



General

- Added Discord Rich Presence support!
It displays what you're doing in game, and at last we made avatars *kinda* online!
Your avatar gets displayed in Rich Presence when you're in the Main Menu or playing on a server!
- You asked for it - you got it!
You can switch menu themes in the Account Window now!
It also means we removed the auto theme change based on the time of day.
Available themes:
 - Light
 - Dark
 - Brass
 - Lush Green
 - Pink
 - Purple
- Main Menu
 - Added Discord invite button
- Settings Window
 - Completely rebuilt and redesigned
 - Now each section is a tab like in Gather
 - Graphics Tab
 - Shows a cool preview when you change Visuals
 - Audio Tab
 - Nifty visual indicators of sound and music volumes

- Removed soundtrack changer.
Soundtrack changer was meant to be removed a while ago, as we want EON to have a stronger personality in terms of music. It was reeeaaally buggy as well.
 - Advanced
 - Removed translation and language settings.
Currently the only language in EON is English. We might bring back those settings if we decide to translate the game though.
 - Removed modding guide and mods folder. EON can't use BombSquad plugins anyway.
- Chat Window
 - Made it taller
 - Updated buttons
 - No longer closes when you click outside or miss a button
 - You can now ping other players by double clicking/tapping their message
 - Chat Sticker Picker
 - Complete redesign!
 - Doesn't close the chat anymore
 - Quick Chat
 - Options change outside the game
 - Doesn't close the chat outside the game
- Stickers
 - Now you can use Stickers in all menus, but most importantly - in Lobby!
Outside the game, stickers appear as little popups at the bottom, along with the sender's name. We call these "screen stickers" :>
During the game, dead players and spectators can send screen stickers as well!
 - Added 20 new stickers:
 - Thinking
 - Facepalm
 - Laugh
 - Chillout
 - Like
 - Panic
 - Mimi
 - Ahh
 - Good Game
 - Clapping
 - Wow
 - It's Over
 - Hi!
 - BRB
 - Sour

- Blimbis
 - Waaahhh
 - Goat
 - Yummers
 - Yuckers
- Sticker Picker now plays a sticker sound on selection
- Doesn't play default select sound on selection anymore
- Tweaked Sticker Picker to show all stickers at once
- Stickers now don't appear when chat is muted
- Avatars
 - Added 4 new avatars:
 - Silly Ant
 - Weakness
 - Twizzle
 - Teddy
 - Updated 'Hivemind' avatar
 - Tweaked Avatar Picker to show all avatars at once
- Timeout
 - Redesigned the header so it doesn't clip through pause menus
 - Added a visible timer
 - Plays a new sound at timeout start and end
 - Plays a music during the timeout
 - Prevents from sending stickers and popup messages to avoid node spam after resuming the game
- Account Window
 - Aligned objects properly when not signed in
- Mid-Game Joining
 - Now players joining mid-game have a correct position under the HUD
- Lobby
 - Changed the music
 - Changed "No character stacking" text to "No hero stacking"

Gamemodes

- Practice 2.0
 - New map!
 - New music (thanks E328!)
 - Added Health Orbs
 - General and hero specific tips in the top left corner
 - Created 3 types of bots - Tank, Damage, Support

- Tank bots are resistant to damage and knockback.
They hit in front of them.
 - Damage bots are less resistant.
They shoot in front of them.
 - Support bots can't be harmed.
They shoot healing bullets at the players.
- King of The Hex
 - Point changes the texture based on the holding team
 - Changed the music
 - Changed the Final Brawl music
 - Changed the Overtime music
- Survival
 - Fixed missing kill feed text

Gameplay

- New addition - Killstreaks!
Once a player scores 10 or 20 killstreak points without dying, it plays a nifty sound effect and character's jingle!
Kills grant 2 killstreak points and assists grant 1 killstreak point
- Disadvantage Scaling
 - Now it affects not only damage received and dealt, but healing.
Team with less players that has damage resistance gets less healing by default
- Damage and Heal popups
 - Now they stay as long as someone gets damaged/healed continuously
 - Nice little animation when the value gets updated
- Turrets
 - Now turrets that damage (Barry, Morty, Sentry-Gun) show an exclamation mark popup and play a sound when the player is detected.
This change affects Belfy's and Myca's turrets.
 - Turret range indicators are now less opaque when out of range of any targets
If the turret has a target in range and can shoot, the opacity gets higher to signal this.
This change affects Belfy's, Poppy's and Myca's turrets.
That change was made to reduce visual clutter.
- Made explosions more transparent to reduce visual clutter
- Healing resets passive regen timer now
- Healing received is smaller by 40% if the receiver has an armor buff
- Some ability cancels are displayed by black flashes and play a sound

- Overheal bar gets displayed in the HUD
- Updated HP Pie animations
- Added a cracking sound to frozen players
- Added a sound on thaw

Maps

New KOTH map - Greasy Gutter!

Fight in Snoutshire's filthiest place - its sewers!

Watch out for intoxicated water - it can really hurt you... but it can also hurt your enemies!

- Sorrow
 - Completed visuals
- Bizarre Bazaar
 - Updated UVs and readability
- Space Sanctuary
 - Updated UVs and readability

New Heroes!



Screeb

Role - Damage Dealer

Subrole - Bruiser

Difficulty: 1

Stuck with two cursed artifacts and their inhabiting spirits,

Screeb wants to get the most out of life... with their hands and feet.

- **Primary - Emerone Gloves**
Quickly shoots rapid, ranged punches from their gloves.
- **Skill 1 - Rush**
Does a big dash forward. Deals damage and knockback on contact with an enemy.
- **Skill 2 - Heisen Kick**
Spins and kicks in front of them, creating a blast that deals damage and knockback.
- **Skill 3 - Dodge**
Does a small dash backwards. Can be used while punching.



Twizzle

Role - Support

Subrole - Disruptor

Difficulty: 1

A miner slave from Caveheart. In order to gain control over his life, Twizzle decided to smuggle crystals to create and sell rather questionable technology.

- **Primary - Boopinotor**
Boops forward, dealing damage and knockback to the enemy.
- **Skill 1 - Sprinklinator**
Activates a sprinkler for 4 s. Its juice heals nearby allies.
- **Skill 2 - Weakinator**
Bursts a blast around him. It deals damage, applies weakness and pulls nearby enemies.
Weakened enemies receive 10% more damage from all sources.
- **Skill 3 - Movinator**
Boops and leaps forward, damaging nearby enemies.

Hero Changes

[REWORK] MYSTIC v4



(formerly MYSTIC v3)

Mystic, yet again, was the worst character in EON. The only tool he had that could be utilized was the previous version of Turret Mode. Boring gameplay, boring counterplay, slow recharge and hopelessness. Yup. Lots of problems, so let's fix them!

In this attempt, we really took a long time thinking and discussing what his niche and game plan should be. And we got it! Ridiculously strong abilities that can't be used as often and which make enemies go "OH SH... HE'S ACTIVATING SOMETHING!", which hopefully will bring more fun counterplay. Primary also received a make-over - now it's more intuitive and rewards active engagements.

(Re(re))Introducing... MYSTIC v4!

- Changed the name (duh)
- Changed subrole from 'Buffer' to 'Utility'
- Updated bio
- Increased health from 770 to 800
- Decreased energy level from 350 to 300
- Starts with 200 energy
- Increased base movement speed from 0.2 to 0.25
- All abilities require full energy level now
- Primary (reworked)
 - Now shoots both damage and healing bullets at once
 - Both generate 5 energy on hit
 - Healing bullets go through walls

- Faster projectile speed
 - New, crispy sound effect
- Turret Mode (replaces Defense Mode)

Transforms into a stationary turret for 8 seconds. During this time, Mystic can shoot bullets ridiculously fast. They both heal allies and damage enemies.

Mystic can't generate energy during Turret Mode
- Overclock (reworked)
 - Now has a windup animation. During the animation, Mystic becomes slower and gains huge damage resistance.
 - A loud sound effect plays to make people know Mystic is charging his blast.
 - Increased blast radius
 - Increased damage from 100 to 350
 - Overheat time increased from 5 s to 8 s
 - New, crispy blast sound effect
- Cannon Mode (replaces Turret Mode)

Transforms into a slow moving cannon for 8 seconds. During this time, Mystic can shoot grenades with big explosions. They both heal allies and damage enemies.

Mystic can't generate energy during Cannon Mode
- Skins
 - New skin - Watchover
 - New skin - Steambot
 - New skin - GR-33N

Tanks

Tregor

Tregor was... left in the dust and couldn't catch up. We decided to buff his damage across the board. We also cut down on his ability cooldowns, so he can get right back into action after a successful kill.

- Increased health from 1080 to 1100
- Increased knockback resistance
- Primary
 - Increased damage from 160 to 180
 - Removed stun
- Power Dive
 - Increased damage from 250 to 270
 - Decreased cooldown from 13 s to 11 s
 - Now dive direction is based on analog's facing direction, which'll make dive more controllable
- Mega Dash
 - Increased damage from 160 to 185
 - Decreased cooldown from 12 s to 10 s
- Redrock Charge
 - Increased damage from 230 to 255
 - Now pushes people on contact, dealing 10 damage
 - Decreased cooldown from 15 s to 13 s

Sir Oinksworth

Oink is really versatile, but we noticed a problem where Snot was overused in comparison to Mud Slam, because the former is way more effective. May Mud Slam return to its glory!

- Made his armor more shiny and a bit bulkier
- Primary (Shields)
 - Added a cooldown animation (similar to Oakenhook)
- Sneeze (Blades)
 - Decreased damage from 40% to 30% of target's max health
- Mud Slam (Shields)
 - Increased damage from 145 to 180
 - Increased range
- Skins
 - Updated 'The Golden Knight' skin

Oakenhook

Oakenhook is one of the best balanced heroes, but his Hook was inconsistent and often flew in places the user didn't mean for it to fly. This slight change should make Hook more intuitive to throw.

- Updated bio
- Decreased health from 1100 to 1080
- Hook
 - Now deals 10% of target's max health instead of flat 145 damage
 - Better aim assist
- Skins
 - New skin - Oak of War

Blitzette

- Updated bio
- Changed difficulty in the Heroes menu from 1 to 2
- Increased max ammo capacity from 185 to 250
- Primary
 - Increased bullet damage from 20 to 25
 - Passive ammo charge now starts when you stop shooting after 1.2 seconds
 - Instead of increasing 15 per second, ammo now goes up by 5 every 0.33 seconds
- Gun Punch
 - Decreased cooldown from 10 s to 4 s
- Sacrifice
 - Increased the added heat value from 100 to 125
 - Fixed invincibility not shielding Blitzette from Bombinkle's explosion on death effect if Sacrifice blast delivers the killing
- Jet-Jump
 - Now bullets deal 5% of target's max health instead of 10% of current health, which means Blitzette can now kill people with her jump bullets
- Skins
 - New skin - Scarlett

Lanchkin

We noticed Lanchkin is simply... too strong. We decided to do minor damage nerfs and improve blast readability a bit. Additionally, we want Lanchkin to be punished more for wrong usage of Web of Roots, but at the same time make it easier to poke.

- Updated bio
- Primary
 - Decreased base damage from 90 to 80
 - Decreased damage for poisoned targets from 135 to 105
 - Tweaked animations so they look smoother when tapping the button
- Vine Punch
 - Decreased base damage from 105 to 95
 - Decreased damage for poisoned targets from 160 to 115
- Web of Roots
 - Blasts get spawned further away from Lanchkin now
 - Decreased base damage from 135 to 125
 - Decreased damage for poisoned targets from 195 to 150
 - Blast visuals match the hitbox now
 - Fixed model not resetting when Lanchkin dies during Web of Roots
- Pump-Jump
 - Decreased base damage from 135 to 125
 - Decreased damage for poisoned targets from 195 to 140
 - Blast visuals match the hitbox now

The Flora King

We noticed that FK was kind of... weak. He couldn't contribute as a solo tank due to being squishy and his aura rarely being useful to him. We decided to fix it.

- Updated bio
- Shatter
 - Now people can be damaged only once, for example if they're standing between two Shatter blasts
- Bloom Aura (Passive)
 - Now always buffs FK, no matter if he uses his Horn or not
 - Tweaked his self-heal values a bit to be more balanced
- Skins
 - New skin - The Silly

Damage Dealers

Northwind

Northwind has solid abilities and playstyle, but we found that he was lacking in the damage department, often struggling to kill even lower health heroes. Besides some damage buffs, we also decided to give him some more love in terms of game feel.

- Updated bio
- Removed character sounds
- Primary
 - Increased damage per projectile from 50 to 55

- Slightly reduced range
 - Juicier shot sound
 - Jucier hit sound
- Freeze Blast
 - Jucier blast sound
- Ice Barrage
 - Increased damage per projectile from 35 to 40
 - Slightly reduced range
 - Jucier shot sound
 - Jucier hit sound

Prof. Bombinkle

During playtests, we noticed some great anomalies with Bombinkle's use of Blast Jump, Smiley Mine and explosion on death. He had multiple tricks that allowed him to deal massive burst damage that left the majority of the cast low or straight-up insta-killed them.

Additionally, Bombinkle was able to perform perfectly in any situation, and even get out of them easily. We nerfed some of his damage, but also decided to make him better at close range to not make his weaknesses even more pronounced.

- Updated bio
- Replaced character sounds
- Decreased knockback scale by 20%
- Primary
 - Decreased grenade damage from 220 to 210
 - Decreased grenade launching range
 - Grenade's flying trajectory is now influenced by Bombinkle's movement and speed
 - Increased punch damage from 80 to 85
 - Now can't shoot grenades for 0.8 s after performing Blast Jump
- Crystal Bomb
 - Decreased damage from 45% to 40% of target's max health
 - Now changes killed player's color to pink and shatters them
- Smiley Mine
 - Added activation visuals
 - Gets removed instead of blown up if not armed on Bombinkle's death
 - Decreased damage from 300 to 295
- Blast Jump
 - Now can't blast jump for 0.5 s after shooting a grenade
 - Decreased damage from 315 to 305
- Final Blast (Passive)
 - Decreased damage from 200 to 190
- Skins
 - New skin - Sleepbomber

Scarhood

Scarhood's new hit mechanic works great, but it lacks good visual feedback. We decided to fix that - now players will notice easier when they can use the stronger hit.

- Primary

- Replaced the hit light with outline
- Added a sound cue when stronger hit loads

Patchy Bear

We noticed Patchy can't really provide value to his team once he runs out of energy. Sure, you could argue it charges fast and you can attack people for it to charge even faster, but Patchy himself can't really stay on the frontlines too long. We decided to help him a bit.

- Updated bio
- Increased health from 800 to 830
- Tweaked power popup animations
- Primary
 - Now heals Patchy for 20 HP when he hits an enemy
 - Doesn't generate power or heals when hugging corpses
 - Hugging corpses now play a squeaky toy sound effect
- Power Balloon (*formerly Tum Inflation*)
 - New visuals
 - Increased damage from 250 to 300
 - Now generates 50 power per enemy hit by Balloon
- Blasty Teddy
 - Decreased blast radius

Belfy Tinker

We noticed some problematic matchups with Belfy against Scarhood or Tregor. She deals lots of damage up-close, but she doesn't really have any way to defend herself. Copter Hand knocks people back a bit, but people use it primarily to refill Sentry's ammo. We want to encourage more use of Copter Hand during combat, which will make the ability a bit more versatile. Additionally, her passive's side effect of refueling Sentry's ammo was easy to exploit and abuse, so we decided to get rid of this, although we are still keeping the increased ammo capacity.

- Primary
 - Increased ammo refill value from 25 to 50
- Sentry-Gun
 - No longer shoots invincible players
 - Decreased ammo lose rate from 10 to 5
- Copter Hand
 - Now applies 0.1 s stun
 - Ability no longer deals damage after Belfy's death
- Oh Scrap! (Passive)
 - No longer refuels Sentry's ammo
 - Decreased Overdrive Sentry bullet damage from 28 to 25
- Skins
 - New skin - Captain Shiv
 - New skin - M.O.O.D

Supports

- Increased the amount of healing Support characters get from 50% to 60%

Poppy

This cute little flower is great! Well... a little too great. Poppy often stayed in one place, spammed her primary attack and contributed WAY too much for too little effort - she was actually able to do numerous team-wipes! We want to keep the simple playstyle of Poppy intact, but we're getting rid of ending every confrontation in her favor.

- Updated bio
- Primary
 - Decreased range
 - Increased damage from 60 to 70 per bullet
 - Increased healing from 30 to 40 per bullet
- Healing Pop
 - Decreased damage from 190 to 160
 - Decreased healing from 145 to 135

Antwain

Status quo changed with new heroes - especially a new disruptor. Our lovely ant was kinda left in the dust and couldn't keep up with the rest of the supports. We don't want Antwain to be overshadowed, so we're giving him several buffs.

- Updated bio
- Increased speed from 0.15 to 0.25
- Lemon G-Nades
 - Decreased healing from 75 to 60
- Ant-Bite
 - Decreased cooldown from 18 s to 16 s
 - Decreased bleed duration from 3 s to 2 s
 - Increased hit damage from 30 to 90
 - Increased healing from 100 to 150
 - Increased the duration of speed-buff for allies from 3 s to 5 s
- Healy-Jump
 - Increased cooldown from 12 s to 14 s
 - Now explosion is triggered not only by touching the ground, but by colliding on other heroes
 - Increased damage from 130 to 150
 - Increased healing from 230 to 250
 - Increased pull power on enemies

Myca

Myca is powerful, but not overly so (with the exception of her healing, which was hard to contest). However, we noticed one annoyance that has been persistent throughout her history and that has been stun inflicted by mortar projectiles. Normally, stun is at its most useful and fun when it's inflicted with intent and induces meaningful counterplay, but having your fight be interrupted out of the blue by a projectile that's hard to track feels terrible. We also attempted to reduce clutter caused by primary and turret range indicators.

- Primary
 - Reduced healing from 60 per second to 40
 - No longer damages frozen players to avoid high burst damage

- Changed appearance
- Morty (Mortar Turret)
 - Projectiles no longer inflict stun
- Skins
 - New skin - Blue Bulb

Celestine

Celestine had a similar problem to Oak - her mark projectile was really hard to aim and snipe. It's a powerful ability, yes, but it also has long cooldown and wasting it because of janky aim assist feels terrible.

Mark projectile's I-Frames were easy to exploit though, especially with heroes like Scarhood. We decided to replace them with Overheal, which is still very helpful, but much less annoying to play against. With this change we also realized how team-dependent Celestine is, which we want to fix too.

- Increased movement speed
- Updated bio
- Primary [REWORKED]
 - Now shoots orbs out of her staff
 - Holding the button will cause the orb to charge, making it more powerful in damage, heals and blast radius
 - The more charged orb is, the slower Celestine gets
 - Removed ammo mechanic
- Aries' Stars
 - Decreased meteor blast radius
- Virgo's Love
 - Better aim assist
 - Replaced I-Frames with Overheal
 - Made the mark above player smaller
- Gemini's Star
 - Now slightly heals Celestine instead of giving her ammo
- Astrayan Area [NEW PASSIVE]
 - Heals nearby allies and damages nearby enemies
- Skins
 - New skin - Fairy

Bugs

- Fixed bugged Favorites text in Gather when user has no favorite servers
- Fixed black background not disappearing when upgrading profile to a global one