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## Spellbinder: The Nexus Conflict

Open Beta Release

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### Version .70 Additions and Fixes

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- A character wipe was necessary with this version, because of the adding of the 4th character slot (see below) and the fixing of the stat bonuses when leveling.
- There is a new download server that will be used from now on by Spellbinder. Version .70 is a full download, but from this time forward, all new patches will be downloaded automatically when you enter the game. This will make installing patches much less complex.
- The Runemage makes his long-awaited debut in this version. He is a mage that specializes in protecting his team's Earthnodes from enemy takeover. He has three lists initially: an offensive weapons list, and two Rune lists that let him drop traps on the floor of the arena. In the future he will also get a Wards list (which affects teammates regeneration rates) and a special shielding list.  
  
The Runemage regenerates his spell regen rate by standing on a friendly Earthnode, and "charging up". Once fully charged, he can run around for a period of time, and then his regen starts dropping. Please note that the Runemage can also charge up in his team's Nexus.
- There are now four character slots for players to create characters in.
- The Kaelgard Keep arena's geography has been changed so that there are now only two entrances into the Gryhon Nexus area, to bring it in line with the other two Nexus areas.
- Players shielded against a particular element no longer suffer the secondary effects (i.e. burning, etc.) from that spell.
- Shield spell collision graphics have been toned down to be less annoying when they light up during combat.
- Figure skating has been corrected, so now players should animate more naturally around the arena.
- Players now propagate better on ladders and in levitators.
- The massive team bonuses (when the match ends) have been reduced slightly. The team bonus accrues at maximum value for the first 30 minutes of the match, then accrues more slowly as the match progresses. Thus, the 'peak time' to end a match (for maximum rate of exp per hour) would be the 30 minute mark. Also, the amount of bonus was reduced from 100% for the winning team and 40% for the losing team to 66% for the winning team and 25% for the losing team.
- \*IGNORE command added to play and chat states. Type `"*ignore <name>"` to permanently add the character's name to an ignore list. Type it again to remove from the list. Type just `*IGNORE` to see the list.

### Version .60 Additions and Fixes

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- Team-color based skins are now in the game. Now, each figure has three skins to choose from, and each of those has a colored version for each team

in the match. Gryphon is yellow, Dragon is red, and Phoenix is blue.

- The bug where Voodoo cards smeared the bottom portion of the screen, and sometimes walls, has been fixed.
- The healer is now more effective in his own Nexus area by getting a +10% bonus to fatigue regeneration. In enemy Nexuses, he gets -10%.
- The Kaelgard Keep arena's geography has been changed a little to make it a little more difficult to get to the Gryphon Nexus, bringing it in line with the other two Nexus areas.
- Arenas have been optimized to get better frame rate, especially in outdoor ("sky") areas.
- Stat raising when you go up in levels now actually works.
- Public chat tables can now be accessed from the chat parlor.
- No biasing is allowed in matches before the 4th player enters the match.
- High level transfer spells have been fixed.
- You now see the countdown at the end of a match even when the "one minute remaining" message is visible.
- Mouse mode no longer reduces frame rate.
- Players can now strafe in and out of levitators.
- Shadows above dead player's bodies have been moved to the proper location
- F2 now makes a chat log in both the chat parlor as well as the game.
- Player's shields now no longer go off when a friendly projectile hits them.
- Spirit Gates now raise the target to the position where the Healer was when he cast the spell.

#### Version .54 Additions and Fixes

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- Computer freezing after "Serious Errors" should be fixed.
- Under high lag conditions, sometimes a player's entry would overwrite another's, making it so that everyone saw the same player twice in the game. This has been fixed.
- New "buff" symbols show under player names for Healers. These should be easier to discern than the previous ones.
- There are now eight active spell slots -- keys 1 through 8 -- instead of the original five. Now in the character manager, you'll see 1-4 banks and 5-8 banks.
- Whirlwind will no longer fly up through the sky randomly.
- Fire orbs should now longer fall through the floor in 3D areas.
- Reflective ice no longer goes through the ceiling.
- When the nexus is destroyed, players will no longer be able to join that team -- the old way was to let the players in on that team, but make them dead.
- Chat logging in the match is now enabled -- F2 starts and stops.
- Mystic Mind Erosion spells and Magician Air elemental spells have been

reduced in damage.

- If a match is a draw, all three teams get 40% bonus.
- Nexuses now give spell regeneration to Magicians, so they can fight better in Nexus areas.
- Haste spells should now be more useful. Fatigue doesn't go down when you are hasted, it lasts a little longer, and takes slightly less fatigue.
- Shield and Buff spells now last indefinitely, until a player dies.
- Shadow and Fade spells are now more useful. They shadow more, and allow you to move slowly (i.e. walk) sooner.
- Level ranges for matches have been redone. There are no longer wide-range matches, which allow high-levelers to mow down low-levelers mercilessly.
- Kill bonuses are now calculated differently, and players will get more experience for killing a higher-level character, and conversely, a high level character will now get less experience for killing a low-leveler.
- There is now no death penalty at all for first or second level characters.
- The red font is now actually red, instead of orange.
- The Tehoxican Ruins Nexus areas have been changed to make them larger and more interesting.
- Mystic Mind Erosion spells can now shoot through teammates to hit enemies.

#### Version .52 Additions and Fixes

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- Each team now accumulates team points as a match is played. At the end of the match, each player receives a portion of this pool of points pro-rated by his time within the match. Players who start at the beginning of the match and play all the way through get 100% of their share. Else, you get your share weighted to your time in the match. The winning team gets 100% of their team bonus, the losing team 40%. So now, it is definitely not in your best interest to leave and reenter in the middle of the match.
- You can now see weighted team strength next to the team symbols when viewing matches from the chat parlor. The strength factor can be used in the near future to enforce anti-stacking, if necessary.
- The player lists in the chat parlor are now updated immediately when the player begins to load an arena. This used to only be updated after the player entered the arena, after the 20-30 second load time. In the match description area, all players with an asterick \* beside their name are loading.
- New type of spell "cloak" added, which does damage to everyone within a specified radius to you.
- Middle mouse button now can be set in the keyboard setup screen. Now, it defaults to walk backwards.
- You can cancel out of the character creation process now.
- You can hear other players casting spells now, if you are close enough to them.
- The screen flashes red when you are taking damage.
- Airwalk on ladder no longer allows movement up and down.
- All sysop chat text is now white.

- Team chat text now is the correct color of the team.
- New soundtracks added for chat parlor and initially upon entering the game.
- Better lag adjustment doesn't yank you back to where you were.
- No more elemental shields for wind spells or mind spells. Now, shields are for fire, ice, and light.
- Magician projectile spells can now be cast a little faster than before.

#### Version .51 Additions and Fixes

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- First implementation of soundtracks. Please note that there is currently no chat music. That will follow in a future release.
- Datagram connection method has been changed to allow datagram connections through firewalls and proxy servers. This should allow people to play who got connection errors in the .50 version.
- When raising levels now, you get the opportunity to add points to different statistics, which affect your player's abilities in the game. Tool text help text shows you which stastic affects which in-game ability. As your stats rise, it will take more and more points to raise them.
- Minor Bleeding now works as advertised. Other spells have been tweaked based on player comments and playtesting.
- The male figure with the vest has been fixed so that he no longer shows visual "bleedthrough" of his textures. A new skin has been added to this model as well.

#### Version .50 Additions and Fixes

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- New Figure (male) is now available. His skins will be modified over the next week or two. The ones that are there are placeholders.
- The game should perform better under high-latency conditions. We await feedback on this to see if it has any effect.

#### Version .43 Additions and Fixes

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- Fixed some damage problems with the Mystic Light Mastery list. There is a new 3rd level spell, "Shock Pulse" to replace the direct-damage "shock" spell.
- Characters are no longer strangely set to 3rd level in a random fashion when viewed in the character manager.
- Experience point loss on death has been limited, so that you will not lose quite so much experience if you die towards the end of the match.

#### Version .41 Additions and Fixes

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- The movement model has been changed to be faster and more responsive. Strafing is less sluggish and has been made faster. Crouch and crouch strafe have been made faster and more responsive.

- Spell damages have been changed to make it easier to record kills. You should be able to cast spells much faster now too.

#### Version .40 Additions and Fixes

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- Fixed a problem where some people were crashing when they exited the game.
- "Stuttering" problems have been fixed. This was where sometimes you would move a few feet in the game and then stop, then move, then stop.
- Bleeding and other damage over time spells now print "You are bleeding" or "You are on fire" whenever they effect you.
- Blindness and Air Walking spells have been added to the Mystic. Air Walk lets the Mystic walk off of high areas and stay at that height for a short period of time. Ducking or jumping causes the spell to stop.
- A match timer now displays the amount of time left in the match.
- Fire shield now protects against burning (damage over time) spells.
- The "typing until you fill up the chat buffer and crash" bug has been fixed.
- The bug where you could cast leaping, then shadow, and be able to move while shadowed has been fixed.
- Experience for Healers Spirit Gating their teammates has been added.
- Icons will now show each time a healer casts a buff spell on you.
- Staffing speed has been slightly increased.
- Experience for healing others has been increased.
- Wall spells are now in the game, and a new spell, "Unconjure Wall" has been added that lets the healer casting a wall get rid of it.

#### Version .33 Additions and Fixes

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- Biasing enemy Nexuses no longer give you inordinantly large amounts of experience.
- Settings option to turn on and off mipmapping. Much of the stutter that people were getting in the last version was due to the increased memory consumption of the mipmapping of the arena textures. If you are getting a "stutter" when you play, turn this setting off and see if it helps.
- Players can now see their own overlays in first person. You can now see shields casting on you, as well as shields lighting up when you get hit.
- Healers now get a nominal amount of experience whenever someone they have buffed kills an enemy.
- When a Healer is near their own Nexus, regardless of the state of the Earthnode chain, they will have a minimum of 25% regen. Conversely, when they are near an enemy Nexus, they will have 25% less than the base regen.
- Texture problems with the Temple arena have been resolved, and players that could not play it in previous version should be ok now.
- Mystic power is normalized. Mystic power now should range from about 25% to 75% of the regen bar -- basically, they should be less dependent on

their Team's earthpower than their Magician counterparts (who range from 0% to 100%).

- An arena selection screen has been added. When you click on 'new arena' from the arena list, you now get a screen that allows arena and level selection.
- Names move down for ducking players.
- Healer sees other player's buffs next to their health bar below their name. From left to right -- a shield for shields, a cross for prayer, a different cross for bless, an 'X' for harmful effects that need to be cured.
- Sysops names and chat are now white in the chat parlor and in the game. In the game, they form the 'neutral' team and are listed first. In the chat parlor, they are listed at the top of the list.
- Propagation in levitators for other players should be better smoothed-out (no more jerking up and down).
- A player killed by a DOT spell (bleed, ignite, etc) would not show as dead to other players in the game. This has been fixed.
- Player lists in the chat parlor are now alphabetized. Sysops are listed first, players in the parlour second, then all players in match third.
- Chat entry font on the play screen is larger and should be easier to read.
- Message text is now of the proper team color (or white for sysop) in the match.
- Casting a spell with a cast timer is now easier to cast, and a sound plays when casting starts.
- Damage over time spells (bleed, ignite) no longer kick a player out of bias or cast.
- Players now chat to their own team by default. You can change the default by typing "/all" on a line by itself and pressing [return]. To change the default back to your team, type "/team" on a line by itself. Please note that you now cannot type directly to a specific team that is not your own.
- Pressing "/" will automatically take you into chat mode with a slash prepending the chat, to make it easier to send a private message to another player, or to chat to all while you are in team chat mode (or vice versa).

#### New Things in Spellbinder version .31

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- Casting Animations and casting effects. Each class has a unique color (orange for magicians, purple for mystics and green for healers) that glows about their hands as they cast.
- Jump animation works -- just a single animation that's played as the figure jumps.
- Spiritgate spell for healers -- they get this at 3rd level and cast it to a dead player. The player can run through it to teleport back to the healer (alive) with no additional 20% death penalty.
- Matches now last the correct 60 minutes.
- Bounce and gravity (for the fireorb and possibly reflective ice) no longer destroy the object on the server in the first bounce.
- BPS and Latency meter -- use \*debug on or \*debug fps to get this. Use \*debug stats to get the full stats window.

- Spell effect icons blink for 10 seconds before disappearing.
- No more "you were hit" message when the prayer buff wears off.
- All timers reset on exit/reentry. This means you won't get 'stuck' in bias (3rd person) or death mode when the match ends and you're biasing/dieing.
- Player death status correctly set when he exits while dead -- used to come in 'fogged' but not really dead.
- Version checking message when connect and have wrong version now correct (would just print a generic 'service not available' instead of 'you have an outdated version').
- When selecting spells, <no spell> slots will no longer be selected UNLESS they are the first slot of a new number.
- When the player is low on hits (25% or less) they have a speed penalty of up to 25% (linear from 0% to 25% with decreasing health).
- Strafing while crouched is now half-speed.
- Hit bar getting longer than bar area fixed. This happened when the player died with a prayer spell active.
- Players resurrect to center of raise square (no more 1/2 stuck in wall on raise).
- On death, all velocity components removed (some people reported the camera a body 'sliding' until they hit a wall).
- Strafing is now propagated much like forward and backward velocity (as opposed to stepping). Hopefully, this will improve the 'hit' model.
- Experience meter on screen now correctly updated for biasing experience (real-time -- it was correctly added at end).
- Nexus difficulty now based on total power of network -- not on nodal connections.
- Escape from character create no longer makes the name invalid.
- 'duplicate name' error message on character create moved down (overwrote the normal text).
- When shrine is dead and player enters -- he is now listed correctly as 'dead' in the player list.
- No additional 20% death penalty for resurrecting at a node for 1st and 2nd level characters.
- Bounce sounds for bouncing objects.
- Death sounds for duration objects (fire orb exploding) fixed.
- Effect Radius fixed for exploding objects (fire orb).
- tightened up the client/server collision model.
- When a Spirit Gate is active for a dead player, the nodal and nexus resurrection points are disabled (to keep the player from accidentally running across a node or nexus and getting thumped with a penalty).
- Message Text (above the chat box) is updated faster -- used to be every 1/2 second which caused an apparent 1/2 second lag between hitting someone and getting the message.
- The Healer Transfer spell is now autotargetted to hit the person in the crosshair (no more selected target).

- Healer's selected targets now have a 2 second persistence when they move off of the screen (to allow the healer to stay locked on a little easier).
- Healer only now sees own team's health bars below names.
- Team Earthpower meters fixed (the circle in the upper left no longer grows to two and three circles).
- Casting timers added to some healer spells (heal, cure, shields, buffs, etc).
- Spells (Fire Orb) would explode in other people's faces (only on the receiving client -- still worked on server). Now fixed.
- Strafe while crouched reenabled -- now at 1/2 speed (same as crouching speed).
- Other players cast animations now work -- no more 'crotch-glow'.
- When player summoned by spiritgate -- appears at 10% hits and 50% power. When resurrect via node, appears at 100% hits and 50% mana (with 20% additional exp penalty).
- Spell selection box disappears when spell is cast or spacebar is hit.
- Spiritgate shows as purple dot on map when you are dead.
- Message on top of screen when your team's nexus is under attack.