



PS4 Patch Notes

Coming Soon!

New Stuff:

- Nine new variants:
 - Regenerating Arrows - If you have no arrows, you'll gain one after a short time
 - Regenerating Shields - If you have no shield, you'll gain one after a short time
 - Infinite Drills - Drill arrows will continuously drill through surfaces forever
 - Anti-Gravity Arrows - Arrows will never fall or lose seeking
 - Small Quivers - Lowers your max arrow count to 3
 - Speed Boots - Increases your movement speed
 - Super Seeking Arrows - Arrows seek a lot more
 - Encumbrance - The more arrows you have, the slower you move
 - Trigger Corpses - Hold the shoot button to explode your corpse! :D
- Added ~???~

Balance:

- Rebalanced a few Backfire versus mode level layouts
- Bumping into a teammate (in Team Deathmatch or co-op Quest) will now trade an arrow to even out your arrow counts, if possible
- You can now change your facing direction while ducking
- Powerups spawned from the bottomless treasure chest will now timeout and despawn after 5 seconds
- Removed variants from the Randomize Variants pool: Cursed Bows, Cursed Dodges, No Slipping, Start with Super Bomb Arrows
- Made the Return As Ghosts ghost controls a bit faster and more responsive
- Arrows no longer collide with treasure chests in the short time they are flashing after they appear
- Can no longer hold the shoot button to prevent your corpse explosion with Exploding Corpses variant (the new Trigger Corpses variant replaced this)
- Changed how Most Trigger-Happy Award is rated. Previously it went to the archer who shot the most arrows, now it goes to the player who spams consecutive arrows the most

- Changed requirement for Massive Mythology trophy to 5,000 rounds (was 20,000)
- Changed requirement for Thief's Badge trophy to 10 diamond medals (was 30)
- Changed time requirement for Time Lord trophy to 2:15 (was 2:00)

Other Changes:

- Added option to disable controller rumble
- New variants added in patches will now show up as "NEW!" in-game the next time you play
- Returning to Archer Select from Versus match end menu now un-joins all players, so you can all repick
- You can now activate the Exploding Corpses and Return As Ghosts variants simultaneously
- Random vetoed levels (press L2 on a level on the map to veto it) are now remembered until the game is restarted
- Can now press the random veto button (L2) on the random map tile to quickly cancel all vetoes

Fixes:

- Fixed Tall Tales and Massive Mythology trophies never unlocking
- Fixed the new variant '!' on the variants menu not drawing with the correct transparency
- Fixed facing direction flipping when another player bumps you while you're ducking
- Picking up your own crown no longer counts toward the Usurper Award
- Picking up your own hat now only counts toward the Most Fashionable award if you were previously hatless
- Fixed Koala Hunter Award only counting stomp kills
- Fixed replays during slow mo being really short
- Fixed drill arrows still seeking while drilling when No Seeking Arrows variant is activated
- Fixed being able to catch arrows if you dodge right as they hit you even if you have the No Dodging variant activated
- Fixed Cursed Dodges variant killing you after an arrow catch if that arrow was caught during the grace period after being hit

