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Thread: [Slay The Spire 2 Is Becoming A Little Less Scary, But Players Are Unhappy With Patch](#)

Stanley - March 20, 2026, 4:55 pm

Slay The Spire 2 Is Becoming A Little Less Scary, But Players Are Unhappy With Patch

Mega Crit released the patch notes for v0.100.0, the first major post early-access launch update for Slay the Spire 2, as it enters testing on the game's beta branch. One of its most notable additions is a Phobia Mode toggle, which lets players adjust the art of things in Slay the Spire 2 that people are more likely to have issues with. Within the roguelike's settings menu, players can turn on Phobia Mode. Doing so will turn off the animation for the infection affliction card overlay and swap in alternate art for hive backgrounds, The Insatiable, Phrog Parasite, Wrigglers, Terror Eel, and the Entomancer. The fundamental mechanics and gameplay of encounters with any of those creatures will stay the same. Those are mostly bug and worm-related elements in Slay the Spire 2 that may prevent people from continuing to play the game due to their fears. As games like Grounded have previously shown, visual toggles to address or cover up common phobia triggers in video games go a long way to help certain players experience great games. Continue Reading at GameSpot

<https://www.gamespot.com/articles/slay-the-spire-2-is-becoming-a-little-less-scary-but-players-are-unhappy-with-patches-nerfs/1100-6538921/?ftag=CAD-01-10abi2f>