



ANIME VANGUARDS UPDATE 1

ADDITIONS

- **NEW STORY: Shibuya Station**
- **NEW LEGEND STAGE: Shibuya Massacre**
- **New Units!**
 - Nazuka (**Epic**)
 - Inamuki (**Legendary**)
 - Nobaba (**Legendary**)
 - Todu (**Mythic**)
 - Chaso (**Mythic**)
 - Gujo (**Mythic**)
 - Jag-o (**Mythic**)
 - Itaduri...? (**Mythic**)
 - Tuji (**Exclusive**)
 - Julias (**Exclusive**) (**Battle Pass**)
 - Mechamar (**Exclusive**) (**Tournament**)
 - Mohato (**Exclusive**) (**Tournament**)
 - Legendary Super Broli (**Exclusive**) (**Leaderboard**)
- **New Unit Abilities!**
 - Many **unique abilities** were added for some update units, some of which allows you to cycle between two different buffs for the unit, and switch places between two units.
- **Unit Elements!**
 - Each element will provide your characters with unique **buffs!**
 - Enemies can have **elemental weaknesses**.
(Units with the required element/s will deal more damage.)

- You can view what an element does by hovering over the element icon in the unit upgrade interface. Additionally, you can also see the description of an element.
- **New Elements listed as follows.**
 - Fire - Immune to Snare
 - Water - Immune to SPA debuffs
 - Nature - Immune to RNG debuffs
 - Spark - Immune to DMG debuffs
 - Holy - Reduce time of debuffs by 10%
 - Curse - DMG +5% when attacking a boss
 - Unbound - Increases Crit Rate by 5%
 - Blast - Ignore 10% of enemies DMG reduction
 - Cosmic - DMG +10% on placement
 - Passion - Increase dodge chance by 10%

- **Tournaments!**



- Take on this new challenge with our **Tournaments** gamemode! Every week, players will compete against each other on the selected map for exclusive rewards! Additional damage modifiers and mechanics will also be present to encourage different team compositions and strategy. The map and modifiers will alternate weekly. Do your best and good luck out there!
- **Traitless** and **Trait Enabled** tournaments occur at the same time, giving players 2 chances to obtain these rewards.

- Cursed Shop!



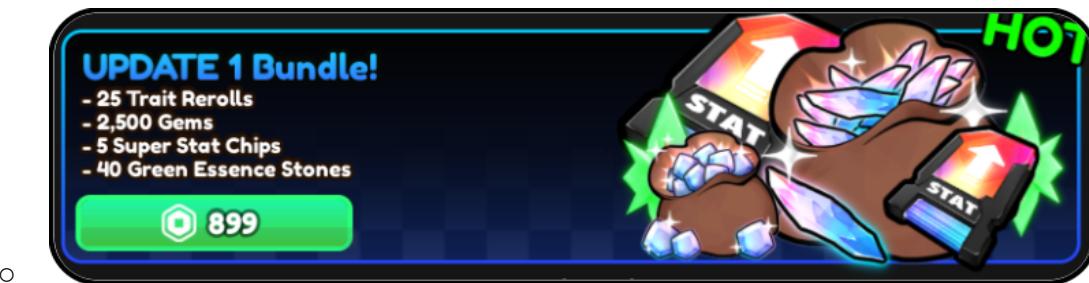
- Exchange **Cursed Fingers** for rewards that will help you enhance your newly obtained units to their fullest potential!
- **Cursed Fingers** can be obtained as a rare drop from Infinite Mode in Shibuya Station.

- Gold Merchant!



- Each item has **limited stock**, and they reset **every day**.
- You can click on item frames to view details, and there's also an **Amount** field that makes it easy for you to define how much you want to buy.
- Purchasable items go as followed;
 - **Essence Stones**
 - **Stat Chips**
 - **Unit Exp Food**
- **Stat Index!**
 - Added a button on the stat rerolling interface for opening the stat index window.
 - Stat index will show the upper and lower limits of a statistics's tier to your unit's **DMG/SPA/RNG**.
- **Stat Transfers!**
 - Transferring a stat to another unit is a guaranteed chance of happening, but at the cost of the host unit having everything on it being reset. (Talk to Cyan to access!)
 - **Unit Level**
 - **Trait**
 - **Any other stats that you may have not transferred over**
 - Transferring stats costs **gold**, and the cost depends on how many stats you would like to transfer.
- **Refurbished Enemy Index!**
 - We revamped the enemy info display to show more properties, and is now split in different categories:

- Overview
 - Stats
 - Mechanics and Metrics.
- We visually adjusted how the display looks to be clearer, easier to read, and to be more descriptive.
- Enemy Stats now show:
 - Overshield Percentage
 - Stun Duration
 - Attack Time
 - Amount of targeted units
 - Whether or not they transform
- Unit-Specific Achievements!
 - Complete these large amounts of new quests per unit, a new source to obtain resources from as more and more units get added! Unit achievements also reward you with **unit-specific banners** you can use to customize your profile!
 - Some units will require certain quest completions before you are able to evolve them in the future.
 - Unit achievements are shown on **unit view** and **achievements window**
- Unit Inventory Expansion!
 - You can now **expand your unit inventory space** by buying expansion slots with **gold**!
 - Unit expansion slots are found in the unit window interface, and cost **25,000** gold.
 - Price per expansion gets increased by **15,000** each time you buy it. (up to 3 times)
 - You get **25** extra unit slots when buying an expansion!
- New Update 1 Bundle!



- New Battle Pass: Ice & Fire!
 - A new battle pass has been released, along with new units to collect! Progress through the battle pass by taking down enemies in any game

mode!

- New Profile Banners! (SHOUTOUT TO OUR WONDERFUL ARTIST CALLA!)





- Achievements!
 - New Achievements!
 - Train Station Massacre
 - Prideful Prince
 - Shadow Commander
 - Vengeful Prodigy
 - Bird of Hermes
 - Knucklehead Ninja
 - Eyes of Despair
 - Dancer In Battle

- Added new buttons on the achievement interface to switch between **normal achievements** and **unit achievements**.
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CHANGES

- **Unit Level Cap Increase**
 - Unit cap has been increased from 50 to **60!**
- **Damage Typing Rework!**
 - There is no more “**Physical**” or “**Magic**” type damage, damage numbers now reflect based on the element of the unit. Such as “**Fire**” being Orange numbers and “**Nature**” being green.
- **Paragon Mode Rework!**
 - The behaviors of some cards are now different in paragon versus in other acts on Nightmare difficulty. They scale slower, but pose more of a challenge the more of the same card you pick. Paragon mode is now also nightmare only.
 - When entering Paragon, you now pick a **starting card** first, followed by **additive cards**. Starting cards **do not stack**, and are only chosen once per session -- whilst additive cards, like the name implies, stack.
 - **New Format**
 - **Starting Cards**
 - Exploding
 - Revitalize
 - Thrice
 - Quake
 - Immunity
 - Champions
 - **Additive Cards**
 - Strong
 - Regeneration
 - Shield
 - Speed
 - Dodge
 - Drowsy
 - **Reward Changes (Paragon)**
 - **5%** more **gold** and **gems** for each paragon level cleared
 - **1 Stat Chip** every **5** levels cleared

- **1 Super Stat Chip** every **8** levels cleared
 - **3 Trait Rerolls** every **10** levels cleared
 - **3-6** stage XP items (non-scaling)
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- **Leaderboard Interface Rework!**
 - Leaderboard viewing has been moved to **Profile > Leaderboard**.
 - Players' selected banners are now shown in their player frame.
 - You can click on players on the leaderboard to view their profile.
 - You can switch between **Paragon** and **Infinite** leaderboards easily.
 - You can cycle between leaderboards for each stage easily.
 - We have reworked the leaderboard interface to make it clearer and more detailed. (*You can also see the end-of-season rewards you can get.*)
 - **Unit Evolution Changes!**
 - Your unit stat tiers now increase when you evolve them.
 - **Profile Interface Improvements**
 - **Player Level** is now shown in the profile interface!
 - **Equipped Title** is now shown in the profile interface!
 - We've moved around elements of the profile interface to look cleaner and more consistent.
 - **Challenge Changes!**
 - Rainbow Stat Chip challenge has been removed, and Super Stat Chip has been added as a reward to the regular Stat Chip challenge.
 - **Miscellaneous**
 - **Skip 10 Levels** can now be gifted to other players.
 - Units that drop from stages now have a chance to have a trait on drop.

IMPROVEMENTS

- **Better Searching Functionality**
 - We added fuzzy searching for UI item searches, so that you can spell a few letters wrong and still get the correct results shown.
- **Unit Teams Interface Improvements**
 - You are now able to give a unique name to each of your unit teams!

- Hovering over unit frames on the team interface now displays their stats!

- **Hover Tooltips Improvements**

- **Owned item amount / currency amount** now shows on item and currency hover tooltips.
- **Item Tooltips** for now show **more details** for clearer understanding.
- **Ability Tooltips** for some units now show more details for clearer understanding.
- **Ability tooltips** now specify whether the ability has a **global** or **local** cooldown.
- Improvements to the appearance animation of hover tooltips.

- **Quests Interface Improvements**

- Quests interface has been improved; it's no longer as squished as before and quest frames are now longer.
- Added **timers** for **daily** and **weekly** quest resets.

- **Quest Rewards buffed**

- BattlePass XP given increased from all available quests.
- Some gem amounts also increased slightly from weekly and daily.

- **Unit Manager Improvements**

- Hovering over a unit now adds a **highlight** to the unit's model (these highlights can also be viewed through walls).
- Added a **dark highlight** to indicate if a unit cannot be upgraded.
- Added a **Sell All** button to easily sell all placed units in a match!
- Added a **Cancel** button at the bottom to easily exit out the unit manager compared to before.

- **Stage Info Improvements**

- You are now able to see **bosses** and their statistics on the stage info interface.
- Normal stages will show the bosses in that stage only, and infinite mode will show every boss that can appear in the stage.

- **Unit Collection Improvements**

- Hovering over a unit frame now displays their stats.
- Added rarity filters to the unit collection interface.

- **Miscellaneous**
 - **Settings:**
 - **Automatically Sell Units with Traits** (*Only affects rarities below Mythic, only works if you have autosell for that rarity enabled*).
 - **Disable Other Players' Units** (Lobby setting) (Other players' units automatically get disabled if you have low graphic levels regardless of this setting).
 - **Disable Visual Effects** setting now disables unit visuals. (trait effects, aura, etc).
 - **Disable Depth of Field** setting disables the depth of field effect for some maps (the effect used to blur distant objects, disabling this will be good for performance)
 - Added a **search bar** to settings interface to easily search for certain settings!
 - You can now view the **total yen** earned by your farm units through the upgrade interface.enter sell mode.
 - Statistics frame on the unit view interface now shows **Unit DPS**.
 - Added a **Claim All** button to quests interface.
 - Added **Select All Rares/Epics/Legendaries** on the unit interface when you
 - Statistics frame on the summon view interface now shows **Unit DPS**.
 - Statistics frame on the summon view interface now accounts for unit statistics and traits on summon, so stats shown are more accurate.
 - You can now hover over unit frames in the **summon index** to view their stats.
 - You can no longer purchase certain items from the shop if you have reached the item's max quantity.
 - You can now swipe on mobile to close stage info/unit manager.
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BALANCING

- Blossom's **Medical Chakra** ability can now reduce status ailments by half (e.g. stun) and remove stat debuffs from units. (e.g. Kisame's SPA debuff).
- Scaling for all infinite modes have been changed.
 - As story stages progress each infinite mode will be harder, bosses were the main factor for losing a run while enemies remained a non factor.

- Notable Boss nerfs;
 - Shield Statue: Overshield health has been reduced to **25%** of his health, down from **100%**.
 - Paragon Base Scaling increased. (Enemy health will start off higher this time around, getting harder as you progress with cards).
 - Paragon Card Reworks/New Cards!
 - **Revitalize**: Now has **7.5%** health regeneration.
 - **Strong**: Now grants enemies **10%** more health per card.
 - **Regeneration**: Now heals **0.4%** every second per card.
 - **Shield**: Now grants **+1** shield per card.
 - **Speed**: Now grants **+5%** speed per card.
 - **Quake (NEW)**: Units will now “**Quake**”, every **5** seconds stunning surrounding units.
 - **Immunity (NEW)**: Immune to crowd control effects (e.x **Stun, Slow**).
 - **Champions (NEW)**: A miniboss spawns every **6** waves (Minibosses are act 1-5 bosses but less health).
 - **Dodge (NEW)**: Enemies have a **4%** chance to dodge per card!
 - **Drowsy (NEW)**: Unit **SPA** increases **4%** per card.
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BUG FIXES

- Fixed an issue where you sometimes need to press the profile button twice to open up the profile interface.
- Fixed an issue where players were able to join paragon stages that are higher than their current paragon level.
- Fixed some instances where the damage indicator is only shown for the first enemy hit.
- Fixed an issue regarding big cone AoE indicators that caused them to be rotated incorrectly.
- Fixed an issue where the stat reroll window would show incorrect stat potential and takedown numbers if a unit is not selected.
- Fixed an issue where max quantity display of item frames on the raid shop window would reset after reopening the window.
- Fixed a memory leak with the raid shop window.
- Fixed unit view, item view, and other interfaces having thicker strokes on smaller resolutions.
- Fixed an issue where the text stroke of the damage indicator wasn't fading out properly.
- Fixed an issue where **Show Unit Multipliers** and **Select Unit On Placement** settings did not work properly.

- Fixed an issue where unit trait wasn't displaying on the unit hover interface in the main game.
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OTHER

- Major optimizations to FPS and networking if you have **Disable Damage Indicators**, **Disable Visual Effects** enabled, and **Placed Units Visibility** set to the user.
- General optimizations to FPS and networking all around, especially if you're going for long infinite runs.
- Disabling Unit Visual Effects now also disables their auras.
- Some existing item displays were updated.