



Changelog so Far

Dark World DLC:

- New Versus towers:
 - The Amaranth
 - Dreadwood
 - Darkfang
 - Cataclysm (with procedurally generated levels)
- New 1-4 player Dark World co-op mode, with four unique boss battles
- New playable red archer, the Vainglorious Ghoul
- 9 additional playable 'alternate archers'
- New Powerups:
 - Trigger Arrows
 - Prism Arrows
 - Speed Boots
- New variants:
 - Team Revive - In Team Deathmatch mode you can resurrect your friends
 - Treasure Draft - Everyone picks a powerup at the start of each round
 - Clumsy Archers - Drop an arrow every time you dodge
 - No Quivers - Archers can only hold one arrow
 - Double Jumping - You can jump again in the air
 - Arrow Shuffle - Randomly picks 2 special arrow types to spawn this match

- No Hazards - Removes all environmental elements that can kill you
- Start with Trigger Arrows
- Start with Prism Arrows
- Start with Speed Boots (*renamed from old variant 'Speed Boots'*)
- No Trigger Arrows
- No Prism Arrows
- No Speed Boots
- 2v2 Tournament Rules preset
- 12 new Trials, 3 from each new tower

Other New Stuff:

- Added a new alternate “end of match” music track
- You can now save up to 5 custom variant presets at once (was previously 3)
- New Versus awards:
 - Happy Accident Award
 - Mastermind Award
 - Web of Lies Award
 - Gravedigger Award
 - Reanimator Award
 - Exorcist Award
 - Speed of Light Award
 - Hyper Booper
 - Hyper Martyr Award
 - Ally Oop Award
 - Bomb Squad Award
 - Nerves of Steel Award
 - Prism Warden Award
 - Special Delivery Award
 - Too Fast Too Furious
 - Caged Animal Award
- Added more Team Deathmatch levels to the existing Versus towers. Every tower now has 6 Team levels. Most are modified versions of free-for-all maps, but Sunken City got a brand new level which is also playable in other modes
- Added the “Session Stats” page to the Archives, which shows stats from the current play session and resets when the game is closed

Balance:

- Merged FFA and 1v1 Tournament Rules into one ruleset simply called Tournament Rules. This ruleset contains only No Autobalance and Symmetrical Treasure
- Slowed down the final “push” of the miasma as it closes in to encourage more kills before it consumes all the archers, and to make center-stage a more advantageous position

- Sudden Death variant now starts with miasma 1 second into the match instead of 5 seconds
- Rebalanced a lot of Versus arenas in the original levelsets
- Jumping on a teammate's head now shares arrows the same as bumping into them from the side
- You can now hold the dodge button to extend your dodge time by 5 frames. This is known as "dodge stalling"
- You can now catch arrows when you have a shield, but only if the arrow is not in a dangerous state (ie it would not hurt you anyways)
- Arrows are no longer destroyed when crushed by moving solids
- Arrow inventories are now visible during the round intro
- Treasure changes:
 - Decreased the chance of no treasure spawning
 - The chance of getting special arrows out of a treasure chest is now normalized. In most towers, there is a 60% chance each chest has a special arrow pickup, chosen from the possible types for that level
 - No more than one of each orb pickup can spawn per level now. If the Chaos Orb spawns, no other orbs will spawn
 - The amount of each upgrade powerup (Wings, Looking Glass, Speed Boots) that can spawn per round is now capped by the amount of archers
- Added a particle effect for hyper jumping to make it more readable
- Archers will now slip off ledges while ducking, if they're on the ledge by 3 or less pixels. Slipping starts 4 frames after you start ducking
- You can now shoot the falling orbs in Twilight Spire to destroy them as they fall
- Max Treasure variant now caps the amount of chests spawned per level to the amount of players + 2
- Return as Ghosts variant improvements:
 - The delay from the last kill to the end of the round is doubled when there are ghosts alive
 - Ghosts can no longer kill for 30 frames after they finish spawning
 - Players can now control their ghost a bit during the spawn animation
 - The shoot button now triggers the ghost's dash attack (was previously just the dodge button)
 - Ghosts can now open treasure chests. Chests will always spawn bomb traps when opened this way
 - Added some controller rumble cues to ghosts to remind players they've respawned
 - Ghosts are now drawn above other gameplay elements so they're easier to spot
- Electric shocks now destroy brambles
- You can now use dodge slides to pick up hats
- Spinning spikeballs now pick a random spin direction when the level starts

Quest Mode Changes:

- Players are now revived at their corpses, like in the new Dark World co-op mode
- Level completion time is now tracked on Hardcore mode
- Removed the old score system
- The 'Level Complete' screen now awards the crown to the player who performs better (based on kills, deaths, and combo). That player wears the crown in the next level
- Mimic archers now have the corpses of the archer they're disguised as
- Ghost enemies can no longer hurt you while they're stunned
- Added super jump pads to Twilight Spire
- Cultist enemies can now hop up one-tile-high ledges
- Red crystal enemies now only shoot one arrow at a time (blue ones still shoot twice)
- The final boss's beam attack now lights players on fire

Other Changes:

- Added ways to unlock Sunken City and Moonstone that don't require multiple players. Also added a way to unlock TowerForge in Versus mode. You can now unlock all the secret levels by playing exclusively co-op or versus modes.
- Added a short intro to Versus matches like in Quest or Trials modes
- Start with Random Arrows variant no longer chooses arrow types disabled by other variants
- Powerup improvements:
 - Pickups now drift downward when stuck inside a solid block
 - Added a sparkling particle effect and a glow
 - Added a visual icon on top of the shield pickup to make it more visible
 - Increased the radius of light emitted by pickups
 - Added a smooth light fade out effect when collected
- Players are now bounced backward by lava when killed by it
- Added a subtle particle effect when arrows move through moonglass
- Newer arrows and corpses are now always drawn above older ones
- Moved a few variants into a new category called "Curses"
- Improved electric shock rendering
- Hyper jumping now extinguishes torches
- Player corpses now push out from each other when overlapping
- The points awarded and lost at the end of a round of Headhunters are now shown in chronological order of when they occurred during the round
- If you're playing one of the 'Tournament Rules' presets, the tournament icon will be shown in the UI rather than the individual variants.
- Variants for disabling specific powerups will no longer be shown in the round start UI
- Variants to disable hidden arrow types are no longer marked as NEW when you unlock them
- Added the King to a King's Court level, in the background. He orders players to fight when the round begins, and laughs when they die

- Added ambient rain sounds to the Ascension tower
- New controller rumble cues:
 - Bumping into another player
 - Stomping another player
 - Stomping on an enemy or a ghost
 - Dropping an orb or icicle by touching it
 - Respawnng as a ghost
 - A constant slight rumble when playing as a ghost
 - Getting a kill as a ghost
 - Your ghost dies
 - Your corpse explodes
 - Charging up a corpse explosion with Trigger Corpses
 - Reviving or being revived with Team Revive
 - Opening a treasure chest
 - On the results screen when winning a match
- Toy arrows can no longer catch fire
- The purple archer now always gives off ambient particles (unless she's invisible)
- Polished the archer unlock sequence a bit more
- Improved the Ascension level background a bit
- Changed requirement for Battle Stenography trophy to "Earn 90% of the awards in Versus mode"
- Redesigned the Credits menu
- **[PS4]** Removed Time Lord trophy, replaced by Reaper's Crown trophy
- **[Steam]** Changed Time Lord achievement to "Complete all 48 stages in Trials mode, with a total best time of under 3:00"
- **[Steam]** Added the ReplayExport_Config.xml file to configure how replays animated GIFs are exported, and improved the default export time of replays
- **[Steam]** Added a Kills by Archer pie chart to the Global Stats Archives page
- **[PC]** Added the 'treasure_rates' console command, which can be used during gameplay to see the precise treasure spawn rates in a tower

Fixes:

- Electric shocks will no longer affect arrows that are stuck into things or laying motionless
- Fixed drill arrows glitching out when trying to drill through moving blocks
- No Seeking Arrows and Super Seeking Arrows variants are now mutually exclusive
- Fixed not being able to defuse your own Bomb Arrow if shot at the floor from ducking
- Fixed not being able to defuse your own Bomb Arrow if you have a shield
- Fixed not being able to wall jump cancel out of a dodge from a ledge grab
- Fixed the shield and wing powerup hitboxes being wildly inaccurate
- Fixed the player sometimes getting pushed the wrong direction when narrowly avoiding getting squished by a solid block
- Fixed player's hat sometimes warping around if the player died by squishing

- Fixed minor character select UI arrow coloring bug
- Fixed incorrect depth on player indicator HUD when respawning in Quest mode
- Reduced volume of the moonglass shatter sound
- Skull and coin icon spin animations are now properly synced on the scoreboard
- Fixed Player Ghosts being able to spawn inside reappearing breakable platforms
- Fixed various overlapping sound bugs involving hot coals, player-on-player collisions, and player-on-enemy collisions
- Fixed a sound effect missing in the King Reaper boss fight (when you destroy his laser gems)
- Fixed corpses not being able to slip off ledges into one-tile-wide gaps
- Fixed mimic archers losing their hats at unreasonable speeds when killed
- Fixed rendering bug with white archer corpse's hair when crossing screen wrap
- Fixed being able to catch explosive arrows on the same frame they explode (triggering both the catch and the explosion)
- Fixed a few minor graphical bugs on the map
- **[PC]** Fixed XInput controllers rumbling forever if you close the game while they're rumbling
- **[PC]** Fixed various bugs when vertical sync is disabled:
 - Slime and Mole enemy physics bugs
 - Minor dodging physics bugs
 - Lava giving off too many particles
 - Torches not swaying as players run past them
 - Twilight Spire decorative skeletons giving off too many particles
 - Sunken City decorative water drops falling too fast