

Puzzlegeddon v. 1.0.1 patch release notes

Balancing tweaks:

- Minor tweaks made to puzzle multipliers, star blocks and resources
- Minor tweaks made to the distribution of challenges in Dead Puzzler's Challenge, some repetitive challenges will now appear less frequently
- Minor tweaks made to Resources, Health and Handicap Modifiers
- Puzzle Boost made slightly more costly
- Triple Attack made slightly less effective
- Sap Defense made slightly more effective
- Puzzle Disrupt made slightly more effective
- Reflect Defense made slightly more easy to use

Improved functionality:

- Improved legibility of puzzle blocks and stars in Dead Puzzler's Challenge
- Improved audiovisual feedback of chat and it is now open as default
- Added a "Create game"-button , additional tooltip information and master server feedback to the "Find games" screen
- Autosearch is now available from the main menu
- Added a quit game prompt to in-game states
- Players' selected language are now displayed next to their name
- A host's name now appears in a different color from other players
- Added a visual indication that shows when a player's connection is bad
- Added additional acceptable key inputs to the DPC instructions screen
- The pause menu (ESC) is now also mapped to the middle mouse button, if available
- Players who get out of sync with the server will be kicked automatically
- Added Finnish language option
- Added framework for future language updates

Bug fixes:

- Fixed a bug which would prevent the chat from detecting the first key input
- Fixed a bug which would sometimes prevent the Autosearch function from finding existing games
- Fixed a bug which would sometimes make the Autorespawn timer show in the lobby
- Fixed a bug which would sometimes display an online game in the list of local games
- Fixed a bug which would prevent the player from starting a new match in Single

player “Battle Royale” when all opponents were kicked during the Round Summary screen

- Fixed a bug which would enable the player to hover two games at once in the “Find games” screen
- Fixed a rare bug which would prevent players from changing settings when selecting a name with unsupported characters
- Fixed some minor sound- and translation bugs

Known issues:

- Some anti-virus software will warn the user of harmful contents when installing the game. This is due to the software not recognizing the puzzlegeddon.exe. We are working with these manufacturers to add the game information to their future software updates. If the warning should appear, it should simply be ignored. Also please contact us at support@puzzlegeddon.com with the details of your anti-virus software
- Issues related to network lag. This can be circumvented by making sure that hosting players have a good (broadband) Internet connection as well as always making sure that network-heavy applications such as Instant Messengers, torrents or downloads do not run in the background
- A rare bug which can prevent the description of certain challenges in DPC to be displayed. This seems to affect combo or chain-related challenges and can be circumvented by creating chains
- Existing games might not appear immediately in the “Find games” screen. This can be eased by waiting a few seconds for games to show up if nothing happens
- The puzzle row indicator can disappear momentarily, the indicator will reset eventually
- A rare bug which can prevent the game from starting with the same resolution as the desktop with Anti-Aliasing switched on. This can be circumvented by disabling AA or lowering the resolution in-game
- A rare bug which can prevent the user from setting the resolution in-game to the native screen resolution