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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.

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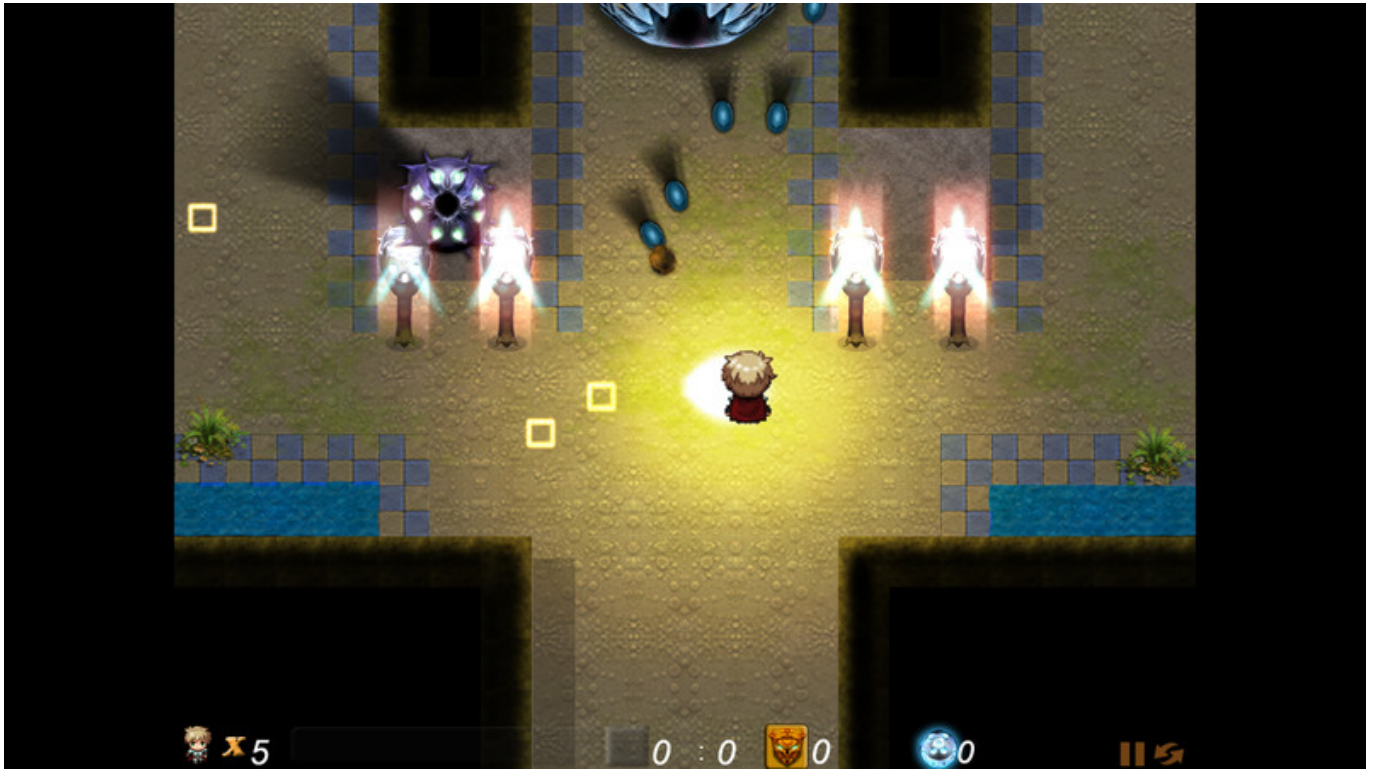
Title: Clicker Warriors
Genre: Action, Adventure, Casual, Free to Play, Indie, RPG, Simulation, Strategy
Developer:
Open World Interactive
Publisher:
Open World Interactive
Release Date: Coming soon...

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Chinese,Swedish,Thai,Turkish,Vietnamese

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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 9**:
A quick patch mostly to quickly address the ambulance placement issue in a few scenarios that got introduced in patch 8.

Patch 9 - Project Hospital 1.0.14725

 - Fixed regression bug preventing ambulances to be placed in certain levels
 - Fixed cancelling of objects move would place the object back on incorrect floor
 - Fixed a rare hidden error in events
 - Optimized janitor behavior and room selection. **Project Hospital - Patch 7**:
Patch 7 - Project Hospital 1.0.14611

- More translations are now included: Russian, Turkish, Ukrainian
- Implemented moving of tables with equipment on top, [CTRL] can be used to pick up individual objects like before
- Added more info to reserved staff and staff performing examinations and treatments
- Added room name to status bar when hovering over rooms in management mode
- Split messages about patients waiting for examination/treatment into 'waiting for bed' and 'waiting for transport'
- Switched autosave to only alternate between two files
- Disabled reset of employee roles if their room/office got deleted
- Disabled display of daily schedule items related to hospitalization when there's only clinic
- Allowed staff without a workspace to go home after a while instead of spending the whole shift in common room
- Switched second half of tutorial 3 to a simplified version
- Fixed nurses and technologists not getting a specialization when leveling up
- Fixed janitors sometimes blocking equipment in exam rooms by leaving their carts right next to an object
- Fixed placement of objects allowed even if a required slot on a neighboring tile wasn't accessible (for example exam table and dialysis machine)
- Fixed a couple of specific cases of characters stuck (collapses, fired staff, deleted rooms)
- Fixed missing lab analyzer in general surgery unit prefab
- Fixed ICU not triggered correctly during collapse if the player has also prescribed it
- Fixed a few issues with examinations and treatments (vasolidators and bandage not available at the ICU, palpitations not discoverable at the ICU; treatments for injury to he chest, injury to the collarbone, mandibular injury)
- More minor UI/hidden error fixes. **Project Hospital - Patch 12**:
Hi all, while we're working on some bigger UI improvements (we'll be soon sending new texts to translators so we can get everything ready in as many languages as possible), we're of course also paying attention to the reported issues, so here are a few fixes as usually.

Patch 12 - Project Hospital 1.0.14958

 - Updated all translations to the latest version from github
 - Disabled locking of areas on above the ground floors (building above ambulance parking lot is now possible)

- Disabled 'good boss' perk for other occupations than doctors
- Implemented receptionist perks affecting patients
- Improved workload tracking for radiology rooms and examination units
- Allowed examinations that discover surgery complications to be planned in patient's card even when already done previously
- Allowed nurses with stretchers to ignore objects if they get stuck
- Fixed events not available in campaign levels
- Fixed janitors ignoring blood when cleaning areas of other departments
- Fixed patients on ICU sometimes re-transported to their own bed for examination
- Fixed moved objects in building mode disappearing when switching to different categories while already moving an object
- Fixed preview of attachment object stuck on when placing composite objects in case the previous object with attachment was deleted during move
- Fixed a rare case of nurses stuck going to stretcher
- Fixed changing of department possible when it shouldn't be allowed (in case player opened the department selection panel already, for example right before patient transport)
- Fixed dead and misdiagnosed patients counted only in department statistics, not overall hospital statistics
- Fixed various issues in the medical database (skill for ethanol doses, rooms for chelation therapy, bacteremia discovery, too hardcore collapse timers on cardiac arrest symptoms, unstable blood pressure moved to high hazard, a few treatments were not allowed on ICU, ...)
- Fixed a couple of cases of broken stretchers stuck in the scene
- Fixed a couple of hidden errors
- Fixed a few typos in tooltips. **Project Hospital - Patch 10**:
One more patch before the holidays! :)

Patch 10 - Project Hospital 1.0.14766

- New translations: Dutch and Japanese!
- Fixed info about running procedures not displayed for clinic doctors
- Fixed a hidden error preventing assigning employees between departments
- Fixed examination availability in patient's card sometimes not updated when switching departments
- Fixed anesthesiologists possibly sitting on a wrong stool in the OR if there are multiple stools
- Fixed a rare error during a couple of treatments
- Fixed a regression: doctors from on call room could be assigned to certain clinic patients
- Fixed a regression: prefab preview flickering since the update to Unity 2018
- Hotfixed objects stuck reserved by employees who are at home (on load and every hour). **Project Hospital - Patch 11**:
Hi all, before jumping straight to the usual release notes - happy new year everybody and big thanks to all the new players that joined us during the winter sale and especially to everybody who still took their time to send us bug reports, it really helps, especially when trying to catch some of the rare issues!

Patch 11 - Project Hospital 1.0.14826

- Fixed a regression: hidden error in doctors with no workspace causing patients of a specific department to keep waiting forever
- Fixed characters from events sometimes allowed to despawn over midnight while the event is still running
- Fixed ambulances sometimes stuck on despawned patients
- Fixed an error causing patients to get stuck when leaving an examination with technologists while they don't have a doctor
- Fixed doctors in rare cases stuck reserved by a patient who has already left
- Fixed a hidden error in case of switching doctor's skills during surgery
- Fixed nurses stuck with stretcher when their patient got despawned (race condition with paramedics?)
- Fixed nurse stuck in an animation when reserved right after delivering food
- Fixed exam tables with blocked stretcher access point not causing the room to be unusable
- Fixed wrong price evaluation when building walls over walls in nw-se direction
- Fixed a rare case of patients getting up from ambulance stretcher on arrival
- Fixed janitors leaving carts behind when their department gets closed
- Fixed patients not transported away from closed departments in a couple of specific cases (like waiting for a bed, still physically at another department)

- Fixed a couple of procedures not available in some situations (plasmapheresis, antidiarrheals)
 - Fixed a few typos in texts
 - Added another fallback pass to pathfinding - stuck patients will ignore access rights instead of getting completely stuck.
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!

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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