

03.09.2025 - Items, Items, Items

Items reworked - no more “trash” drops

Up until now, most generated items felt random: attributes were mixed together wildly, and finding a useful one was rarer than winning the lottery.

From now on, attributes are selected from matching categories only.

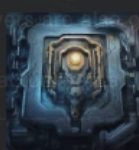
- Tower items now combine *Tower*-stats with up to *one* status effect type. No more chaotic mixes like Bleed, Slow, and Poison on the same item.
- Support tower items always combine Buffs with Team Bonuses.
Existing items remain untouched, but new drops and shop items will immediately feel much more useful.

Buy

Upgrade your turret with state-of-the-art technology by purchasing this item for Gold Coins!
Every hour, the arsenal is replenished with new, unique items. **Very rare** items only once for all players.
Don't hesitate when you see an upgrade – your fellow players are on the hunt, and the best items sell out quickly.
Please note: The items available in the shop exceed their base price by a multiple. This applies especially to the special offer.

Advanced Controlsystem

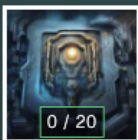
Very rare



18:11

- +10% [Turret] Range
- +10% [Turret] Crit.-Damage
- +10% [Bleed] Chance

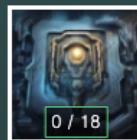
Angebot 1



30 ●

Buy

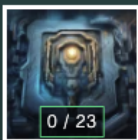
Angebot 2



28 ●

Buy

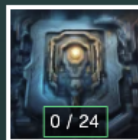
Angebot 3



32 ●

Buy

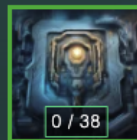
Angebot 4



33 ●

Buy

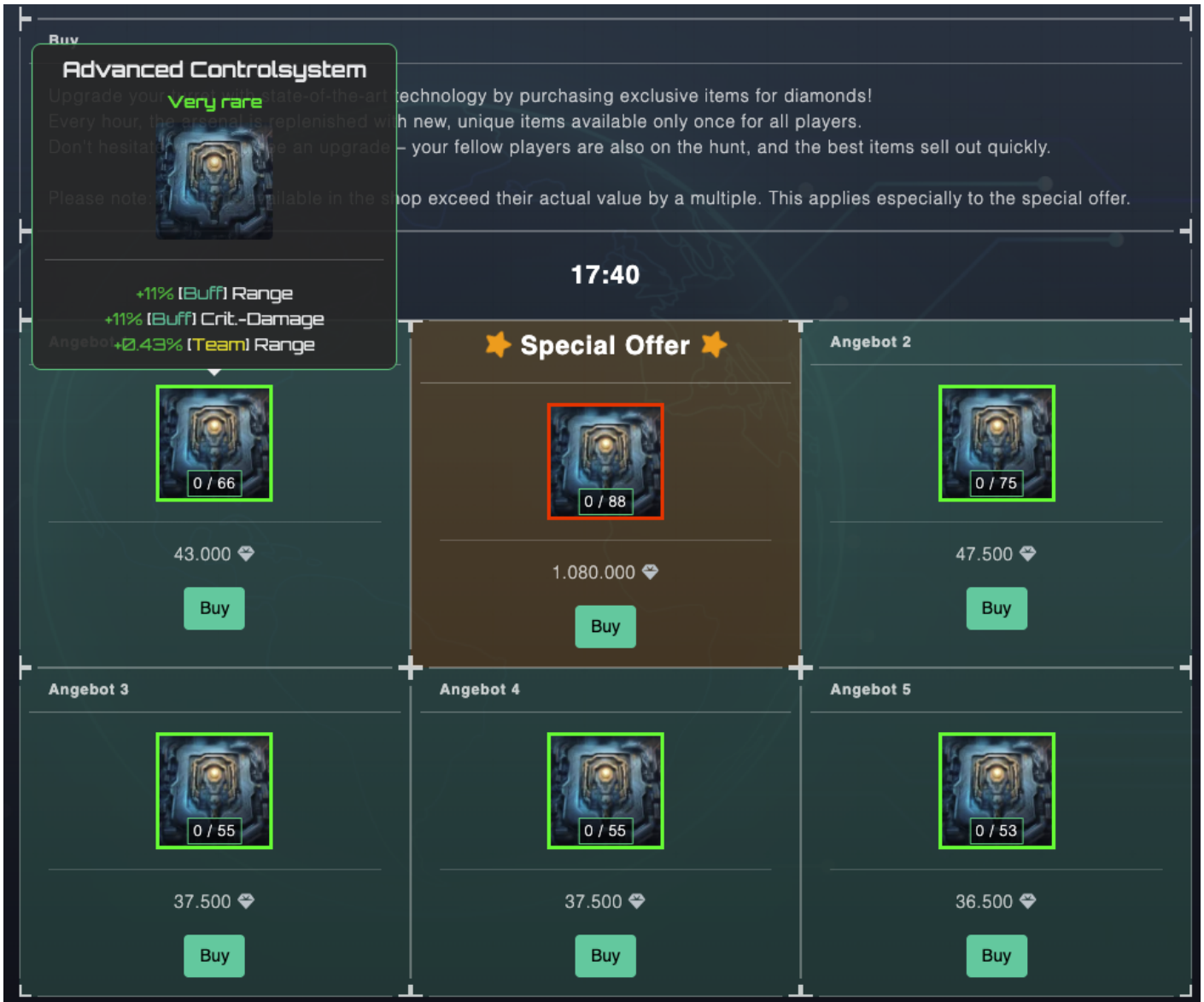
Angebot 5



145 ●

Too few gold coins

Too few gold coins



✂ Power-Ups made convenient

No more hundreds of clicks: Power-Ups can now be applied in bulk using a slider.

- Currently capped at 100 Power-Ups per player per action.
- In the future, this cap will scale with difficulty (e.g. Diff1: 100, Diff2: 80, ...).
This reduces server load and makes Power-Up usage far more comfortable.

Team-Power-Ups

Distribute Power-Ups:

Damage		24	(max 100)
Cooldown		24	(max 100)
Range		20	(max 100)
CritChance		13	(max 100)
CritDamage		19	(max 100)

Distributed: 100 / 100

[Confirm](#)

Dragon - stronger and more consistent

The Stage 2 Dragon is now immune to status effects.

A poisoned or burning flying skeleton made little sense anyway - this change restores some of the Dragon's intended might.

Fixes and improvements

- Support tower inventory now properly displays status values.
- Fixed issues with skill tree abilities and legendary items in the inventory.
- Damage calculation bug fixed: bonus damage from penetration exceeding resistance was ignored.
- Various smaller fixes and adjustments to improve overall stability.

Revision #1

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