

HELLO MONSTER

5TH EDITION

SEPTEMBER 2024

WONDER NEWS IS BACK

A NEW ERA FOR HELLO MONSTER!



The Wonder Wars community is evolving fast!

Since the end of June, when Wonder News announced a well-deserved break to recharge its batteries, we've seen a significant evolution in the Wonder Wars community, as well as at Hello Monster, the company behind the game's development. Indeed, recent months have seen a massive influx of thousands of new members, mainly from the Web3 universe. This wave of newcomers, motivated by the rise of decentralized technologies and growing interest in blockchain-based applications, has transformed the dynamics of the community, bringing with it new perspectives, enthusiasm and a spirit of innovation.

+10,000 ACTIVE PLAYERS!



WONDER NEWS EVERY 2 MONTHS!

Issue 5 will feature an exclusive interview with Joyu, a key member of the development team at Hello Monster, the company behind Wonder Wars. In this interview, we take a deep dive into the world of Web3, exploring its impact on gaming, its potential for the future of the industry, and the new opportunities it offers gamers and developers alike. In addition to this captivating interview, this issue will highlight the month's best-performing troop composition, detailing the strategies, units and combinations that stood out on the battlefield. You'll also find a comprehensive roundup of all the latest news and new features in Wonder Wars, to keep you up to date on the game's latest enhancements and milestones.

SCARLYTE * AKAPELU * PEIE * EDEHBE * VIRULO

Nine

Questions with Joyu



Will there ever be an overhaul of the trophy system?

What do you mean by this, or what would you like to change in the trophy system? We're always listening to the community, and anything can change.

Are you optimistic about the future of Wonder Wars?



Yes, we still have a lot of work to do to take Wonder Wars to the next level, but the team is working very hard on it, and that's what counts.



There's been a big shake-up in the community with the arrival of the Web3 community, and I'd like to ask you what effect this has had on the game development team in concrete terms on the game's development (if there have been any changes in plans) and on the team's state of mind too?

From day one, we've always said we were a web3 studio. We truly believe that web3 is great for all gamers, but, as with anything new, it takes time for people to understand its value. The development of the game hasn't changed because of web3, because it's always been in our plans. We're delighted to finally be entering the web3 space. What we didn't like was the reaction of part of the community who criticized everything without knowing what they were saying. Without web3, there is no Wonder Wars. And that should be clear to everyone. We're more than happy with the community we have, but we're not going to accept certain attitudes towards new people coming into the game.



Will there soon be a new marketing phase for the game?

It's a very broad question. We're always working on improving our marketing efforts to reach more people, improve the game, do things with and for the community... So we're always in a new phase. Plus, we've just launched into web3, so the best things are yet to come.

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How will web3 be integrated directly into the Wonder Wars game? Can you explain what will happen next for web3 in relation to the Wonder Wars game?

We know we said we'd tell you more, and we still do. We have to be very careful with every step we take, and even more so when it comes to web3. We don't want to announce anything we can't deliver in the future. What I can say is that in October-November, we should see the first web3 features in the game. We also want to proceed in small steps, so that it's not a huge change for our existing players. We don't want you to have to "study" or do a lot of difficult things to understand the web3 features, which is why it's taking us a while, because we want to make it easy for everyone.

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What are the biggest challenges and difficulties currently facing the development team?)

As you know, we've been offering monthly updates for almost two years now, but now we want to take more time between updates to make sure they're good ones. Making good updates in a very short space of time is therefore our main challenge today. The integration of blockchain technology is also a new challenge we're facing at the moment.

I know this isn't a Wonder Wars question, but do you have any information on the Coollections and Crime Nations project? (another game where Joyu is also part of the team.)

They're not part of our plans at the moment. We preferred to concentrate on Wonder Wars, and to date, these projects have been put on hold. We're not even thinking about them.

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Do you have a list of all the Hello Monster partnerships you could publish?

I think we'll be announcing more partners in the coming weeks (I don't know when this will be made public, so maybe they've already been announced), so it makes no sense to have a list now that will certainly change in 1 or 2 weeks.

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Finally, do you have anything you'd like to say to the community reading this?

As always, we'd like to thank everyone who supports the team, and even more so over the last few months as we've implemented and announced everything to do with web3. We know we've had a few bad days on the server discord because of some players who didn't understand and said things that weren't true and that they just wanted to hurt the team, but we knew this could happen. I think we've always been very clear and transparent about the project and that's reason enough to trust the team and know that we'll give our best to make this project a success. People who only want to harm the community, the studio and the game will be eliminated for sure. We're open to discussion and explanation (some things may take longer), but we won't accept misleading messages or false claims from anyone in our community. Making this kind of game is really hard, and even harder when we're a small team, and we're really happy with the community we've created and all the new players and users that are coming in. We only want to talk about the community, not the web2 and web3 communities, because for us, we're all the same. So we'd like you (the community) to start thinking like that, to respect everyone and understand that everyone may have different reasons for being interested in this project, and that they're all valid. As I've said before, there is no Wonder Wars without web3, so we all need to be on the same side.

Thanks again to all those who support us every day, and thanks to Scarlyte for being a key member of the community and having this initiative.

DECK OF THE MONTH!

Lyon the protector!



DECK OF THE MONTH!



This month's deck is the indomitable Vanguard protector: "Lyon".

GUARDS DUTY

With his "Guard Duty" ability, he can offer a +10 shield to troops just entering the battlefield or changing sides. Lyon's ability also has a priority layer over any common troop, meaning he can even protect a troop before a shawmit reaches it!



LYON EST BIEN ACCOMPAGNÉ !

- Murbi
- Glob
- Vincent
- Sophie
- Avery
- Drogdor TD



MURBI



a troop with great stamina and good damage, which helps a lot in making changes to match the ability or planting it in a line to do damage over the long term.

GLOB



an aggressive troop that can do quick damage or win troop exchanges.

VINCENT



a balanced, aggressive troop that can take the blows of other aggressive troops to trade off or inflict damage at the end of the game.

SOPHIE



One of the best support troops in the game (if not the best), it gives 20 shields to adjacent lines, and has enough life to withstand a blow from glob or Avery thanks to Lyon's ability.

AVERY



the troop with the highest base damage in the game, gives formidable hits of 60 but has 20 lives, thanks to Lyon's ability it would have 30 lives (20 lives +10 shields) which allows Avery to survive 1 hero hit (20 damage), making the troop give 2 hits instead of one.

DROGDOR TD



creature obtained via the caravan, good life and good damage, its ability to shine generates damage (20 damage) to adjacent lines, clearing the battlefield in just 1 or 2 turns.

CONCLUSION



To conclude, Lyon is an aggressive deck with a certain distinction, i.e. unlike (for example) lusbaal, Lyon not only has the priority of quickly lowering the life of the opposing hero, but also has at its disposal the possibility of making troop trades, which allows it to have more free lines to damage the enemy and force it to have to sacrifice its troops to win the battle.



NEWS SINCE JULY-SEPTEMBER 2024

BONNIE, KROGNAR, GROTH, LYON

IMPROVED COMBAT SYSTEM

THE BATTLE PASS

NEW HERO EFFECTS

SYSTEM ENHANCEMENT

IMPROVED BALANCING

+50,000 DOWNLOADS



BALANCING CHANGES



80 ➡ 90



70 ➡ 80



50 ➡ 70



10 ➡ 0



Yurki



Mahomot



Neyon UR

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BALANCING CHANGES

♥ 160 ➡ 170

♥ 50 ➡ 40

Groth now triggers his ability if an allied troop receives: 10 DMG or more and remains alive.



Wyn



Kheeldren



Groth

BALANCING CHANGES



BALANCE CHANGES

PATCH VERSION 1.2



STINKY

♥ -10 HP



KULTH

♥ 60 > 50



FREDDY

♥ 60 > 50



JEN

♥ 80 > 70



J-4WS

♥ 50 > 40



HALLUR

♥ 40 > 50

BALANCING CHANGES

WARS

BALANCE CHANGES

PATCH VERSION



BUZZ UR VC
WF TD JK

♥ **40 > 50**



BUZZ JT

★ **SKILL**

His ability now affects all values (areas and double).



IVUR UR

♥ **90 > 70**

★ **SKILL**

On swap: deals 20 DMG to ally adjacent troops and gains HP **double the DMG dealt.**



IVUR VC

♥ **70 > 50**

★ **SKILL**

On swap: deals 20 DMG to ally adjacent troops and hits the enemy hero 20 DMG + 20 DMG per ally troop affected.



IVUR JK

♥ **90 > 70**

★ **SKILL**

On swap: enemy troops in adjacent lines will get 2 Hunter Mark stacks.



BLURP

★ **SKILL**

Blurp now triggers his ability in rounds 1 and 9. His ability now only affects troops abilities with 1 objective and 1 value.

BALANCING CHANGES



NEYON JK

★ SKILL

On death: gives 3 stacks of Injury to all enemy troops in the arena.



NEYON VG

★ SKILL

On death: gives 30 SHIELD to all allies in the arena until the end of the round.



DROGDOR VG
VC JT JK WF

♥ + 10 HP



HUK

★ SKILL

Huk now triggers his ability versus enemy troops with at least 30 ATK.



NEYON UR

★ SKILL

On death: gives
+10 ATK -20 HP to the ally hero.

BALANCING CHANGES



BALANCE CHANGES

PATCH VERSION 1.2



SHAWMIT

♥ +10 HP



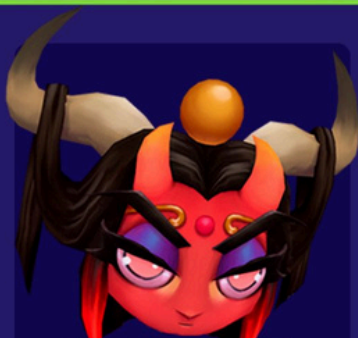
JARKOS

♥ +20 HP



LYON

♥ -20 HP



KADRIA

♥ +10 HP



TWEKS

🔪 +10 ATK

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BALANCING CHANGES



BALANCE CHANGES

VERSION 1.2



PIPER

♥ -20 HP

★ **SKILL**

Piper now triggers her ability in round 1.



MAHOMOT

♥ -30 HP

★ **SKILL**

Mahomot now triggers his ability before combat.



HARUAKI

★ **SKILL**

Haruaki now triggers his ability when ally units' HP is below 40.



WAKAN

★ **SKILL**

Wakan now triggers his ability if he hasn't received combat damage (not ability damage) in the previous round.

He also heals the strongest ally troop in the arena now.



TOURNAMENTS



The Winners

- 10.08 Astrocup #5 : Geribomb
- 14.08 PiperLovers : Geribomb
- 14.08 1er Split Tournament : MancoSkill
- 24.08 Vulcan II : Ornitorrinco
- 14.09 Astrocup #6 : AkaPelu
- 18.09 2er Split Tournament : Ornitorrinco

INFLUENCER OF THE MONTH IS ASTROMAD



@ASTROMAD6

This month we're highlighting astromad for his monthly tournaments on his tournament format "Astro Cup" A tournament that already has 6 editions played, with the last one taking place on September 14, 2024! In addition to this, he recently teamed up with WIC to take part in the competitive team, he's also been seen playing other tournaments with Charmed, another thing worth mentioning is that he runs his Wonder Wars competitive team "BCN Pro Team" with Jhota, a team that has shown that over time it's getting better and the players are improving little by little.