

UPDATE 5

New update live (just reload the app)

Power → Score We cleaned up the gear numbers — Power is gone, everything is Score now.

- Score = how deep your gear counts (drop depth + how strong the piece is for that depth)
- Your kit Score is the average of equipped items
- Higher Score is better for depths — keep it close to your target Depth so enemies don't get tankier
- Quality is still just roll luck (Broken → God Roll)
- Inventory, reveals, compares, profile, and the glossary all use Score. Attack Power / Spell Power are unchanged (those are combat stats).

Should feel way less confusing — one number to care about.

Arena

- Elite Ranks (Grandmaster & Challenger are now live)
- Explanation to ladder added to arena info

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