

31.05.2024 - Target modes / Dragon

Reverted Changes

Two changes introduced in the last update have now been reverted:

Prioritization by Lowest and Highest Health:

- The maximum possible health of different enemy types was used as the basis to prioritize the dragon or zombies instead of the actual health.
- This change caused issues and has therefore been reverted.

New Target Modes

Instead, two new target modes have been added:

1. **Boss (weakest):**
 - Priority: Unicorns/Bosses > Dragon
2. **Boss (strongest):**
 - Priority: Dragon > Unicorns/Bosses

These target modes exclusively target bosses, unicorns (considered bosses due to their rewards), and the dragon, ignoring all other enemy types.

Other Changes

- All other target modes do not target the dragon but continue to target bosses and unicorns as before.

Modus	Zombies	Unicorns / Bosses	Dragon
Slowest Enemy	+	+	-
Fastest Enemy	+	+	-

Least life	+	+	-
Most life	+	+	-
Close to start	+	+	-
Close to goal	+	+	-
Boss (weakest)	-	++	+
Boss (strongest)	-	+	++

++	Priority
+	Can be targeted
-	Can not be targeted

These changes make dragon hunting more challenging but also more tactical.

Revamped Dragon

Without any prior announcement, a revamped version of the dragon was presented in the last stream:

- After being defeated, the dragon now reappears in a skeletal form with significantly increased health and can be defeated again.
- A higher reward is offered for defeating the dragon in its skeletal form compared to the initial stage.

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