Dicey Dungeons

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Trashing three of the same items on the same turn in Inventor episode 3 now counts as unlocking the triple gadget achievement.. There are lots of subtler things too, like equipment descriptions updating values when you hover dice over them.. Prevent crashes if there's a syntax error in a script Error messages have been improved and are generally clearer and more informative.

It includes five new episodes - a robot, a Witch and a Thief episode, and elimination round versions of the Robot and Witch episodes.

dicey dungeons

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Better support for changing languages while the game is running - the game no longer needs to restart, and you can press tab to quickly switch with English if you're playing in a second language and want to check something!Improved support for touchscreen computers (this feature is still a work in progress).. Changed Marshmallow rule to load data from a csv file Moved Encyclopedia gadget list to a data file.

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Fix episode-select cursor move sound Episode state, gamepad UI: show the win/loss tooltips.. Countdowns on Thief stolen cards no longer update twice per frame A select few cards will now secretly never trigger curse, which fixes a number of rare but serious bugs (e.. I particularly love the Robot's episode 'Roulette Game' It's been really wonderful seeing people discover the game over the past year.. (hey - you're probably looking for https://terrycavanagh itch io/dicey-dungeons, with an s on the end!)=-=-=-.. g Precious Egg, Mood Change, Crystalize This fixes some bugs that could potentially cause you to lose equipment, or even your skillcard.

dicey dungeons mods

Fix infinite loop crash if e onstartturn script contains a script that replaces itself.. Fixes a crash bug when you have more than 43 dice on your turn Fixed a rare crash bug that could happen when starting a fight against a Super enemy.. When playing Witch, you can now preview your spells during battle, and you can now cancel spells before they're cast and refund the dice used.. After you defeat an enemy, you cannot reduce your own hp below 0 (Fixes the 'Boomerang Zombie' bug.. g Flame War+) Fixed a crash bug if you clicked one of the sixth character's power card actions while fighting Copycat and viewing enemy moves.. It's finally here! Usually, I try to keep these update posts as short as I can, but that's going to be difficult this time around: v1.. Fixed a bug where the player and enemy graphics might appear at (0, 0) for one frame in the first fight if you lost a run and then started a new one.. 9 ready!Wrong Enemiesby ssbninja)A fantastic mod that reverses the enemy levels: all the enemies have new equipment layouts, with bosses now appearing as level 1 monsters and level 1 monsters now appearing as bosses!Floorplanby BigPotato)A great, simple mod that does one thing and does it really well - provides a bunch of alternate floor plan layouts for each run.. New script function 'inflicttofighter(fighter, status, ?amount)' lets you specify the target of status effect inflictions.. Select the mods you want to load, then 'Load Mod (s)', and boom (If anyone on Mac or Linux can write similar directions for their particular OS they'll be added). e10c415e6f