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Previous events were partially explained by an incomplete notice, causing confusion among participants. Some players might have missed important information due to this oversight. A related giveaway, the Infinity Evolved Deck Giveaway, is also happening simultaneously. In this event, players can pick a deck of their choice and jump straight into matches on July 17 (PT). The Infinity Evolved game has recently launched, and this giveaway is likely intended to celebrate its release. The store page for Shadowverse Worlds Beyond, the game in question, can be accessed via a dynamic link provided within the event's details. looking forward to seeing everyone at the meeting tomorrow to discuss our strategies in detail Added option to change map size in Skirmish and Custom lobbies. Size is changed automatically based on the number of players by default but can be forced in additional settings of lobby. Added game servers in Thailand, Indonesia, Malaysia. Servers are added dynamically based on player numbers worldwide. Added portraits for Baltic states vehicles. Added swimming animation for ground troops where applicable. Added PVE 1-3 Kaliningrad scenario tower defense style. Added PVE 1-3 Ruda scenario tower defense style. Fixed multiple CTDs (crash-to-desktop) due to memory leak issues. Memory leak issue on server infrastructure increased overall multiplayer stability. Fixed reconnect to battle button not appearing in some cases. Fixed player.log file consuming excess space. Fixed Campaign menu being stuck. Fixed map without playable zone/capture zones/spawn points after loading game. Also fixed empty units in deck after loading. Fixed disconnection from game server with error message. Reduced max FPS cap from 300 to 144. Fixed dropdown options not clickable in some cases. Fixed reporting system showing incorrect player's profile upon clicking. Adjusted matchmaking system to minimize games with big difference in elo rating between teams. Adjusted matchmaking mechanism to be more accurate while looking for suitable (ping-wise) game server. Please be advised: turning on VPN, connection boosters and other proxy-like solutions may lead to worse multiplayer experience. Fixed transferred units movement interpolation. Fixed input devices interfering with options selection on UI. Fixed displaying incorrect date/time format in various in-game messages. Fixed "Flares! Flares!" achievement not counting. Fixed issue with player wasn't able to override anti-overskill with AA by clicking RMB on target. Fixed Steam workshop scenarios incorrectly initialized in some cases. Fixed CIS region servers popup screen overlap. Fixed incorrect "ready up" UI sound. Rebound default camera rotation button from LCTRL to MMB. Fixed mission unlock conditions hints on Campaign screen being misleading. Fixed M712 Copperhead VFX looking like cluster round. Adjusted 127mm gun VFX (Arleigh Burke). Adjusted mortars and howitzers impact VFX life time. Fixed MC-130H having no model under certain circumstances. Fixed Tochka-U's missile texture being pink. Adjusted parachute animations. Fixed CAAT Tow marines' pose with M240. Fixed S300V/S350/S300PM deployment animation being stuck resulting in missiles fired directly into ground. "Bay of winds" zones capture time adjusted from 30 to 15 seconds to match other maps. Various fixes for weapons icons. Various localization fixes. ###ARTICLEparaphrased text here The latest updates for the game include several key improvements. Firstly, players now have access to slightly increased resources and units, which should provide a slight edge in gameplay. Additionally, AI behavior has been improved to make the game more challenging and realistic. A new "broken arrow" mission has been added, which will test players' skills and strategy. Furthermore, various voice over fixes have been implemented to enhance the overall gaming experience. Moreover, several balance changes have been made to ensure fair gameplay for all players. These include a reduced sprint cooldown for infantry/recon infantry units from 60 seconds to 30 seconds, a corrected base price of the CAAT TOW 110 which now ranges between \$100-\$500, and adjustments to the price of Spetsnaz GRU Verba options. The optics value of certain equipment has also been tweaked, with Skrezhet's Zu-23M * Iгла now having better detection capabilities for helicopters. Lastly, several other bug fixes have been implemented to improve overall game stability, including a correction to TOS-1 rear HEAT armor values and A-222 Bereg howitzer reload times. We are sorry to inform that due to platform policies, we will not be distributing rewards for this event. We would like to thank all Senseis who provided feedback about our STEAM client. In the future, we will take extra care when planning events to ensure a better service for everyone. Lord Captains! We are back with a massive post-release update 1.4.1 for Lex Imperialis expansion! We've heard you loud and clear, so we're makin' some big changes to address your concerns - now ya can recruit Solomorne way earlier, like at the start of Act II, and he'll even give ya a proper nod before headin' off to Footfall! We've also added helmeted portraits for Arbitrator origin, 'cause, why not? And don't even get us started on reactivity and NPC banter - it's like we're talkin' directly to you now! We've improved narrative adjustments and visuals too, with new items, fixes for bugs and crashes, and localization tweaks. Oh, and there's a whole lotta more where that came from! Check out the patch notes for all the juicy details: Crashes and Softlocks - we fixed some wonky stuff like Solomorne cutscenes breakin' dialogue or units crashin' when leavin' an area, Overseer respecpin' no longer causin' game crashes or UI freakouts, and we even rescued Glaito from bein' stuck in Act III! That's what I call a proper update, don't ya think? So, Lord Captains, grab yer gear and get ready to dive back into the action with Lex Imperialis expansion pack now that this massive post-release update 1.4.1 is live! [img]{STEAM_CLAN_IMAGE}V43222021V9f1ebc19233017338a5777658687d3c87eb07651.png[Vimg] Highlights: [*] Solomorne recruitment mission starts way earlier now [*] Helmeted portraits for Arbitrator origin, yeah! [*] More reactivity and NPC banter across Lex Imperialis locations [*] Narrative adjustments and improvements for characters and locations [*] New beautiful visuals, man! [*] New protocols for familiars and interactions with Convictions [*] Many new items and fixes for bugs and crashes [*] Localization tweaks [img]{STEAM_CLAN_IMAGE}V43222021Vdad3b6cd1951Za7e9844c62e1b3b17e074c96c6.png[Vimg] Patch Notes: System and Stability: Crashes and Softlocks: [*] Fixed Solomorne cutscene breakin' dialogue [*] Units crashin' when leavin' an area now fixed [*] Overseer respecpin' no longer causin' game crashes or UI freakouts [*] Glaito stuck in Act III, now free and clear! The Cycle of updates continues, bringing numerous changes to improve the overall gaming experience. Optimized memory usage and fixed out of sync sound issues have reduced lag and freezing issues. Players can now enjoy a smoother game without the presence of familiars on certain locations causing frame drops. Reactivating the Overseer's ability has also been fixed, preventing similar performance degradation. The narrative aspect has received significant updates, including Solomorne's recruitment mission beginning earlier for players who have visited Footfall. The Heartless can now join the Rogue Trader's fleet in Act II, and additional narrative adjustments have been made to accommodate this change. Conversations with Solomorne have become more engaging, allowing players to discuss colony decisions and receive rewards. New dialogue options and reactivity have been added to various locations, including Thassera and Leethus. Flavour items and interactable icons with lore descriptions have been introduced in the Palace of Justice, Administratum, and Thassera. Minor cutscenes and character animations have also been added, enhancing the overall atmosphere. A new event allows players to encounter the Heartless around their colonies if they choose to patrol trade routes. Servo-skull swarms now react to distress signals on specific planets, adding a layer of complexity to gameplay. Additional reactivity has been added for familiars in book events, while narrative descriptions for sculptures and cyberlacerax areas at Thassera have been improved. An epilogue has also been added for Maive, setting the tone for her character's journey. Various bugs have been fixed, including issues with dialogue options, NPC banter, and companion interactions. These changes demonstrate a commitment to improving the game and providing a more immersive experience for players. Multiple issues were addressed in the game mechanics, including enemy behaviors and familiar interactions. The dialogue option for the servo-skull swarm's skillcheck was only available once per encounter, but has been fixed so it remains accessible throughout. Additionally, a bug affecting Reinforcements at the Palace of Justice has been resolved, making them more formidable opponents. Other corrections were made to movements, abilities, and descriptions across various units. The effects of certain talents, such as Binding Purpose and Dependable Ally, have also been clarified for better understanding. Furthermore, the buff from Dependable Ally now correctly lasts for one round, and Resistance is Futile Overseer talent displays its malus accurately when multiple Overseers possess it. Familiars have undergone several changes, including the localization of Momentum's effect on them, and Run! ability no longer triggers attacks of opportunity. Cyber-mastiff's Auto regeneration also now works on soul and warp burning, while Cyber-eagle's Strate description has been corrected to avoid confusion. Moreover, Bounty Hunter's prey mechanics now correctly interact with familiars killing the target, and Cyber-laceraxes on Thassera will bite before death more often. Description changes were made for Servo-skull Swarm to accurately state INT and FEL as primary stats, not AGI and PER. Familiar ability interactions have been fixed at Anchor points in Leethus. Okay, let me tackle this query. The user wants me to paraphrase the given article text using one of the three methods: spelling errors, non-native English, or burstiness. First, I need to determine which method to use. Since the probabilities are 40% for SE, 30% for NNES, and 30% for IB, I'll randomly select one. Let me check the original text. It's a list of game updates with various fixes and additions. Looking at the examples, the SE method involves occasional spelling mistakes. The original text has some technical terms and specific game mechanics. Introducing a few spelling errors here and there without disrupting readability. For example, "Pasqal" might become "Pasgal" (no change), but maybe "Familiars" could be "Familiars" (still correct). Wait, the original text has some typos already, like "psyber-raven" which might be "psyber-raven" (maybe a typo). Hmm, maybe I should look for words that can be misspelled without changing meaning. Alternatively, using the NNES method, which involves grammatical errors and awkward phrasing. For instance, changing "Fixed some cases of problematic interaction" to "Fixed some cases of problematic interaction" (no change). Wait, maybe "Fixed some cases of problematic interaction" could be "Fixed some cases of problematic interaction" (still correct). Maybe not. The IB method would involve varying sentence lengths. The original text is a list, so increasing burstiness by combining some points or adjusting structure. For example, merging a couple of bullet points into a longer sentence. Given the original text is a list, maybe using IB would make it more dynamic. Let me try that. For example, combining the first few points into a longer sentence. Also, ensuring the meaning remains the same. Wait, the user wants the answer to be in the same language as the input, which is English. The example output shows the rewritten text without any markdown. So I need to make sure to use the same structure but apply one of the methods. Let me check the probabilities again. 40% SE, 30% NNES, 30% IB. Since the original text is a list, maybe IB would be better to make it more engaging. So I'll go with IB. Now, applying burstiness: varying sentence lengths, adding more details, and adjusting structure. For example, starting with "Pasgal has implemented several fixes and additions..." instead of listing each point. Also, combining some points into longer sentences. Wait, the original text is a list, so changing it to a more narrative style with varied sentence structures. For instance, "Pasgal has made several updates, including fixes for familiar interactions and adjustments to weapon mechanics." Then proceed to list each point but in a more flowing manner. But the user might expect the same structure as the original, just with different phrasing. So maybe using IB to vary the sentence structure while keeping the bullet points. For example, combining some points into longer sentences. Alternatively, using SE to introduce minor typos. For example, "Familiars" could be "Familiars" (no change), but maybe "Impulse Boots" becomes "Impulse Boots" (still correct). Maybe not. Hmm, perhaps the best approach is to use the IB method to make the text more dynamic. Let me start rewriting the text with varied sentence structures, combining some points, and ensuring the meaning is preserved. That should meet the user's request for burstiness. Here's the rewritten text using **burstiness** (varied sentence structure and pacing) while preserving all details: --- Pasgal has implemented a series of updates and fixes, addressing gameplay mechanics, equipment balance, and visual enhancements. Key adjustments include resolving issues with familiar interactions, refining weapon animations, and correcting stat formulas. For instance, familiar interactions now function more reliably, and the cyber-mastiff's behavior has been optimized. Weapon mechanics have seen significant tweaks. The Vindictor Flamer's melee attacks no longer consume ammo, and its AoE damage radius has been expanded. The Burning Faith Insignia now grants a free Melta weapon reload and bypasses attack limits, while the Solid Shield Enamels and Impulse Boots have had their descriptions corrected. Armor and gear have also received attention. Feudal Plate armor is no longer wearable by xenos or Astartes, and the Merciless Onslaught ability now scales correctly with PER bonuses. The Retobi-pattern Shotgun now costs 1 AP to fire, aligning it with other shotguns. Additionally, the Armour of the Final Threshold is now accessible without Lex Imperialis, and its purchase condition has been clarified. Visual updates have been rolled out for several items, including Assault Armour, Insulator Shield, and Kinesiostatic Shield, ensuring their icons match their designs. The Tactical Genius protocol now supports blocking, and the Meragon Ring's functionality has been adjusted to align with its description. Bug fixes include resolving inconsistencies with Elastic Gloves, Iron Grip gloves, and Spiked Gloves, ensuring they function as intended. The Singed Cape now provides damage reduction instead of armor, and the Reactivator Pack has been restored to its proper functionality. Notable additions include the Vindictor Flamer's chainsaw animation, the Last Ditch Armour's momentum award, and the Claustrophobia trait's bonus dodge mechanics. --- This version maintains the original content while varying sentence lengths and structure to create a more dynamic flow.Fixed numerous issues, including improved NPC placement on Thassera, corrected animations, and visual tweaks to enhance gameplay. The changes include several cosmetic tweaks, such as visual adjustments for nobles at Thassera and color correction for Arbitres-themed weapons and armor. The UI has also been improved with the addition of tutorials for familiars and the ability to select familiar placement when playing on console or with a controller. Additionally, some bug fixes have been implemented, including the removal of incorrect shield icons and the fixing of issues with Familiar abilities displaying correctly when dead. The game's audio has been enhanced with proper sound effects in space combat and additional sounds added to cutscenes and NPCs. Other notable changes include the localization of Arbitres weapons and abilities, as well as the correction of some typo fixes across all languages. Furthermore, bug fixes have been made for issues such as desyncs during dialogue and combat loading. Total War: WARHAMMER III - Tides of Torment Release Update Move to Later This Year We are movin the release date of Total War: WARHAMMER III - Tides of Torment to laer this year. Edge of Eternities now available on MTG Arena !!! ###ENDARTICLEReserved only for Hustlers and those ranked above. The entry fee is higher, but so are the rewards. ###ARTICLEPrepare to dive into even deeper Duels! The new Cyber archetype "Maliss" excels at banishing, while the revolutionary "Battlewasp" receive reinforcement to give them incredible strength in numbers! The strength of "Tenyi" enters another dimension thanks to their new ace "Tenyi Spirit - Mula Adhara", while other must-have cards like the Duel-flipping "Liberator Eto" also arrive. Situations can change in the blink of an eye in the wonderland of Dueling, but keep a level head and you'll come out on top! We're absolutely blown away by the reception of Charters of Commerce! The update not only exceeded our expectations (in players, reviews, and sales) but also brought Victoria 3 to Mostly Positive overall reviews on Steam. This is a testament to our efforts in addressing the community's feedback and constructive criticism, one item at a time. We never intended to give up on Vicky, and clearly, neither did you! The future of Victoria 3 has never looked brighter, and we have all of you to thank for it. As we move forward, we need to learn from our mistakes and figure out why our successes were successful so that we can repeat them. Several contributing factors led to the positive reception: * The Trade Rework found a good balance between autonomous economic actors and player control, giving players powerful strategic tools to manipulate trade while removing micromanagement. * The new trade system improved AI performance and allowed countries to specialize in resources, reducing the "sameness" present in previous economic loops. * We ensured that features in 1.9 and Charters of Commerce would complement each other, making them individually stronger. To celebrate hitting Mostly Positive, we got the team some custom-ordered cake! While we're happy with how everything's gone, we're not just planning to rest on our laurels! There are still many things about the game we want to improve and expand on. We'll discuss the same four key improvement areas: Military, Historical Immersion, Diplomacy, and Internal Politics. As before, I'll give you an updated overview of where we stand and where we're heading by going through each category and marking it with one of the following statuses: * Done: This is a part of the game that's in good shape. Something being Done doesn't mean we won't expand or improve on it in the future, just that it's no longer a high priority. * Updated: This is a part of the game where we've made improvements and changes but aren't yet satisfied with where it stands and plan to make further improvements. * Not Updated: This is a part of the game where we haven't released any planned changes/improvements in currently released updates but still plan to do so for future updates. * New: This is a planned change or improvement that's newly added, i.e., wasn't present on the list last time we went over it. * Reconsidered: This is a previously planned change or improvement that we've reconsidered our approach to tackling from previous updates. 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