

BALANCE PATCH

BALANCE PATCH LIVE (just reload the app once to install)

I pulled win/loss data across the ladder and the curve was broken: players lose about 30% of runs through D500, then win rate shoots to nearly 100% all the way to D4500+ on current gear — depth stopped being a gear check and became a formality once you had a solid mid-game build. Even top accounts (e.g. 357k HP at D4345) were barely threatened by raw enemy hits under the old scaling. This patch keeps D1–500 feeling the same and adds real walls after that so pushing depth means farming upgrades, not just outrunning the numbers. ♾Balance

- Depth scaling retuned — enemy HP exponent now ramps after D500 (1.15 → 1.38 by D2500 → 1.48 at D4000+) so mid/endgame stops being a free climb
- Enemy damage ramped — attack stays at 3× through D500, then climbs to 6× by D3000 so deep runs actually hurt if you're under-gearred
- Enemy speed increased — deep enemies act faster after D500 so dodge/block/crit builds can't stall forever
- Early game protected — nothing changes for depths 1–500; if you're learning or pushing early ladder, this shouldn't feel different

It will take a while till i see changes in the stats - Please report me if the higher depths are now too tough!

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