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## About This Game

Clicker Warriors is a free to play idle rpg clicker game which is available for iOS, Android and PC.

The game lets players to choose strong warriors which can be upgraded by increasing their attributes, talents and abilities. These warriors can be equipped with unique items which can be dropped from the enemies. Each item can be upgraded to a higher rarity. Also there is a crafting system where junk items can be used as craft materials.

The game will support multi platform account system where players can play on any device with the same account.

**To participate in beta and for more info please visit;**

<http://www.clickerwarriors.com>

## Key Features

- Auto Battle - Idle System: Your warriors keep fighting even when you are offline. Claim your rewards when you return to the game. Use your resources to train your warriors, upgrade your items, improve your talents, unlock new attributes and get more powerful.
- Endless Zones: Explore endless zones by defeating epic bosses and monsters!
- Character system: Unlock new warriors. Kill monsters faster and get stronger.

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- Loot system: Slay monsters and loot items. Use your gear to get stronger and stronger.
  - Item crafting: Too much junk is not a bad thing. Use your unnecessary items to craft new ones.
  - Item upgrade: Not satisfied with your loot? Just upgrade it and make it useful.
  - Item conversion: Convert your items to fit your empty slots.
  - The Kingdom: Build new villages, train your peasants and increase your earnings by improving the kingdom!
  - Active skills: Unlock your powerful active skills to support your warriors in battle.
  - Attributes: Unlock new attributes to improve your warriors abilities.
  - Warrior souls: Acquire warrior souls by defeating strong creatures to boost your warriors strength.
  - Talents: Use your warrior souls on talent tree to improve your warrior abilities.
  - Revival: Revive your warriors to grow even stronger!
  - Cross platform game play: Cross platform account support. Play with same account on ios, android or PC!

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Title: Clicker Warriors  
Genre: Action, Adventure, Casual, Free to Play, Indie, RPG, Simulation, Strategy  
Developer:  
Open World Interactive  
Publisher:  
Open World Interactive  
Release Date: Coming soon...

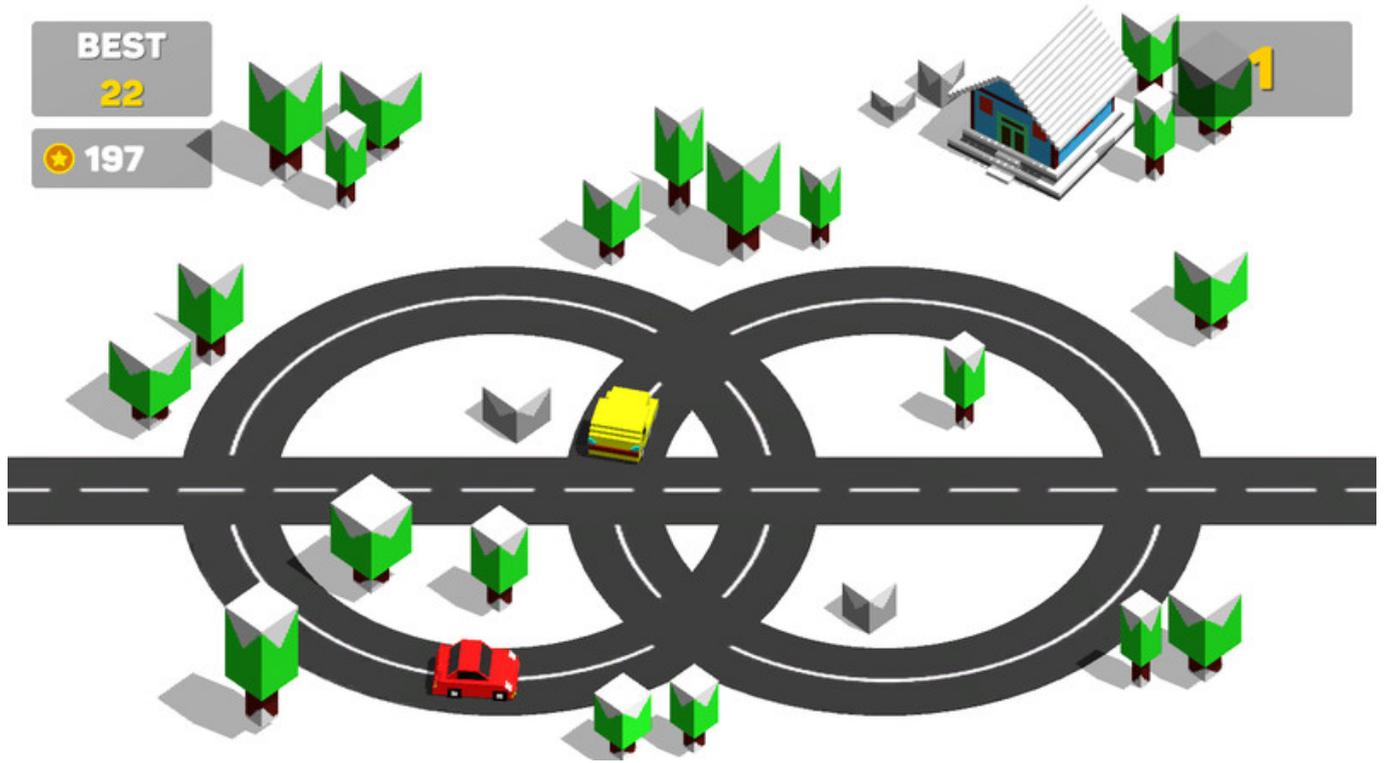
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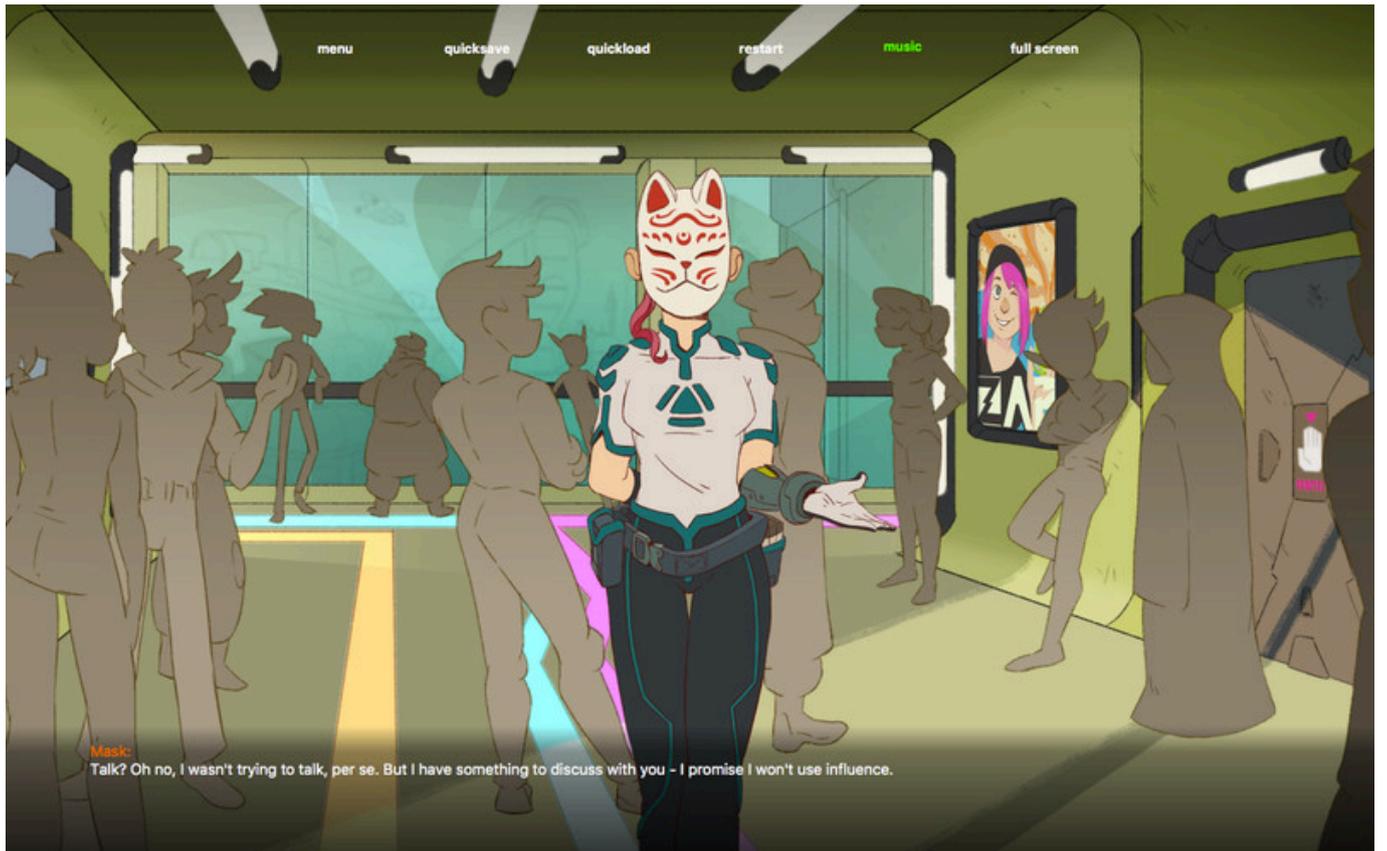
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## Project Hospital - Patch 6:

### Patch 6 - Project Hospital 1.0.14523

- Selecting ICU treatment automatically switches patient's department to ICU
- Doctors prescribe more treatments for symptoms causing discomfort
- Implemented new music track for events and critical situations
- Implemented immediate transport by the same ambulance when sending away patients who just arrived and are waiting for a free trauma center
- Simplified some steps in tutorial 3, fixed undesired collapses during the tutorial
- Improved a lot of text boxes and tooltips to better support localization and longer texts
- Removed unused message types from options
- Fixed main treatment for a diagnosis sometimes not applied for patients with wrong diagnosis
- Fixed looping sounds sometimes not paused with the game (for example when popups pause the game)
- Fixed hidden patients shown in patient's table with some filters
- Fixed shifts not shown for janitors in table of employees
- Fixed sofas stuck reserved when deleting doors while a character is already walking to the sofa
- Fixed a few specific errors causing characters getting stuck while deleting rooms during collapses or medicine and food delivery
- Fixed patients stuck when their room got deleted right when they were about to be released
- Fixed a couple more hidden errors

(Next week)

- More languages including Russian are expected to be included in next week's patch. **Project Hospital - Patch 13:**  
And we were expecting this patch to be just a few quick fixes. :)

### Patch 13 - Project Hospital 1.0.15215

- Added new translations: Polish and Hungarian, made the language list in options scrollable
- Implemented skipping of procedures that have been waiting for a long time, added specific info about what a procedure is waiting for
- Improved workload tracking, implemented room workload display as text, implemented workload tracking for labs
- Added a summary of workload shown after every shift
- Improved priorities of surgeries between patients
- Implemented smooth fadeout of patients on stretchers in elevators
- Implemented automatic hiding of objects when placing walls
- Implemented a notification about employees without any allowed roles
- Implemented specific handling and notifications about patients in broken beds (for example with a deleted bedside cabinet)
- Implemented reset of roles and a switch of clothing style when assigning employees to workspaces in a different type of room
- Implemented deleting saved games from the load game dialog
- Patient portraits are also shown on reserved operating tables in management
- Staff prefer staff-only rooms if available (like wc)
- Characters with stretchers strongly prefer indoor routes even when the route is longer
- Increased default staff limit to 250 (we'll need to update the recommended hardware requirements to match, but no major change)
- Increased overall sound volume
- A few small UI improvements
- Fixed a regression: deletion of user-created prefabs wasn't working
- Fixed scrolling not working on certain touchpads
- Fixed bulldozing objects sometimes leaving one half behind
- Fixed interns allowed in on-call rooms
- Fixed patients not hidden when reserving an ambulance
- Fixed first treatment in treatment sequence shown in diagnosis table instead of main symptom treatment
- Fixed chief doctor UI incorrectly shown at radiology

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- Fixed neurologist (technologist) not correctly shown in the management UI
  - Fixed defibrillation sometimes running for too long
  - Fixed certain characters not reacting immediately to being assigned to a different department
  - Fixed first ambulance patients sometimes spawning one day too late
  - Fixed patients in a deleted waiting room sometimes stuck standing up and sitting down for a while
  - Fixed one more case of technologists in lab stuck
  - Fixed re-setup of patients coming back after wrong diagnosis but by an ambulance
  - Fixed floor material not automatically added to the floor above when adding foundations on ground floor of a multi-floor building
  - Fixed a bug in rendering when blood was turned off
  - Fixed decals not accessible when building mode was activated for the first time by clicking rooms in management
  - Fixed radiology examinations not planned to discover surgery complication symptoms
  - Fixed a couple of database issues (treatments at ICU etc.). **One more patch for the weekend!:**

#### Patch 3 - Project Hospital 1.0.14303

- Fixed some values in options not saved (most importantly UI scale)
- Fixed one case of pathfinding stuck trying to use an inaccessible elevator
- Fixed a rare case of ambulances stuck in fastest time scale
- Fixed a rare case of patients stuck in a fired doctor's office
- Fixed technologists in lab on occasion stuck using sink forever
- Fixed a few min room sizes
- Fixed antidepressants not allowed to be prescribed for patients on observation
- Fixed MRI and CT allowed right next to a wall
- Fixed MRI price
- A few small changes to decrease difficulty in tutorial 3
- Small fixes in texts

#### . Project Hospital - Patch 5:

Hi all, once again big thanks to everybody who keeps reporting issues, it really helps! We seem to be on a good track when it comes to catching the most critical ones - and hopefully, starting with the next patch, we'll be able to start including more and more of the planned or requested improvements.

#### Patch 5 - Project Hospital 1.0.14398

- Upgraded engine to Unity 2018.2 to bring proper retina display support on Mac and hopefully fix a few crashes/green screen issues related to Unity
- Added automatic cancelling of procedures that a doctor can't prescribe when the player manually switches a patient's doctor
- Updated cost of radiology prefabs
- Improved efficiency of radiology waiting rooms in case there's one shared waiting room for the whole department
- Improved the 'couldn't sit' satisfaction modifier, it's not applied at the reception anymore
- Fixed one case of stuck paramedics
- Fixed characters sometimes stuck during defibrillation when there was only one available defibrillator
- Fixed one more rare case of broken stretchers blocking patient transfers
- Fixed elevators not working correctly if there was more than 16 of them
- Fixed examination list not immediately updated after switching a patient's department by hand
- Fixed a hidden error in patients waiting for player but with no finished procedures
- Fixed a hidden error when cancelling hospitalization on a patient walking to bed
- Fixed load button in main menu starting loading even with no map selected :)
- Fixed 'buy ambulance' objective sometimes requiring two ambulances to be placed
- Fixed nurses allowed to do free time activities but not fill their needs at departments with patients who require care
- Minor fixes in the UI (wrong tooltips, text truncation etc.)
- Minor fixes in texts (medical accuracy, missing information in a few tooltips)

#### . Project Hospital **Project Hospital 1.1 is out!:**

We're happy to announce Project Hospital 1.1, a major update with some of the most requested features, user experience improvements and Workshop support!

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This update contains roughly four months of work, already in production during the last two patches - because of the nature of the new features and content it made sense to test and balance everything together.

We really hope you enjoy the new version and we're looking forward to what you come up with for the workshop!

So, thanks for your patience, let's move to the release notes :)

Project Hospital 1.1.16207

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