

11.07.2025 - Hotfix #4

Reduced visual effects - improved clarity

We've further toned down visual effects to help you better follow the action – especially when facing large enemy waves or with many turrets firing at once.

Improved missile targeting at close range

Missiles now have better accuracy when locking onto nearby, fast-moving enemies. Previously, missiles would sometimes fly past targets and make a dramatic loop before hitting – which looked cool, but wasn't exactly helpful in combat. This issue has been resolved.

Status effect system optimized (Performance)

The recent update introduced significantly more status effects per target, each linked to specific players and their skills. This system has now been streamlined, resulting in noticeable performance improvements – especially during large-scale fights with many active effects.

More credits - less frustration

This change was already tested on Wednesday but wasn't mentioned in the previous changelog: In some cases, no credits were awarded for zombie kills, which became a serious issue in higher waves. This problem has now been fixed.

Additional fixes

Various minor bugs and issues have also been addressed to further improve gameplay stability and experience.

Revision #1

Created 11 July 2025 16:38:08 by Admin

Updated 16 July 2025 14:38:58 by Admin