

# ELVEN ASSASSIN

## UPDATE 1.4

### Equipment Shop Stand

We have created the nice stand with bows, helmets and rate sets. To take a look at it, just teleport to the stand on the right. After you buy something in the shop you are automatically equipped with purchased items and you can see how you look in this equipment using the medieval mirror.



### Earning gold

Before we get to know what legendary items are currently available, you need to know how to earn the gold coins. The best way to do it is to collect the gold dropped by the orc warriors upon their death. Mind that not every orc possess gold. Also, the elite orc warriors like axe man are more likely to carry some gold then the ordinary orcs and a number of coins is bigger.

The other way is to get your reward for the loyalty. Each different day you are launching the game to fill your elven assassin's duties you are getting your pay. To get you reward just take the bag with coins laying on the middle table.

### Equipment Catalog

For the convenience of elven assassins, the catalogue was created. It much simplifies the price comparison and learning about legendary items legacy. It is available below. [The prices are subject to change :)]

## Bows



### Wooden Bow

The training bow made of the branch of the ordinary tree. It was crafted by you personally, so you can train to become the elven assassin.



### The Steel Defender

This is one of the outstanding human bows. It was strengthened with a steel core and provided to elves as not very expensive but high-quality bow. The modest ornaments were added to indicate it's affiliation with elven archers.



### The Nature's Call

From time to time the holy elven trees drop a branch, which then is used as a material for one of the finest elven bows. It reminds that nature is not only peaceful but also lethal.



### The Bow Of Alliance

This series of rare bows was created specially to celebrate the union of races against the orcs forces. It was created by human craftsmen, strengthen with ivory by dwarfs and ornamented with care by elves.



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## Helmets

### Barbuta



The most popular helmet used widely among inexperienced elven archers for training. As the old saying tells "During the battle, better the barbuta on your head than the griffin helmet in the shelf".



### The Archer's Helmet

Although is not as good in the close battle, it suits great when defending the gates. It's very light and has very good visibility which helps in performing strategic shots.



### Gift of the Sea



These helmets were found in the human shipwreck that crashed into the rocks not far from the elven borders. The elven scout reported the presence of wyverns bones scattered around the beach nearby.



### Helmet of Ancestors

These helmets were used by the primeval elves for a long time. Although, there are better-looking helmets these days, whenever you decide to wear it you honor the old battles and the fallen elven brothers.



### The Griffin Helmet



This elven helmet was ornamented with feathers accents to honor the griffin support in the great battle near the last river.



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## Sets



### The Forest Guardian

From all elven assassins, the most virtuous are selected to become the holy elven forest guards. Those are equipped with "The Forest Guardian" set.

4000 

### The Orc Hunter Set

The orcs hunters equipped with this set are having no mercy to the orc warriors. The red color symbolizes the orcish blood that hunters have spilled. The golden ornaments show the glory earned for their bravery.

5000 



### The Holy Set

Long ago, the elven priest equipped the elves that were protecting the holy temple with these sets. Although the temple was lost in the unfair battle, this sets still remind the orcs about the skillful owners and thus arouse fear.

7000 

### The Frozen Touch

The last gathering of elven sorceress decided to use the ice element magic to create "Ice Touch" Sets. These sets are extremely rare and if handled it usually indicates the elven archer masters magic of the ice element.

10000 



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### Green dragons

The orcish forces were strengthened by green dragons. Although, they are usually used to protect the orcish gold if the orcs footmen are ineffective for too long the orc chieftain may decide to use one of them against the defenders. The green dragons are equipped with golden armor that makes them extra hard to kill.

### Black war troll

The black war troll was kept by orcs until the day of the final battle. His thick skin and heavy steel helmet make him very hard to take down without using advanced magic.



### Elite Orc Warriors

The update also includes new Elite Orc Warrior - you will recognize him as he is much larger than normal Orc Warriors and also harder to kill, good luck when you see him :)

### Difficulty system adjustments

We have adjusted the difficulty both on the Village and Castle. Now the waves with bosses are harder and the wave following the boss wave is easier. That's why you should focus as much as possible on the boss waves and have some rest during the wave following the boss wave. Now all the bosses (including the red dragon) appear in the Single-Player mode.



### Next waves configuration

Previously the game was designed to be over around wave 40. We have underestimated some players that reach far more than that. In such case, the 40th wave enemies were spawned in the further waves. That's why we have configured the waves 41-60 to be more difficult than the 40.

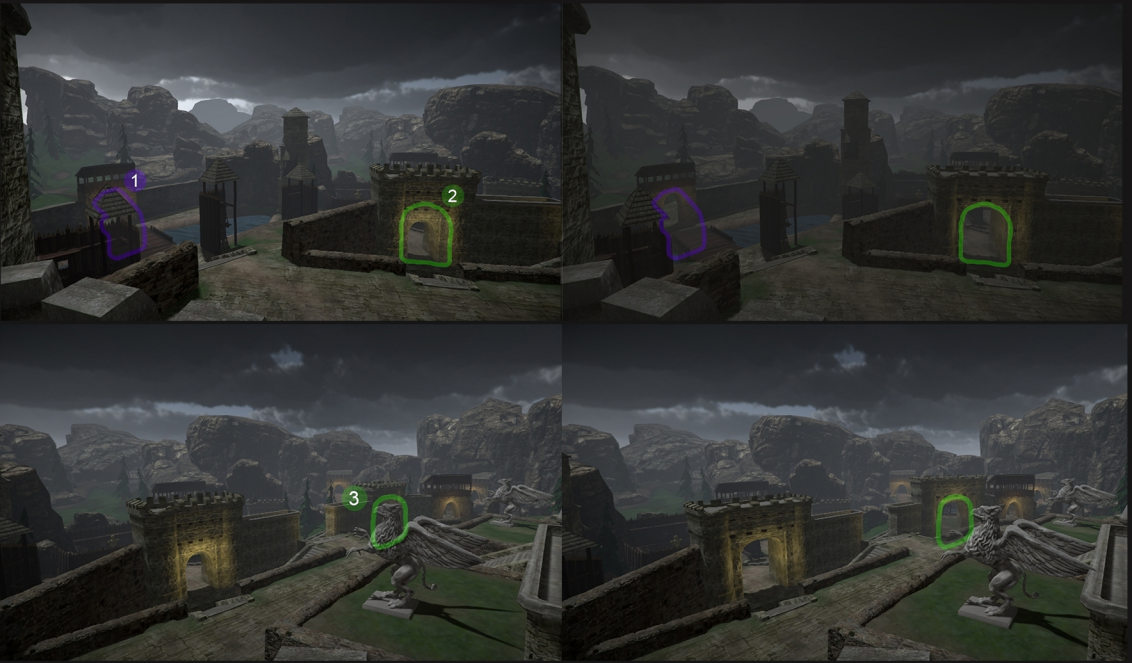
### Adjust the time between the breaks.

The brakes time were likely to long in the further waves, so we've made them shorter.

### Castle Map Improvements

Starting tower:

- 1. Improved visibility of the left entrance and orcs on the bridge.
- 2. Improved visibility through the left middle gate (possibility of shooting orc on the stairs).
- 3. Improved visibility through the right middle gate (possibility of predicting when the orc appears in the gate).



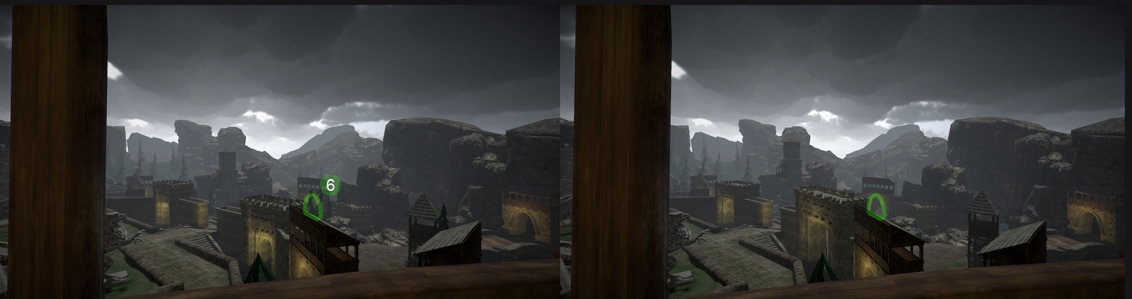
### Catapult Platform

- 4. Improved visibility through the left middle gate.
- 5. Improved visibility through the right middle gate - move the catapult and scale the monument (possibility of predicting when the orc appears in the gate).



### The Right Tower

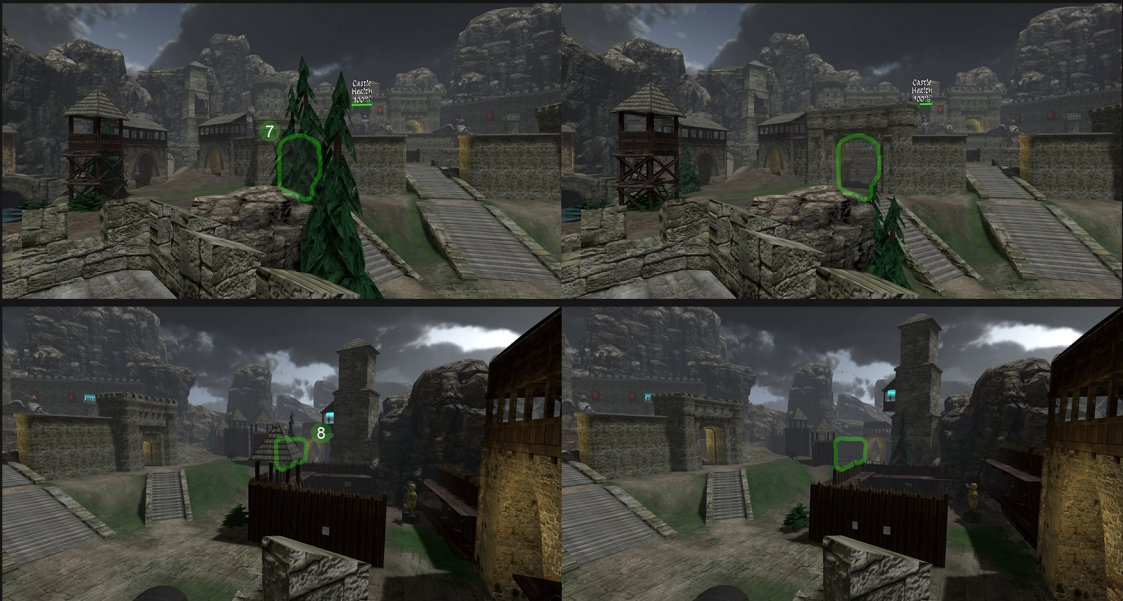
- 6. Added the possibility of shooting the orcs in the center entrance (change the tree position and scale).





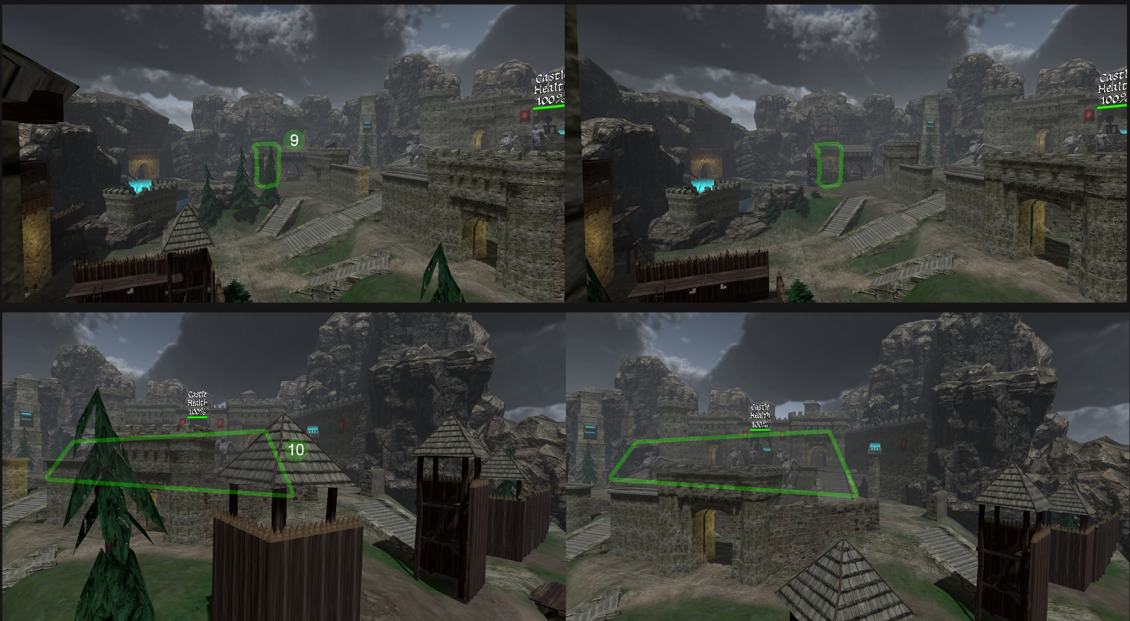
Cannon platform

- 7. Added the possibility of shooting orcs through the left middle gate.
- 8. Added the possibility of shooting orcs through the right entrance.



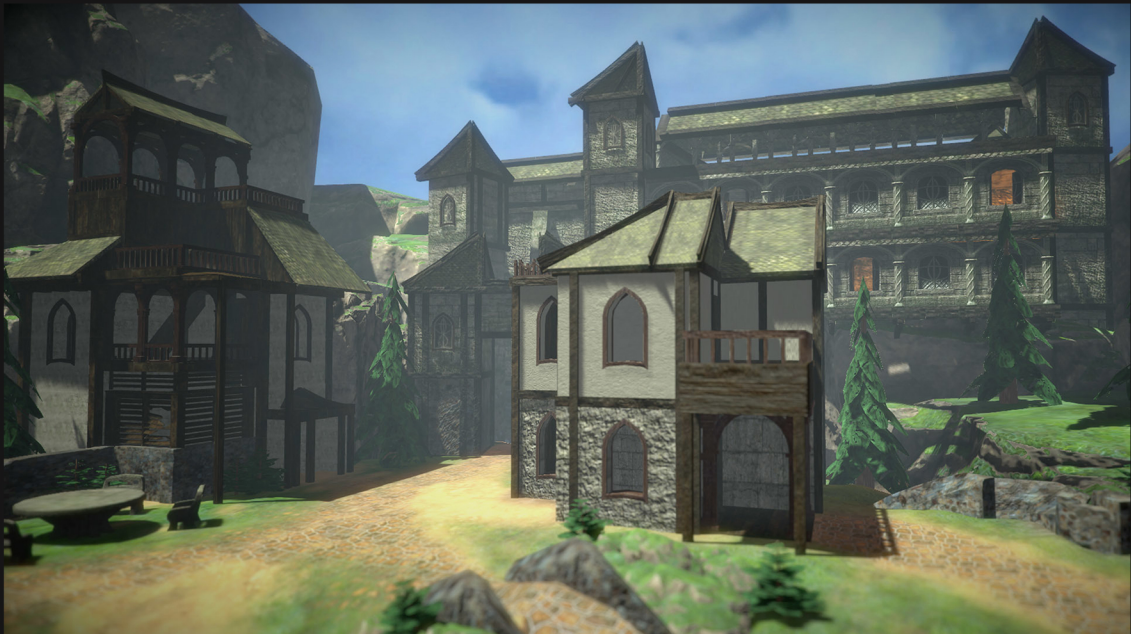
The Front Tower

- 9. Added the possibility of shooting the left the entrance.
- 10. Make the tower higher. (possibility of shooting the orcs on the front part of the map).



Improved castle on Elven Town

We have improved the castle. Before it looked too flat so we decided to change its architecture a little bit and opened a few windows for the more realistic look.





## Voting System

This feature allows you to vote on whether the team should stay on the current map or change location without having to leave the game and hoping all players will join.

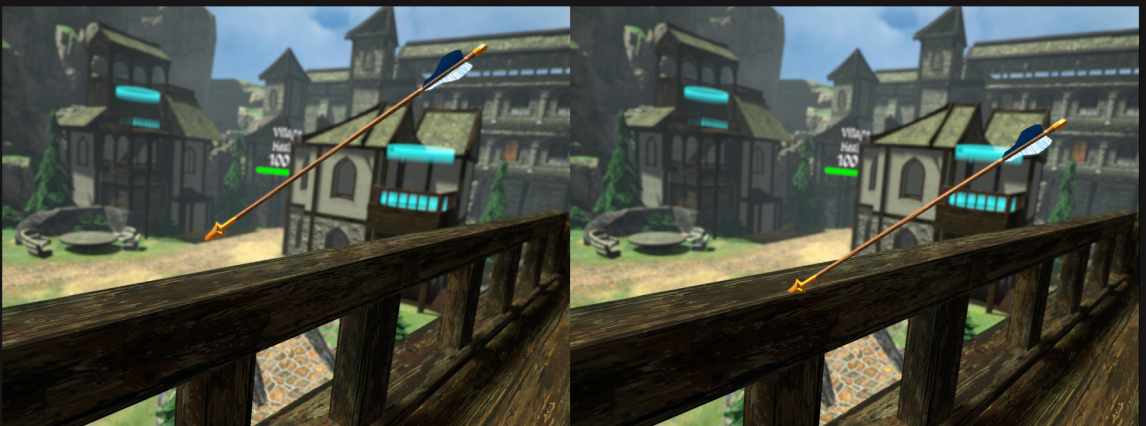


## Spells on Singleplayer

Now you can gain experience and use spells also in Singleplayer mode. This change was strongly requested by the community.

## Improved arrow attaching precision

Before this update arrows that hit environment elements like wooden barriers might incorrectly attach above the element. We managed to increase this precision greatly. Below you can find images for better understanding the problem.



## Tons of bug fixes and additional polish

This update also fixes lots of bugs which a few most notable are:

1. Fixed a glitch that would cause multiple arrows to be spawned when players drew their bows very rapidly.
2. Added hit sound and blood to wyverns.
3. Removed graphics glitches visible sometimes at the beginning of the first wave.
4. Added arrow impact sounds when shooting at dead bodies.
5. Added info "shoot teal area to teleport" to controls window. [Requested by community]
6. UI improvements + get rid of blurry fonts.
7. Fixed bug when 10 arrows were spawned on joining the game.
8. Fixed the same level displayed for all players before the game starts.

The new scenarios are being worked on so stay tuned.