

WONDER
NEWS 6

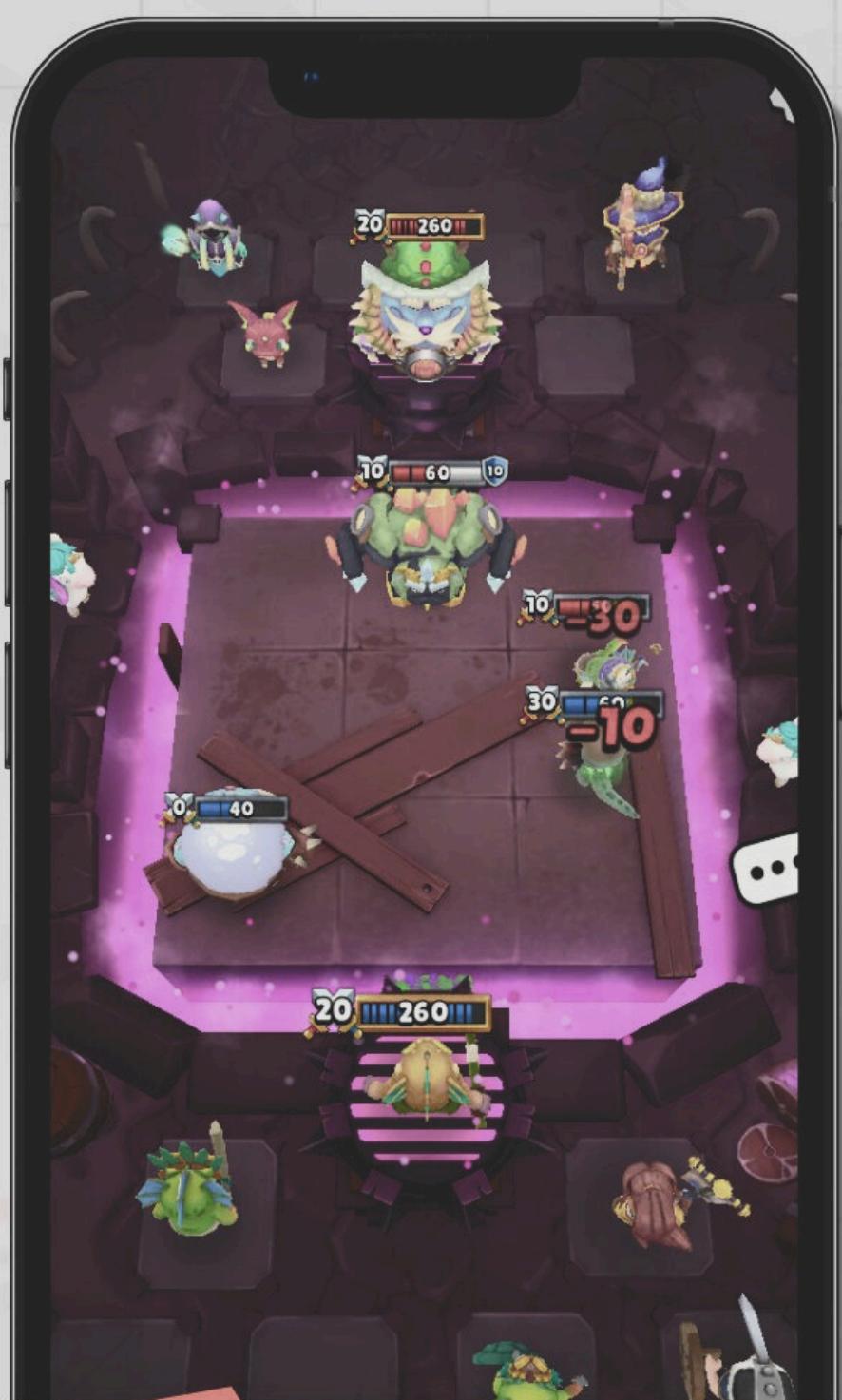
WWN

WONDER
WARS

* SCARLYTE * AKAPELU * PEIE * EDEHBE * V1RULO *

THE ORIGINALS HAVE ARRIVED!

MANY INTERVIEWS!



HELLO
MONSTER

WONDER
WARS

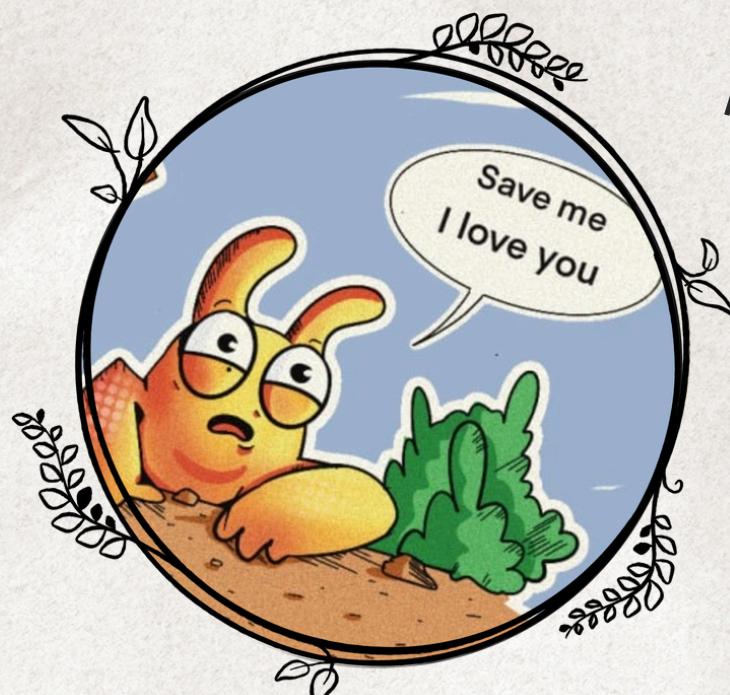
TOTAL GAMES
+1.000.000

1,000,000
GAMES!

CRYPTO HAS
ARRIVED!

★ INTERVIEW WITH VICEN ! ★

CAN YOU INTRODUCE YOURSELF AND TELL US ABOUT THE PATH THAT LED YOU TO FOUND HELLO MONSTER?



Draw By
Artist Tony

I'm Vicen, CEO and one of the founders of the project. Right from the start, we saw an opportunity with Hello Monster and Wonder Wars to bring the power of gaming as a service back to players, allowing them to be the protagonists of developments. Thanks to blockchain technology, they can become more involved in the project.

Draw By
thegentlewind



CAN YOU TELL US HOW YOU MET ALVARO845 AND HOW THE IDEA CAME ABOUT TO FOUND CHILI CHEESE GAMES AND METAWORLDS, WHICH LATER BECAME HELLO MONSTER?

I met Alvaro845 through my previous startup, which was a games marketing agency. We secured several sponsorships for the Queso team, including major consumer brands like Telepizza, Samsung and Lenovo Legion. This allowed us to establish a strong relationship with Alvaro and other YouTubers. Along the way, we created several brands until Wonder Wars and Hello Monster convinced us to lead the project.

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Draw By
Tequila



WHY WONDER WARS? WHY THIS PARTICULAR TYPE OF GAME? AND WHY THE NAME WONDER WARS?

We wanted it to be a strategy game, a niche with a lot of potential, where we saw a gap in the market to create a game with different and unique creatures and characters. That's why we chose the name Wonder Wars, because for us, every character is a marvel!

Draw By
y3vdokimov

I SPEAK REGULARLY WITH FORMER PLAYERS AND I KNOW THEY'RE ALL NOSTALGIC FOR JUANRI. SO THE QUESTION IS WHETHER THERE'S ANY CHANCE OF JUANRI COMING BACK ONE DAY.



Haha, good question! We spoke to him some time ago, maybe in the future. Right now, Juanri's working on other projects, and he's doing really well!

Draw By
Batibot



A QUESTION I'VE BEEN ASKED MANY TIMES, BUT AM STILL ASKED ALMOST EVERY WEEK: WILL ORUMITS PLUSH TOYS EVER GO ON SALE, AND IF SO, WHEN?

In the future, we'll be offering Orumit plush toys for sale. If we do, it will probably be towards the end of 2025. We're also planning to market Hello Monster products.

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CAN YOU TELL US HOW THE IDEA OF CREATING AN ORUMIT AS A MASCOT FOR THE WONDER WARS CAME ABOUT?



Wonder Wars needed characters who could convey the essence of Wonder World, and so the Orumits were born. They are innocent, yet mischievous and playful creatures. Orumits don't fully understand the world around them, and often act randomly, which can do them harm or good. They don't always understand the consequences of their actions, but one thing's for sure: they're big-hearted creatures.

Draw By
Merex



WHO IS YOUR FAVOURITE WONDER WARS HERO AND WHY?

As you know, my favorite hero is Sicksy because of his ability to double-punch. I think he's a great character with a pretty extensive backstory. Little by little, we'll be revealing more about their past, present and future. Stay tuned!

AFTER SEEING THE TWEETS ABOUT THE HELLO MONSTER UNIVERSE, I WONDER IF THE WORLD I CREATED IN MY BOOK EXISTS IN THE HELLO MONSTER UNIVERSE?

Draw By
Adele



For the moment, we don't take into account stories created outside the studio. We have an established internal editorial line and narrative direction. Our mission is to follow this line, as it is interwoven into many aspects of the projects we develop within the company, both in video games and on the Web3.

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Draw By
Sancha



WILL SERYLIN EVER BE IN THE GAME?

We really like Serylin and the story you've created, especially because it comes from the community. As part of the project, we're thinking of doing something community-driven in the future, but in the short term, we don't have any plans at the moment.

I'M OFTEN ASKED THE FOLLOWING QUESTION: IS HELLO MONSTER FINANCIALLY VIABLE IN THE LONG TERM?

Draw By
Artist Tony



Like all major projects, the journey from inception to monetization is a long and complex one. For the moment, Hello Monster has great potential and a very innovative vision, but it remains a project that requires investment to build everything we have in the pipeline.

Draw By
ELLI-MOMO



IN THE TEAM OF DEVELOPERS, ARE YOU MORE #ORUMITGANG OR #GIDROCKGANG?

I think we're split 50/50!

Draw By
gorgllx



AFTER 2 YEARS, WHAT IS YOUR GREATEST PRIDE AND REGRET ABOUT HELLO MONSTER?

Our proudest moment was the release of the first versions of Wonder Wars. The hardest times are those when we need more time to develop and refine the game - times when the most assiduous users can't give us that time because they always want more content, more updates and more new features at a pace we can't usually sustain with the soft launch.

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WHAT'S YOUR BEST MEMORY SINCE YOU FOUNDED THE COMPANY THAT TODAY BEARS THE HELLO MONSTER NAME?



Draw By Spink

I don't think I can pinpoint a single unique moment. I had several, especially with the players and the community, when I realized that we had an incredible project to work on.

Draw By Merex



HOW DO YOU IMAGINE WONDER WARS IN LATE 2025?

I imagine the game officially launched with a few tens of thousands of monthly players, fully integrated with Web3, allowing players to monetize and trade their characters. Plus, a more established competitive scene with greater participation. And of course, Orumits everywhere!

FINALLY, DO YOU HAVE A MESSAGE FOR THE COMMUNITY READING THIS INTERVIEW?



Draw By Faizan

My message is simple: thank all the members of the community for their dedication and commitment to the project. And thank you for being there through the good times and the bad. Thanks to all of you, Wonder Wars is getting better every day! I'd also like to give you a special mention, because you've always supported us from the very beginning. You're a key part of the project. Thank you so much for everything!

* SCARLYTE * AKAPELU * PEIE * EDEHBE * V1RULO *



DECK OF THE MONTH!



ONCE AGAIN, WE HAVE THE INDOMITABLE LYON AS DECK META OF THE MONTH!



Lyon has suffered a few setbacks over the years (-20 health), but even though his stamina has been hit hard, he's still the most aggressive and powerful hero in the meta.

NOTE THAT LYON HAS ALSO UNDERGONE SOME MINOR CHANGES TO HIS DECK, CHANGES THAT IMPROVE HIS DAMAGE PER ROUND A LITTLE MORE BUT INCREASE THE TIME TO ESTABLISH CONTROL IN THE GAME, WITH HIS NEW DECK COMPOSED OF THE FOLLOWING TROOPS:

Tweeks (70 hp; 10 atk): the main troop of the deck, at first glance he seems weak, but accompanied by troops with more attack than him he can become a fearsome dps with lots of hit points and damage.



Sophie (60 hp; 20 atk): the main pillar of our deck and the main support pillar for tweeks. With Sophie, once tweeks is placed, you can use her to cover it with a 20 shield that she provides to adjacent lines, allowing tweeks to increase its damage quickly and without losing too many hit points.

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Glob (40 hp; 50 atk): a big, fast and powerful dps, this superb troop will help us inflict damage when necessary and give tweeks a boost to reach the third attack level (70 atk).

Avery (20 hp; 60 atk): fast damage to finish off troublemakers, Avery is a troop that needs calm to be used, because of his low health he usually dies in one hit, but thanks to Lyon's ability he can receive a momentary shield of 10 that will allow him to hit much more than normal; this can also be used to enhance tweeks.



Vincent: (50 hp; 40 atk): a troop with great damage over time and great stamina, Vincent is one of the most complete troops in the game. With so much health and this attack, he becomes the best damage-stamina that allows us to make changes without sacrificing our high-damage troops.

Drogdor TD (50 hp; 30 atk): the creature of the deck and a great support with line damage, drogdor TD is generally used to help tweeks with its buff and to finish off troops who are at 20 life or less thanks to its ability to do line damage (20 dmg).



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THIS IS WHAT MAKES UP THE LYON DECK, AND ITS USE WILL ALWAYS DEPEND ON THE GAME, BUT IF YOU HAD TO CHOOSE ONE WAY TO DO IT :

1. First round, tweeks on the left.
2. Second round, Sophie/drogdor TD in the center.
3. Third round, glob/Avery to the right.
4. Enjoy your meal!

THE CRYPTO

ON OCTOBER 15, NFTS ARRIVED ON HELLO MONSTER WITH THE "THE ORIGINALS" COLLECTION.

THESE NFTS CAN BE PURCHASED AT [HTTPS://OPENSEA.IO/COLLECTION/HELLO-MONSTER-THE-ORIGINALS](https://opensea.io/collection/Hello-Monster-The-Originals) AND OFFER A NUMBER OF USEFUL FEATURES.

- In-game advantage.
- Token multiplier.
- Exclusive access (especially in the official discord).

A partnership with Cocobay will give every NFT owner an exclusive Cocobay pet in Wonder Wars at the end of the year.

NUMEROUS COMPETITIONS AND EVENTS ARE REGULARLY ORGANIZED ON THE OFFICIAL HELLO MONSTER DISCORD FOR NFT HOLDERS, OFFERING HIGHLY ATTRACTIVE REWARDS.

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★ INTERVIEW WITH MAXOP! ★

CAN YOU TELL US WHO YOU ARE AND WHAT YOUR ROLE IS IN WEB3 AND HELLO MONSTER IN PARTICULAR?



My name is Max and I've been exploring the Metaverse of games and Web3 since 2021, always on the lookout for hidden gems. I discovered Hello Monster in 2024 and was immediately seduced.

In the Web3 space, my main aim is to help founders build and develop projects that really deserve to be at the top. It's about encouraging great ideas and giving them the support they need to flourish.

As for my role at Hello Monster, it's all about managing the community. I'm in charge of everything that happens on the server, from engaging with and supporting the community, to managing buzz metrics and organizing events. My aim is to ensure that everything runs smoothly and that the community stays connected, enthusiastic and involved every step of the way!

Draw By Kts_ink



SOME CRITICS CLAIM THAT WEB3 WILL DESTROY WONDER WARS. CAN YOU TELL US WHAT YOU THINK OF THIS CRITICISM?

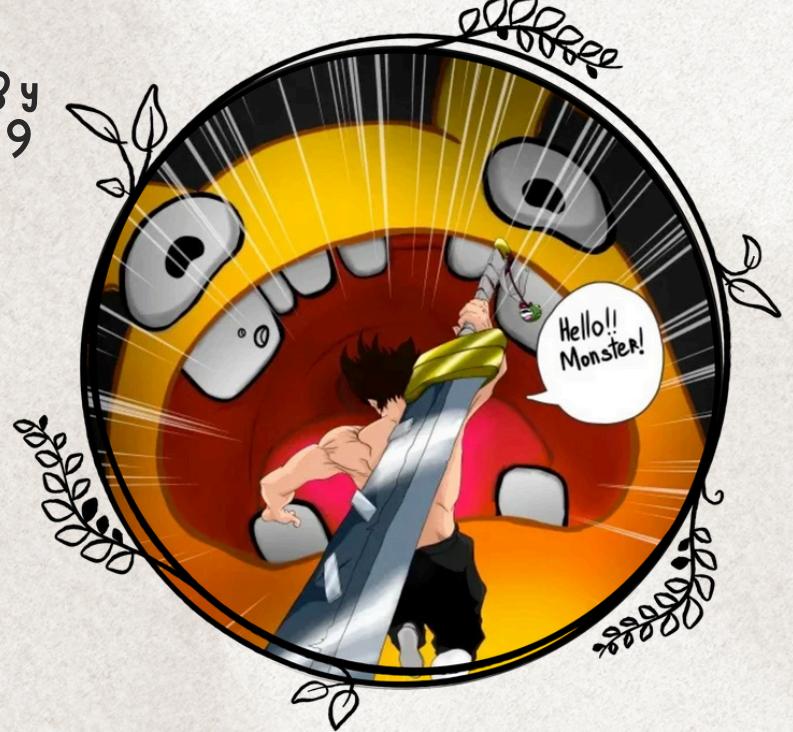
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I understand the critics' point of view, but I think they're missing the bigger picture. The idea that Web3 will "destroy" traditional games in general is a bit misguided. It's not about replacing or destroying traditional games, but about enhancing the gaming experience and offering new possibilities that didn't exist before. Web3 introduces advantages such as real ownership of game assets, player-directed economies and community involvement, which can bring a lot of value to players and developers alike.

Let me explain the two most important advantages:

1. In Web3 games, players actually own their in-game assets, such as characters, skins and items, as NFTs (non-fungible tokens). This is a considerable advance on traditional games, where items and progress are locked away in the game ecosystem. With NFTs, players can sell, trade or even use their assets in different games or platforms, opening up a whole new world of possibilities.
2. Web3 games offer players the opportunity to earn value for their time and effort. Whether it's playing to win (P2E), staking or contributing to the game ecosystem, players can earn real rewards. This changes the way people look at gaming, which is no longer a purely recreational activity, but can also bring financial rewards. This gives players more incentive to stay involved, and fosters a sustainable, player-centric economy that can thrive in the long term.

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WHAT DO YOU WANT TO SAY TO THOSE WHO ARE WORRIED ABOUT THE IMPLEMENTATION OF WEB3 IN WONDER WARS?

I fully understand the concerns some people may have about implementing Web3 in Wonder Wars, especially when it comes to new technologies such as blockchain and NFT.

But I think it's important to focus on the potential benefits and opportunities that Web3 can bring to the game, both for players and for the Wonder Wars community as a whole.

Web3 isn't there to replace Wonder Wars or change the core gameplay, but to enhance it. The aim is to use Web3 technology to add new layers of fun, creativity and choice for players, enhancing the experience without altering what makes the game great. For example, with Web3, you could see the introduction of play-to-win (P2E) mechanics, where players can earn real rewards by taking part in battles, completing quests or reaching milestones in the game. This takes nothing away from the basic gameplay, but simply adds a new dimension to it.

HOW DO YOU IMAGINE HELLO MONSTER AND WONDER WARS AT THE END OF 2025?



By the end of 2025, I believe Hello Monster will have rapidly evolved within the gaming ecosystem, taking advantage of some of the most powerful Web3 strategies. While I can't divulge all the details just yet, rest assured that the team is working on cutting-edge innovations that will take Hello Monster to the next level and make it a major contender in the Web3 gaming space.

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DO YOU THINK WEB3 IS THE FUTURE OF VIDEO GAMES, AND WHY?



Draw By Adele

Web3 offers players real ownership and control that traditional games simply can't match.

One of the main drawbacks of traditional games is that players don't actually own the items they buy or win. In Web3 games, players truly own their assets, such as skins, characters and weapons, as NFTs. This means they can trade, sell or even use them in different games, adding real value and engagement that traditional games can't offer.

Web3 also brings play-to-win (P2E) mechanics, where players earn real value in exchange for their time and skills. Instead of simply collecting in-game currency, players can earn and trade items in the form of NFT or crypto, transforming their gaming experience into something with tangible rewards. This is a major change: playing for fun becomes a value-added game.

Although Web3 is still in its infancy, I believe it is the future of gaming. In the coming years, more and more games will adopt Web3, which will become the new standard. It's not just about playing, but also about building and exploring new ways of interacting with the virtual world.

* SCARLYTE * AKAPELU * PEIE * EDEHBE * V1RULO *



WHAT DID YOU THINK OF HELLO MONSTER'S LAUNCH OF NFT THE ORIGINALS, AND HOW DID YOU FEEL ON OCTOBER 15 (THE DAY HELLO MONSTER LAUNCHED NFT THE ORIGINALS)?

Before our NFT The Originals, I was very enthusiastic. I had an amazing time with the community, whether chatting on voice channels, attending events or game nights. The energy was unreal, and I loved the buzz around it all. As the deadline approached, my excitement grew even more, but I couldn't help being a little curious, hoping that everything would go well. And then it all came together: sleepless nights, tons of hard work, and the dedication of our team really showed. We ended up with one of the smoothest NFT launches ever!

FINALLY, DO YOU HAVE A MESSAGE FOR THE COMMUNITY READING THIS INTERVIEW?



To anyone reading this, especially those who aren't sure about Web3 or don't think it's for them, I completely understand. It can certainly seem a little confusing or overwhelming at first. But believe me, there's so much potential here. Web3 isn't just about NFT or crypto, it's about opening up new ways for people to connect, building more inclusive communities and giving people the chance to be part of something bigger than themselves. If you're not sure, take the time to learn, ask questions and get involved. You might be surprised where it can take you!

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BALANCING CHANGE



HERE ARE THE LATEST CHANGES.

Krognar



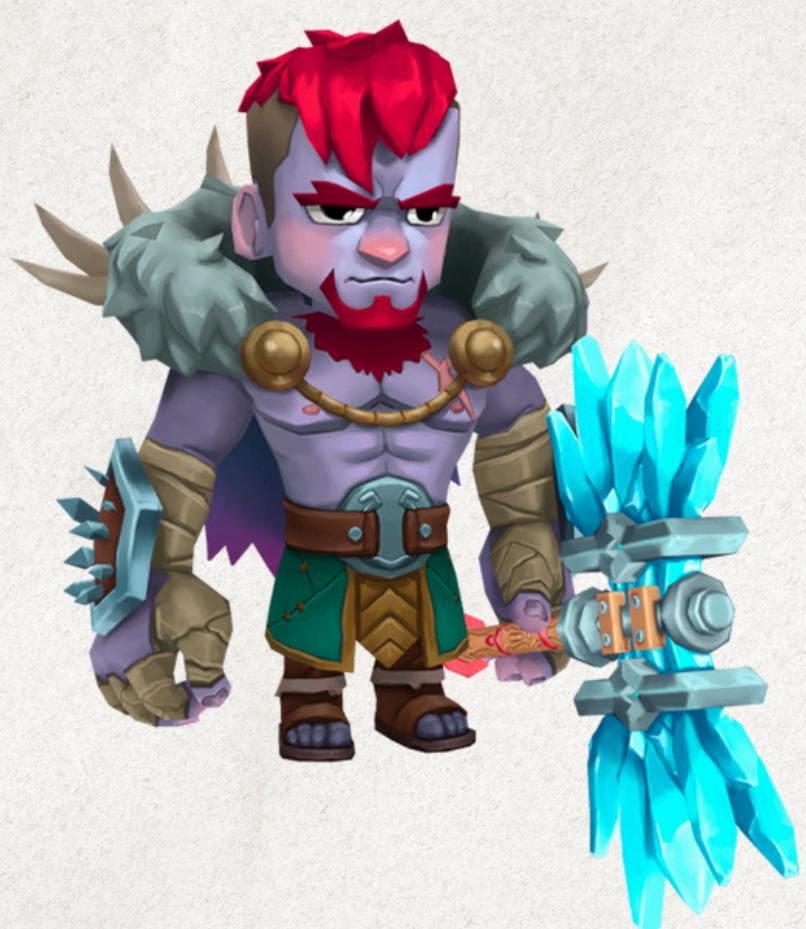
+20 HP

Gidrock



+10 HP

Haralk



-10 HP

Lyon



When an allied troop enters the arena from the right or middle lane, it gains 10 shield.

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INFLUENCER OF THE MONTH



@WICampionship

IMCHARM3D

@charmedWW



IMCHARM3D IS NAMED CREATOR OF THE MONTH, A TITLE WELL DESERVED FOR HER EXEMPLARY INVESTMENT AND CONSIDERABLE IMPACT WITHIN THE WONDER WARS COMMUNITY.

She has established herself as a key figure thanks to her active involvement in organizing tournaments via WIC, where she has helped bring players together and instill a positive dynamic in the community.

The impressive quality of her content is testament to her professionalism and attention to detail. Add to this a natural charisma that attracts and inspires, and an overflowing creativity that is reflected in every one of her projects.

ImCharm3d doesn't just participate, it innovates and raises the bar. Today, she's recognized as one of the most influential and respected figures in the Wonder Wars community. A true role model for emerging designers.

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THE TOURNAMENTS



RESULTS

- Winner of the Last Official Tournament of Season 4 "Summer" October 14, 2024: Alberto
- Winner of AstroCup Number 8 on November 9, 2024: Brad
- Winner of the First Official Tournament of Season 5 "City Life" on November 20, 2024 : Brad
- Winner of the AstroCup Final on November 23, 2024: Pollo

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