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## Shovel Knight: Treasure Trove Digital Download

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### About This Game

Shovel Knight: Treasure Trove is the full and complete edition of Shovel Knight, a sweeping classic action adventure game series with awesome gameplay, memorable characters, and an 8-bit retro aesthetic! Become Shovel Knight, wielder of the Shovel Blade, as he runs, jumps, and battles in a quest for his lost beloved. Take down the nefarious knights of the Order of No Quarter and their menacing leader, The Enchantress.

But that's not everything! Shovel Knight: Treasure Trove will feature three additional campaigns that are games all unto themselves! Take control of Plague Knight, and Specter Knight on adventures of their own, with King Knight joining later as a free update! Together, they form a grand and sweeping saga!

With a fully cooperative campaign, a full-featured challenge mode, body swap mode, and a 4 player battle mode (Coming soon!) you'll be digging for a long time. With Shovel Knight: Treasure Trove, you get it all. Uphold the virtues of Shovelry, earn relics and riches, and discover the true meaning of shovel justice!

### Includes:

- Shovel Knight: Shovel of Hope** – Steel your Shovel Blade and start digging through the adventure that started it all! Jump, battle foes, and discover treasures as you quest to defeat the Order of No Quarter and their vile leader, The Enchantress.
  - Shovel Knight: Plague of Shadows** – Prime your potions and become the maniacal alchemist Plague Knight in his adventure to brew the ultimate potion! Combine bomb parts to create custom combinations, discover new items, areas and bosses, and maybe even discover a bubbling romance.
  - Shovel Knight: Specter of Torment** – Summon your scythe in the prequel to Shovel Knight! Take control of Specter Knight to dash through completely redesigned levels by climbing walls, mastering a new arsenal of weapons, and slashing your foes to ribbons. Become the reaper, discover your melancholy past, and recruit the Order of No Quarter!
- Shovel Knight: King Knight's Campaign (Coming soon)  
Shovel Knight: Battle Mode (Coming soon)

### Features:

- Yacht Club Games' beautifully authentic style bridges the gap between yesterday and today. Design, art, and audio hearken back to the days of 8-bit.
- The systems of today also give Shovel Knight modern touches: detailed animation, multilayered parallax backgrounds, and evolved game design.
- Leap over gaps! Duel with foes! Uncover treasure! Find Secrets! Upgrade! Shovel Knight is simple to learn and play, but challenge lies everywhere.
- Multiple awesome soundtracks by Jake "Virt" Kaufman with additional songs by Manami Matsumae!
- Amass riches to upgrade your armor and weapons.
- Detailed, living background and animation! Big, beautiful pixels!
- Lovable characters and bosses!

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- Balanced gameplay is a warm welcome to newcomers, and an old embrace for experts.
  - A light touch to narrative with humor, levity, and heart.
  - Retell the adventure and uncover all of the world's secrets with New Game+!
  - Challenge Mode - A full featured mode with over 50 challenge levels that up the ante in every way!
  - Body Swap - Did you ever wish Shovel Knight was a lady, or Shield Knight was a guy? Well, now you can change them all around however you want, with brand new designs for all of the main characters in Shovel of Hope!
  - Co-op! – Grab a friend and play through Shovel of Hope as a fully cooperative adventure!

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Title: Shovel Knight: Treasure Trove

Genre: Action, Adventure, Indie

Developer:

Yacht Club Games

Publisher:

Yacht Club Games

Release Date: 26 Jun, 2014

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English,French,Italian,German,Russian,Japanese









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### Shovel Knight - Build Notes 6/29 - 1.0C:

Hello everyone! This update is focused around a lot of common issues that you may have experienced with Steam, PC, and input. Thank you to everyone for reporting these issues -- and sorry that they appeared to begin with! Pardon the dust!

- Now you can save to the cloud! Steam saving error should no longer display. All of your current progress will transfer over on next game start.
- No Feat should go unnoticed! Added an option to the Feats menu which allows you to sync previously unlocked Feats to your Steam Achievements with the F4 key.
- Additional controller support. Thank you to everyone who submitted their devices! - <http://yachtclubgames.com/2014/03/steam-controller-support/>
- Direction inputs can be bound to multiple buttons. Just press more than one input at once. Intended for players who wanted to map Shovel Drop to its own button.
- Removed an "empty" Song Scroll from Clockwork Tower which could never be collected or turned in.
- Fix: The following Feats not unlocking in Steam Achievements: "I'm Alive", "Hurry Up", "Untouched", and "Shovel Economy"
- Fix: "Halfway" Feat unlocking when re-clearing a stage.
- Fix: Black Knight ignores damage during Plains intro. For some players, there was a small window of opportunity to Ground Spark which could cause Black Knight to go off script.
- Fix: Sparker Feat not unlocking when defeating Black Knight.
- Fix: Player and Encounter Map movement halting the game under certain vsync/video settings.
- Fix: Monitors running higher than 60hz running at double speed or faster
- Fix: Some Boot up crash repairs for Steam. **Shovel Knight - Build Notes 7/2 - 1.0D:**

Hello again. Our short list of larger improvements and features is growing fast! Until then here is an incremental update with a focus on making sure everyone's game session runs smoothly! And by that I mean here are some bugfixes!

- Feat progress is now immediately saved upon unlocking. Previously Feats could be unlocked but lost by the regular saving mechanisms if the game exited or turned off before reaching an autosave point. Very common when completing a "run" centered Feat.
- Fix: (Alchemy Lab) Sound would loop forever if the Potion Master mid-boss was defeated at a certain frame
- Fix: (Tower: ????) Soft lock involving NPC AI.
- Fix: Double KO during a boss battle disabled access to pause and relic menus for the rest of the stage.
- Potential Fiix: SNES MayflashAdapter and LogitechWingmanRumblepad controller bindings. Please let us know if you are still experiencing issues with these devices!. **Version 1.2.3 - Feature Flurry:**

Winter Greetings! A new patch is here with a bundle of nice additions in store. Whether you fancy yourself a speed runner or consider yourself a completionist, here are some new treats to make your run that much smoother!

If moment-to-moment updates aren't your thing, you should stop by the [Update Plans thread](#) inside the forums! We'll continue to update there when we have news on our big Updates.

- New: Relic Quick Select!** Enable this within the controller options menu to allow quickly cycling through relics without needing to open the menu. Press both relic cycle buttons at the same time to unequip your current relic. Relics can also be switched to instantly with the number keys!
- New: Full Screen Effects Toggle.** Shovel Knight occasionally makes use of effects which causes a large portion of the screen to change colors to add emphasis to certain events. This setting disables these effects or makes them less intense.
- New: Item Totals Menu!** Once you have cleared the final stage (or in Game+) you can display your song scroll collection tally for a particular stage with the "Select" button. This holiday, how about getting your favorite local Bard what he's always wanted?!
- Adjustment: Any map encounter past Reize will not spawn until either Reize is defeated or 1 hour of game time has elapsed. Speedy knights no longer need to roll the dice on map encounter movements so late in a run.
- Adjustment: Missile leading up to Treasure Knight's front door has been slowed down slightly.
- Adjustment: Specter Knight's opening scythe toss is a bit more predictable.
- Adjustment: Relic button's default controller binding moved to the upper-most face button of controller instead of right shoulder button.



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- Fix: Grammatical errors in text for: French, Italian, and German. Thanks everyone, who contacted us with corrections, keep 'em coming!
  - Fix: Error which caused the in-game clock to not count up while at the Troupple Pond or campfire. Note: This fix makes the "Hurry Up!" achievement slightly harder!
  - Fix: "Left Stick/L3" and "Right Stick/R3" not displaying in menus when using a Sony or Microsoft controller.
  - Fix: Right direction button displaying a left dpad icon within the controller binding menus when using a Sony or Microsoft controller.

- Windows: Performance improvements
- Mac/Linux: Fix: Render crash on startup when using slightly older software based OpenGL version.

•Added Shane Calimlim to the credits. He's been here for a while -- but welcome aboard just the same! Without his ongoing engine improvements, debugging support, and drastic overhauls to our build system then these kinds of patches wouldn't be happening! Hurray for continuous integration!. **Shovel Knight - Build Notes 7/23 - 1.1:**  
How goes it, adventurers? A few additions followed by a fair bunch of fixes for some oddities in this round of updates. Thanks again, everyone, for continuing to contact us with suggestions, issues, and beyond! Be it through email or on the message boards here!

- NEW! Borderless window option added to video options menu.
- Tweak: Fixed a portrait and added one slacker to the Hall of Champions.
- Additional controller support

- Fix: Timing issue where the Inventory screen could be opened with the game unpaused.
- Fix: Getting captured by Treasure Knight's chest while using the Ichor of Boldness leading to a missing Shovel Knight.
- Fix: Cheats not carried over in New Game+ when a file is reloaded.
- Fix: Falling into pit during final boss battles leading to soft lock.
- Fix: Escaping final battle with Propeller Dagger.
- Fix: Fall through floor if using Dust Knuckle when defeating Polar Knight during Round Table.
- Fix: Enchantress blocks frozen by creative Chaos Orb use.
- Fix: Entering Enchantress fight with shovel drop causing crash.
- Fix: V-sync Ladder Climber animation timing. **Version 2.2 - New Year of Knights:**  
Happy 2016 Everyone!

Today we have a tune-ups and fixes for the Plague of Shadows campaign. Here are the fine details:

- New: [Plague] Mail Minion will now read a letter to you which includes all sorts of neat stats.
- New: [Plague] Minion can now appear within Plains of Passage to explain how to perform a bomb burst in case you're stuck!
- New: [Plague] Shovel Knight's Secret Palette Cheats now work when playing as Plague Knight (Plague uses #1-16, SK uses #1-32)
- New: Added options to swap confirm/back buttons. Options -> Controls -> Confirm/Back
- Adjustment: [Plague] vs Propeller Knight has been tuned to be less difficult.
- Adjustment: [Plague] Alchemy menu is slightly faster to open, close, and select items.
- Adjustment: [Plague] Swapped the design of two rooms within the Plains of Passage while playing as Plague Knight.
- Adjustment: [Shovel] Important: Game-Changer: Megaton: Can now stand on the roof of all houses in the Village.

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- Fix: The Iron Man 2014 Cheat is back in service! Just enter your name as IM&SGC14 on the profile screen to compete for the highest score in The Lost City. Plague Knight can now take on this challenge with the help of his Treasure Trappings!
  - Fix: [Plague] Lock up when defeating Mole Knight when Mole Knight is hiding in the wall.
  - Fix: [Plague] Health display inconsistencies when upgrading health while maxed out on health tonics.
  - Fix: Re-added some missing treasure in the first enemy map encounter
  - Fix: Item Completion percent surpassing 100%. (armors were being counted twice)  
Fix: Player can collect pickups while in chest open surprise animation.
  - Fix: [Plague] Uncollected Cipher Coins revealed from dirt blocks not re-appearing if moving to a different screen before collecting.
  - Fix: Reize will drop song scroll center screen if he ends up too far to the screen edge.
  - Fix: [Plague] Money bags being caught off screen if he fell down the right-most pit during Propeller Knight's battle
  - Fix: [Plague] Mr. Hat sometimes appearing off his mark during credits.
  - Fix: [Plague] Smoke bomb and Treasure Knight chest capture bug.
  - Fix: Minor text improvements across all languages.

The team here is also breaking into major design and development on the game's next big Boss Knight campaign: Specter Knight. We hope you have your scythe skills sharpened!

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