

Anime Vanguards

LATE BLOOM 6.5

Overview

- ☀ NEW! 7 NEW UNITS! 🌸
- ☀ NEW! Spring Event 🌸
- ☀ NEW! Spring Portals 🌈
- ☀ NEW! Spring Banner 👤
- ☀ NEW! Spring Shop 🏪
- ☀ NEW! Selection Banner ⚡
- ☀ NEW! Worldlines Season 5 🔍
- ☀ NEW! Unit Drop Pity 🎲
- ☀ NEW! Revamped Lobby Icons 🎨
- ☀ NEW! Mounts - Giant Slime
- ☀ NEW! Familiar - Strange Cat 😺
- ☀ NEW! 20+ Changes/QOL 🛠
- ☀ NEW! 65+ Fixed Bugs ✖

Features

☀ NEW! 7 NEW UNITS! ☀

This update is coming out with 7 brand-new units! These units can be found in:

- **Spring Banner**
 - Koguro (Unsealed)
 - Rudie, Rudie (Prodigy)
 - Arc, Arc (True Ancestor)
 - Marlin, Marlin (Gluttony)
 - Hebano, Hebano (Climatis)
- **Spring Portal**
 - Slime, Slime (King)
- **Worldline Unit**
 - Conqueror vs Invulnerable

☀ NEW! Spring Event ☀

The Winter Event has finally concluded! The Winter Banner and Winter Shop have been entirely removed, in their stead, we introduce the **Spring Event**, featuring a variety of new content, including:

PORTALS ⚙

Progress through 10 tiers of the new **Spring Portals**, offering unique rewards such as the limited-time **Flowers** currency and enjoy increased chances of receiving a **Wooden Chest** the further you go. At Tier 10, there's even a chance for the elusive Slime Portal to appear, exclusive to the final tier.

Just like the Winter Portals, Spring Portals feature over 100 unique element interactions and six gameplay modifiers. The map pool includes a [Spring-themed Namak](#), Heaven's Edge, and Land of the Gods.

Rewards:

- Flowers
- Wooden Chest
 - Strange Cat Familiar (10%)
 - Trait Reroll (15%)
 - 10 Green Essence Stones (39%)
 - 3000 Flowers (25%)
 - 4500 Flowers (10%)
 - 6000 Flowers (1%)
- Slime Portal

BANNER 🧑‍🤝‍🧑

Limited Spring Banner, Earn **Flowers** in the new Spring Portals and use them to obtain:

- 1 **Vanguard Unit**
 - Koguro (Unsealed)
- 1 **Secret Skin**
 - Leekspin (Orehimi)
- 4 **Exclusive Units**
 - Rudie, Rudie (Prodigy)
 - Arc, Arc (True Ancestor)
 - Marlin, Marlin (Gluttony)
 - Hebano, Hebano (Climatis)
- 2 **Mythic Skins**
 - Kimono (Yuruicha)
 - Baddie (Gilgamesh)
- 1 **Legendary Skin**
 - Neko (Rom and Ram)

- 1 **Epic Skin**
 - **Totsoro (Regnaw)**
- 1 **Rare Skin**
 - **Low Class (Roku, Vogita and Vogito)**

Each of these Units and Skins are **limited**, get them before they are no longer obtainable!

SHOP 24H

Using **Flowers** obtained from **Spring Portals** and **Wooden Chests**, you can purchase:

-  **Trait Rerolls**
- **Giant Slime Mount**
-  **Spring Portals**
- 6 **Unit Evolution Items**
-  **Wooden Chest**
- **Essence Stones**

The **Spring Shop** can be found at the back of the **Play Area**, at the same location where the **Winter Shop** was located, simply interact with **St. Itchas** to bring it up!

NEW! Selection Banner

Players may freely **choose** any Summonable **Mythic** unit to appear in the middle of the Selection Banner **every 24 hours**, with the Unit staying on the banner until you pick a new one! The side units are always the same as the Special Banner.



NEW! Worldlines Season 5

As with each X.5 Update, all players have been reset to Worldline Floor 1, and the **Clatakiri** Unit is no longer obtainable. All the corresponding floor rewards have now returned, with the **Conqueror vs Invulnerable** Unit replacing **Clatakiri** as the **new Floor 50 reward**.



🌟 NEW! Unit Drop Pity 🎲

Several of our gamemodes, including **Raids**, **Boss Events**, **Legend Stages** and more now feature a **Unit Drop Pity**, which you can track the progress of within the Stage Selection UI!



🌟 NEW! Revamped Lobby Icons 🎨

As the old Lobby Icons were starting to look stale and outdated, we have dedicated to spice them up, giving all a brand-new look!



Changes & QoL

- Added **Edge of Heaven** enemy index milestone!
- PVP: Added a feature that expands the Elo Range your opponent can be the longer the queue is, meaning you can always find games!
- Added **Press It** and **Precision Optics** to sandbox modifiers!
- Added Update 6.0 Evolution Items to Material Synthesis
- Added Update 6.0 Units to Sandbox
- Multiple **Modifier Icons** have been added/overhauled:
 - Challenger
 - Honesty
 - Upfront
 - Solidify

- Mind Control
 - Absorption
 - No Chance
- The Bundle UI has been reworked, and 3 new limited Bundles have been added to the Store, including:
 - **Spring Bundle 1**
 - **Spring Bundle 2**
 - **Spring Bundle 3** featuring the **Giant Slime Mount**
- 5 new profile banners have been added:
 - [Trans Pride](#)
 - [Man Loves Man Pride](#)
 - [Bisexual Pride](#)
 - [Lesbian Pride](#)
 - [Title Card](#)
- Some GUI's such as Achievements, Quests, Collections and Summon now show all of your currencies at the top of the screen to help with visibility
- Middle Banner Units on each of the banners now show a "FEATURED" tag.
- Added an Ability Tooltip located in the Unit's Passives that shows what the ability does when hovering it!
- As the Winter Event has gone away, Winter Portals you obtained have been disabled, with the exception of the **Secret Winter Portal** which will remain enabled.

... and more!

Bug Fixes

As there is a large amount of bug fixes arriving with this update, the notes will be split into sections.

Pvp Issues Start

- Fixed an issue where you could go unpunished for leaving PVP games if you left before teleporting to the match
- Fixed an issue where the enemy spawn queue would be permanently stuck at 300/300
- Fixed an issue where the second player would get a random modifier card rather than the one they choose
- Fixed an issue where sometimes you would be unable to see your opponent's units whilst banning, which led to the game auto-banning units
- Fixed an issue where after inviting someone and leaving, you would be unable to invite people again
- Fixed an issue where players would spawn on the wrong side of the Shibuya Station and Golden Castle variants of PVP maps
- Fixed Meter Burn having an incorrect description
- Fixed an issue where the Immunity card would do nothing
- Fixed an issue where you were unable to scroll through PVP modifier presets
- Fixed an issue where NotGoodGuy (Free)'s PVP only passive being completely non-functioning
- Fixed an issue where one player would always receive a random card in PVP
- Fixed an issue where Hercool and Mr Boo could buff opponents Yen gain from farms

Pvp Issues End

Worldlines Issues Start

- Fixed issues where certain Modifier Cards would not be removed and or doubled when replaying or going to the next stage (i.e Champions in rift in time)
- Fixed an issue where you could cleanse Worldlines weather debuffs

- Fixed an issue where Luce (Hacker) could only apply nullify once per enemy in tournament and worldlines
- Fixed issues where certain modifiers would be non-functioning in Sandbox
- Fixed an issue where Byeken (Ronin) could slow enemies on Worldlines weathers that had slow immunity
- Fixed an issue where the Worldlines Weather Infinity Tsukuyomi would not mention that passion units are placeable

Worldlines Issues End

Unit Issues Start

- Fixed an issue where Byeken's slow was permanent if you sold her before the enemy left her range
- Fixed Astolfo (Rider of Black)'s ability Hippogriff hitting in front of where he lands, rather than the path he travelled
- Fixed an issue where killing enemies with Roku (Super 3)'s ability would not give Yen
- Fixed an issue where Al (Good)'s meter would charge from unit's debuffing each other (i.e Yehowach)
- Fixed an issue with Gear Boy (Hungry) where his Greek Cancel ability would not reset his attack
- Fixed an issue where Souls created by Astolfo could remain on your screen permanently
- Fixed an issue where Byeken (Ronin) could make enemy model's become invisible under certain circumstances
- Fixed an issue where Foboko and Soburo were only able to apply their support buff once if you sold them and tried to replace them
- Fixed an issue where you were unable to use multiple of the same abilities via the keybind
- Fixed an issue where Ishtar would not buff Astolfo despite fitting the criteria
- Fixed an issue where Astolfo's ability Hippogriff could repulse bosses
- Fixed an issue where Rogita (Super 4)'s clone would not attack on his first attack
- Fixed an issue where Song Jinuw and Igros' elite summons would instantly die to shielded enemies
- Fixed an issue where Eizan (Aura)'s Aura damage would be classified as DOT
- Fixed an issue where Byeken (Ronin)'s ability could go on infinity cooldown
- Fixed an issue where Sosora would unlock his second passive 1 upgrade too early
- Fixed an issue where Lfelt's Shotgun Loop ability on auto would not work
- Fixed an issue where Dawntay (Jackpot)'s Smokin passive's wording would omit the 75% Crit Damage he gains

Unit Issues End

UI Related Issues Start

- Fixed an issue where portals would display regen as revitalize in the modifier section and vice-versa
- Fixed an issue where the % character would be omitted in the Foo familiar's Primate Murder passive
- Fixed an issue where the Skin UI was able to become permanently darkened
- Fixed an issue where changing teams in game would cause them to combine rather than swap
- Fixed an issue where some unit passives would split apart words
- Fixed an issue where the Tournament Leaderboard reset date would say Update 7.0
- Fixed an issue where certain units would have their passives hidden in the preview passive UI within the evolve menu
- Fixed an issue where numbers within unit passives would overlap with the words if your UI scale was anything other than 1
- Fixed an issue where your intensity was unable to be seen at certain UI scales

- Fixed an issue where claiming quests would not visually remove them from the quest list
- Fixed issues with certain UI's being unscrollable at certain UI scales and or on mobile

UI Related Issues End

Cosmetic Issues Start

- Fixed an issue where cosmetic loadouts would not save correctly
- Fixed an issue where the effect portion of Noruto's cosmetic would not work individually
- Fixed an issue where jumping with a cosmetic that has a weapon (e.g Tuji) would cause it to default into its idle position
- Fixed an issue where you were only able to equip Lfelt (Love)'s animation portion of her cosmetic
- Fixed Kazzy (Queen) cosmetic not working in game
- Fixed an issue where Luce (Hacker)'s Idle would not loop when using her cosmetic
- Fixed an issue with the Haruka Rin (Dancer) Miku Skin where the cosmetic would not load in game
- Fixed an issue where Lfelt (Love)'s cosmetic would have no effects
- Fixed an issue where equipping the model section of Lfelt (Love)'s cosmetic, you would turn invisible

Cosmetic Issues end

Miscellaneous Issues Start

- Fixed an issue where units with natural regeneration would not actually regenerate their health
- Fixed an issue where units that bypassed The Almighty's dodge mechanic would not produce damage indicators despite dealing damage
- Fixed Al (Good) causing extreme FPS loss when attacking
- Fixed a visual issue with the Cu Chulainn boss attack where he would make your units do the attack visually
- Fixed an issue where the Foo familiar would not work 100% of the time with Hercool and Mr Boo
- Fixed a rare issue where certain players would be unable to claim their achievement rewards
- Fixed an issue where Shiny Kazzy would have not VFX on her final attack
- Fixed an issue where the Yuruicha skin Timika would not have any VFX
- Fixed an issue where NotGoodGuy (Free) would not transform visually when entering Dragon Install

Miscellaneous Issues End

... and many, many, many, many, many more!

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