

0.1.2

0.1.2 Changelog

This is a minor update focused on finishing up and cleaning up parts of the game that were bugged. It also adds minor boosts that should speed up Antireality-Antimatter progression.

General

- The Stats Menu now refreshes every couple of ticks instead of when pressing a button.
- Changed Hotkeys
 - Alpha --> 1
 - Pool --> 2
 - Vulcun --> 2
 - Anomaly --> A
- Fixed a bug where Bedrock didn't work properly.
 - Due to this change, Bedrock also got nerfed around to the level it was at beforehand.
 - Bedrock's description got changed to reflect the new formula better.
 - Bedrock got buffed ($0.05 \rightarrow 0.3$)
 - Asteroid/Vulcun buff got buffed ($0.005 \rightarrow 0.025$)
- Remnants are now hard capped at e100.
- Fixed a bug where Tags didn't work for the Ice Upgrades, causing them to reset when they shouldn't have been, due to not being properly loaded in.
- Fixed a bug where the autos button doesn't show the real state of the Auto.
- Fixed a bug where Scientific Notation was bugged at times (showing things like 10e2 instead of 1e3)

Antireality-Antimatter

- Added two new Planet Nodes
 - A Flaming Past (*Increases Growing Flames Effectiveness by 1*)
 - Flames from Remnants (*Increases Growing Flames Effectiveness by Flaming Pile*)
- Added a new Anomaly Node
 - Collecting Flame (*Rocks Collected boosts Flame Gain*)
- Boulder Development got significantly nerfed ($1 \text{ per Level} \rightarrow 0.15 \text{ per Level}$)
 - This change is made because of the very high value of Boulders, while they shouldn't be as high. This shouldn't affect the game too much, and will just make the numbers smaller.
- Nodes that require other Nodes or specific Requirements now show themselves and their requirements.
- Added a new boost that speeds up general resources gained by the highest amount of milestones in a single Reality.
- Tephra now only works for Water and Flame Fragments
- Flame Power Effectiveness has been added into the stats menu.

- Oxygenic Freezing now is in the stats menu.
- Fixed a bug where erasing your save file/loading a new one in without those nodes bought, would remove some antireality nodes.
- Fixed a bug where Dropping Temperature didn't update the text of the Bonds.
- Fixed a bug where the displayed amount of Frost that you get is now correct.

Antimatter-End

- Antimatter gain has been nerfed due to the higher amount of Anomaly Nodes in the centre.

Testing Version and Backend Stuff

- (Testing) The F9 Key will now activate planets instead of just giving resources.
- The Version will now automatically update the save file Version.

0.1.2a Changelog

This update is focused on fixing a major bug in the game and making the first resets less punishing.

General

- Added a button that links to the Changelog ingame.
- HOPEFULLY Fixed the bug that causes the game not to reset the Alpha Upgrade in the Star.
- Decreased the Price of Planets and Breakthrough.
- Added a (Shift+Click) mention in the description to "Growing Flames"
- Changed the spelling of Heatmetre to Heatmeter.

Antireality-Antimatter

- Anomaly Milestones give a lot more fragments in general.
- Matter is now only divided by 25 when doing an Antireality reset instead of completely resetting it.
 - Star Upgrades are still reset!