2023-12

- [2023-12-25 idlemmo complete patch notes list from 28th August 2023 to 18th december 2023 – version 0.1.1-cb to version 0.6.6-pb](#)

2023-12-25 idlemmo complete patch notes list from 28th August 2023 to 18th december 2023 – version 0.1.1-cb to version 0.6.6-pb

[6:47 pm]mike: version 0.1.1-cb – 28th august 2023

default inventory slots cap for free accounts increased to 35 from 28.
default bank slots cap for free accounts increased to 35 from 28.
default inventory slots cap for membership accounts decreased from 49 to 42. (members now only get +7 additional slots instead of an additional +21)
free alt accounts limit has been increased to 2 from 1.
membership alt accounts limit has been decreased from 3 to 2 (alt accounts are no longer a member-only benefit).
idle time has been increased for free accounts to 60 minutes.
idle time has been increased for membership accounts to 120 minutes.
added gold leaderboards.
fixed experience value on leaderboards.
fixed missing avatar on map.
fixed incorrect hp refill on level up.
fixed incorrect craftable amount listed on forge and skill items with requirements.

planned to come (phase 3 + beyond):

additional bank/inventory/pet slots will be purchasable with gold.
an additional alt account can be unlocked by reaching level 60 in at least one character.
able to purchase 2 additional alt accounts with tokens (5 in total)
complete battle rework. we aren't satisfied with how cumbersome the battle mechanic is. this will

be changed so the whole process is more seamless and requires less action on your behalf (but remains slightly more "active" than other mechanics). we aim to make it so that when once you hunt an enemy, it will automatically initiate the battle with you having to manually start the battle yourself. the battle will also happen in the background so you don't have to watch it play out.

this is not an exhaustive list

again, please note that the above changes are not final. we are constantly changing and testing things to make them as fair and balanced as possible.
[6:49 pm]mike: version 0.2.0-cb – 19th september 2023

when you have finished hunting an enemy, the battle will now automatically initiate.
you no longer have to watch the battle play out on the screen.
you will automatically get the rewards from the battle at the end without having to press a "finish battle" button.
you can now heal mid-battle.
you can now send your pets on battles. the hunting time depends on how fast your pet is.
added health, happiness, and hunger stat to pets.
you're now able to feed your pets food to increase its health/hunger.
your pets happiness and hunger will slowly diminish over time.
you can tap on your pet to increase its happiness.
you can now equip a pet.
you can now rename your pet.
you can now view what pet is inside of an egg on the item inspection page.
equipping a pet means it now joins you in your battles (take note of your stats – they will increase when a pet has been equipped)
equipping a pet now means your movement speed will increase thus you can travel to different places faster and hunt faster.
while your pet is battling, you won't know the outcome until the pet has returned. however, you can call back your pet at any time.
you are unable to send an equipped pet to battle.
your equipped pet will be displayed on your profile page.
you can now view another characters current status and see what they are doing.
changed the "last activity" status indicator to "online", "idling", and "offline" instead of "x minutes ago".
you can appear offline.
you can hide your current active skill on your profile.
you can make your tokens public on your profile page.
you can enable/disable membership boosts.
added a pop-up for using an item and depositing items to the bank.

[6:49 pm]mike:
added global search bar.
you can search throughout the whole game.
added enemy quick-view that is accessible via the search. this will display its loot, exp, hunt length, and its location.

added qualities to enemies. each quality of an enemy increases the exp you can acquire and increases the chance of obtaining better loot.

new enemies will appear every 5 minutes.

you can hover your cursor over the quality on the enemy drops to see the chance percentage.

added health to the profile page.

added the ability to cancel active battles.

improved registration flows.

fixed the initial email bug that caused the first email not to send.

improved the friends page.

fixed the pet count.

removed the "empty pet inventory" page and replaced it with empty slots.

fixed character dropdown state on click.

renamed "character level" to "combat level"

fixed issues with some vendor and skin items.

fixed some incorrect item skins.

[6:50 pm]mike:

fixed tier modifications for equipments.

fixed the ability to equip two chest items.

fixed bug that disabled you from equipping an item over an existing item.

added "is equipable" check to the item inspection page that displays if your class can equip an item or not.

fixed clicking on enemies when you are already in an active battle.

added "pending orders" to the market.

added stats and inspection link to the market listings.

fixed stuck world boss battles.

added tier market to the inventory slots.

improved character selector.

added the ability to increase your character slots via the vendor.

added the ability to increase your pet, inventory, and bank slots via the vendor using either tokens or gold.

fixed incorrect status when battling.

fixed incorrect hp issue when battling.

improved mobile view for some pages.

increased idle time for free players to 80 minutes.

fixed error when attempting to attack a higher level enemy.

changed health bar from gold to red.

fixed stats for some items (such as copper sword)

fixed battles that go on indefinitely. if a battle takes more than 100 rounds, then it will no longer process and ask you to get stronger before attempting to battle the enemy.

moved the "remove friend" button to the profile page.

minimum character name length has been increased from 3 to 4.

hidden "list on market" button on the item inspection page if you don't have the item.

fixed "too many redirects" error when attempting to create a new character.

[6:55 pm]mike: known bugs and upcoming changes

the update log references changes to item stats/images/etc. some of these changes may not be updated on the server (such as food, etc) due to taking too much time to migrate everything over without losing any existing data. we don't expect these to be updated (excluding a few exceptions) until we completely reset the beta. (so basically the coal image will remain incorrect throughout the beta lol)

mobile view is still (almost) unusable. we are aware of this.

there is an issue with the enemy movement speeds and equipping a pet can substantially increase the time.

some enemies may be slightly too powerful when attacking anything other than a standard enemy.

exp requirement for the battle-pass levels have not yet been adjusted.

more dungeons to appear for lower levels eventually.

[8:52 pm]mike: version 0.2.1-cb – 20th september 2023

fixed the battle formula. enemies should no longer be so easy to defeat. we will adjust the enemies stats over the coming hours/days to work with this new formula. players may find, before we do make these changes, that the enemies might be slightly too strong.

fixed world boss error when attempting to join too early.

fixed pet hunger decrease over time.

fixed "next item" displayed on the dungeon action block.

fixed level when hovering over a pet.

fixed token distribution on first membership subscription.

fixed forge exp distribution on the ui.

loot with rates lower than 1% will be displayed as <1%.

fixed pet active state when the player has multiple pets of the same type in your pet inventory.

fixed enemy task tracking.

fixed active players count on the skill page.

fixed movement speed with enemies.

fixed level hover on the leaderboards.

renamed "total experience" to "combat experience" on the leaderboards.

fixed next button on the registration page.

fixed issues when trying to obtain items with a full inventory.

fixed world boss rounding issue.

fixed issue that caused the player to be unable to select a new skill once an existing skill has ran its course.

added the ability to hover over someones status to see their last activity.

fixed error for accounts with corrupted data.

removed "void" exp bug for the forsaken class.

small ui changes on the profile page.

please note that this update will have removed all existing enemy battle tasks.

[10:59 pm]mike: version 0.2.2-cb – 21st september 2023

changing email requires re-verification.

added pending friend requests badge to the menu.

added pending daily tasks count to the menu.

changed search shortcut to alt + / (windows) and cmd + / (mac)

added character selector shortcut to alt + . (windows) and cmd + . (mac)

if a pet is unhappy or hungry, then its stats will decrease.

when choosing the forsaken class, players no longer have exp sent to the void. they now get a permanent -50% effect modifier.

added effect status to the pet page.

fixed pets returning late for 5 seconds.

fixed 405 error when trying to attack the world boss.

fixed active pet ui when watching the battle status.

fixed ui state bugs when the player has multiple pets of the same time.

fixed error when trying to access the billing portal.

fixed typo in the tasks.

fixed error when trying to update an item.

character "boosts" are now referred to as "effects".

changes to pet hunger, happiness, and max health so we can control the values per pet rather than basing the values off the pets quality.

fixed avatar in the pending friend requests list.

fixed incorrect membership description.

fixed "500 error" for some users with corrupted actions.

fixed deer exp.

fixed tasks for defeating enemies. (your task list may have changed due to this resulting one less task. to fix it, simply refresh a single task or wait until the daily refresh)

reduced pet stat growth per level.

fixed typo in item descriptions.

[6:09 pm]mike: version 0.2.3-cb – 25th september 2023 (closed beta)

fixed "enemies refreshing in…" refreshing too early.

update "enemies refreshing in…" ui.

fixed registration bug where your selected class wouldn't apply to your character.

added "quick eat" button to the health box.

added multi-use to potions.

we are currently migrating a system we rely on to process pending actions. this update may introduce new bugs. please report any new bugs you find.

[6:10 pm]mike: version 0.2.4-cb – 26th september 2023 (closed beta)

you can now switch between actions without having to cancel the previous action. if you switch an action that used up resources, the resources will return back to you.

added pet leaderboards.

removed "level" from inventory item list.

added level to requirements list in the inventory.

fixed enemy mob refresh.

fixed quick healing not removing the "you don't have enough health to do this" message.

fixed character state when switching between tabs.

added health and hunger to item inspection page.

set the default crafting amount to 1.
set the default skill amount with a quantity to 1.
removed visible quick heal button on other profiles.
fixed rounding bug when healing pet health.
added reset idle time button for skills.
added max button for skills and forge.
fixed errors with corrupted actions.
added a toast notification on all items you receive when opening a chest.
fixed stat arrows when your pet is hungry.
greyed out the battle button when battle is unavailable.
disabling the pop sound no longer requires a page refresh.
added close button to the map.
fixed issue that caused your hp to overfill.
fixed item upgrade when upgrading to a tier you already have.
fixed item upgrade not completing automatically.
fixed referral code bug.
added toast notification to item upgrade if your inventory is full upon completion.

[5:27 pm]mike: version 0.3-cb – 25th october 2023 (closed beta phase 4)

general changes
migrated forge to the "skills" mechanic. previously, the forge system worked different to other skills due to the use of recipes thus was a completely separate system and we treated it like so. we have migrated over the system to work with any skill item thus we can now introduce recipes for skills.
additional potions can be obtained with recipes that can be found through the dungeons.
rewards from world bosses are automatically distributed to the character upon completion of the world boss. you no longer have to manually press "collect".
added test halloween campaign.
added campaign switcher.
when consuming a pet egg, the pet will now enter an "incubation period" in which the pet will need to wait x amount of minutes before they are available.
added huge optimisations across the game.
increased the maximum bank and pet slots that can be purchased to 56.
your pet health refills when it levels up.
security upgrades.
your equipped pet now also obtains battle exp.
dungeon success rate now depends on your stats.
added 11 more pets.
updated pet qualities.

[5:28 pm]mike: ui/ux changes
added dynamic ui elements across the game. this is still a work in progress. we still have a lot to update so that it feels smoother.
add vendor dialogue.
updated campaign ui

updated battle mechanic to display the enemies health.

updated the progress bar to display the world boss health.

the world boss action is now displayed like any other action.

removed battle page for the world boss.

added image for the token item.

added image for the membership item.

added "your quantity" to the market order modal.

added skeleton loading to various ui elements.

fixed ui bug when coming back to the game to 100's of notifications.

added the ability to disable animations. this option is experimental and we only suggest to use this if you wish to increase performance on low-end machines or phones.

pressing "max" on the market order modal now puts your maximum inventory amount into the text field rather than the maximum requested order amount.

default market purchase quantity has been set to 1.

added clickable character name to market listings.

added "silent notifications" in that some notifications don't appear as a bubble at the top of the ui if you are already online. for example, if you complete an item upgrade and you are currently online (thus are able to see the toast notification on the bottom right on the screen), the notification will no longer appear as (1) on the ui. the notification will still exist but there will be no bubble.

changed border colour for standard items.

moved multiple ui elements to modals due to issues that arise when using smaller resolution screens.

listing an item on the page via the market no longer takes you to the inspection page.

[5:28 pm]mike:

improved ui for mobile devices.

improved ux when sending a pet to battle.

market ui updates.

added market filters.

profile activity graphs now display the last x days of the characters activity rather than having it relative to the current day.

updated vendor page design.

the battle page now only shows dungeons and world bosses that are in your area.

added the ability to change the time for the activity graphs.

added item and requirements to recipe inspection.

added empty state when there's no enemies/dungeons/etc

added skill icons to each skill level.

removed border on mobile menu.

added infinite scroll to the market listings and order page.

disabled default tooltip on mobile for individual items.

[5:28 pm]mike: balancing changes

added potions that can temporarily modify your stats.

potions now require more enemy drops.

removed and replaced all potions that can be obtained via alchemy.

removed chests from dungeons.

removed non-recipe equipment from dungeons.

dungeon recipe rates have been significant increased for the lower level dungeons.

removed chests from world bosses.

pet eggs are now directly obtained from the world bosses rather than the chests.

recipes are now directly obtained from the dungeons.

fishing now requires bait which can be purchased from the vendor.

added combat level.

removed exp distribution to individual stats.

enemies now give combat exp which is used to level up your combat level.

stats can now be levelled by skills.

we've updated classes so that we can apply different permanent effects to the character according to the chosen class. thus this opens up the opportunity of introducing pve classes such as a lumberjack (which will have a slight boost in woodcutting efficiency), etc.

warriors now have a 10% exp boost to strength.

shadowblade now have a 5% exp boost in speed and 10% efficiency increase in battles.

rangers now have a 7% exp boost in dexterity and 9% efficiency increase in battle.

rebalanced dungeons.

significantly increased exps for enemies.

reworked how critical damage works. critical damage is now a stat that is added on top of your "total attack" when a critical strike has been landed.

significantly reduced enemies stats.

reduced base attack round time from 5 seconds to 3.5 seconds.

updated the battle duration formula to account for relative speed differences.

significantly reduced dungeon cost.

significantly increased world boss experience.

added 4 new dungeons starting from level 3. the purpose of this is for you to idle your combat exp if you don't wish to grind individual enemies.

world boss lobbies now last 2 minutes instead of 5.

[5:28 pm]mike: bug fixes

fixed missing "ruined robes" loot.

fixed error when upgrading multiple items successively.

fixed error when upgrading the same item multiple times.

fixed issue that caused your current effects to disappear.

fixed multiple javascript errors that only appear in the console.

fixed speed discrepancy in battles.

fixed ui elements from flashing on the screen.

fixed stats for refined enemies and higher.

fixed level star icon

fixed "sell to vendor" button size.

fixed ui sizing when selling an item.

fixed health value for food.

fixed character stats ui that caused the icons to be narrow.

fixed ui elements when an enemy/dungeon/world boss has too many drops.

fixed error that appears on the item inspection page if your account is not registered.

fixed ui for the forge when element is larger than the screen.

fixed strength exp ui bug.

fixed bug causing the battle page to send 15 simultaneous requests to the server to update the enemies.

fixed bug that caused a new element to be created on every tooltip but it was never destroyed (thus reducing performance)

[11:43 pm]mike: version 0.3.1-cb – 25th october 2023

added the ability to preview upcoming campaigns.

fixed battle bug causing your health to decrease upon every server request.

increased your hp multiplier (thus you have more hp per level)

updated enemy hp values (this still requires significant balancing adjustments especially for the higher levelled enemies)

added toast notification when a battle cannot be fought due to being too weak.

fixed battle bug that caused 0 damage.

fixed enemy refresh interval.

fixed battle button state when attempting to battle multiple enemies without refreshing the page.

added tooltip and additional help text to indicate tapping on your pet will pat your pet.

added potion effects to the item inspection page.

moved active effects for the character further down the page.

added item requirements to the market listings.

added a "not equipable" badge if any item in the market cannot be equipped by you (whether it be you don't fit the requirements or your class is incorrect)

added "%" to the critical chance label.

fixed the beta bonus boosts.

[9:30 pm]mike: version 0.3.2-cb – 26th october 2023

fixed bug that allowed players to create a market order for items without a tier.

fixed bug that caused world bosses to get stuck.

fixed bug that displayed all characters as "level 1" in the search.

fixed bug that allowed the user to press on the pet's battle button despite being disabled.

fixed bug that caused the pet recall button to not work.

fixed notification overflow bug on mobile.

fixed typos for multiple items.

fixed bug when trying to clear a text field on the market order creation form.

the characters inventory now automatically updated when performing a skill.

fixed bug that disabled users from pressing on the same item twice on mobile.

fixed display issue that caused the listed potion effects to be clipped off if the line is wider than the screen.

fixed bug that disabled consecutive pet battles without refreshing.

fixed bug that disabled the systems ability to clear out expired notifications.

fixed bug that caused an error in the characters notifications when travelling to a different location.

fixed bug that caused the page to crash when starting a battle.

fixed bug that caused the red arrows to show on your pets stats even if the happiness and hunger is at 100%.

fixed pet stats rounding error.

fixed bug that displayed the refresh action button on other characters profiles.

fixed bug that caused enemies to lose more hp than the given damage if battling consecutive enemies.
fixed bug where incorrect character hp values were increased when eating food.
fixed bug where the incorrect pet had its hp increased when feeding a pet.
fixed bug that duplicated forsaken effects.
fixed bug that incorrectly displayed some locations as having enemies/dungeons/world bosses.
hidden pet actions when the pet has not yet been hatched.
fixed bug that displayed the characters gold value as tokens when hovering over the tokens box.

[11:44 pm]mike: version 0.3.3-cb – 27th october 2023

added the ability to start a skill or travel action without refreshing the page.
added the ability to instantly refresh a skills countdown without a refresh.
fixed errors that occurred when performing multiple actions without a page refresh.
fixed pet countdowns (both the egg countdowns and the battle countdowns)
fixed campaign preview.
fixed pet stat rounding errors.
pet stats now always show its base stats regardless of its status. however, we've added a tooltip over the red arrows to indicate that the efficiency of the pets stats have been reduced.
pets now obtain exp from dungeons.
increased action button expiry length.
added the ability to "release" pets.
fixed bug that caused some countdowns to start at "4:60".
fixed forsaken exp values.
fixed exp boosts ordering. now any negative effects are applied before the positive effects. for example, if the core value of exp is 16 and you have the a -50% effect and a +50% effect, the game will first take away 50% and then apply the 50%. in this instance, the result will be 12 (16-50% = 8. 8+50% = 12)

[6:24 pm]mike: version 0.3.4-cb – 31st october 2023

fixed error when trying to access your purchase orders.
fixed edge case when no campaign is active on your account.
fixed skill item maximum amount. it now takes in to account the maximum idle time.
added refresh limit to tasks.
added infinite scroll to market listings.
main menu levels now automatically update.
fixed issue when refreshing a monthly task and it takes you back to the daily tasks tab.
combat activity is now tracked on your profile.
fixed various typos.
fixed issue when previewing a campaign and unable to switch back.
added forge leaderboards.
fixed issue when attempting to re-initiate an action without refreshing the page.
fixed active action state when switching tabs. sometimes the timer would go out of sync due to the browsers default behaviour.
added dungeon notifications and toasts.

fixed error when trying to cancel some actions.

fixed issue that disabled the ability to dismiss the pet egg nodal on mobile.

fixed issue that didn't update the total price when changing the value.

free inventory slots now automatically update when selling items.

fixed issue that caused the "efficiency" stat on each skill to not acknowledge some potions.

fixed "sylvan sanctum" dungeon dropping 2x recipes.

fixed the action block being displayed on incorrect pages.

fixed the ordering of friends when appearing offline.

fixed location quick view modal.

expired orders are no longer refunded at the end of the day but are refunded (almost) immediately after expiry. the timing on this depends on when the server processes it.

[1:55 am]mike: version 0.3.5-cb – 1st november 2023

this update rolls out our first test event – eve of shadows. keep in mind, it's still a work in progress. during the event, you'll get to try out a brand-new skill that's just for this campaign. with it, you can do all sorts of fun stuff like picking and carving pumpkins, going trick-or-treating, hunting ghosts, and even performing exorcisms. collect items from these activities and swap them for points, which you can then use to snag the campaign rewards.

updated campaigns.

campaigns no longer use experience points. now characters must obtain "points" which can be redeemed for the campaign rewards.

campaign rewards can be obtained with tasks or exchanging select items during seasonal campaigns.

when redeeming a campaign reward, it will take away the points from the character (i.e it is a purchase).

characters can no longer skip tiers.

added "shadow mastery" skill which is a skill only available in the "eve of shadows" campaign.

each item acquired from the "shadow mastery" skill can be exchanged for points on the campaign page.

the "shadow mastery" skill will only be available during the "eve of shadows" seasonal campaign.

added seasonal campaign locations that will disappear when the associated campaign ends.

campaigns automatically start and end on the given date and time. the location should automatically appear within 5 to 10 minutes of the campaign starting.

characters will automatically transfer to bluebell hollow when it ends.

adjusted task requirements and rewards.

[11:10 pm]mike: version 0.3.6-cb – 2nd november 2023

stability improvements.

fixed rounding issue for the characters health.

campaign locations now cannot be navigated to unless the campaign is currently activated.

fixed an issue that caused the market to bypass the inventory limits.

fixed an issue that caused some tasks to be duplicated.

[11:22 pm]mike: version 0.3.7-cb – 3rd november 2023

fixed text when attempting to send a pet to battle and there are no enemies nearby.

fixed expired orders only expiring at the end of the dat.

fixed bug that caused the experience to duplicate upon completing an action.

fixed profile design for devices with a narrow screen.

fixed missing enemy hp bar.

fixed toast audio not playing on initial load.

fixed browser interval behaviour. now the characters progress should continue to happen in the background when the browser temporarily suspends the game.

fixed an issue that caused the browser to duplicate the characters damage when switching tabs.

[5:37 pm]mike: version 0.3.8-cb – 7th november 2023

fixed an issue with the battle system that caused the timers to stack and never end.

fixed an issue when trying to hunt an enemy when a hunt is already ongoing.

skill item requirements now automatically update en level up.

skill item requirements now refresh when starting a new skill.

stability improvements.

[6:06 pm]mike: version 0.3.9-cb – 7th november 2023

stability improvements.

[5:12 pm]mike: version 0.3.10-cb – 8th november 2023

fixed main menu dropdown.

[11:00 pm]mike: version 0.4.0-cb – 15th november 2023

battle changes

characters no longer need to hunt enemies 1 by 1. instead they initiate a a single hunt which will find x amount of enemies. each enemies can then be attacked successively without the need of hunting them individually.

the length of the initial hunt is entirely dependent on the characters movement speed.

added "hunting mastery" skill.

the hunting mastery skill is a skill that can level up when hunting enemies.

the amount of enemies that are found when hunting are directly dependent on the hunting mastery skill. higher hunting mastery skill = more enemies that appear without the need to re-hunt them.

a hunt can be re-initiated without the need of battling all found enemies.

characters can queue up to 3 enemies.

enemies no longer drop their remains.*

removed enemy qualities. we feel like the benefits of defeating a harder enemy was not worth the additional words.

the listed loot for all battle entities (world bosses, enemies + dungeons) now includes the encounter chance rather than the quality.

for pet battles, the mechanic remains the same (for now).

enemies have all been re-balanced and they now incorporate level scaling. it should now be much

more difficult to defeat an enemy of a higher level unless you are well equipped.

alchemy changes
all potions that directly affect skill have been renamed to "essence crystals".
essence crystals no longer have their effects expired by a timer. instead, they are expired after the number of "uses" has reached 0. for example, if there is a essence crystal that increases your woodcutting experience by 10% for 1 use, it means that as soon as you start woodcutting, the effect will be applied to your current woodcutting action but wont apply to any subsequent woodcutting actions.
added the "maximum uses" of an acquired recipe on the skill item page before the item is removed from your item list.
potions require vials.

[11:00 pm]mike: more
added "bartering" skill.
bartering increases the amount of gold a character obtains when selling to the vendor.
characters can level up the bartering skill by selling items to the vendor.
all animal meat has been removed from cooking. only fish remain.
adjusted the level curve to incorporate a mixed linear and exponential model. therefore the lower levels will be slightly more difficult to level up but the higher levels will remain relatively the same (in terms of the total exp requirement).
added effects to the item inspection page.
switched the colours of refined and premium qualities.
removed "market listing" task due to it being too easily abused.
added search bar to mobile.
added item effects to the alchemy page without the need of inspecting the item.
all enemies and items from skills (including item values) have been rebalanced.*
some skills now require special items. for example, woodcutting requires a felling axe.

bug fixes
fixed season campaign tasks when campaign isn't active.
fixed global search for items.
fixed health not updating when the tab isn't active.
fixed forge icon.
fixed large text when travelling.
added small timeout when refreshing an action.
fixed issue that caused the current action timers to not correctly clear.
fixed a bug that caused pending market orders and listings to not process correctly.
huge performance improvements.
fixed "refer a friend" code.

[11:36 pm]mike:
to avoid confusion, all primary stats influence a secondary stat. as a result of this, we are introducing two more secondary stats: agility (influenced by speed) and accuracy (influenced by dexterity).
the growth rate of the secondary stat according to the primary stat has been decreased from 4 to

2.4. this means that for every level of a primary stat, the related secondary stat will increase by 2.4.

these changes don't apply to the closed beta. we have only noted them because they are a part of the final version of the game.

[1:02 am]mike: version 0.4.1-cb – 15th november 2023

fixed world boss issues causing the game to not respond.

fixed world boss frozen timer bug.

fixed enemy hunting.

[10:09 pm]mike: version 0.4.2-cb – 16th november 2023

fix bug causing the enemies to freeze after queuing them up in quick succession.

fixed distance calculation between locations.

cancelling a skill re-updates the requirements without needing to refresh.

removed "ring upgrade stones" from upgrade stone chests.

fixed bug that caused an infinite loop during battles when the internet connection drops.

removed hunting time for pets.

added enemy status to the pet battles pop-up.

pets cannot attack the same enemy as the character.

fixed ui exp distribution when defeating an enemy.

the "use" button in the inventory will automatically disable itself after being pressed.

bartering exp toast notification now displays the correct amount of exp gained.

fixed pet inventory bug that caused the clients machine to ping the server every second during an active battle.

fixed hunting within a location that has no enemies.

fixed market listings update when purchasing an item.

fixed world boss timer.

fixed recipes for newly added items (tools).

removed "error:" prefix on all errors.

added a small, fixed, delay to the start and end of every battles to give the ui a chance to breathe.

fixed negative progress percentages on the action block.

[9:21 pm]mike: version 0.4.3-cb – 17th november 2023

fixed inventory issue that caused the incorrect item to be equipped immediately after upgrading an item.

disabled the ability to equip items mid-battle.

removed false links from the helper icons.

fixed dungeon exp for frostbite sprite.

the entered quantity on a skill item now gets reset when switching between items.

fixed enemy hunting page.

the skill progress stats now get updated upon cancellation or completion of a skill.

fixed percentage issue on the level bar when a level is higher equal to 100 (the maximum value).

fixed incorrect armour protection value.

fixed un-scrollable page when releasing a pet.

[11:09 pm]mike: version 0.4.4-cb – 17th november 2023

new characters get 50 gold and 10 tokens to start off with.

[8:13 pm]mike: version 0.4.5-cb – 20th november 2023

increased the minimum enemy spawn count to 4 (from 3).
increased the maximum enemy spawn count to 11 (from 10).
fixed felling axe giving boosts to mining.
the minimum amount of characters in the search has been reduced to 3 (from 4).
fixed styling for health in the market.
fixed issue when trying to send a a request to the server and the url has changed.
fixed issue that caused the characters hp to not update when levelling up until after the page has been refreshed.
fixed incorrect "essence crystal" image.
fixed incorrect item tool images in the market filter.
event skills now only display on the character page when the character is in a campaign location.
added a quick tip block to the battle page to notify the user that the battles can be chained. this tip will automatically hide once the character has reached level 4.
fixed issue when battles remained stuck behind-the-scenes but the ui showed no active battles.
fixed issue when trying to upgrade two items successively.
fixed item requirements when attempting to equip an item.
removed empty inventory block.
added description to the hunting mastery level.

[11:31 pm]mike: version 0.4.6-cb – 20th november 2023

we have upgraded the action tracking system to be more efficient and accurate. as a result, all tracked data prior to v0.4.6-cb will be deleted. this means that all characters activity charts will be cleared.
added equipment to the profile page.
characters now get 20 tokens for every user they refer. the user being referred also gets 20 tokens.
fixed item requirements check.

[1:03 am]mike: version 0.4.7-cb – 20th november 2023

we have upgraded the character metric tracking system to be more efficient and accurate with the option of extending upon it in the future (for example, tracking enemy kills, etc). as a result of this change, all tracked metrics prior to v0.4.7 will be deleted. this means that all metrics associated with any skill will be reset to 0 (for example, time spent woodcutting)
moved "smithing" to "smelting" and migrated over existing character data.

[5:24 pm]mike: version 0.4.8-cb – 21st november 2023

fixed issue with stuck smithing action.
fixed "null" message when sending a pet to battle.

[12:28 am]mike: version 0.4.9-cb – 21st november 2023

fixed account deletion.
users are now able to reinstate their account after marking their account for deletion but before

the request is processed after 21 days.

updated vendor page.

fixed "character hunt" experience not updating when completing a hunt.

fixed some inputs that wouldn't allow the number to go lower than 1.

[11:24 pm]mike: version 0.5.0-pb – 6th december 2023

released idlemmo open beta.

added preview to the "yule fest" campaign that starts on the 13th december 2023.

rebalanced everything (enemies, items, skills, etc)

renamed "account settings" to just "settings"

fixed bug that caused the vendor modal to not close when making a purchase.

ui now updates when making a vendor purchase.

added the ability for us to make announcements.

updated bio restrictions (certain special characters are now allowed)

fixed typo in the class effects list for shadowblade.

updated all character and item skins.

updated rarity text colour on the item inspection page.

significantly improved image performance.

improved mobile ui.

added time-limited skins to the vendor.

all new characters get starter tools automatically equipped.

removed "total attack" and "total defence" stat. now only "attack power" and "protection" apply.

updated landing page and log in page.

removed "vials" from essence crystals.

fixed issue on a characters profile page when no items were equipped.

fixed bug that caused all chained enemies to disappear when starting a new task.

when receiving an item from a world boss, enemy, or dungeon, it no longer goes into the void. instead, it will be placed in the characters inventory.

you cannot perform any actions until the characters inventory is under the limit.

fixed bug when trying to equip an item when the inventory is full.

added a notice when the inventory exceeds the limit.

finalised legal documentation (terms of service, code of conduct, privacy policy, etc)

improved class information pop-up when creating a character.

[1:20 am]mike: version 0.5.1-pb – 6th december 2023

performance improvements

[10:14 pm]mike: version 0.5.2-pb – 7th december 2023

fixed dungeon and world bosses not processing rewards when immediately starting a hunt after completion of the world boss/hunt.

characters/pets no longer consume food once their health is full.

fixed key binds for search on windows.

fixed travelling to different locations.

updated wiki to include information on how to increase movement speed.

updated wiki to include information on how to upgrade items.

fixed vendor page on narrow screen devices.

added legal documentation to the wiki.

updated the world boss battle times.

re-worded the 50% off promo code banner for more clarity.

added the bartering skill to the wiki.

added clarification to the membership page that all characters get tokens on the 15th.

fixed static "unlimited" uses for potions and essence crystals when inspecting a recipe.

fixed issues when trying to eat food.

fixed membership subscription issues.

fixed an issue that cancelled the current travel action if attempting to travel to another location.

fixed gold leaderboard.

fixed membership benefits list.

[11:37 pm]mike: version 0.5.3-pb – 7th december 2023

fixed bug that distributed the incorrect number of items out when performing a skill.

security updates.

[1:25 am]mike: version 0.5.4-pb – 7th december 2023

fixed subscription token issue.

fixed server error on some recipes.

fixed 500 token pack leading to the 1,000 token pack.

fixed feed button after using it once.

fixed cookies error.

updated tin item values

fixed loud action pop when returning to the browser after a period of inactivity.

[6:43 pm]mike: version 0.5.5-pb – 8th december 2023

added required checkbox field on the "play now" registration page to clarify that users only can have one account. using multiple account can lead to a permanent suspension.

added the ability to purchase multiple token and membership items in one process.

fixed issue that caused the announcement cookie to keep duplicating its data when dismissing an announcement.

fixed issue that caused some cookies to not be deleted.

an item rarity now tracks players equipment.

fixed bug that disabled the ability to feed a pet at full health despite it being hungry.

[11:45 pm]mike: version 0.5.6-pb – 8th december 2023

fixed purchase orders counting towards campaign tasks.

added "resend email verification" link when changing email addresses.

fixed order duration bug when specifically setting an order duration to 48 hours.

fixed race conditions resulting in negative gold.

fixed little helper icons on mobile not responding to presses.

fixed incorrect item descriptions.

removed old hunting time for enemies on the enemy quick-view.

fixed vendor price multiplying the cost according to the previous pop-up quantity.

fixed quick heal menu overlaying issue on mobile.

fixed ui not updating when cancelling a market order or when completely fulfilling a market order.

[8:32 pm]mike: version 0.5.7-pb – 11th december 2023

fixed time tracking for skills. unfortunately, the time tracker was incorrectly tracking the time. as a result of this, we have reset all tracked time for skills.

personal listings will always appear at the top of the listings list for easier access.

improved the format of the "time spent" stat.

fixed world boss rewards not distributing when travelling immediately after the boss.

fixed stuck world boss processes that disabled some characters ability to battle new world bosses.

fixed tasks that shown enemies from unavailable location (i.e seasonal enemies)

fixed race condition when hunting enemies resulting in multiple hunts in one go.

fixed link to the vendor page when attempting to purchase an extra character slot from the character selector.

fixed bug that disabled the ability to feed a pet when the hunger is set to 0 but its health is maximum.

fixed some recipes that mention "potion" instead of "crystal essence"

fixed broken combat level help icon.

added comma to the active characters count.

vendor now distributes 75% of the items value in bartering exp.

fixed occasional crashing issue when attempting to hunt.

fixed occasional crashing issue when the attempted skill wasn't initialised correctly.

fixed rare crash when trying to battle an enemy.

characters no longer get stuck when cancelling an action with a full inventory.

fixed incorrect daily rewards for days 6, 10, and 28

[12:58 am]mike: version 0.6.0-pb – 12th december 2023

crystal essence rework. they are no longer usable via the inventory but instead are applied at the beginning of starting a skill.

applying a crystal essence will display an arrow on the affected skill values to show which ones have been improved by the essence.

fixed bug where applying the crystal essence will not update the timer.

added "tokens" and "membership" to market filter

fixed "you can perform this skill x number of times" bug that listed an incorrect number.

sound effects no longer play when the window isn't active.

fixed bug that caused tasks to generate enemies substantially higher than the characters level.

disabled the ability to access the bank while travelling.

fixed bug in the market that caused the listings to remain the same when removing an item.

some actions now cannot be performed when a character has no health.

fixed incorrect value when selling item to vendor via the inspection page.

[8:32 pm]mike: version 0.6.1-pb – 13th december 2023

first season campaign has started – yule fest.

filter market order filters not responding when selecting an item type.

removed "hat" from filter list.

fixed crystal essence not updating the maximum number of items that can be crafted in one session.
fixed crystal essence appearing when trying to craft something in alchemy.
fixed issue that caused caused the campaign to not auto switch to the latest one.
[5:41 pm]mike: version 0.6.2-pb – 14th december 2023

eliminated the scaling of enemy statistics and replaced them with a fixed value based on their level. a critical issue was resolved, which previously caused enemies at or below the character's level to inflict minimal damage, irrespective of their statistics.
enemies will present a greater challenge when engaged, but you'll experience more substantial performance improvements when enhancing any attribute because enemy statistics are now set at a fixed value.
pets will now always obtain experience points in battles even if they were defeated.
pets can no longer attack enemies that are higher than their level.
fixed "server error" when starting a yule mastery skill.
typo fixes.
added clarity on the membership page that the boosts can be disabled.
[10:46 pm]mike: version 0.6.3-pb – 14th december 2023

active essence crystals are now shown on the skill page.
performance improvements.
fixed server error when equipping crown and tools.
fixed various typos.
fixed bug that caused a notification to be fired off when refreshing a skill.
fixed bug that caused dungeons to get stuck.
added the ability to hover over the items rarity to view the exact number of items in circulation.

[3:31 pm]mike: version 0.6.4-pb – 15th december 2023

fixed issue causing the toast notifications to duplicate when using a slow connection.
fixed stuck action processes (such as encountering the "you are already doing this dungeon" when no dungeon is active bug) .
fixed incorrectly displayed essence crystal boosts on the ui when applying the boost.
applied potential fix for an issue that caused youtube to crash in the background.
[4:51 pm]mike: version 0.6.5-pb – 15th december 2023

the characters total level is now displayed on the profile.
fixed item circulation bug not correctly counting the number of items in equipment.
fixed bug that caused items to appear in separate inventory slots when purchasing via the market.
fixed level chart on the characters profile.
clarified what efficiency means in the wiki.

[8:33 pm]mike: version 0.6.6-pb – 18th december 2023

campaign changes
we observed that players were swiftly progressing through the campaign by acquiring event items

on the market. this trend created a significant disparity between affluent and less affluent players. our goal is to bridge this gap by streamlining the acquisition of event items through gameplay, and by limiting the ability to purchase progress. this approach aims to ensure a more balanced and fair experience for all players.

all campaign items (with the exception of enemy loot) are now untradable.
the dungeon length increased to 1500s. (more on this below)
dungeon cost increased to 960 gold.
tokens per dungeon increased to 10.
snowman reduced to 11 seconds (from 20s)
snowman now gives 70 exp (instead of 50exp)
snowball reduced to 6s (from 14s)
snowball fight increased to 40 exp (from 18 exp)
kringle crown efficiency increased to 25% (from 10%)
sack of gifts exp bonus increased to 20% (from 10%)

dungeon changes
we felt like the dungeons were a little too easy and too quick to complete as well as yielding higher exp rewards than we expected. our goal is to make dungeons the "afk" side of battling and having short dungeons goes against our goal. therefore we are introducing the following changes:

all dungeons costs have increased roughly 3x.
all dungeon lengths have increased roughly 3x.
all dungeon exp rewards increased roughly between 1.5x and 2.5x.
we have also fixed a bug that incorrectly calculated the success rate for dungeons.

we will continue to make further balancing changes in due course.