



*Release Notes
Castle Crashers Title Update
December 25, 2008*

To receive the free update, players who have purchased the full version will simply need to launch Castle Crashers and the game will download and install the update. New customers will automatically be prompted to install the update as well.

- EXP Point cap has been removed, allowing players to continue to gain XP indefinitely. Leaderboards should now reflect these changes.
- Arena Master Achievement now unlocks after 40 total wins in any combination of arena types, instead of requiring all 40 to be in one type of arena.
- Rebalancing of some character's Magic and Melee attack stats based on fan feedback.
- When playing multiplayer, ALL players will now acquire quest items when completing key levels.
- Eliminated an exploit involving the Boomerang weapon that allowed players to increase XP very quickly.
- Resolved saved data loss issues (*note: will not necessarily replace lost data, but fixes issues that led to data loss)
- Improved performance of Quick Match/Custom Match searches
- Arena Master achievement will now unlock after any mixed arena matches.
- Overall network performance improvements
- Fixed issues related to too many animal orbs on screen at once.
- Fixed issues related to repeatedly throwing bosses/enemies.
- NXE related issues
- Alien Hominid can now drop the pitchfork!
- Several minor sorting issues and glitches have been fixed.