Thank You For Downloading Battle Wave!

by FareGaming

Current Version: v22.04.23

Last Updated: 04/23/22

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Future Plans(Last Updated: 04/15/22):

Part 3 (World 2)

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Known Errors: (Last Updated 04/15/22)

Music Bug (65% Done of current progress)

Sound Bug (90% Done of current progress)

Completed Quests don't count under Statistics

Keys stay in inventory(20% fixed, In-Progress)

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Update 04/23/22

Update v22.04.23

Fixed MiniGun Sounds

Updated Menu website to launch website in https

Fixed Grenade dupe glitch from Alex (@Home)

Hell Amulet Equipping to the wrong slot fixed

Updated Gun Models:

Updated AKS-74 Textures

Fixed Tar-21 Model

Fixed Famas model

Fixed SKS Model

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Update 04/15/22

Update v22.04.15b

Fixed shop crashing from R91 Assault Rifle

Fixed Issue with Start Shop

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Update 04/15/22

Update v22.04.15

Added 2 Guns

R91 Assault Rifle

Desert Eagle

Updated the shop system

Finished Healing System

Updated Armor Icons

Updated Menu Borders

Fixed a few issues in the game

Fixed Wave 7 - Some enemies spawn even after KC is reached.

Not all Kill Counts get removed - Fixed on Wave 6&7 - Need confirmed

Removed Sako M95 from Wave 14 store (Has not been added into the game yet, So this causing errors)

Wave 14 doesn’t notify when kill count is reached - fixed

Wave 8 & 9 keys will be removed after the Wave. (Rest will be added)

Fixed Issues with some missing sounds

Fixed Alignment Issue in the Equipment Menu

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Update 04/10/22

Update v22.04.10

Wave 8 Cockroaches Damage increased to 18 from 14.

Baseball Bat damage decreased to 6 from 9.

Baseball Bat speed increased to .35 from .3

Baseball Bat sweep distance increased

Wave 1 key drop chance decreased

New Healing System has been implemented for Waves 1-15

FPS Improvements

Tommy Gun changes

-Lowered Damage

-Lowered Accuracy

-Lowered Price

Valmet M82 Changes

-Raised Price

-Raised Damage

Lowered shooting time on the FAMAS

Raised Accuracy on the C7

Added Assault Rifle Class as a selectable class

Fixed issue with Money following cursor

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Update 08/19/21

Update v21.08.19

Wave 6 Drop Table Updated

Wave 9- 19 Drop Table Updated

Fixed Upgrade 3 Colt Canada C7 and Upgrade 1 Ammo issue

Wave 13 Bats defense changed from 13 to 19.

Wave 13 Bats health changed from 29 to 38

Glitch allowing the player to dupe the Upgraded C7 fixed

Rock Boss Key fix

Rock Boss health increased from 25,000 to 250,000!

Fixed Hell Helmet - Was equipping onto the wrong slot

.44 Mag drop fixed

Wave 19 respawn time increased

Rock Mega Boss health decreased from 250,000 to 25,000

Rock Mega Boss respawn fixed

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Update 08/06/21

Update v21.08.18

Drop Table Fixes/Changes:

Fixed Wave 8 drop table causing crash

Lowered Wave 7 drop table slightly

Raised Wave 9 key chance

No longer asks you twice If you’re sure you want to quit

Assault Rifle glitch fixed

Marksmen Class - Wrong Ammo

Mosin Nagant Fixes/Changes:

Lowered Bullet Speed

Fixed Range Issue

Fixed Non Visible Projectile

20 Gauge Pump Fixes/Changes:

Lowered Range

Added 4 Projectiles per shot (Similar to buckshot)

Misc Gun Fixes/Changes:

AKS-74 range changed from 400 - 380

AKS-74 accuracy decreased slightly

Tommy Gun accuracy decreased slightly

Tommy Gun speed increased from 40 to 85

.223 Revolver range decreased from 1200 to 120

M40A2 range issue fixed

SKS range changed from 650 to 450

AK-74u accuracy decreased slightly

AK-74u bullet speed increased slightly

Grenade speed increased slightly

Mini-gun accuracy decreased

Rare Crossbow arrow speed decreased from 120 to 65

Rare Crossbow distance decreased from 300 to 175

Rare Crossbow Attack changed from 32 to 44

Medic Kit now heals for 15, was 10

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Update 08/06/21

Update v21.08.06

-Fixed crash at start of game when selecting any class but SMG.

-Updated Med Kit Model

-Removed Website launch when closing the game

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Update 11/25/20

Update v20.11.25

-Increased AK-74U Fire rate

-Increased PP19 Bizon Fire rate

-Increased H&R 1871 Fire Rate

-Decreased Uzi Fire Rate

-Decreased SKS Fire Rate

-Increased 20Gauge Shotgun Damage from 16 - 22

-Increased H&R 1871 Shotgun Damage from 23 - 31

-Increased 12 Gauge Extended Mag Shotgun Damage from 39 - 42

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Update 09/01/20

Update v20.09.01

-Fixed Wave 3 Key

-Changed Price’s on

--Leather helmet price from 200 to 300

--Necklace from 800 to 950

--Hell Amulet from 36000 to 24000

--Hell Armor from 42000 to 35000

--Hell Helmet from 4000 to 12000

-Updated Models for

--Spiked Baseball Bat Model

--20 Gauge Pump Model

-Added Items

--Rocket Launcher Ammo

--Added Modern Military Helmet

--Lowered Ancient Helmet Stats

--Remove unused scripts, items, npcs, etc

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Update 07/19/20

Update v20.7.19

-Fixed Drop tables damaged by last update

-Fixed starting ammo issue due to last update

-Fixed Action item not working for PC due to Mobile update

-Continuing to remove unused scripts, items, npcs, etc

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Update 05/19/20

Update v20.5.19

-Add Check When Key Drops To Prevent Duplicate Drops

-Fixed Shop Glitch

-Added Mobile Alpha

-Fixed Glitch allowing you to get out of the map @ the start zone

-Removed Many Unused scripts and ammos

-Changed Shops from Waves 1 through 15

-Combined Ammo types with Generic Types

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Update 08/11/19

Update v19.8.11

-Fixed Wave 19 Issue

-Using Load Feature, Loses Keys/Kill Count Fixed

-Added Weapon “Tommy Gun”

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Update 08/07/19

Update v19.8.7

-Game Loaded Text Glitch Fixed

-Starting Money Changed To: $750

-Experience Per Level Changed To: 5,000

-Changed Character Model

-Game Moved To Full Release, (Version Name Based Off Update Release Date)

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Update 08/05/19 - 08/06/19

Update Alpha 1.3.4

-Melee Starter Pack Crashing Game Fixed

-Updated Wave 7 Drops To Fix Crash

-Wave 7 Now Stops Spawning After Required KillCount

-Fixed Game Not Unpausing When You Click "Nevermind" In Teleport Menu

-Added Confirm Button On Restart

-Added Confirm Button On Quit

-Added Sound Option In InGame Menu

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Update 04/08/19

Update Alpha 1.3.3

-Fixed Wave 17 not dropping Key

-Raised Ghost(Wave 17) Health To 77 From 47

-Lowered PP19 Bizon Shooting Speed

-Raised PP19 Bizon Price From $4900 To $7900

-Resized Canada C7

-Resized And Changed Spirit Of The Valmet M82

-Wave 10 Boss Speed Moved To 6 From 4

-Wave 10 Boss Respawn Changed To 20 seconds From 25

-Lowered Money Per Kill From Waves 11-14

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Update 04/05/19

Update Alpha 1.3.2

-Added Rocket Launcher

-Fixed MedKit Price

-Removed Wave 13 Key That Was Spawned On The Ground

-Raised Snakes(Wave 12) Attack To 26 From 18

-Raised Dark Necromancer(Wave 11) Attack To 19 From 8

-Raised Dark Necromancer(Wave 11) Defense To 3 From 0

-Finished New DeathSpawn System

-Fixed Glitch allowing Ice Key to be sold

-Added Minigun

-Max level is now 60

-Experience per level is now 3200

-Added Sprint (Left Shift)

-Moved Jump to Space

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Update 04/03/19

Update Alpha 1.3.1

-Fixed New Menu Issues

-Fixed Wave 13-14 Key Issues

-Changed NPC Stats Waves 13-15

-Fixed Wave 19 Key Issues

-Added Teleport back to current Wave

-Window Now Defaults To Primary Screen

-Game Now Freezes When Losing Focus

-Changed Text Box Colors

-Updated Equipment Symbols

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Update 04/02/19

Update Alpha 1.3.0

-Fixed Menu Boxes

-Raised Price’s For Medkits To $250 From $50

-Fixed Shops From Wave 10 To 12

-Lowered H&R 1871 Value To $2600 From $8000

-Raised AK-74u Shooting Speed

-Fixed Wave 12 Dropping Wrong Key

-Changed Attack Ratings On

--20 Gauge Pump To 16 From 14

--H&R 1871 To 23 From 17

--Semi Auto 12 Gauge To 39 From 31

-Added Starter Class "Marksmen" Back

-Fixed Issue With Mosin Nagant Size

--Lowered Mosin Shooting Speed

--Lowered Mosin Value To $1200 From $2000

-Updated Wave 5 Boss

--Lowered Attack To 22 From 26

--Fixed Issue Where He Wasn’t Attacking

--Raised Movement Speed To 3 From 2

--Raised Attack Speed

--Changed Drop Rates

--Added SKS As Drop

-Updated Wave 10 Boss

--Lowered Health to 800 from 1200

--Raised Attack To 29 From 13

--Raised Speed to 4 from 2

--Lowered Drop Rates

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Update 03/21/18 - 06/25/18

Update Alpha 1.2.1

-Removed Multiplayer (Due to glitches)

-Added Hell Armor Set

--Helmet

--Armor

--Sword

--Battle Axe

--Necklace

-Added Blue Camo Uzi

-Added Silver Uzi / Silver Bullets (3x Stronger)

-Updated Prices on many items

-Lowered EXP Required Per Level

-Updated Drops on Wave 5

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Update 01/05/17 - 01/14/17

Update Alpha 1.2

-Added Multiplayer (Still testing)

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Update 01/04/17

Update Alpha 1.1

-Added New KillCount Drop System For Wave's 6 and 7.

-Game Now Lets Players Know When They Reach The KillCount.

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Update 10/20/16 - 10/23/16

Update Alpha 1.0.9

-Spawn System Update (100% Done)

-Minor Bug Improvements

-DeathReSpawn System Update

-Updated Wave's 16 - 20

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Update 10/18/16

Update Alpha 1.0.8

-Spawn System Update (25% Done)

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Update 10/16/16 - 10/17/16

Update Alpha 1.0.8

-Fixed Helmet Glitch

-Added Armor Slots for Finger and Legs.

-Updated Wave 9 bug/ Drop rate

-Fixed Exit bug

-Redo Spawn System, (10% Done) Once player recieves key, NPC's will stop spawning.

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Update 10/13/16 - 10/14/16

Update Alpha 1.0.7

-HUD Updates

-Loading Screen Updated

-Menu Updates

-Few Bug Improvements

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Update 10/08/16

Update Alpha 1.0.6

-Added Main Menu

-Fixed Text Log Bug

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Update 10/07/16

Update Alpha 1.0.5

-Internal Improvements

-Updated the level message system

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Update 10/02/16

Update Alpha 1.0.4

-Bug fixes

-Updated Weapon Stats (All Weapons)

-Added Item Tar 21

-Added Item MiniGun

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Update 10/01/16

Update Alpha 1.0.3

-Fixed Wave's 11-14 Drops

-Updated Wave 11 Npc Stats

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Update 09/29/16

Update Alpha 1.0.2

-Fixed Wave 8-11 Shop Glitches

-Fixed wave 8-10 Glitches

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Update 07/05/16

Update Alpha 1.0.1

-Fixed Glitches on Wave's 8 and 9

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Update 07/01/16

Update Alpha 1.0

-Bug Fixes

-Added Weapons

-- .223 Revolver

-- .44 Mag (Updated)

-- M1911 (Updated)

-- Semi Auto 12 Gauge Extended Mag

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Update 04/08/16

Updated Pre-Alpha 1.8.0

-Updated Waves 4-12 Drop Rates

-Updated Many NPC attack/health

-Internal Improvements (Runs faster)

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Update 02/19/16

Update Pre-Alpha 1.7.9

-Updated Wave 2 Drop Rates

-Updated Wave 3 Drop Rates

-Added Items:

-Added 20 Gauge Pump

-Devil's Axe

-Spiked Baseball Bat

-Changed Classes into Start Kit

-Updated Use Time on Multiple Guns

-Lowered Wave 5 Boss's Health

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Update 11/14/15

Update Pre-Alpha 1.7.8

-Updated Wave 1 Drop Rates

-Updated Ammo

-Internal Fixes

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Update 5/27/15

Update Pre-Alpha 1.7.7

-Added 2nd Accessory slot

-Internal Fixes

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Update 5/17/15

Update Pre-Alpha 1.7.6

-Fixed Start Up Glitch

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Update 5/15/15

Update Pre-Alpha 1.7.5

-Fixed Wave 4 Glitch

-Added New Death Spawn System

-Changed Character Model

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Update 12/24/14

Update Pre-Alpha 1.7.4

-Bug Fixes

-Fixed Wave 8 Glitch

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Update 12/19/14

Update Pre-Alpha 1.7.3

-Fixed Wave 17 Glitch

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Update 12/18/14

Update Pre-Alpha 1.7.2

-Changed Max level to 50 (Exp 250,001)

-Internal Improvements

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Update 10/24/14

Update Pre-Alpha 1.7.1

-Fixed Wave 3 (Key not dropping)

-Added BaseBall Bat

-Weakened BaseBall Bat

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Update 10/11/2014

Update Pre-Alpha 1.7

-Fixed Wave 4 glitch

-Added Item Crusader Armor (Rare)

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Update 9/2/2014

Update Pre-Alpha 1.6

-Added Wave 17

-Added Wave 18

-Fixed Wave 15 Shop

-Added Item PP19 Bizon

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Update 8/11/2014

Update Pre-Alpha 1.5.5

-Added Wave 16

-Added Item Blessed Amulet (Rarest Item in game as of 8/11/14)

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Update 8/9/2014

Update Pre-Alpha 1.5.2

-Added Respawn Options

-Added Item Rock Necklace

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Update 8/6/2014

Update Pre-Alpha 1.5.1

-Fixed Wave 10 Teleport Glitch to Wave 11.

-Lowered Dark Necromancer's Health

-Fixed Some Shop Errors

-Added Music to Waves

-Added Item Battle Axe

-Added Item Galil ARM

-Added Item Rare Crossbow

-Added Item Colt Canada C7 (Upgrade 1)

-Added Item Colt Canada C7 (Upgrade 3)

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Update 8/5/2014

Update Pre-Alpha 1.5

-Added Wave 11

-Added Wave 12

-Added Wave 13

-Added Wave 14

-Added Wave 15

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Update 7/28/2014

Update Pre-Alpha 1.4.6

-Resolution change

-Wave 5 -10 Shop/Drops

-Fixed Wave 5 Teleport Glitch

-Fixed Wave 9 Teleport Glitch

-Fixed Wave 10 Teleport Glitch

-Fixed 44 Mag. Ammo

-Fixed Start Shop Error

-Changed Class name from "Gunmen" to "Marksmen"

-Added Name Change. You can now Choose your Hero's name!

-Added Item ChainMail Armor

-Added Item Breastplate Armor

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Update 7/25/2014

Update Pre-Alpha 1.4.5

-Added Item Leather Armor

-Added Item American WWII Helmet

-Added Item M40A2

-Internal Improvements

-Wave 2 - 4 Shop/Drops

-Wave 5 Drops

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Update 7/24/2014

Update Pre-Alpha 1.4.4

-Fixed Glitch Wave 5

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Update 7/23/2014

Update Pre-Alpha 1.4.3

-Added Item Sword

-Added Item H&R 1871 Pardner Pump 12 Gauge

-Internal Improvment Work

-Fixed Uzi Color glitch

-Fixed Some Shops

-Statistics Updated

--Added

---Amount Of Time Played

---Points Earned

---Character Name

---Number of Pixels Walked

---Level

---Experience

---Experience Till Level

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Update 7/22/2014

Update Pre-Alpha 1.4.2

-Added Home Teleport. ("T")

-Added Item 44 Mag.

-Added statistics button ("I")

--Added Amount of Quests Completed

--Added Total Number of Monsters Killed

--Added Death Count

-Added Item AK-74u

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Update 7/21/2014

Update Pre-Alpha 1.4

-Internal rework, Weapon Damage Rework

-Added Item - Uzi

-Added Item - M1911

-Resolution Size to 1920 X 1080

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Update 7/18/2014

Update Pre-Alpha 1.3.2

-Added Item - Colt Canada C7

-Fixed Quest 8&9 Bug

-Fixed 9&10 door glitches

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Update 7/17/2014

Update Pre-Alpha 1.3.1

-Added Item - Ak-74

-Mosin Nagant Glitched (1 of the few glitches)

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Update 7/16/2014

Update Pre-Alpha 1.3:

-Added Level bar/Exp bars at the bottom

-Added Item - Mosin Nagant

-Changed loading screen

-Added Pause button. (Click "P")

-Added Heal button (Click "H" \*Note: Must have Medic Kits)

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Update 7/15/2014

Update Pre-Alpha 1.2:

-Added Music background Music from Wave 1 through 5

-Added Sounds to Assault Rifles

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Update 7/10/2014 - 7/11/2014

Updates:

-Fixed Wave 1 - 2 Drops

-Fixed Wave 2 Overpower (Slowed Enemy down)

-Fixed Prices

-Fixed Damage Balance

-Adding Check Sheet/Game Progress

-Pre-Alpha Key no longer needed!

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Update 7/8/2014-7/9/2014

Updates:

-Fixed Drops

-Fixed Shops

-Fixed Wave 4

-Fixed Few Doors

-Game Status Changed to Pre-Alpha 1.0 (Public Release)

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Update 6/27/2014

Updates:

-Added Rare Item

-Added Items

-Fixed Items

-Fixed Quest Bug

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Update 6/22/2014

Updates:

-Added Wave 9 & 10

-Fixed Weapons

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Update 6/18/2014

Updates:

-Added Wave 7 & 8

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Update 6/16/2014

Updates:

-Added Wave 6 Room

-Fixed Weapons

-Fixed Shops

-Added first 2 Rares!

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Update 6/15/2014

Updates:

-Fixed Weapons

-Added Wave 6

-Fixed Wave 5 Boss

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Update 6/10/2014:

Update:

-Added Respawn

-Better Drop Rates

-Fixing Quests

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UpDate: 3/3/2014

Update:

Added Level 5

added Level 5 Boss