

Update 9/23/2009: Speed change / Wood craft fix

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Wednesday, 23 September 2009 12:16 -

- The number of attacks granted by speed now follows a gradual distribution, rather than discrete breakpoints. The absolute scaling remains similar.

This means that your attack frequency will slowly, smoothly increase as you gain speed. Speed points "between attacks" are no longer wasted. For more detailed discussion, visit the Sixth Sense development blog (nodeka.blogspot.com).

- Crafted items with wood as their main component will now be correctly altered by the secondary component. This means that wood-based items can now access a MUCH wider variety of recipes than before.
- Fixed a crafting bug which allowed the usage of incorrect materials for certain items. Thanks, Iron - your descriptive e-mail was a big help.