

WONDER WARS



IS GIDROCK A CANNIBAL?

In the exclusive interview on the next page, Joyu finally reveals the mystery surrounding Gidrock's eating habits: does he devour Orumits, or does he prefer other foods?

ORNITORRINCO BECOMES THE BEST COMPETITOR!

In triumphing at the tournament held on February 28, Ornitorrinco wrote his name into the game's history by becoming the very first player to win not one, not two, but three Official Tournaments, thus marking a memorable page in the competitive history of Wonder Wars.



www.wonderwars.fr

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Meta and Stratégie :
MancoSkill and Ornitorrinco

Social Network :
Peie and DarkZ

Interview with Joyu !

**WONDER WARS GAME PRODUCER JOYU
GRANTED ME AN INTERVIEW.**

Question 1: Does Gidrock really eat Orumits? If so, is it because Orumits eat stones and, by some strange magic, a stone has been transformed into a gidrock and has sworn revenge on the Orumits for eating his stone brothers?

Joyu: Hahaha nice theory, but no, Gidrock eats Orumits, but prefers to use them as slaves.



Question 2: Who are the people responsible for the various social networks run by Chili Cheese Games and Wonder Wars? (I'm thinking of the various TwitterX, whether <https://twitter.com/WonderWarsGame> or <https://twitter.com/ChiliCheeseGG>, or the Facebook network.)

Joyu: The main community manager is Jester, but since he has a different time zone, Vicen and I help write some posts in the morning in Europe. But most of our posts are written by Jester.

Question 3: Do you plan to equalize friendly battles in the future? (Equalize the levels of the heroes so that they're at the same level, but only in friendly battles).

Joyu: It's not in our plans at the moment. I can only see this being possible if we plan to equalize this for tournaments too, but we want players to develop their accounts for competitions too, so we won't be doing this in the near future).

Question 4: Have you established a schedule of release dates for updates, and do you have a date for a pc version?

Joyu: Yes, we might share something about that soon, but I can't say anything at the moment.

Question 5: Will the Serylin character (which I created with the help of @AlvaroBS2009 ever be added to the game?)

Joyu: We still have a lot of characters waiting to appear in Maravilla World, but who knows, anything can happen :)

interview continued

Question 6: Will there be new Heroes soon?

Joyu : Yes :) (we can't share more information)

Question 7: Will you be adding more battle arenas and redesigning some of the existing ones?

Joyu: We'll be redesigning them for the PC version, and they'll probably change a little for the mobile version too. We may also change the way players get to the arenas in the future.

Question 8: Did you regret putting troops/heroes in the game? Whether because of its design, its abilities/gameplay or any bugs it may have had, and if so, which ones?

Joyu: No, we like all the troops we have in the game. We know they're well-balanced and can be used in many different styles of play, as we've seen in many competitions. It's true that we might change the design of some troops in the future, to make them more beautiful, but we're really happy with them.

Question 9: Have you thought about adding personalized Orumits to the village in honor of the players present? (Ornitorrinco talks about those who win a tournament or are top 1, but I would find it more relevant to add Orumits in honor of players who invest themselves among the community without necessarily winning events, so that the village is a community village representing the members of the community who invest themselves the most).

Joyu: This may happen in the future. There will also be some great new features concerning orumits in future updates. It's also very difficult to determine which members "deserve" to have a personalized orumit, as everyone will want one, but we always take care of our community and I'm sure you'll like what's coming.

Question 10: Recently, Clash mini came to an end, so I wanted to ask you how the Wonder Wars team reacted to this announcement?

Joyu: It's something we didn't expect. I'm not happy for the team that developed Clash Mini, because I understand that it's a very difficult industry and they are leaders in this field, and it can be very frustrating to achieve this success in many games. We're focused on making Wonder Wars the best game, and we're not thinking about Clash Mini or other games, because new games will come along and we'll all be "fighting" for the same players. Supercell is the king here, and they'll be launching new games that we'll have to "fight" with, so our goal remains the same.

End of interview

Question 11: In 2023 and especially 2024, we see that the video game industry is experiencing a number of economic difficulties, with many major dismissals and many cancelled games. Does this situation impact Wonder Wars in any way?

Joyu: No, our goal is still the same, and we're getting closer to the game we want to have. We've also added new people to the studio recently, so we're growing because we still have to work hard on Wonder Wars. We're not worried about that.

Question 12: First of all, I'd like to thank everyone who asked questions and contributed to this interview, and I'd also like to thank you for agreeing to answer the questions. The last question, as usual, is: do you have a message for the community reading this interview?

Joyu: Thanks to Scarlyte and all those who sent in these excellent questions! My message this time is as follows: First of all, THANK YOU for being part of this incredible community. We're really happy for all the people who are part of the game (players, content creators, competitive players and organizations...) you're incredible and we're really glad you've been with us all this time. We know that sometimes things go more slowly than anyone would like, but we're a small studio and we work very hard, but your support makes us want to create a great game even more. 2024 will be a great year for Wonder Wars, I'm sure. We really want to get the new versions online because we're preparing something really big. I hope you like it (but give us some time :D).

Thanks again and see you in Maravilla World!



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Meta and deck of the month



We've chosen as our metadeck of the month for March a deck loved by many and hated by many, the main deck of one of the world's best players, the mysterious Ramn and one of the most used and feared decks in competitive gaming. Yes, my friends, we're talking about the heroine Vanguard Stinky.

Its main ability, called passive augmentation, means that if it hasn't fought during that turn, it inflicts 10 points of damage on the enemy hero and gradually increases to 30 points of damage. It's therefore advisable to try and position healers as early as possible and rotate troops throughout the game to keep everyone alive and not leave empty lines, because even if you don't kill the hero, the difference in life can be crucial.



To play Stinky at its best, you need to know its strengths and weaknesses. Stinky is a hero who doesn't require much strategy, other than covering lines and trying to occupy them without taking damage, making him a popular choice for new players. However, although his dynamic is simple on the face of it, Stinky can be overtaken by boosted decks with characters who can increase their stats and reach very high levels of damage, as well as by heroes like Sicksy and the other Haralk who with their "wound and fury punch" abilities break through shields and may succeed in breaking this defensive barrier. In the latter case, the best strategy is to block only the lines where your enemy is playing, to avoid taking damage from his abilities. Stinky can also be played a little more aggressively, by adding spells to the deck in an attempt to accelerate the loss of life of the opposing hero, or to finish him off if he doesn't have much left.

In short, the important thing with Stinky is not to eliminate enemy troops, but to keep your troops alive.

Youtube



The Wonder Wars YouTube community is impressing us every day with increasingly original content, but one in particular caught our eye this month: we're going to talk about Peie.

Peie is a well-known Spanish YouTubeur, especially for his affiliation as a member of the @FusyonEC Esport team. Recently, he captivated our attention with two incredible musical tracks he composed himself specifically for Wonder Wars. These songs were one-of-a-kind, adding a new dimension to the community experience and generating a lot of interest among his subscribers. His creativity and talent were praised by many viewers, underlining the diversity of talent present within the Wonder Wars community.



@PEIE_YT

https://www.youtube.com/watch?v=zAk_6oLXuUk

<https://www.youtube.com/watch?v=8a2L9beG3LU>

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PARIS

Vicen Gómez,
co-founder of
MetaWorldGames
, was in Paris on
February 23 and
24 for a
conference on
NFTs.



WIC

@WICChampionship

WIC organizes individual and team tournaments for the Wonder Wars community, with the aim of helping teams and players enter the competitive scene, learn and grow with them to improve as an organization.



FanArt By Javier

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Ornitorrinco makes history by winning its third official tournament.

OFFICIAL TOURNAMENTS

Since February, the Official Tournaments have made their comeback, marking a steady rhythm of two events per month. To date, three winners have emerged triumphant from these competitions.

- Brad
- Ornitorrinco
- AkaPelu

WE KNOW THE NAME OF THE BEST TEAM IN WONDER WARS

In Wonder Wars, official tournaments are not the only competitive events, as we saw earlier. There are also community tournaments, and one in particular caught our attention this edition: WIC. It crowned TeamQueso as the best clan in the game, taking top honors in the Clan Tournament. Congratulations to all!

RANKING WIC		
CLASIFICACION EQUIPOS		
EQUIPO		PUNTOS
#1 TEAM QUESO	668	
#2 FUSTON EC	510	
#3 ICHIX GAMING	481	
#4 NNT	443	
#5 LYONFOX	311	
#6 ABES CORE	225	
#7 JGC	110	
#8 DUCK TRIBE	100	