

# Patch 1.60 Notes

## **Tamlin Notes:**

- Ship Gem Levels (SPAR)
  - Types of Crates
- How To Embed Spar Crystals
  - Rules:
    - UI Location:
    - To Synthesize or Right Click in Inventory on Gem and choose Synthesize
    - Inventory Spot
- Cross Server Squadron Battle
  - Rules:
  - Example UI
    - Enroll
    - Schedule
    - Wager
      - Betting Rewards (Will improve this after more runs)
  - Buffs
    - Cost
- Endless Trial
  - Rules:
  - Notes:
- Enhanced Chip Resolve

### **New Features**

- Cross Server Squadron Battle
  - Weekly Registration Monday 00:00 - Tuesday 23:59 Server Time
  - Wager on winners and losers
- Endless Trial
  - Method of Acquisition of Spar Fragments
  - NORMAL - Easy Mode
  - Reform - (2 waves) Normal, Hard
    - Each win progresses the level and gem type
    - Considered a Skill Trial
  - Each win uses up a turn
  - 6 turns per day (can buy more turns for credits, 10 for first, 20 for second, 30 for third etc..)
  - Can refresh to change your options for credits, 5 for first, 10 for second, 15 for third etc..)
  - Offers Goal Achievements

### **Enhanced Features**

- Fleet Strength Formula Updated
  - Now Includes Crit Dmg Avoidance (from ranking up ships) and Crit Dmg Reductions (From spars)
    - Old:  $(1 + \text{intensity} / 10000) * (1 + \text{tenacity} / 10000 + \text{critdmg} / 100)$
    - New:  $(1 + \text{intensity} / 10000 + \text{critdmg} / 100) * (1 + \text{tenacity} / 10000 + \text{critdmgres} / 100)$
  - This means players fleet strengths will adjust
- Spar Synthesize
  - 3 of same type/level of crystal
  - Costs Metal, Crystal and Syn
- Ship Spar Assignment
  - Each Rank of Ship unlocks another spot (up to 5 total of the spar types)
  - No Cost to remove and reassign
- Resolve Multiple Chips
  - Can now resolve up to 8 chips at once.

### **New Items**

- Spar
  - Armor 1-9
  - Damage 1-9
  - Durability 1-9
  - Crit Damage 1-9
  - Shield 1-9
  - Crit Reduction 1-9
  - Crit Damage Reduction 1-9
- Spar Crates 1-9

## Bugs/Features Not Implemented

Key	Summary	T	Created	Updated	Due	Assignee	Reporter	P	Status	Resolution
STAD-105	CSSB Glitch (Bug)		Oct 02, 2017	Oct 30, 2017		Maggie	Tamlin		RESOLVED	Future Hotfix
STAD-69	Daily Rewards: GET-Button doesn't disable after getting the last 100-Reward		Aug 30, 2017	Oct 30, 2017		Lilliyan	Tamlin		RESOLVED	Future Hotfix
STAD-45	loss of squadron after cssb bug		Aug 18, 2017	Oct 09, 2017		Lilliyan	redshadow2k13		RESOLVED	Future Hotfix
STAD-28	Emeny is Mis-spelled all over the place		Aug 17, 2017	Oct 09, 2017		Lilliyan	Tamlin		RESOLVED	Future Hotfix
STAD-23	Class of ship misspelled		Aug 16, 2017	Oct 27, 2017		Maggie	Slog S192		RESOLVED	Future Hotfix
STAD-20	Module is misspelled on the ship interface		Aug 05, 2017	Oct 09, 2017		Lilliyan	Tamlin		RESOLVED	Future Hotfix
STAD-17	Camping Timer		Aug 04, 2017	Oct 09, 2017		Lilliyan	Tamlin		RESOLVED	Future Patch
STAD-15	Improve Batch Processing Raise Kit Processing (Form and Regular)		Aug 04, 2017	Nov 04, 2017		Lilliyan	Tamlin		RESOLVED	Future Patch
STAD-7	Occupy Button Confirmation		Aug 01, 2017	Nov 04, 2017		Lilliyan	Tamlin		RESOLVED	Future Patch
STAD-3	Excursion Skill Effect Icon Missing		Aug 01, 2017	Nov 04, 2017		Lilliyan	Tamlin		RESOLVED	Future Patch
STAD-2	Headquarters Requisition is misleading		Jul 28, 2017	Oct 09, 2017		Lilliyan	Tamlin		RESOLVED	Future Hotfix

11 issues

## KNOWN BUGS

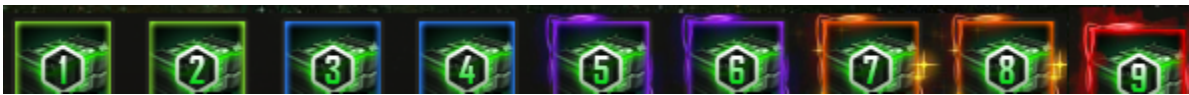
- ~~clicking 3v3 creates green spinning circle - When 3v3 IS NOT Active. Works fine when it is.~~
- ~~Level 0 Spar Crystals show next level with incorrect information instead of max level (No 10 yet)~~
- ~~You have to click text on spar crystals to synthesize or add to ship. The picture doesn't work.~~
- Shows All your SPARS in your inventory even the ones you have equipped. They do not show in the synthesis window (appropriately)
- ~~If you use the NEXT or PREVIOUS button on the Ship Embed Spar Crystals page you get a Parameter Error on Crit DMG and CRIT RED Spar (0)~~
- Resolving multiple chips
  - ~~Filter after clicking resolve resets the view but not the filter nor does it keep the filtered view~~
  - ~~Adding a chip from the bottom of the list will reset the view when its added.~~
  - No Level 1-9 filter

- 2 Second Pulse Nova Bug and Galaxy Razor Description were undone ([http://forums.gamesamba.com/star-trek/the-fludic-space\\_aa/galaxy-nova\\_aa/89845-hot-fix-on-oct-26th](http://forums.gamesamba.com/star-trek/the-fludic-space_aa/galaxy-nova_aa/89845-hot-fix-on-oct-26th)) Fixed Per Maggie

## Ship Gem Levels (SPAR)

	Tan	Red	Green	Orange	Blue	Yellow	White				COST	
LV	Armor	Damage	Durability	Crit Damage	Shield	Crit Reduce	Cri Dmg Reduce	Increase	No. LV1 Crystals	Metal	Crystal	Syn
1	+120	+120	+1440	+1.5%	+480	+3%	+1.5%		1			
2	+240	+240	+2880	+3%	+960	+6%	+3%	50%	3	10000	5000	1000
3	+480	+480	+5760	+6%	+1920	+12%	+6%	50%	9	20000	10000	2000
4	+960	+960	+11520	+12%	+3840	+24%	+12%	50%	27	30000	15000	3000
5	+1800	+1800	+21600	+22.5%	+7200	+45%	+22.5%	53%	81	40000	20000	4000
6	+2800	+2800	+33600	+35%	+11200	+70%	+35%	64%	243	50000	25000	5000
7	+4000	+4000	+48000	+50%	+16000	+100%	+50%	70%	729	60000	30000	6000
8	+5600	+5600	+67200	+70%	+22400	+140%	+70%	71%	2187	70000	35000	7000
9	+8000	+8000	+96000	+100%	+32000	+200%	+100%	70%	6561	80000	40000	8000

### Types of Crates



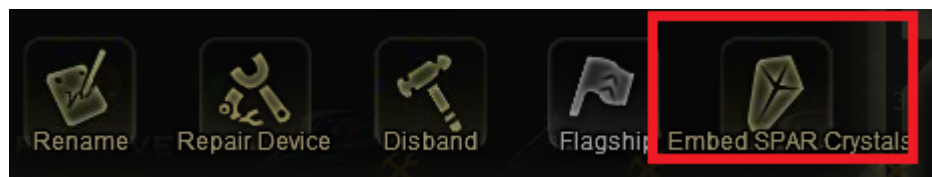
## How To Embed Spar Crystals

### Rules:

- You must click on the TEXT not the image to assign Spars to Ship

1. Players can equip various Spar Crystals onto the reformed starship to add attribute bonuses.
2. Spar Crystals have different qualities. The higher the quality, the better the attribute bonus. Players can synthesize 3 same type of Spar Crystals of the same level into 1 higher level Spar Crystal.
3. Reformed starships can equip Spar Crystals. The higher the starship's rank, the more spar crystal slots the starship will have.

### UI Location:





To Synthesize



or Right Click in Inventory on Gem and choose Synthesize



## Inventory Spot



## Cross Server Squadron Battle

### Rules:

\*\* Added a auto removal after 3 wins  
\*\*

1. The Squadron Leader and Vice Leader can use Public Contribution to register for a game from Monday (00:00) to Tuesday (23:59). After this time, the registration will be closed.
2. A match season lasts for one week. Registration time: Monday - Tuesday. Match Time: Wednesday - Sunday.
3. After registering for the match, the squadron members can go to the Cross-server Squadron Battle interface and click the button Save Mirror to save the current fleet as their battle mirror to join the Cross-server Squadron Battle.
4. Players can click the Save Mirror button again to change their battle fleet.
5. During a battle, after players save a battle mirror, they can use resources or Credits to buy buffs.
6. Players can buy 3 buffs that increase damage, armor and durability.
7. After purchasing a buff, players can use resources or Credits to refresh buffs until they receive the buff they desire.
8. Players can receive better buffs by using Credits.
9. Before a battle begins, players wager on the winner. If the team you wagered on wins, you will receive Contribution.
10. Contribution rewards will be emailed to players.
11. The Top 32 Squadrons will each receive a number from 1-32 randomly. Each squadron will fight the opponent with the closest number. Ex. 1 Vs. 2, 3 Vs. 4, etc.
12. In the squadron battle, two squadrons will fight each other using the mirrors they saved in the order of their strength, low to high. Battles are completed automatically. The squadron that destroys all mirrors of the opposite squadron first wins.
13. The squadron mirror that wins 3 matches in a row will be removed from the battle queue and cannot join the battle again. It will be replaced by the next mirror.

### Example UI

#### Enroll



#### Schedule



Will show you the schedule of Squad vs Squad just like Tournament

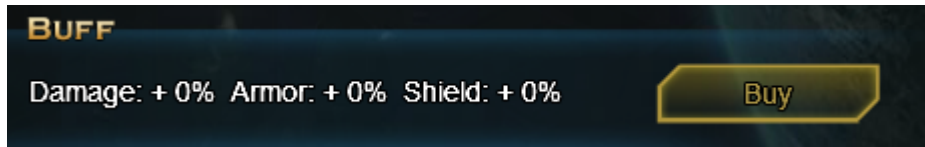
#### Wager



**Betting Rewards (Will improve this after more runs)**

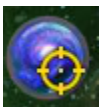
- You get a reward per correct bet
- You get a bonus reward if you choose all winners correctly
- There is a limit of bets per rank
- The rewards in general are also limited per rank

**Bufs**



**Cost**

Type	Amount	Damage %	Armor %	Durability %
Metal	20000	3% - MAX 15%		
Crystal	10000		3% - MAX 15%	
Syn A	2000			3% - MAX 15%
Credits	10	9% MAX 20%	9% MAX 20%	9% MAX 20%



**Endless Trial**

**Rules:**

Challenging stages requires challenge attempts. Stages will automatically be refreshed after a successful challenge. You can also use credits to refresh stages manually. There are many types of stages and difficulty levels. Challenge more difficult stages to receive better rewards. Players will receive challenge rewards based on the type of stage they challenge daily.

**Notes:**

- If you complete the goals you

can click GET for extra crate rewards

- Refresh costs 5 credits \* number of purchase (5,10,15,20 etc)
- Extra Purchase costs 10 credits \* number of purchase (10,20,30,40 etc)
- The order of difficulty is easy, normal, hard and ultimate
- The max goal reward is a Level 4 Spar Box
- You to complete 3 of the same type of stage to check mark the goal
- The special boxes require 2/4/6 goals to be completed
- Various difficulties
  - Easy
    - 1 Wave of 6 Monsters
    - 1 x LV1 Spar
  - Normal
    - 2 Waves of 6 Monsters
    - 2 x LV1 Spar
  - Hard
    - 3 Waves of 6 Monsters
    - 1 x LV2 Spar
  - Ultimate
    - 5 waves of 6 Monsters
    - 2 x LV2 Spar
- Special Daily Goals
  - 2 Goals = LV2 Random Spar
  - 4 Goals = LV3 Random Spar
  - 6 Goals = LV4 Random Spar



## Enhanced Chip

### Resolve

You can now resolve up to 8 chips at once.

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