

THE FIRST OFFICIAL EVENT



THE EVENT WAS A TOTAL SUCCESS!


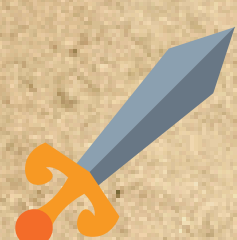
The first official Wonder Wars event, entitled "OrumitNGreet", took place at 4pm on June 20. The event brought together over thirty people in Madrid.

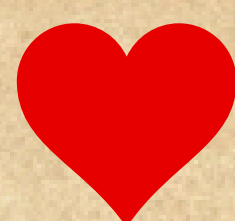
Attendees were able to discover the game's latest releases, meet the developers, and chat with other fans in a friendly, festive atmosphere.

SCARLYTE * AKAPELU * MEDIUM333 * EDEHBE * PEIE



BALANCING CHANGES

 60 ➔ 70
 10 ➔ 0

 50 ➔ 40

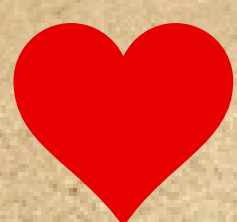
Its ability now affects only single-value skills.

Skills that affect 2 values, such as ATK and HP, will not be affected.

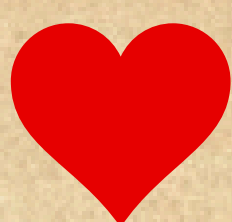




BALANCING CHANGES



215 ➡ 235



255 ➡ 245

its capacity begins on
turn 3



Hindaya



Haruaki



Piper



BALANCING CHANGES

♥ 245 ➔ 235

♥ 50 ➔ 40
⚔ 30 ➔ 20

⚔ +10
Flitus VC
♥ 30 ➔ 20
⚔ 0 ➔ 20



Roderich



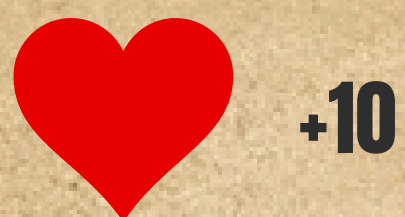
Drogdor UR



Flitus



BALANCING CHANGES



Neyon UR



Neyon TD

Inflicts 50 DMG upon death on the enemy troop with the highest ATK



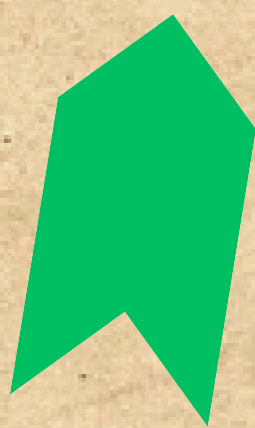
Ivur



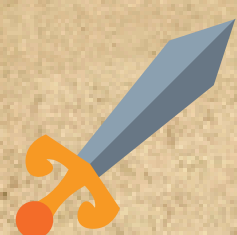
Buzz JT,UR,TD,JK,VC



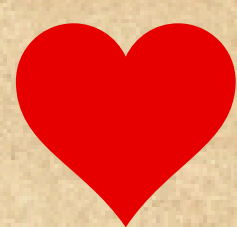
Neyon TD, UR



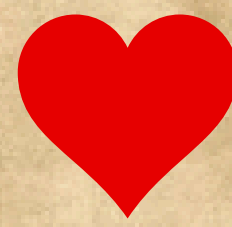
BALANCING CHANGES



20 ➡ 30



60 ➡ 50



60 ➡ 50



BOB-Mb



Warinx



William

DECK OF THE MONTH



June's metadeck of the month is "Destroyer": Haralk and his beloved companion, Warinx. Haralk, a hero who wasn't bad in the meta, became this month's meta deck after a modification to his "wounding" ability. Some players even managed to defeat their opponents without using troops, exploiting this ability alone.

Haralk's "Trample/Assault" ability leaves two piles of wounds after combat, and activates automatically when the opposing troop or hero reaches five piles of wounds. Haralk adds two wound marks after combat. Combined with Warinx, who adds three, this combination becomes almost unstoppable, capable of destroying almost any troop.

To play this deck effectively, it's best to combine Warinx with a shield like Sophie, as well as aggressive, resilient troops like Murbi, Vincent, Kheeldren and Kotton. Often, it's best to hold off until enemy troops have accumulated wounds, making it easier to destroy them with Haralk and Warinx.





As for the strengths and weaknesses of this deck, it works well with almost all heroes and is particularly strong against decks that seek to cover all lines, such as Stinky or Blurp. On the other hand, it's crucial to keep an eye on the amount of damage taken in order to activate the wounding ability in hero-versus-hero combat. The most problematic decks are those containing spells, such as Lusbaal or Piper with spells, where troops need to be deployed on the first turn to create a barrier on all three lines and limit damage, although this prevents full use of Haralk's ability.



Beware of Haruaki too: in this case, playing on the same line as your opponent can be disastrous, as Haruaki removes all damage from your deck and allows your opponent to heal his troops indefinitely. It is therefore preferable to play on empty lines and exhaust your opponent with accumulated wounds.



In conclusion, here are a few points to remember with this deck:



If there is no spell, start by skipping your turn, taking into account the potential damage.

If you're facing a Stinky or a deck that's blocking all your lines, try to open a line with the help of Warinx on the second turn.



As long as you manage to maintain a considerable amount of life for your hero and destroy opposing troops, you can win almost any duel thanks to the wounding ability.

INTERVIEW WITH JOYU



Do you have a system for exchanging ingredients?

And when if the answer is yes?

Something related will come in the future, yes. But I can't say any more at the moment.

Can we have more information about Web3 and possibly a date?

We'll be sharing information about it on Hello Monster social media, so I'd recommend everyone to follow us there 😊
It's very important so we're taking our time to say everything in the right way.



How has the team grown since the soft launch?

Some people have joined us and others have left. We're almost the same number of people as last year. But we're a great team, that's for sure!



In your opinion, which is the most underrated creature of the moment and which is your favorite, and why?

I think Ivur is the least used, because it's the most difficult to use because you have to find the right moment for it, and the other creatures have an easier time finding their place in more compositions.

My favorite creature in terms of art would be Norpur VG, in terms of skill I use Neyon UR a lot.



Why did you create a new category for creatures and not put them with the other troops?

I think this new system of obtaining creatures is really good for Wonder Wars because it gives players more reasons to keep playing and new objectives (obtaining ingredients). Troops are "easy" to get for almost all players, so it's a new challenge.





Suchy asks when his hero will be in the game?

(Characteristic of the hero in the link below)

<https://discord.com/channels/889446811000004618/993452725415194635/1233125376654442496>

Some of you have made interesting suggestions for new characters, and we're delighted, but we still have a lot of troop and hero projects, and these take priority.

What has been your best memory or anecdote (perhaps a funny one, or one that made a lasting impression on you as part of the game's team) since you joined the Wonder Wars team?

Last year, we all got together in a house for a weekend, and I hope we can repeat the experience this year. It was good because we all work remotely, and meeting our colleagues is always good for the team.

It's also great to take part in events, and it looks like we'll be doing more of that this year.



You said on May 7, 2024 on discord:

Marketing campaigns to attract players will mainly come from the next update in a few weeks' time. The campaign must now start to gain ground and allow people to start getting to know the game, also in the Web3 world.

Can you give more information about the marketing campaign?

We haven't started yet, hopefully next month. But we thought the game needed a few more corrections, so we waited a little longer...



Can you give us any clues as to what Wonder Wars has planned for late 2024?

It's hard to say. We have a clear and ambitious roadmap, but we're also a small team, so we have to be careful what we promise so we don't say something we can't deliver. So I'd rather not answer that question 😊





What are your plans for the development of guilds/clans in the game?

Clans are very important to players, and we want to add 2 or 3 more features because we understand that they need them. It's also a complex system that takes time to develop.

Finally, do you have a message for the Wonder Wars community?

Yes! We really appreciate all the support you've given us during this period, as we've been in the soft launch phase for almost a year now. We know we're slow at times, but you continue to support us, and that's great!

We hope you'll also like what we have in store for future updates, and that more and more players will join the game.



TOURNAMENTS



As in previous months, numerous official and unofficial tournaments are organized by the community. Here are the results:

- On May 26, MancoSkill won the Underock #1 tournament.
- On June 2, Alberto won the Wonder Push II tournament.
- On June 9, MancoSkill won The Deep 3 tournament, his tenth victory, making him the most successful player in the game.
- On June 12, Suchy won the official tournament of the season, becoming the first non-Spanish player to win a tournament in Wonder Wars.

CREATORS OF THE MONTH

This month, we feature Adrib, a passionate and talented content creator. Adrib is dedicated to producing captivating videos covering a variety of topics, including challenges, in-depth guides and the latest news. Thanks to his expertise and creativity, Adrib has attracted a large and loyal audience, becoming an essential reference for gamers seeking advice and information on gaming.



Youtube :
@AdriBww



@AkaPelu

This month's fan artist is Akapelu, who has amazed us with his latest creations. He brilliantly reinterpreted Wonder Wars characters in animated versions, demonstrating his talent and creativity.