
And when facing the Shield/Spear and the Corrupt Heart in Act 4,
removing cards once or twice at the Merchant
honestly wouldn't make that much difference.
Those objective factors naturally limited
how much I wanted to remove cards
rather than the game
just bluntly increasing the removal price by that much
and basically yelling at me,
"Hey! You shouldn't be removing cards anymore!"
I think that approach is bad.
It negatively affects both player mentality
and strategy space wise.
I think this should be reverted
or at least partially reverted.
In particular, they can either only increase the base card removal price
or only increase the cost scaling.
Increasing both
is excessive.
biting off more than you can chew.
Another thing I really want to complain about
is the variance range of the price of relics.
You can get these ridiculous situations
where a Rare Relic is cheaper than a Common Relic.
The variance is way too large right now.
I think they could shrink it a bit
so players have a lot more control
over their gold management. That is,
we can have a more accurate estimate
on the price of the relics.
instead of bumping into it at the Merchant
and find it surprisingly cheap
or surprisingly expensive.
Well, the dev team thought about
only lowering the upper bound of the variance range
while keeping the lower bound at around 15%,
but I don't know why they never followed through with it.
Maybe they just forgot because they were busy.
In StS1, it was 5%.
Yeah, honestly I think StS1 handled it pretty well.
Not really sure why
they keep tweaking it here.
Maybe they wanted to increase randomness.
Your turn now, Charlotte
If you could revert one change,
what would it be?
Well, there are two questions here.

Let me answer the easier one first:
among card removal price adjustment, the Doormaker, and card removal event changes,
which hurts small decks the most?
To me, the one that restricts small deck playstyle the most
is still the increased card removal cost.
As long as you could thin your deck,
leaving aside characters like Necrobinder and Defect,
both Silent and Ironclad
have plenty of ways
to beat the Doormaker with a very small and streamlined deck.
So I think the answer to the question
is surely the increased card removal price.
And my answer to the second question, which is the change I most want reverted,
it's also this new Ascension 6 modifier.
Just the idea of this new Ascension 6 itself
where the dev team consider having increased card removal cost
as an Ascension modifier
feels very weird to me.
It almost feels like the game is defining the "supposed" way to play for the players.
It's like the dev team
is telling you
that removing cards is wrong.
So since we are increasing difficulty (at Ascension 6),
you shouldn't remove cards
or play this way.
That feels awful.
Right now, the card removal cost is simply too high.
Hmm, if Ascension 6 is going to remain Inflated,
then I think the base price should stay the same—
keep it at 75 gold.
Then after your first removal,
maybe it increases by 25 to become 100.
The second removal becomes maybe
150, the third 200,
scaling upward step by step.
The more you remove, the more expensive it gets.
Then when you are playing a large deck
Usually, anyone who played a lot of StS1 NoSL
probably understands this feeling:
you will want to visit the Merchant frequently.
Once you have 200 gold,
or for Silent
even when you have 100-ish gold, you will consider visiting the Merchant
just to check the Shop relics
or uncommon Power cards.
So you'd visit the Merchant,
but for various reasons you may not buy anything.
And if you choose not to buy anything
and there are no Merchants ahead,
some players
would choose to remove a card
as a fallback option,
because card removal gets more value the more you do it.
Even in the early game when your deck still lacks strength,
choosing to remove a card

here and there
and later on
maybe you hit a few card removal events
or pick up a key card
and suddenly the whole deck starts working.
That's how the few card removals
lay the foundation for an engine deck to eventually come together.
But now card removal prices increased so dramatically,
it's basically impossible to treat
card removal as a reliable shop fallback option anymore.
Sure, I'll still remove a card
if there's nothing else worth buying and it's my first removal at the Merchant.
But after the first removal,
the price becomes basically unacceptable.
So if they want to change it,
I think scaling removal cost increment is a much better solution.
That way, larger decks
can still remove a few cards as insurance
without being punished too hard,
but for players who pursue
extremely greedy streamlined small deck building
gold pressure will become more prominent
because card removal gets much more expensive later on.
That's a good way to change it in my opinion.
Uhh,
so to summarize, it can be changed into,
for example, starting at 75 gold,
then after the first removal,
the next removal costs 100 gold,
and the next one becomes 150,
and then 200.
Maybe increasing the increment
by 25% each time.
That will allow more options
for value decks
and limits overly greedy small deck playstyle
to a sufficient extent.
Well, I guess it's time to talk about the Necrobinder,
the character with the most powerful starting deck.
Chenxi, what's your opinion.
if you could revert one change,
what would it be?
If I could have one change reverted,
it would obviously be reverting
the card once loved most by all Necrobinder players
which is "Defy".
Yeah,
that's probably impossible though.
I can understand their nerf on Defy
Because the original Defy
was truly overpowered.
But I believe if you nerf Defy,
um,
then you also need to provide some alternatives or compensation.
Removing power from the card is understandable,

but there should be something in return.
Excluding that,
the change I want reverted the most would be the card removal price.
Um, that character, the one benefited a lot from this patch,
anything you'd like to say about it?
Well, I'll say a few words about Regent then.
Well, Glow was originally dead,
but because the current environment
has less card removal,
and because Glow draws next turn
while still effectively drawing 2 overall,
it ended up being more of a sidegrade than a nerf. And
combined with the Doormaker
which prohibitively discourages small cycles,
Regent basically got a bunch of
indirect buffs for free.
Furthermore, I want to mention that the removal cost change
also heavily affected Regent's scaling gameplan.
Like previously,
I would almost always pick Large Capsule at Neow
unless the other options
were exceptionally strong,
because Large Capsule
guaranteed baseline deck strength.
Then if I met the Merchant,
and there wasn't much worth buying,
I'd just remove cards.
After a few removals,
the downside of Large Capsule didn't feel that scary.
But in the current version,
I have to think very carefully
before stuffing even a single useless card into my deck.
Regent's energy economy is already tight,
and spending energy on drawing cards
makes it easy to lose the chance to play the Powers in a fight.
When your deck gets larger,
you naturally want to filter out Strikes and Defends with drafts.
And larger decks
(BrkStar replying to comments in his stream: We're talking about card removal price
changes now)
naturally consume more energy relatively.
Filtering out Strikes and Defends like this
will hurt the output of your deck.
So now if I decide to take Large Capsule, I'm way less likely to
take Curses.
For example, in the Underdocks there's an event where you either fight two Punch
Constructs or take a Curse,
now I'll probably do everything
to fight them and avoid getting stuffed a Curse.
In the earlier patch
if I would be stuffed a Clumsy (in exchange for a relic),
I'd just accept it.
But now?
I'll probably,
if my deck can handle the fights for now —

and Regent is extremely strong right now —
I'll probably just won't take it.
And like Charlotte said earlier,
card removal stands for a fallback option at the Merchant.
It serves a purpose
and you can't just simply put it to dead.
Sometimes you start a fight with a hand full of Strikes and Defends,
and in the next turn the enemy would be, for example
doing heavy hits, tons of damage to you.
but suddenly you draw a hand full of Powers,
Then no matter
how strong your character is, you can't stand that hit.
Alright, let's hand over to the Defect player.
Yeah, I feel that the Defect player
has a lot to say.
OK, I'll say a few words.
By the way,
I bought a new microphone
which should arrive later today.
Uh, As for Defect,
the change
I want reverted the most
is also the Ascension 6 card removal price increase.
In StS1, there were
plenty of ways to restrict small decks.
For example, strong hallway fights
and Elites in Act 1
forced you to pick up more early game cards
if you aimed for greedily small deck.
Or having bosses like
Slime Boss and Hexaghost,
who would definitely punish you
if you removed too many cards.
If you could bring one card
from StS1 into StS2,
which card
would you pick?
Let's exclude anything
that grants permanent Focus,
since those would probably be too broken.
Well, I'd definitely pick cards which grants Artifacts.
I think Panacea would be incredibly strong in StS2, hahaha.
But obviously that's never happening,
since they had everything
that could possibly grant players Artifacts
removed in StS2.
Then, I believe, yeah,
I think Reaper.
"Reaper" is such a cool card
and it's not absurdly overpowered.
I genuinely love that card.
I don't know why StS2 doesn't have it.
Oh yeah,
speaking of Reaper,
I'll have to talk about

my current 0-pick-rate card: Demon Form.
Hahaha, after Reaper is "reaped",
Demon form basically
has zero pick priority anymore.
Ironclad now has way too many other scaling options,
which overshadows Demon Form.
Back in StS1, I actually
loved picking Demon Form
because Ironclad could rely on defence to stall
while Demon Form scaled
as a late-game win condition.
But in StS2,
Ironclad has so many scaling options,
yet Demon Form received absolutely no adjustments.
Compared to the other Forms,
it basically has no reason
to be picked anymore.
Speaking of other Forms,
Reaper Form is seldom picked.
But the Forms for other three characters
still have rather practical uses.
I actually mentioned about the awkward position of Demon Form
to Anthony before.
I proposed changing the base version
of Demon Form to gain 3 Strength,
and having the upgraded version gain Retain.
It obviously wouldn't be an outrageous buff,
but I really think the card deserves buffs.
Back in patch 0.99 —
or maybe some other patch, I forgot —
I saw the backend data of Demon Form's win rate and pick rate.
It's win rate is above median,
while its pick rate was below median.
I honestly don't know how that happened.
Yeah, that was Ascension 10 (data). Hopefully,
it gets more buffs later.
Speaking of the question about pick rates
I think there's one card that perfectly outlines the question.
It has enough sample size of
over millions of runs:
Drum of Battle.
Everyone says Drum of Battle is strong.
Everyone should agree it's strong.
But everyone, or most players,
still don't actually like picking it.
At least from the last dataset I saw,
Drum of Battle's pick rate
was roughly the same as Demonic Shield in single-player mode.
Honestly, I think it's perfectly normal
that people dislike picking Drum of Battle.
And I assume a significant portion of that data
comes from overseas players, right?
It includes both Chinese and worldwide data.
As long as you enabled Upload Gameplay Data, your runs get recorded.
Still, there's definitely a large amount

Players outside China rarely play SL runs,
so it makes sense why they don't like this card.
But when we talk about it in china
Though we have many experienced players coming from sts1,
StS2 also
has many, many casual players.
This card contains too much
built-in RNG that people don't like
So most players just hate this card emotionally,
Like "Yeah, I know this card is strong if I SL,
but I just don't want to pick it."
I played Drum of Battle many times,
and I really like the card.
Sure, it exhausts important cards.
But aside from that, it draws 2 cards
It does something in the early game
To prevent dead draws
Then in the mid-to-late game, most of its value
comes from Ironclad's Exhaust synergies cards:
one is Ashen Strike,
another is Dark Embrace,
and Feel No Pain, of course.
During my actual runs,
I rarely SL because I played Drum of Battle.
Rather, I SL because
even with these extra draws from Drum of Battle,
my deck is still not strong enough.
There isn't enough output even if I tried,
and I have to SL to try another way.
It would be a pity if Drum of Battle
just gets reworked like this.
Let me share more stats then,
There's another card with a similar pick and win percentages
to Drum of Battle.
That card is Havoc.
But in fact, Anthony
hasn't planned to do anything to Havoc,
so we don't need to worry too much
Stats is not all he cares about.
Does anyone else have cards to "revive"?
Oh, I wasn't talking about Silent cards.
So I'll bring up a Silent card
card called Corpse Explosion.
In the current StS2 environment, if Corpse Explosion came back,
it would definitely be a nice card.
Because Silent's AoE damages
were actually really strong in StS1.
But in sts2 it becomes pretty average,
since All-Out Attack, Corpse Explosion, and A Thousand Cuts are all gone.
If Corpse Explosion returns to StS2 as a Rare card,
I think it'd be much better than having Echoing Slash.
Though Silent probably won't get any more buffs now.
After all, it's the number two character in win rate,
just 0.7% behind the top one.
Anyone else missing old cards?

Well then, I'll do one.
Go ahead.
First, I think there's still some problem
with Ancient cards.
Wraith Form and Biased Cognition
absolutely don't deserve their current positions as Ancient cards.
So regarding Biased Cognition,
if we need to replace it with another Focus card,
I think Consume from StS1 would be a good choice.
If Consume came back to StS2,
It would be quite powerful.
One thing about Ancient cards is that
An ancient card must have appeared in sts1
And it must be a Power card.
Huh? Must be a Power card?
Yeah, that's what Anthony said.
I don't know whether this design philosophy causes any problems,
but if you want,
you can also mention this in the F2 in-game feedback.
Well I'm just asking
why do Ancient cards
have to be Powers?
Or maybe just change Consume into a Power, that works too.
Anyway, that's the idea.
An Ancient card
that could provide permanent Focus,
that sounds nice to me.
OK,
Alright then.
It's time for us
to move on to the next question~
This one's more niche:
about the multiplayer mode.
How does everyone feel about the multiplayer experience?
Would it be possible
to add more interesting options to it?
For example, swapping cards with allies at the Rest Sites,
Or buying cards for allies at the Merchant,
or giving allies gold.
Basically, more multiplayer-specific
interactions.
I think that'd be good.
There's actually a mod where you can buy card packs for allies,
packs of random cards.
I think that could definitely
be considered for official multiplayer.
That is pretty fun.
It would be nice if we could have it
a way to see your allies' hand.
When experienced players team up with new players,
you may have no idea what your allies are doing.
And, the Fossil Stalker and the Test Subject (in multiplayer mode)
is discussed quite a lot.
There are mainly two problems here.
First, in multiplayer,

enemy descriptions
have to be the same
with those in normal (singleplayer) mode.
But at the same time, it's impossible
to have an enemy with different Strength values
against different players.
It will cause state inconsistencies,
that's how they are coded.
I honestly don't know how will they fix it.
or how could they fix it.
I've got another problem.
When it comes to Potions —
Like which one to buy one in the shop,
or which one to discard—
you can't see if it (that Potion)
can be used on allies.
Noted, I'll file a ticket later.
Well, the issue with Well-Laid Plans (in multiplayer) is that its trigger timing
happens after everyone ends their turn,
but before the enemies act.
Under normal circumstances,
after everyone ends their turn,
there will be an action phase for the Silent herself.
I don't know others' thoughts',
but Anthony feels like
that would disrupt the pacing too much . That's not good
And it would bring a ton of bugs with it too.
So they've probably decided not to fix it.
There's also the problem of multiplayer difficulty.
The difficulties for 2-player, 3-player, and 4-player modes
is pretty much different.
2-player mode feels especially difficult right now,
because enemies have 3x HP and 3x buffs.
Which makes enemies like Vantom
really annoying to deal with due to the overwhelming Slippery stacks.
If there are no characters like Defect in your team
that can strip Slippery easily,
the fight feels awful.
I heard patch 0.104
already nerfed 2-player mode a bit?
Ah yes,
but only for certain special buffs,
things like the Phantasmal Gardeners' Skittish and Slippery.
Yeah, so Phantasmal Gardeners, Slippery and Artifact.
Honestly, the biggest problem should be the Test Subject.
Its Phase 1 is just way too terrifying.
Well,
let me say something here.
As a programmer myself,
I actually have a minor suggestion for Anthony
mainly regarding the resolution timing
of Well-Laid Plans.
He can surely come up with a new UI,
for example, add a separate card slot somewhere.
Uhh,

before ending your turn,
you drag the cards you want to Retain into that tray.
Or maybe add pointers
in your hand
showing which cards will be Retained
and after that, you click End Turn.
That would completely fix the issues
when choosing cards to Retain.
It seems they actually did try something like that before.
But then... bugs.
Also, the Fossil Stalker in multiplayer,
It gains Strength for every player it hits.
Isn't that a bit too much?
Yeah, both Fossil Stalker
and Test Subject have the same problem.
There are many problems with the code right now.
One guy who understands codes send me a message earlier
about the Punch Off event.
It requires the current floor number to be at least 6.
But if you checked out question marks early,
you can technically still roll it.
It just gets filtered out and
no longer be part of the spawning pool.
So if you walk through questions rooms before Floor 6
and filter the event out,
you'll never encounter it later,
causing its spawn rate lower than intended.
Technically, they did
make it unable to spawn before Floor 6.
but it's a weird way to have it be chosen and filtered.
Yeah,
the code is obviously flawed.
The event shouldn't even be inside the event pool before floor 6.
But the current way is, it stays in the pool,
then gets filtered out when encountered,
which also prevents it from appearing later.
It's an incredibly cursed way of coding.
And similar problems take place during map generation.
The code says
Act 2 should have 6-7 Rest Sites.
But sometimes Rest Sites get removed
because of spawning in invalid positions,
Which leads to fewer camps
The code clearly specifies that
Act 2 should contain 6-7 Rest Sites.
But in the generation phase
the completely conflicting logics,
makes the actual count lower.
Sometimes there's only one or two Rest Sites.
According to the coding guy,
the game first generates
the full map layout
then fills nodes one by one.
But since the game doesn't allow consecutive Rest Sites
Or same to the Elites,

So if a Rest Sites spawns on a critical path node,
it can block
other Rest Sites from spawning,
which results in fewer Rest Sites than intended.
The "6-7 Rest Sites"
rule is literally written in the code.
The whole thing is just spaghetti code.
There's another issue I'd like to raise:
the seed system in StS2.
The current one
Because in sts1
The seed system in StS1
was much better than the one in StS2.
The one in StS1
determines your
combat draw order
based on deck size.
But in StS2,
How many times you drew cards in the previous combat
affects the draw order in the next combat.
That basically makes the seed system
meaningless for reruns.
Someone should have brought this up too,
like Rest Site generation problems
and other similar problems.
We'll see whether patch 0.105 fixes them.
Anyway, we can move back—
feels like there are still more problems, huh?
I've got one last small question.
Speaking of Rest Sites, it reminds me,
why is it designed
so that Act 2 is one floor fewer than Act 1,
and Act 3 is one floor fewer than Act 2?
was this designed intentionally
Or was it caused by something else?
Well first,
That's definitely intentional,
absolutely
But as for what he wants from this,
I have no idea.
I never asked,
so I really can't say.
Okay, maybe you can ask him sometime.
Alright, onto the next topic.
I'm actually kind of curious:
Now that we have a new patch,
patch 0.104,
with these extra new Neow options,
Which options do you guys think is the strongest and weakest
from the Neow choices now?
Because a few days ago, some players,
whether it was XecnaR or other respectable StS2 players outside China,
ranked Silver Crucible
somewhere below average.
So I'm curious

what your current evaluations are.
I feel like the strongest one is Winged Boots.
And the weakest one has now become the "remove one" relic (Precise Scissors).
Pick rate stats are, honestly, something interesting.
Back then, Lava Rock had the third or fourth pick rate,
while Winged Boots was in the bottom three.
So there's definitely
a huge gap in evaluation there, I suppose.
so, I'm really curious
how you guys rank them.
Personally, I still think Silver Crucible is the strongest one,
Because it offers
so many snowballing possibilities.
As for the weakest... In this patch,
Booming Conch is probably worth a pick now after the buff.
Though I'm playing the main branch
It's not buffed yet.
Right now it only draws 2 cards.
At the moment, I still think
the weakest relic is still.
Oh wait, I take that back — the Conch.
The conch is probably pickable
after the buff.
As for weaker options, a notable one is probably still Precise Scissors,
because right now, the benefits of card removal comes way too late.
plenty of runs show that even when you got to Act 3,
a single card remove barely changes anything.
Uhh, I just checked my own stats,
though I primarily play SL Silent runs,
and I SL to check the Neow's choices,
like, you can check the card reward before you decide to take it
This is what my opinions are based on
before I proceed.
For Neow's options,
Among them, I have five
that I have never picked even once in 100 runs.
To be precisely, I've never picked them in 150 runs:
Lose HP to remove 2, gain 11 Max HP,
I mean, Precarious Shears, which costs HP to remove 2 cards
and Nutritious Oyster,
which gives +11 Max HP.
Arcane Scroll for a random rare card,
and Precise Scissors to remove 1,
and Stone Humidifier,
like gaining a Strawberry when you rest, right?
I've never picked these five,
Besides, my most frequently picked relics are Silver Crucible,
and also transforming 2 cards,
and that gain a curse for 333 gold.
And for the rest... these three are the highest,
then the 150 gold and 2 potions are second.
So I think the strongest is still Silver Crucible.
And I actually think the transforming 2 cards is not very strong now,
I just like it more personally.
This is for the starting options,

anyway, that's how it is for me.
And regarding the Winged Boots,
actually, my thoughts differ from most people.
I think Winged Boots is a relatively weak starting option.
It's very path-dependent.
For the vast majority of paths,
I don't think Winged Boots is a viable starting pick.
It's too weak.
Okay, thanks to Charlotte for the insights.
Now, let's hear from everyone else one by one.
I think the relatively strong picks in the third option there
are Silver Crucible and Transform 2 cards,
and that "333 Gold".
These three are relatively strong.
And after the patch,
I feel like we got more good stuff in the first two options.
For example, Neow's Fury,
and starting with two potions and a potion slot,
And also the Winged Boots.
These have changed and become quite good.
Actually, I think in this patch,
Booming Conch is also pickable,
and upgrading a Strike and a Defend also has some merit,
which is also considered.
What I think is trash
is that Stone Humidifier.
The one that increases Max HP when you rest.
And also Nutritious Oyster.
I think it's also kinda trash.
Also, removing 1 card is kinda trash,
uh, losing HP to remove 2 cards is also kinda trash.
And I think a random rare card is also quite bad.
And among the third options,
there's one where you lose gold to get a pack of cards,
that thing.
In NOSL, it's quite bad.
As for the Bones...
It feels like a more meme-ish option.
It depends on your mood
Oh, by the way,
I strongly suggest that Debt
should be removed from the curse pool for the Bones.
There are a lot of times when I really want to pick the Bones to have a fun run,
but the moment I think of the Debt, I don't want to take it at all.
Because, uh, we can talk about it here.
It's just that any curse will be in this pool
as long as it's non-Eternal.
And he also thinks if there are
curses like Guilty that are basically a free pass,
then it's also okay to have
Normality or Debt, you know,
uh, options with a bigger negative impact.
Well, but I think Debt is way too powerful.
Especially when combined with
new Ascension 6, which makes removing a card cost 100 gold,

Once you got Debt,
getting money deducted by the first fight,
and then you go in the next shop,
and can't afford to remove this Debt.
It's basically like being permanently Ectoplasmed.
I think Debt, Debt combined with
this 100-gold price of card removal is way too disgusting.
This is a bit too overwhelming.
Yes, a bit too impactful.
I even got a seed run request for this,
It was a Defect run,
and it saddled me with a Debt.
I couldn't remove that Debt for the entire first half of the run,
trying like crazy to remove it.
And then in Act 2, I saved up a pile of money,
and only then was I barely able to remove the Debt.
I turned that run around thanks to Parasol.
The Debt curse, I could say,
I feel like,
its destructive power can no longer just be described as 'strong'.
It's basically world-ending.
Mm-hmm.
Getting Debt at the start, versus getting one stuffed by Vakuu in Act 3—
like from Sere Talon—
they're on completely different levels.
If you get Debt stuffed in your starter deck,
with one bad draw order,
and you have no money for the entire run.
What does xiaofu9 want to say,
about these starting options?
I personally feel the strongest are Silver Crucible and the 150 gold.
The other really lousy ones like Stone Humidifier,
and then Precarious Shears and the transform 2 cards.
I feel they've been nerfed a bit too much.
Of course, the changes are still reasonable for now.
Uh, I feel Booming Conch is pretty good and I've taken it recently.
I feel that, that Bones
does have a really big problem.
The Debt problem.
I also generally don't dare to pick it.
Removing 1 is a bit weak.
That's, that's about it, more or less.
Time to ask Necrobinder players.
And what I said before was Anthony's take,
I haven't even given my own opinion yet.
For Necrobinder, the strongest for the third option should be...
Silver Crucible and that, Silver Crucible and that 333 Gold, which is...
The one that saddles you with Greed. As for Silver Crucible, it's because of Underdocks.
For Underdocks, Underdocks is where Necrobinder has an advantage.
By picking Silver Crucible, first of all you can prevent—
uh, getting suddenly backstabbed by a spawn of some insane hard pool enemies,
which completely ruins your original pathing plan.
And then,
It gives you sufficient strength to
take a path with many rest sites and elites.

But Necrobinder is very weak in Overgrowth.
Taking Silver Crucible for survival,
there is a significant increase to your survival rate.
Then there's Greed for 333 gold thing,
it's for an early shop.
As long as there's an early shop,
this 333 gold option is basically
a very good option.
You can buy many high-quality cards at the shop,
or use it to buy relics.
Mm.
Yeah, these two are relatively strong.
As for transforming 2 cards in the current patch,
I feel it has gotten considerably weaker.
That is, the importance of Max HP in this current patch
has increased a lot compared to v0.99.
Also, the meta is no longer
as suitable for that small deck playstyle.
And another thing is Underdocks.
The Drowning Beacon event in Underdocks,
it's quite good for Necrobinder.
But if you pick transforming 2,
it becomes very hard for you to take this relic.
Uh, for the third option there's also
that Neow's Bones.
This option, I played like over 20 runs in v0.104,
I picked it once.
Back then I thought the game was still patching weekly.
I was like, 'Ah, our win streak,
if we don't break it now,
it'll become a cross-patch win streak.'
Let's pick this and just meme a run.
That one time, I picked it.
It's because of Debt,
Debt makes this option turn into
something possibly worse than skipping.
So I don't like this option.
As for the first two options,
the option I've never picked is Stone Humidifier,
the one that gives +5 Max HP when you rest.
And I've also never picked Lava Rock.
I think these two are relatively weak.
And the strong ones are the 150 gold.
The reason is similar to the 333 gold.
Uh, and then the Phial Holster.
The one that gives, uh, two potions
and a slot,
I think this is very strong.
When I have this and transforming 2 cards,
I will pick this potion one.
Uh, and the new patch of Conch in v0.104 is decent.
And as for Neow's Fury,
I think it's better in Overgrowth than
it is in Underdocks, maybe a bit stronger.
Because, uh, in Overgrowth you can—

(Overgrowth) Need attacks.

—Yeah, you need damage,
you can pick 0-cost Osty Attacks,
it's very easy to combo with
this Neow's Fury.

(And) because in Underdocks, you mainly draft for Block,
and its effectiveness isn't that great for reusing Block.

Also, Neow's Fury's late-game utility is very strong,
it's like giving you an extra mini-Dredge.

Ah, right now, Dredge for
Necrobinder's NOSL is extremely, extremely critical.

Its like,

Neow's fury essentially gives you an extra mini-Dredge, that's very strong.

Uh, and then Winged Boots.

I would count Winged Boots as a strong option,
but it's very path-dependent.

My preferred Winged Boots path is probably in the first half of Act 1,
the path itself might be dangerous,

but you can use the Winged Boots to fly to,

I mean, you use the Winged Boots in the first half
to find a relatively safer route.

Which could mean

you get an extra rest site,

and you fight fewer hard pool fights.

Then in the second half, you go hunt elites.

Meaning, try to use two Winged Boots chances in Act 1,

I'd prefer Winged Boots like that.

Uh huh.

Other than that scenario, the Winged Boots,

I probably wouldn't like it that much.

Meaning paths in Act 1 where you can only fly once,

I probably wouldn't like it that much.

And Lead Paperweight, I also like it quite a bit.

I think it's a stable option

and provides a significant improvement, because it
can very easily let you get

cards of decent quality.

that's already pretty decent.

And there are also some very strong starter cards,

for example, Fasten,

and Splash,

these kinds of very strong starter cards.

So I think this is also a high-quality choice.

That's all.

Time for huahua.

Regarding the starter options,

Ah, the one I personally find most comfortable is Silver Crucible, you know.

That Silver Crucible and transforming 2 cards,

For these two, I think,

in terms of expectation, they're relatively high.

The most disgusting thing I encounter with these two options is,

For Silver Crucible, it's facing 3 trash cards in a reward,

and you are forced to take one,

and then for transforming 2 cards, it's getting Power cards.

Getting Power cards from transforming 2 in the early game,

would make the HP loss from fights kinda hard to sustain.
But apart from these two situations, it's just,
I mean, these two can both be attributed to variance, right?
Overall, I feel these two still perform quite well.
And next is,
for example, the Phial Holster,
In the early game, it,
uh, provides a few of these potions,
and in the late game, an extra potion slot
can be used to counter the Act 3 boss.
Or you can get more potions in the hallways,
which is also not bad.
Then Winged Boots—
uh, generally, when the third option
doesn't have crucible or transforming 2 cards,
it has a relatively high priority for me.
Including the Winged Boots, the Colorless cards,
and this Phial Holster, these three options,
If the third option is not good,
I think if any of these three appear in the first two options, I would pick them.
Uh, if I had to subdivide further,
I might lean towards Winged Boots a bit more.
Then the rest, like the random relic option,
the random relic option was a pretty good choice in sts1.
In sts2, the main issue is that
they added Winged Boots,
and then they added half a Potion Belt,
giving two potions.
And some options like Colorless cards in SL runs,
you can check the starting options,
meaning you can see what's in that Colorless card reward,
like if there is Splash,
Uh, relatively speaking, that random relic is actually
not that strong.
Of course, in NOSL,
you basically pick based on expectations.
After all, two Colorless cards,
I think two Colorless cards also have the potential to yield something good.
Uh, that's basically it.
And the ones that are quite bad,
I think the worst is still removing 1 card.
Removing 1 card, I remember this.
I take removing 1 on Regent.
And on the first hand draw—
—the first turn, I drew four Defends right away.
And later, then I drew a hand full of damage.
I don't know if it's a problem with removing 1 card or just bad luck.
Anyway, it provides no immediate strength,
I couldn't really tell.
Mainly, I just couldn't feel it.
And as for the others,
it should be that Conch.
Booming Conch, well, I might pick it
if other choices are both unacceptable
when I played under SL rules.

I barely pick it now
since the choice pool has been enlarged
and the overall quality has also been enhanced.
Um..my part is basically concluded.
The last one is... is...
Is the representative of Defect players still around?
Is Guardian-chan still alive?
I'm here. Defect prefers
those Neow's choices
endowing longer fights.
The best ones are definitely
choices like Silver Crucible,
while the choices to remove one or two cards
(Precise Scissors and Precarious Shears)
as well as Scroll Boxes are not that good in contrast.
Scroll Boxes are bad since it is way too inconsistent.
Another category of unwelcomed relics are those associated with rare cards
owing to the jumbled pool of rare cards.
There are two kinds of rare cards relics that by no means will I pick.
I don't even want to lay my eyes on them.
Genuinely speaking, other choices
such as upgrade a pair of Strike and Defend (Neow's Talisman),
the choices of potion and "belt" (Phial Holster)
and the buffed Neow's Fury
as well as, um...
Booming Conch
are okay.
Besides I expect the choice of Neow's Bones
can be modified as a choice that always appear
like the Fourth Blessing in StS1
in my perspective.
It is actually an interesting choice
in which high variance lurks,
fitting the orientation of Fourth Blessing.
It is currently designed that the choices with
any underlying risks of negative payoff can only appear as the third choice.
I'd like to say this corresponds to
another topic we will discuss later.
Ahh
The feedback of some audiences suggests that
it would be better if Neow's Bones can add the curse
to the deck before picking relics,
which is a bit more friendly to SL,
since you can know the curse in advance.
However the Bones force you
to pick the relics first.
You cannot prefigure the curse card even when you do SL.
The Debt might be added to your deck without remedies.
Probably it is deliberately designed in this way
since he intends you to choose this as an opening gambit.
Ah, another interesting point
in this choice is that
if you pick up the relic upgrading Strike and Defend (Neow's Talisman) first
and transform Strike and Defend (Leafy Poultice) thereafter,
you may get your upgraded ones transformed.

Oh, yea, yea, yea.

This has been fed back
along with the...

yea, along with the case that
you first pick the Cursed Pearl to get 333 golds,
and pick Scroll thereafter you lose all your gold.
this have also been F2ed.

The next question is
that

the difference between various playstyles
and so on as we mentioned before.

Yet another kinda special question is that

I am curious about your opinions
about a set of stats which
I have seen recently.

The stats from StS2 shows that,
for a single run,
the percentage of runs with no SL at all is 55%,
those with 1-4 SLs account for 33%,
4-9 SLs account for 8%,
10-24 SLs account for 4%,
and runs with 25 SLs or more are almost zero.

This counts the times of SL in a single run.

Well, I was told that only the players without mods
are taken into account in this piece of statistics.

Anthony collected it.

Yes, yes.

Yes, yes.

That's because it would be hard to
collect stats once you modded with QuickRestart.

Are only A10 runs included?

A10

No, runs of all players are included.

This indicates that the mainstream of players tends to SL causally.

Yeah, yeah. The causal SL players take up most proportion.

Thus I am curious about

your reactions about the statistics.

It's the stats of Chinese and overseas players,
but only of the winning runs, right?

Umm...the stats only counts for normal runs, but if you rolled a seed, it were not tallied?

I think the statistics are genuinely reasonable
if losing runs are also included.

I think it's reasonable too,
but those who enjoys SL also SL a lot of times.

Let's go back to the topic before.

If you loaded a seed or something else, it is excluded from the stats.

But all runs are taken into account,

loaded runs are excluded,

but every single run that actually takes place is not neglected.

The reason I say Anthony trusts stats

is quite straightforward:

when your sample size of stats

reaches tens of millions,

um, a lot of things

that would normally seem suspicious or problematic to us

end up just being
'negligible'
'negligible' deviations in the stats.
I think it's normal. Live service games also rely on stats.
I think the key issue of the stats is that modded players are excluded
but I am not that certain about that.
Many SL players install QuickRestart mod.
That's true.
Nine fan groups of mine are full (about 20k people)
by people who looking for this mod.
Another point is that
stats have blind spots.
Players have bad experience on this game,
like the Silent
My idea is similar to Charlotte,
that the Silent is literally on the top tier,
fairly powered
even after being nerfed.
But it still feels struggling and miserable to play the Silent.
Many players referred her to as the "Green Turtle"
The game experience is in sharp contrast
to the Silent in StS1.
You must find Footwork,
and go in a defensive playstyle.
No other options.
It's not fun.
This cannot be reflected
from the stats.
You could say she's the second-strongest character,
or you could even say
she's roughly the strongest.
There is no statistically significant difference
between the win rates of the Silent and the Regent.
It is somewhat subjective in my opinion.
The playstyle tends to
the style of noSL Silent in StS1.
And I heard of someone
fond of the current patch
that is on a high noSL streak of the Silent,
due to his playstyle from StS1.
He played a defensive way from then on, picking a massive stack of defensive cards.
Therefore I think the opinion
varies a lot from person to person.
I think the distribution of statistics of the number of SL
is quite reasonable,
since
overseas players
and casual players makes up a significant proportion.
Casual players have fun in their own way.
Perhaps they only SL
very occasionally.
This is a reasonable distribution
and it cannot reflect any serious problems.
I think the comments on Silent
is quite controversial

in the Chinese community.
I will explain further
when we discuss about individual characters,
We will stop here for this one
Also I wish the Steam Workshop
will be available soon,
so that we can tell by the number of subscriptions,
to distinguish
whether the global SL stats is biased or
there is actually
a relatively large portion of noSL players,
which therefore matters a lot.
Well, that concludes my discussion about the playstyles.
Although we can actually extend this topic
to the divergence between distinct playstyles,
but let's focus on another question first.
Who is the best Ancient in your opinion,
and if you can nominate an Ancient to be changed,
which one would you change?
My favorite is Orobas, the one with a huge eye
since my favorite Ancient relics,
Prismatic Gem,
is Orobas' possession,
and several options from Orobas
Are pretty interesting,
We can see cards from other characters for instance, as well as Shrimp
They impact disparately on difference decks.
Moreover, the pool of the second option is at least, huh...
At least the third is not that random,
and each character has at least an acceptable one
among the two options.
This guarantees some sort of boost of power even in the worst case.
That's why Orobas is my favorite.
About the proposal of changing an Ancient,
I want a rework on Pael, the dragon
for the flourish of relics
their effects provide way too little
immediate boost of power.
I don't think it is a good design
to dump too much relics betting on contingent upsides
into the pool of the same Ancient.
Its possible all three options you see offer relics
that barely give any instant power boosts.
As far as I am concerned, a good boss relic
must give you an immediate boost of strength
for it to be considered good.
Therefore I expect there shouldn't be
so many relics aiming at late game value in the pool of a single Ancient.
In other words, the short-term value is too low.
Orobas is indeed the most interesting one
among the Ancients for Act 2.
But the strongest one,
from my perspective, is Tezcatara.
Tezcatara has many relics offering immediate strength,
while Orobas offer kaleidoscopic ways

of getting cards
from other characters,
such as Prismatic Gem
and Sea Glass.

But it is a pity that the probability of
the occurrence of Prismatic Gem is low.

The overall possibility of its occurrence
in pool one is merely 1 in 12.

I wish it appears with roughly the same
probabilities as other ones.

Since Act 4 has not been released yet,
your demands of scaling things is relatively low,
which ensures the power of Prismatic Gem.

It doesn't impede in your way
of winning the run as Prismatic Shard does in StS1.
You can win by putting together some sort of scaling
while enjoying it.

The issue about Vakuu is also well-known.

I think nobody here hasn't seen some screenshots
of three negative choices appearing simultaneously from Vakuu.
Therefore I suggest the probability of all negative choices
to occur less frequently.

Such circumstances frustrate players to a large extent.

Especially we are in a situation that
other Ancients offer relatively large enhancements
in the overwhelming majority of cases,
while Vakuu gives

three negative choices all the time.

It does harm the players to a large extent.

Ahh, perhaps we can move Lord's Parasol
into other pools of Vakuu
to ensure the third pool is
free of negative choices.

This is the largest change I'd like to make
and I have no idea of other changes
except this.

However, I don't have a favorite one.

To tell the truth, what we have right now is good enough.

I reviewed my video about
relics of StS1 just now.

I analyzed the boss relics at the end of Act 1
based on 800 runs of Ironclad.

There is roughly a 46.6% chance of getting exactly what you want,
about a 70% chance of getting something decent,
and in roughly 30% of the games,
you'll be forced to take something useless
—or even something significantly negative.

This problem has been alleviated in StS2,
and I am satisfied with what we currently
that I rarely skip now.

The lion(Tanx) in Act 3 is too weak
and I feel sick every time I encounter Tanx.

Only Iron Club is marvelous
and other choices are mediocre in my opinion.

Your deck might really need an extra energy,

in which case Tanx is not helpful at all.

That's just
my take on it.

At the first glance of this lion, I dislike it.

Same here.

Tanx might
give you a nonnegative
but practically non-existent boost to power,
like Tiny House and Black Star
in StS1.

Yeah, like tiny house and black star

Yes. My favorite is also

Orobas as they do.

Orobas is an Ancient

who provides me with boarder possibilities and interesting choices
except for offering "3 lightning orbs"(Infused Core).

Orobas can help the Defect in the current build
to find a specific solution

especially by the relics in the first pool,

not only Prismatic Gem

but also cards from other characters, or get 5 card rewards by Glass Eye.

Therefore I love Orobas not only for the power boost

but also the design,

nevertheless "3 lightning orbs" must be excluded from my scope.

I should mention that "3 lightning orbs"

since others have also suggested that

even in closed beta test

someone has suggested during closed beta test

that Infused Core is way too weak

compared to other relics.

My favorite Ancient would be Orobas.

It offers interesting options.

You all like the Big Eye(nickname of Orobas).

Yeah, the Big Eye.

I really like the Prismatic Gem.

If I were to improve something,

I would make some changes to Lord's Parasol of Vakuu.

The Parasol is a highroll relic.

It looks pretty cool,

but I really don't want to pick it up.

If there are three shops along your way,

will you consider the Parasol?

Three shops? Then it will stuff a bunch of cards in my cards?

You can pick the Parasol up only when your deck synergizes well with it.

I often route three shops ...

I think the Parasol is a good relic for the memes,

but it brings little help

for winning the game.

I would not pick it up.

I'll think about whether to pick up the Parasol

only when I see no hope in my deck and there are two or more shops on my way.

As for three shops case,

sometimes I'll pick it up

for farming contents on stream.

For me, the meaning of Parasol

is to make meme videos.
Sometimes I can come across videos on Bilibili like
starting a game with Parasol.
That video looks interesting,
but if you are actually playing the game,
I don't think many players
are willing to choose the Parasol
at the beginning of Act 3.
Actually I've always had a dream
to get Bing Bong in Act 2,
pick up Parasol in Act 3,
and spam shops.
I've seen BrkStar playing such a run before,
and it's so much fun.
The Parasol is really a strong relic if you can pick it up at the beginning of the run.
(debug)
But if you choose the Parasol in Act 3,
(debug)
then it's barely playable for three shop paths.
If there are only two shops or less,
I don't think the relic can help you win the run.
You can pick up the Parasol
only when your deck is bad enough.
Yeah, for my own experience,
the greatest benefits come from the three relics in the shop,
then the potions.
I've played a game when
there is a shop between two elite fights on my way.
Then I could use all my potions in the first elite fight,
and the Parasol fills the potion slots for the second elite.
Besides that,
only when your deck is filled with trash,
will the positive aspects of the Parasol outweigh the negative ones.
As long as your deck has something going for it,
and you are improving the setup turns of the deck,
then the Parasol will be
disastrous to your deck.
Actually I have another question.
At least the intention to design Vakuu
is to make some mess
to decks that are already winning the run
and at the same time help those seemingly hopeless decks.
Do you think the design of Vakuu
has reached the expectation?
Then I'd say it quite fits that expectation.
Does the Parasol really help those shit decks?
That might actually be legit.
I don't know bro.
I've played
such a run
saved by the Parasol recently.
But that's because I went into a shop in a question mark.
If I didn't that shop didn't come up in a question mark,
there were only two actual shops on that path,
and they both only had bad relics.

I got the third shop in the question mark
and got some run-saving relics.
If that didn't happen, the Parasol would have done nothing but filling my deck with
worthless cards.
I've saved by the Parasol once.
In that game, my deck was really really shit,
and the other two options of Vakuu were bad also.
I had no other options but to pick up the Parasol.
In the shop
I got Centennial Puzzle and Dolly's Mirror to duplicate Brightest Flame,
which instantly saved the run.
I don't know whether it's Anthony's obsession with lore of the game
to keep the ancient bonuses fitting the personalities of the ancients like Vakuu.
I think from a gameplay perspective,
there's no need to make Ancient bonuses be so distinct from each other.
My own thoughts are that ancient bonuses,
especially the three Ancients at the beginning of Act 3,
Vakuu tends to improve those weak decks,
the chimera(Tanx) encourages you to go to fights
or to say helps those high damage output decks.
Nonupeipe is relatively versatile.
In my opinion, the options of Ancients,
especially all three options
should be more versatile
rather than focusing on a certain aspect.
Otherwise it will become similar to the situations when your
boss relics are Crown, Sozu and Black Star in sts1.
It may be rather frustrating
to see three worthless boss relics
after defeating the act boss.
Hey, show some respect!
Nonupeipe is the most beautiful lady in the spire.
Is the current Nonupeipu portrait
the finished art,
or it's still getting refined?
I have no idea.
I remember they have announced it's already the official art.
Then I feel like
the lines are not quite finished yet.
The new Vakuu is just like NaiLoong(laugh).
New art of Vakuu is so ugly.
Yeah, the new Vakuu is not as good as the old version.
The art is so terrible.
It's a round head guy like NaiLoong.
I will check that
whether they are drawing Vakuu ugly on purpose.
That's really important!
Impossible to see "VaLoong" with a straight face.
If you can
make a change on the current patch v0.104
What would you change?
It can be a global modification
or just on a certain character.
Err, skip the Doormaker part
since it will be changed soon.

Let me talk about an important issue
that the counter for some power cards like Pale Blue Dot
and Juggling does not show up in the status bar.
It's so painful.
Oh, yeah.
There will be a fix for it.
It's just
not finished yet.
If you have to say something about the change,
Does anyone
have an opinion
that differs from
what you commonly see in the community?
I think we should be
more tolerant towards sts2.
For example, after the new update,
don't be so quick to jump on the hate bandwagon.
It's better to
play the new patch on your own,
update your understanding
to see whether you get behind it,
and try to vibe with the new patch.
If there are indeed many
problems that truly exist,
we can then openly talk about them in the community.
Hmm, I still think we should
give this game that is still in development
a chance.
In my opinion,
spamming negative reviews is very meaningless and there's no value in it.
Personally, I don't support
making balance changes based purely on data
like live service games.
balance changes in every single patch.
I'd rather the developers focus on creating new content.
After all, it's not a pvp game.
As long as players are having fun then that's all good.
This is one thing.
But on the other hand,
I'm more bothered by the general tone in the CN community.
There are many players
with relatively limited
understanding of the game
will take over the conversation
because of some unusual circumstance
or not getting used to the new patch
If there are things not done well,
you can criticize it,
or you can shit on it
or make some comments on how to improve it.
But you should have
Your own refined understanding of the game
or some sort of logic to it.
You can't just jump on whatever hate bandwagon that comes up without giving it much
thoughts.

It gives no benefit whether to the community
or to the development of the game.
I wanna chime in on it.
According to my observations of the community,
there are many casual players
focusing excessively on
how many cards are in a decks.
They may be determined to play with a small deck
or a large deck.
Actually I'd like to say,
I rarely pay attention to
how many cards are in my deck
ever since I started playing sts1.
In sts1, when I was playing a noSL run,
sometimes my deck has less than 10 cards,
while sometimes I end up with over 50 cards.
But I rarely focused on how many cards do I have in my deck.
Most of my attention is put on
how to play the run,
and how could I deal with the next enemy.
In most cases you cannot determine
your deck size on your own.
It's the whole environment,
the card rewards,
the events you come across,
the relics in the shop,
and your rewards after the boss fight
that determines your deck size.
So there are no conflicts
between small deck players and large deck players.
most of the time you are just going with the flow.
I think some players put too much attention
on the size of their decks.
In the current patch,
Part of it is because of the Doormaker
causing you draft more cards.
But what I want to say is that,
even in patch 0.99 previously,
although I went small cycles in many runs,
there were still around 30% runs
in which I ended up with a large deck.
Actually there are certain narratives in the community
saying that drafting a large or small deck are at odds with each other.
I think this is not a good sentiment to have.
Let me add to what Dong'guo just said.
it might sound somewhat aggressive,
so take it easy.
I think the most appealing feature of the game
is the depth of decision-makings
from the roguelite gameplay of drafting a deck.
You need to think about
what will a certain card do for you in fighting against each enemy,
or how some random events
or certain relics
will change your build,

that let you gravitate towards certain direction.
When you start a run,
there might be some a couple of end-game builds in your mind.
For example, you know it's easy to defeat the Corrupt Heart
with Corruption and Dark Embrace,
with infinites, or Wraith Form.
These are some generalized ideas of builds,
but you are not supposed to
play a run solely based on those ideas.
You need to make decisions according to the actual card rewards.
The SL mechanic in sts1 gives too much space
for players to win a game in a predetermined strat.
they are allowed to do too many things (like manipulating draw order).
So far,
the SL mechanic has been changed in 0.99 patch,
but due to some problems in card pool and monsters,
it's rather easy to
build an infinite deck or a small cycle deck.
I'm not saying going infinite is something bad,
but if you can remove cards without thinking
and go infinite or small cycles easily,
I don't think that is a reasonable thing.
For those experienced SL players in sts1,
you can imagine a situation.
For example, suppose you are playing Silent.
You have 1 Dagger Throw+, 1 Sneaky Strike+,
And maybe 1 Acrobatic in your deck.
Now you are fighting a forced Gremlin Nob in your path.
In the fight,
you shuffle your deck on Turn 3.
If you can't manipulate the draw order with SL mechanic,
you might fail to
draw your Dagger Throw or Sneaky strike,
and take a heavy hit from the Gremlin Nob.
However, as long as you can manipulate the draw order,
it's most likely that
you can draw the Sneaky strike
or other upgraded attack cards
On this turn.
Since the change of
SL mechanic from sts1 to sts2,
although you can still adjust the draw order in sts2,
it is to a significant lesser degree than in sts1.
The change will certainly have
influences on your run,
including the deck building.
But recently the developers make some tough measures
to make the change,
and I think that's horrible.
There's no need to dictate the players how they should play.
You only need to nerf some overpowered cards,
buff some weak bosses
and adjust the whole environment gradually.
Players can just adapt by themselves.
This is my own opinion.

In a word,
you can't go too far in an attempt to correct a problem.
It's better to offer more options to the players.
On one hand, the dev team shouldn't overdo it.
Just like you said before.
As Anthony stated,
this patch was meant to nerf decks with small cycles,
so that he can review the stats(pick/win rate) of other cards, right?
So he put strong restrictions on decks with small cycles
with the new Doormaker, together with nerfing multiple cards.
That's how he does his balancing .
But this feels like he's forcing the players to play his ways.
So it's only natural that players are complaining about him.
That's one side of it.
On the other hand ,the SL mechanic has changed.
And things like the monster pools are also changing.
So players can't say
only infinites or engine decks
well, are the only ways to play.
I think, restricting existed strategies,
or making them harder to achieve
is definitely a bad adjustment,
I don't think that's right either.
I think both of them
are a matter of degree,
Going to either extreme is not good.
Uh, let me add one more point.
The reason why playing with a small deck was easy in StS1
is essentially because SL was too strong.
If you've tried no SL in StS1,
you'll find that there are actually more monsters
punishing strats aiming to build engine decks than StS2.
Gremlin Nob in Act 1,
the two bosses, Slime Boss and Hexaghost,
Chosen in Act 2,
Taskmaster and Book of Stabbing,
they all have the shuffle status mechanic. In fact,
they're all engine deck haters as they punish you for drafting greedily early game.
As well, Gremlin Nob would force
you to pick those early game attacks.
When I first started playing StS2,
I was thinking,
"Why does it feel like the Hemokinesis I picked
is not as strong as in StS1?"
It's actually because there's no Gremlin Nob,
no Chosen in StS2,
causing the value of these cards to drop.
In many cases when playing this game, a card's value
and what kind of deck that you choose to play
are mostly determined by the environment.
That's roughly all I want to say.
Let me add something.
In patch 0.99, most players felt
the gameplay was relatively good,
because it had few restrictions.

There were many card removals events,
and prices of removal were quite cheap.
So the overall difficulty was on the low side.
In patch 0.103, its The Doormaker's version,
the changes to Ascension 6 were implemented as well,
all these adjustments are making the gameplay much worse.
My thought has always been, like
in a game, you need to let players have fun.
First, it must offer players space of choice,
then second, it needs depth.
In this aspect,
as Charlotte said before,
your best bet is to just create more content,
to enrich the game content first.
Don't rush into balance work yet.
As for this hit to players' experience,
I think, if we can restore back to the previous patch,
that will make players feel more comfortable, at least.
Even if you have a large deck,
you still need to remove a few Strikes and Defends during the run,
to ensure cycle the good cards of the deck.
Sometimes, ending a run with 5 Strikes and 5 Defends as The Silent
is not because
we like Strikes and Defends,
it's just because removing them now is far less efficient
than buying relics or cards.
This has a huge impact on people's gameplay experience.
Right, I really support Brkstar on this point.
I think the balance for a single-player game
should be primarily based on contents and player experience.
Instead of just checking the statistics
like an MMO,
nerfing whatever is strong.
You should focus more on buffing the weaks,
and nerfing the op stuff as a supplement.
I think that would be a better approach to balance.
Anyway, I think if they release variants of Act 2 and 3 in the future,
or Act 4, the overall meta
and all the cards
will be re-evaluated again.
So the balance adjustments applied now
might have to be thrown out and revamped again,
which might be inefficient or even a waste of efforts as for now.
I think the dev team should focus on
making the new contents for now.
But I think maybe with their production capacity,
it's quite hard to do so.
That is what I worry about.
Uh, it goes back to the problem.
The dev teams hold themselves to high standards,
they are strict with the game
they have developed.
To reiterate,
they are indeed
still a small studio of ten people.

One of them is a community manager.
Among ten people,
one is Anthony,
one is Casey,
then one is the community manager,
leaving three programmers,
four artists,
or was it four programmers
and three artists?
Anyway, that's the ratio.
And everyone sees the weekly bug fixes.
So their balance adjustments and
new contents developing are pushing simultaneously.
Maybe they're just overwhelmed.
Maybe they have reached their maximum workload.
There's always something, no matter how hard you try,
it just cannot be fixed, cannot reach that perfection.
It's understandable that they might be short of hands or resources,
and new contents cannot be implemented so quickly.
After all, designing an enemy
like the Architect or whatever
is definitely complicated.
But regarding the balance adjustment,
it's not just a problem about short of hands.
I think what Anthony needs to reconsider is,
as an indie game developer,
not a MMO balance designer,
he focuses too much on the
overall statistics.
I think he barely put himself
into the players' place.
following the player's train of thoughts
you can think about what decision he will make next..
He himself lacks a balance strategy
formed from a player's view or the perspective of a single run.
What he might think is,
"The stats for this is too high,
I believe it's kinda op,
then let's nerf it!"
Then after nerfing,
"Oh I forgot the other two things
after the nerfing, they got weaker as collateral."
"So I'll rebuff them in the next patch if the stats become low."
That's his approach to balance, but
this (measure of balancing) typically happens to MMO,
and those competitive multiplayer games
with frequent balance patches
are completely different from a single-player game for casual players.
The gameplay experiences are completely different.
Not so many players would
endure these frequent changes,
especially frequent nerfs.
I think this is a big issue with the balance mindset.
Having two maps for Act 1
to me, feels like

you would draft decks with significantly different tactics in different maps.

For example, if you have a deck with lots of block cards, lets say right after you start, you drafted two outstanding block cards and immediately entered the strong pool in the Overgrowth map, and ran into the Ruby Raiders, it's just unplayable.

Similarly,

if you have a deck with lots of attacks fighting a forced elite and encounter the Skulking Colony, the damage you are taking will be terrifying.

By now, the second map of Act 2 and Act 3 have not come out yet.

It's still...

So I actually feel like a bit putting the cart before the horse.

Better to make the new maps first.

Once you build up that framework, you can then make these adjustments in a more efficient way.

If you forcibly nerf card removal by now

and later you release a boss

that, maybe, strictly requires small deck cycling,

that would be miserable.

I think you still need to first get these maps done.

Unless there are obvious balance issues during this time.

e.g. I remember in some versions before,

the Skulking Colony was especially fierce.

At the time, I had a Glowwater Potion with me,

I went in (the Skulking Colony combat),

and my run was decently good with Leafy Poultice,

both my dmg and defense were strong.

I went in and got completely stuffed.

I used the Glowwater Potion and I still took 40 dmg.

For obvious balance issues like this, just fix them right after.

And there were also other obvious ones,

like Regent's Glow was too strong before,

right? Then you do a tiny adjustment right after,

we'd all understand.

As for making card removals more expensive

and the

the new Doormaker changes,

it would be appreciated if the devs could focus on new contents,

rather than making frequent and bold balancing adjustments for now.

Btw, to the chat,

don't compare this to Hades 2.

It's kind of an interesting story.

I once visited Anthony offline, then

he actually had worried about the problem:

How often should their game be patched?

He asked me about Hades 2's patch frequency.

I showed him it was every four months.

That is indeed much slower than StS.

Of course, you could say it's different update strategies.
But I do indeed
support producing more new content
and bringing out the Steam Workshop sooner for us.
I feel like I can try to guess
the reason for the current negative reviews in the China region.
I think a large part of the negative reviews is because
many casual players don't follow the beta test at all.
They only played version 0.99,
learned a greedy small deck strat,
and found this formula very effective at that time.
And they just kept playing that way.
Suddenly one day,
the game got updated,
and there's no official
method to rollback to the previous version.
They find out the previous strategies they got used to and relied on
can no longer win the game.
Then, a sense of frustration suddenly wells up.
Correct.
He did indeed limit that strategy way too strictly.
No matter what, he shouldn't make
such drastic adjustments within such a short time on the main branch.
A large part of the negative reviews
is because this official release came out in a rush.
It seems like many players don't have the habits
to follow up the beta patch notes at all.
I remember only about 11% players tried the beta branch.
At that time, I didn't expect he would
implement those adjustments directly to the main branch.
lol, because I thought he would adjust it few more times.
After more adjustments
then release it to the main branch.
I also talked to him about this,
like...
he said he felt now was
a good opportunity to implement these adjustments to the main branch.
I said, maybe you should buff The Silent a bit more,
or reconsider the card removal changes.
He said he felt this timing was probably pretty good.
If he had released the Doormaker that only steals 1 energy,
as a transitional version first,
and then switched to this one
to see the reaction,
it should be better.
These adjustments negate or even blew up the strategies
that many players who didn't follow the beta patch notes
got used to.
Relearning different strategies could bring
lots of frustrations, and that may even cause them to quit the game directly.
And he's got all the statistics, right?
Most players just
do casual SL,
using SL a few times.
For bossfights like the Doormaker ,

if you're struggling in every act,
you might have to SL for countless times.
Or learn the generalized solution you summarized earlier, right.
I mean I know Anthony currently
aims to let every single enemy
to be distinct and bring you varied different obstacles.
to not let you have such a straightforward general solution.
But this is the thing
that many players have been striving for
since version 0.99,
Then after the thing (finding general solution) is destroyed,
there's no good compensation.
Just like a carrot and a stick,
there gotta be some compensation if some previous playstyles were eliminated.
In fact, as for the carrot,
I can actually feel it.
That is, the campfire restoration
This adjustment actually makes the gameplay much comfortable.
So as for the elite nerfs.
Nerfs are good; however, comparing to what you have lost,
It's still not enough to compensate.
Now you find out that card removal gets more expansive,
and the weak dummy Doormaker was gone,
and the strategies you previously figured yourself was gone.
And among these, the most important point is the previously-formed strategies.
Almost all your previous experience is gone,
and then you're playing a new game.
And in this new game
there is something not so reasonable.
which leads to this wave of negative reviews.
So, if we want to solve this,
I think going forward, the focus of development should be on things
like the art,
and the multiplayer mode.
Those updates really need to be delivered promptly,
Specifically regarding optimizations of the multiplayer mode,
For example, whenever you finish some card arts,
It should be patched to the live branch as soon as possible.
And about balance,
You could even say, without exaggeration,
You could spend three months tuning it on the beta branch,
and then release it together with new Act 2 map,
to the live branch.
I think that would be okay.
But right now, this Doormaker definitely needs to be changed.
I think this is a
problem of the current balancing approach.
The current balancing approach they have is
the kind of balancing approach that a PVP game would have.
Players are not obligated to keep up with you in real-time
on changes overall strategy or the stats on the cards.
A lot of players just want to have a very fun run.
For the majority of players,
(Anthony) He uses stats as the primary source
to balance the game dynamically.

This would feel very unpleasant to lots of people.
Of course, I'm not saying that
balance patches shouldn't happen at all.
But he could,
doing slowly,
For example, what he is currently doing on the beta branch,
is often a piecemeal balancing approach.
For example, on day 1
sly nerfs are deployed which you have been practicing,
to see how things go.
Then in the second week,
he realized that this change was bad.
so he reverted those nerfs.
Patching the game back and forth like this,
constantly re-tuning the game.
As an example, I used to play Hearthstone.
For instance, Hearthstone is
a live service card game.
the aforementioned balancing approach is a very common one.
No one would bat an eye against using such approach in a live service game.
People may still complain a bit but that's about it.
But in a single-player game,
deploying patches in this piecemeal fashion,
without a core philosophy for balance approach,
It's like throwing sucker punches at the players,
and observe their complaints,
then continue balancing based on how that went.
Then next time, throw another punch,
and observe how they complain again, rinse and repeat.
This doesn't sound reasonable to me.
I don't know if Anthony balance based solely on stats,
or if he is balancing by taking into account
the major playstyles outside of China.
He might base it on his own playstyle even.
which just means that there is a difference in playstyles between the communities.
He might be balancing according to
Playstyles outside China.
There's indeed a difference in playstyle.
But if it's simply balancing by looking solely at stats,
What I will say that this isn't ideal
for a single-player game.
That's what I think.
And then, also regarding the gameplay experience,
Many casual players like playing multiplayer mode.
First, multiplayer mode has high "setup" requirements.
You might not always find three or four friends to play with.
You'll often just have a two player game.
And two player mode is the hardest setup
among all of the configurations: solo, 2-player, 3-player, 4-player.
I think, they still need to at least balance
the multiplayer mode difficulty for all player counts.
At the very least, 2-player shouldn't be THAT much harder than 4-player.
Because with two players,
indeed, the responsibilities for each player
are relatively heavier.

And the enemies have triple the HP,
Triple the buffs,
The pressure is indeed quite high.
And also, there's the issue with
existing bugs on map generations.
Including back in the initial patch,
Elites could spawn as early as floor 5,
Because the first floor was taken up by
The actual first floor was taken by Neow.
So compared to Sts1,
elites may spawn one floor earlier.
This has been fixed in the current patch.
And there is still a problem of
insufficient campfires.
These are the issues that truly need urgent fixing.
Because these issues
truly affect the average player's experience.
I think Anthony had better
hurry up and at least solve
these map generation bugs first.
Getting back to the
balancing issue, I've always felt that
it seems like he is gathering stats on other strategies first
by gutting slim decks and "small cycle decks".
then bring them back slowly later.
I don't know if that's
actually Anthony's intention .
In your opinion, do you think that's a possibility?
At the beginning, during the "Infinite" patch (version 0.99),
At least, that's what he said.
And whether there will be buffs later,
He might think,
"Hey? The changes seem to have hit the sweet spot."
There's also the possibility he won't bring them back.
I don't know his exact thoughts.
I'm just saying,
if that's really what he's thinking,
This is a huge downside
of balancing based solely on stats.
After all, for this game,
the Chinese players represents the majority
of players , right?
You definitely need to consider Chinese players' opinions.
If you only look at stats -
Many people might also adapt to the playstyle,
then the stat will look good,
but you won't able to tell the players' true feelings from stats alone.
Before patch 1.0.3 hitting the main branch,
I truly believed, between every beta patch,
That these changes made by Anthony were just,
Like he said,
Restricting cards that support small cycle decks,
just to see better performance of an average deck.
And then they would be slowly brought back
before being pushed into the live branch.

I still hope that was his true intention.
Yes, I'd like to say a few words here.
I'd like to say a few words here.[replay 1]
It's about Defect.
The feeling Defect gives me right now is
that it's a half-hearted job.
It's literally an unfinished character.
Its card pool is full of cards that are essentially the same as "Strike+",
"Defend+", "Inferno", "Metallicize",
and bunch of "Iron Wave" (eg. Ice Lance), etc.
It's not just lacking design,
It also lacks strength.
So I'd like to ask,
What does the dev team want
from Defect?
Across so many beta patches,
having changed so many things,
why are the only changes Defect received
be a couple of nerfs
given its current card pool?
Well, that's...
It's hard to say.
Just pretend I have nothing to say on this.
I do believe,
I prefer to think the best of Anthony
I believe he knows that himself
That Defect's design is just a pile of crap,
but just doesn't have the time to change it yet,
He is planning to change it slowly.
That's my own hope.
I wish that later there can be
a good change for it.
He'd better not think that
Defect is truly a perfect character.
I think that better not be his thought.
Defect's experience right now is truly miserable.
It's mainly this "Doormaker" patch.(v1.03)
In the previous patch (v0.99), Defect's
deficiency hasn't been fully exposed yet.
Then when you get to this "Doormaker" patch,
People will come to the fact that Defect's Powers are really weak
This flaw is especially obvious in this patch.
Back in patch 0.99,
Defect's card pool was the same as now,
It was all a pile of crap.
It's just that there weren't any encounters back then that
could directly expose this flaw.
It's just that
Defect in patch 0.99 was actually already very boring,
But back then it still had some strengths.
Now it has no strengths at all.
Because back then, no enemies restricted this playstyle;
You could easily just remove cards down
to play the "Dualcast + Zap" loop,
Or play dark orbs with Darkness,

or play Voltaic,
or play Hotfix,
It was easy to remove cards down to the state of playing small cycles.
But the problem with its card pool has always been there.
Defect's Rare cards are designed
with a bunch of baffling choices.
Like, they're either early game attacks,
early game Powers,
also "Defragment", "Genetic Algorithm" from Sts1,
or "Metallicize" (coolant).
I've had several Defect runs,
with noSL,
I'd often skip all six Rare cards offered in boss fights.
I had no desire to take any single one at all.
Another time, this one I remember most vividly,
In Act 3, I was facing "Doormaker" and "Test subject",
I swapped my Dexterity Potion for a Power Potion.
I subconsciously thought that
the Power Potion should be stronger against bosses.
But all three choices from the Power Potion were completely useless.
If I had just taken the Dexterity Potion, I would have won.
But because of me swapping to the Power Potion, I died instantly.
Right now, Defect's Power card pool and Rare card pool
have far, far too many stupidly weak things.
Regarding Defect,
in this patch, the only card
That I had changed my opinion on was "Bulk Up"
Nothing else made sense to me.
Something just doesn't make sense.
For example, the one that gives a "Glass Orb" each turn,
I used it once back then,
It had extremely low damage output.
That was my impression when I took it.
And then, for example, "Creative AI", "Subroutine"
I also... chat once asked me
To play a difficult seed
That difficult seed
started with Leafy Poultrice giving me "Creative AI",
and then I picked up "Subroutine" during the run
Picked it once.
See, his design intention,
Like "Creative AI" + "Subroutine",
The idea behind these two cards is that you play "Creative AI",
then you play "Subroutine",
Then your Power cards are basically free.
So the Power cards are designed so weirdly.
For example, that "Consuming Shadow" card,
It gives two Dark Orbs,
And then automatically evokes the leftmost orb.
So he probably
thinks that evoking the left orb
is a positive effect.
But in fact, if you're playing Dark Orbs,
Uh, generally you want to keep the Dark Orbs
on the rightmost side so they can be Dualcasted,

Evoking the orb from left like this can easily waste your Dark Orbs.
Uh, Defect also has it "Voltaic" nerfed to 3 cost.
Like, Defect was already heavily nerfed in this newest patch.
Actually, I don't think "Voltaic" needed to be changed at all.
This card, in multiplayer mode, is actually quite fun.
Otherwise, I think Defect's biggest problem is it has entered a brand new environment, right?
Even though the cards themselves are still the same, the environment has changed.
And some key cards, like "Hotfix", the mechanics of which have been changed.
If you don't update it, it gets exhausted, and they didn't give any particularly interesting compensation or anything.
Anyway, Defect players have basically been the most impacted players from collateral damage.
I even feel like for example, some multi-enemy fights, with three or four enemies, they probably didn't consider how the randomness of Lightning Orb can be frustrating in those fights.
Anyway, I think Defect should be adjusted.
What I want to say is, in the current Sts2 environment, I think the permanent focus can't be demoted to Uncommon pool.
I think it can only stay in Rare pool.
But I don't think they've done a good job of ensuring Defect's consistency.
Right now, Defect only has one strength: Drawing cards.
Other than that, maybe also gaining energy.
Defect right now, frankly speaking, apart from drawing cards and gaining energy, and occasionally bursting some damage, it's useless.
Because people who play value piles should know, for value pile, once a character starts playing value piles, its strength, or rather what playstyles you can choose, depends on your deck cycling, the Power cards that provide cycling support, and the Power cards that can provide consistent blocks.
These two are the most important things.
Among Defect's Uncommon cards, aside from "Bulk Up" this is also why Huahua said that he thinks "Bulk Up" is very strong right now.
There's basically nothing else that can provide consistent blocks through Powers.

Even if you take rare cards into account
Defragment, a rare card and upgrading it is mandatory
You must also have Frost orbs to go along with it
Then we have Coolant
whose effect is delayed until next turn
The numbers on it make me chuckle
Even if I also count Capacitor in
whose numbers may I say are also pretty funny
It also needs to pair with Frost orbs
It cannot stabilize you at all on its own
Right now, Defect only shares
the same name as an old character from StS1
It feels like a completely different character
compared to the StS1 Defect
Of course, I think it is because
the game environment has changed
You can't copy & paste
the StS1 Focus-Frost package into StS2 (for its capability in longer fights)
Otherwise the StS2 Defect would be way too broken
But I don't think this justifies not providing it any consistencies
or making so many rare cards
the effects of which are at best on par with uncommons
Like Consuming Shadow
Like Shatter
Consuming Shadow is still fine
Like Shatter,
Ice Lance
or what's it called again; Coolant
These cards are just
uncommon cards
You can have a few dud rares,
like Ice Lance to fill out the rare pool
But you can't make a third of a class's rare pool
just be gimmicks or trash
It feels really weird
That's the problem with the rare cards
We've already mentioned the issues with Powers
Almost all of Defect's Powers
are either gimmicks or raw damage output
Aside from gimmicks and damage output
there's nothing else
None of them really provides
any long-term consistency
Bulk Up is supposed to be a situational card,
but it's now the only reliable way for the Defect
to scale your deck
aside from building an engine deck and drafting rare cards
turning out to be Bulk Up,
a Power card for non-Orb builds
This is really bizarre
We've already talked a lot about this
The very point we want to make,
what we want to convey to Anthony is that
at least the our opinion is very clear
that the difficulty itself is fine

but it does not guarantee that
we are having a good time playing the game
And overall
No matter what changes are made
or which parts already work well
We should give him credit for those
Well, now that's been said
The feedback he received should be quite straightforward
So, I want to thank all the folks here
I hope everyone can be a bit more patient with StS2
Because he is paying attention to the feedback
Rumors that's been spreading around like people saying he doesn't read F2
or he does not listen to the Chinese community
We've already cleared up all those rumors, right?
Not to mention the new waves of rumors
What I want is pretty simple
Please don't let the negative reviews ruin StS2
That's what I want to say
I am also trying to
If possible
trying my best to ask them
to do Q&A directly
Because there are some questions being asked here today
that I am probably not the best person to answer
They also told me
to keep on communicating
I'll definitely go
Bring these up to them
We might as well just get a Chinese Community manager
Umm,
Actually, Casey
Nonono
Casey actually did talk about this
that the community manager requires some traits
Like "Inside Dead"
like they need to be calm as water
almost like a dead person
What if they get furious [in Simmering Fury]
Yeah what if they get furious [in Simmering Fury] (Replay 1)
Someone like myself is obviously not suitable
So, over the next few days
I'll keep following up on this
At the very least, we could set up a QQ group or something
I saw BrkStar was trying to speak up
His mic lit up several times but I couldn't hear anything
I think perhaps
Raphael could be the middleman
And occasionally ask Anthony to
Do some stuff like Q&A
Like a daily or weekly dev updates
And you could bring up questions
that the Chinese players want to know
Then Anthony could answer them
At least everyone will be able to see his responses
Anthony has already taken feedback

from Chinese players seriously
That way, fewer people would believe gibberish like
'Raphael never reads comments on F2.'
Uh... me?
I think he meant Anthony. Just slip of tongue. XD
It's better for the dev teams in charge of balancing
to have more direct ways
to hear feedbacks from the Chinese community
After all
Hmm
A big part of the game's popularity ever since StS1
came from the Chinese player base
Our playstyles and opinions ought to be
considered and respected
The community manager did agree
also I want to bring up something
They originally planned to hold a Q&A session for Chinese community
Well, when everything has been decided
Just as everyone was about to start
The live branch got patched
I mean
I am not sure
I feel like their overall direction
is quite conservative right now
They seem to be worried about lots of things
Actually, I think it would be easier being frank about it
and talk things through
I am not part of their internal team
I don't really know what they're thinking either
As for some other things
Like things that I mentioned to them before
For example, why not take the top 3 most common F2 feedbacks
and talk about them a bit every week, like why is this change feasible
Or why not?
And then their answer was
some of these things couldn't be implemented
within a short period of time
Instead, it may backfire
So umm, they just sat on it
Anyways, there's always some rationale behind these decisions
They do actually listen
It will be unfair
if you are saying they don't read the comments
But if you're saying they are bad at balancing
maybe you could have a point?
I agree. Not sure what the best approach is
but the goal is to help the dev team
to be able to listen to the Chinese players
Feedback via F2 is neither timely
nor transparent
Agreed. For example we could make more use of
MegaCrit's official Bilibili account
Make some posts
And let people comment on it freely
Yeah, I'd also like to bring this up more often,

because back then they—
At that time, I was...
How the current community manager works is that
If there's something they want to post
they will ask me to translate it first
But I think, much of the time
You may just post it
Just in English
People know how to use AI to translate
I think that would work better
Or just let me operate the account
But this isn't my job anyway
So there's not much I can do
All in all
We're all here talking about these things
and sharing everyone's thoughts
Hopefully,
Anthony could take something away
From our discussions
like he might be able to get some ideas as to what we are thinking
Like I said before
Please don't let the negative reviews ruin StS2
We are all relying on StS2 for a living
Please cut them some slack if possible
I told him at the time,
what I brought up was
One week after the nerfs
the positive reviews dropped to around 53%
And the next week
after he reverted the changes to Prepared
the rate went back to 66%
I brought this up as evidence that
People will respond positively if the changes are good
He can test things out in the beta branch
However, the live branch probably shouldn't get balance patches
more than once every few months.
His original plan was to patch once a month
which was too rushed
Ideally,
I remember that even now, StS1 allows you to
roll back to some older patches
It would be great if StS2 could also
add an option in the Beta settings
to roll back to previous patches
My guess is that they use the beta branch to gather data first
and once enough data has been collected
they push it to live branch
It's no longer data collection -
It's just Biased Cognition
But to be honest,
aside from data collection purposes
they believe the changes are ready to go live
Since it contains many bug fixes
I don't know why they couldn't separate them out
I have no clue

Anyways, they just didn't separate them
Also, please hurry up and bring Steam Workshop online
Then at the very least they could also
collect stats from modded runs
LOL, not everyone is playing the vanilla game
Balancing shouldn't rely solely on stats
Speaking of Prepared
The positive review rate went back up after the revert
Just like that
It's even more absurd
He is the chief designer
He should have his own design direction
of every character and its playstyle
Whether you're balancing around stats or player feedback
It will be even more chaotic
If there isn't a card that clearly needs urgent changes
Or changes based on a certain direction
Why not work on additional content first?
They don't need to keep patching things
bit by bit like this
He has actually slowed down
the overall pace of updates
Anyways, just keep our faith
Wait and hope for the best
That's basically how I see it
But I could be wrong
Shouldn't we be seeing
the Doormaker changes next Friday?
It should be
I think so
Come on, just change it already
Can't wait
Really looking forward to it.
That's the biggest issue
The second is about card removal
Please, please he really needs to listen to this
The card removal issue
affect all players, so um
Well, guess we'll just trust the modders on this one
That's because we, um...
Oh, and speaking of Workshop...
Because the beta testers were asking about this too.
'Where's the Workshop'
Still no updates whatsoever
So they probably hit some problems
Hope the Workshop integration goes smoothly
Whether people want to make mods
or are already working on them
it's all good for the game
so thank you all
I think I should also mention this BTW
The poster for the Cat Food Cup is on its way
We'll get it done ASAP
And then we can just chill
And grind the Cat Food Cup

Is there anything else
we haven't talked about yet?
In a bigger scope
Not about any specific class
I guess not
Alright, let's call it here
I appreciate you all
Oh,
By the way
Stopstopstop
Before we end the stream
We are looking for video editors
And Chinese to English translators
The workload is too much
I can't handle it alone
Come help us out, love you all
Recruiting Chinese to English translators
And I don't recommend using any hostile wording
Don't put overly aggressive language into the feedback
Because honestly
anyone would get defensive
which is also normal
Thanks for all your hard work.
Alright, let's go grab some food