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Thursday 01: 00-03: 00 PST [*] Thursday 08: 00-10: 00 UTC [VList] [H1] [B] Details of Update: [VB] [VH1] [List] [*] Scenario mission "Take the Bait - Blue FOG" [*] Added DLC Costumes for Alice and Kylie [*] Added the successes of Steam - Take the Bait - Black Snake - Christ, explode!] Changed user interface for animal managers to show players in evolution. [*] Registration and identification of items Added the option of registration and identifying items on all pages as well as items on the page. [*] Added /A45F06432DE8B5E4D9EF29D765BF34717B4D9D72.png ^ \ / [IMG] - / letter] Thank you! 0.83.6, Event type: 13, Appid: 867210, Server address: "" "" Server password ":" ", RTime32_start time: 1680613500, RTIM32_End time: 1680618601: ", " " Last update Steamid "- 765611198834574867 ", Event notes "- Declaration "- { "Jsondata "- { "Localized_Subtitle "\: Good news for all card manufacturers 0.83.6", "UpdateTime": 1680613554, "Body": "[H2] Welcome! Another month, another update. This time we're focusing on the map editor to make leveling easier for everyone! This is an important feature of songs of conquest. It's not just the tool we use to create our maps and campaigns, it's what you use to create stunning maps. What have we done with this month's spring installment? As mentioned above, to make \U2019 easier to use, we've focused on the map editor and updated many of its features.

For example, you can now search for theme and crop maps, and we've added a drop-down menu for your convenience. [img] {Steam_clan_image} \ / 40723472 \ / 5934e5f81f67f94ee121a98f9a95a473dea9cc. So convenient! [\ / I] We also added other features for those of you who want to create story based maps with objectives, just like we create our campaign maps. Our amazing artists have created more personal dialogue portraits, and we've removed the \U201COBJECTIF\U201D field in story objectives to make it easier to set objectives when creating maps. We look forward to seeing what you plan to create with these new tools. Speaking of community made maps, to mention our new map editor, we just started a contest with Mod.io, be sure to check it out on our Steam post. You're lucky enough to put your card on the official Conquest Song card list and start making money! [img]{Steam_clan_image}\40723472\vbcc17e875b4ea2444ffe05792c059338e9668ef8.png[/img][i] Show your creature and submit your card for a chance to win. [V] [url = https://Store.steamwing.com/News/App/867210/View/675487058982184065] Read the competition here! [\ / URL] We've also put some development love into one of our experimental features, co-op.

Although we were created, we made sure that he was!Improved helped.

For example, you can now mine on a mini-card and send resources. [IMG] {Steam_Clan_Image} \40723472 \ /22117923A0D2B8CE26B60DDEC2C2C0E90259E4.GIF [VIMG] [I] One of these fixes was to change the behavior of the AI against attacking during rain now players are always aggressors. We've done a lot of work with roles and individual behavior, and that work will remain important to us. This update brings many small changes, fixes and updates and as always we encourage you to read the entire lecture below, we promise \u2019 it's a valuable experience. Keep up the good work! \The Lavapotion Team [url=https://twitter.] Discord [Vurl] [url = https://www.youtube.com/V@sugsofconquest] youtube [Vurl] [url = https:// www.instagram.com /songsofConQuest/ Instagram =/urlufluffs. style shifting ielts reading answers B] notable additions [Vb] Added a new hierarchical representation in the map editor, where all the objects of the placed cards are listed and searched. Most items in the map editor now have hints and better English translations 33 new random events for the injury faction [B] Major bug fix [Vb] Passive AI issue on the generated card image randomly bug where it updates Start an adventure with actions on the map in the city were hiding in bugs where it was sometimes impossible to attack the cities, which was also the reason for the AI to freeze.On the magic of fast fire, offensive charm or a dual strike, where you can get stuck in the fight after killing the unit and continue the attack. [B] Adventure [Vb] The intelligence threshold values (now you can see the levels of threats that can be seen further than before) fixed text size in the adventure mail menu. normal_6426ca3ee725e.pdf City or locality. This is selected automatically, not in the offer of the interaction of another city when the owner of the enemy trade in Sim behaved according to how the camera follows, how the camera knocks down the ongoing building.

Screen image \ U201CSTORY ACTORY \ U201D Suitability of map items is no longer blocked, which could exceed the magnitude of the magazine size when upgrading overcrowded units with pre -supplied units on the help instead of the cover. Restore the preview of the city list using the mouse, when activated, break/convert the gates of the city walls under the color of the water. Although players do not have an available version of Sitefix Sitefix. The problem is not to generate a valid alternative path for the owner when the optimal path goes through unexplored parts of the map. Behavior is now the same when occupying neutral settlements, regardless of the Tofixed team, displays the mouse cursor \ u201clooting \ u201d and help for neutral buildings that cannot be loot to the post- the pop-up window of the battle. [b] Battle [Vb]. Add action actions to animation attack attack attack.After firing in the combat profile, null references should be removed to increase the damage of most of the weapon's owner's spells. Update the layout of the decomposer layout app after fixing the original purpose of killing troops with an additional attack.

Remove the troop section in the combat tooltip without owners' rudders, and bind a statement to the troop they can frequently [b][Vb]interrupt[Vb]may fix the location of the codes codes. Fixed a localization error in the Code Search [B] Card Editor [Vb] section that was removed by random old generation cards. This type of enhanced mirroring of this type \u201D and drawing with mirror mode \u201Dada allows you to paint to disable the ability to build walls in cities. The group goal field is accompanied by a group goal field, allowing you to group them as a single player HUD with a game goal entry that now correctly gets the color used by the selected team. Added the ability to add custom map editor names to make objects searchable. All lists and fields are now a different way of displaying map object properties, so they should now be more responsive. All drop-down menus now have a search bar. We fixed an issue that resulted in tooltips in the KeyBindings add-on editor using tools. normal_640574c50054d.pdf Buttons attached but not found in tooltips: move tool context, set brush size, and change height by drawing terrain height.

Added 1 1 neutral characters for use in dialogs attached to map fill and cut tools [B] Multiplayer [VB]. Research data is now shared between allies in LL research, now provided by owner and map.Aly Description: Carriers showing levels, skills, soldiers, and artifacts can now use each other's beacons as teleporters can send mini-signals through games in co-op games. Right -Press on the right -Press on the right -Press on the right -click on the right Display buildings Ally \ U2019 [b] AI adventure [\ \ / b] Fixed an exception error that occurred when the AI was redrawing in the area of true control points, to help the AI better stop thinking about Vout of combat when the AI team is dead and when the game is over. Auto AI can attack the map even if it was saved inside buildings. The portals from the redundant (optimization) portal were completely converted by loot and reached the TwakeaksRemmed mismatch when the AI planned long routes, but it broke when approached. Map interaction improvements have been changed to how the AI soldier values when soldiers are recruited or carried [b] AI - Battle [Vb] if DI uses Aimate Totalif Essence, can afford it, will try to fill defensive magic Explosive Mushroom Trail , which prompted the use of Kiegis Spels, should be more likely to damage the U201D, use ice propellers, and explode.

AI teams' defense is more limited to using spell sabotage spells, much more limited to teams defending the use of spells destroy essence, more limited to using lethargic spell, when the enemy is only one unit, they must cast spellingAn AI team left by the enemy is less likely to waste an attack spell on troops with a support option, with other skills and actions to make it work again, aggressive AI teams are much less likely to use stand height bonus unless they are Un. enemy range added additional height bonus when occupying a hex next to a enemy, allowing for maximum error for soldiers who might not be able to stay unless they had a decent melee target, which was too dangerous to attack AI aggressors in places where players are always players must always be always aggressive players is a state aggression team without possession possession team with team retirement period penalty \u201d to discourage aggressive attackers from retreating added A \u201Ccreat \u201D Bonus to encourage passive defenders Broken back edge map for some soldiers, fearing who corrupted troops with support roles for high aggression teams [b]sound[Vb] Don't use sounds from Wielder death from enemies in fog [b] Random map generator [Vb] Optimized random faction option for random enemies and should be more varied now [b] miscellaneous [\ / b] change the percentage of beacons needed to earn 70% to