



# Alpha 4.2 Release Notes

## New Features

- The following actions can now be assigned keyboard shortcuts:
  - Speed Settings
  - Toggle Power Line Placement Mode
  - Toggle Power Line Sell Mode
  - Select Towers in the Shop
  - Upgrade Tower
  - Sell Tower
- All keyboard shortcuts can be fully rebound in the Settings menu
- Added a new soundtrack that now plays across all levels
- Pre-placed towers can no longer be sold
- Introduced "Cinematic Mode" — press F1 to hide the UI and HP bars

## Levels

- Defending 101
  - Shortened dialogue
  - Pre-placed power lines

- Shorter enemy path
- Storming the Fields
  - Change available towers to Ballista and Horus Statue
  - Reworked all waves to include Summoners
- Crocodile Overpass
  - Reduced number of waves from 11 to 9
- The Tides of Geb
  - Increased starting resources
- General enemy wave adjustments across all levels

## Balancing

- Power lines now cost 5 crystals, allowing for more fine-grained balance adjustments
- Reduced the Horus Statue's damage at higher levels, but increased its slowing effect
- Slightly increased the HP of the Set Animal
- Slightly nerfed Archer Tower levels 2–4 and increased the cost of levels 3 and 4
- Increased the price of Ballista levels 3 and 4
- Summoners
  - Now summon their first Mummies immediately
  - Adjusted summoning cooldown

## Quality of Life

- The mission log is now visually highlighted when tutorial progress requires player action
- Incomplete levels are now highlighted with an animated speech bubble in the level selection
- Unconnected towers are now highlighted with an animated speech bubble

- The level selection camera now automatically focuses on the last played level
- Placement preview indicators are now rendered in the front layer
- Upgrading a tower no longer resets its cooldown
- Added tooltips to towers in the level overview and to targeting options
- Replaced the large tooltip scroll containing button descriptions with smaller tooltips showing only the button name during levels

## Visuals

- Redesigned the Set Animal to better match the game's perspective
- New, more intuitive wave icon in the status bar
- Added a fade-out animation for defeated enemies
- Redesigned settings menu bookmarks

## Fixes

- Fixed a bug where the map would continue dragging after changing scenes, even when no mouse button was pressed
- Fixed an issue where the Ballista would sometimes hit enemies that were already dying, reducing damage dealt to subsequent targets
- Fixed an issue where the player could place objects behind the mission log
- Fixed an issue where enemies dealt damage immediately upon touching the palace
- Fixed an issue where summoned enemies were not correctly targeted when targeting was set to "First" or "Last"
- Fixed an issue where projectiles were destroyed when upgrading a tower