

Old Prismata Changelog

Server Update

April 10th, 2016

We've been making a number of configuration changes to our servers in the last few days to prepare Prismata to handle larger amounts of users at once. We've witnessed some instability at times, so we've turned off the load balancing for now. We'll be doing more live alpha testing of it next week! Thanks for your patience.
We also fixed a bug involving URL replays not working with emotes.

Random Tech Costs Event!

April 8th, 2016

For today's event, we're bringing back "Random Tech Costs", in which the red, green, and blue costs for each unit are randomized. This is the first time we've brought back a classic event, but we'll be doing this more often in the future. However, next week's event will be a new one, and will feature a special unit that we haven't seen since April 2015!

Patch

April 7th, 2016

In case you weren't sure, that last patch was an April Fool's prank. Today, we've made a few small changes, including the following:

- A new objectives panel has been deployed for single player mode.
- A number of small graphical bugfixes have been deployed.
- A fix has been added for an issue with the bots, where they would sometimes make random moves.
- We've fixed an issue where the Prismata store was locking up for some users.
- We've enabled a few under-the-hood server load-balancing features for testing. If you observe any instability, please let us know!

Software and Balance Update

April 1st, 2016

A number of new features have been deployed:

- Space and Infernal skin sets have been added.
- A limited amount of animated skin content has been added (more to come!)
- Premium skins now feature a special colour highlight in game, with the colour corresponding to rarity.
- The Analyze button has been added back to the menu in Ranked Play games (it can still be disabled in vs Friend mode).
- The leaderboard size has been increased from 200 to 250.
- Some in-game units have been augmented with a new cursor-tracking feature to help resolve ambiguities in cursor position.
- Sending an emote to your opponent now consumes one "emote activation point". Emote activation points can now be purchased in the emotes menu at a cost of 99 shards for 60 activation points. Existing emotes in your collection can now be "disenchanted" to generate 15 additional activation points.
- Your resource pool is now hidden from your opponent during ranked games. Observers will not be able to view either player's resource pool. Replays and the "Analyze" screen will still display both players' resource pools.

Additionally, in response to user feedback, we've implemented a few balance changes:

- Wild Drone and Vivid Drone have had their costs reversed. Wild Drone now costs 4EEE, and Vivid Drone now costs 5EE (+ sac 4 Drones).
- Shadowfang's cost has been reverted from 8RRR back to 7RRR.
- Wincer's activation cost has been changed. Instead of sacrificing 5 Drones to attack, it now sacrifices an Animus, a Blastforge, and a Conduit.
- The supply caps of Savior, Odin, and Resophore have been increased from 1 to 4.
- In an effort to increase the gameplay diversity in Prismata and reduce the importance of luck in determining the outcome of games, we've made a change to the Prismata base set. Animus, Blastforge, and Conduit have been

replaced by three new structures: Condimus (costs 3 and randomly produces R or G), Blastuit (costs 4 and randomly produces G or B), and Aniforge (costs 5 and randomly produces B or RR).
Also, happy APRIL FOOL'S DAY!

Classic Prismata Event!

March 25th, 2016

Today's event is "Classic Prismata". During this event, the Prismata base set has been replaced by an older base set from 2012, and the remaining units consist of older versions of formerly overpowered Prismata units from before they were nerfed. You can read more about the event [here](#).

Software Update

March 22nd, 2016

New features and content, with an emphasis on new users.

- A new level-up system, in which unit blueprints and other unlockables can be earned by completing missions, defeating bots, and playing against other users.
- Five additional unlockable avatars have been added (with more to come).
- A number of tutorials have been added, including three single-player tutorials, plus a tutorial for the Armory.
- Several new single-player challenges have been added; the temporary single player content has been cleaned up and renamed "Combat Training".
- A major bug has been fixed; it was the cause of frequent crashes for players who owned a lot of emotes (regardless of how often the emotes were used).

A number of other small bugs have been fixed, including issues with the campaign screens and Windows version.

Alternate Tech Event!

March 18th, 2016

Today's event is "Alternate Technologies". During this event, Animus, Blastforge, and Conduit have been removed from the base set. They have been replaced by Chrono Filter, Flame Animus, and Synthesizer!

Prismata Windows Client now available!

March 14th, 2016

We've released a Desktop client for Prismata! It is currently Windows-only, but we're working on a Mac version. A download link has been posted [here](#).

The desktop client is still somewhat new, so there may be a few lingering bugs (please report them using the provide feedback button)! Note that some features, such as facebook/google login and analysis are not yet available.

We will continue to support the Prismata web client at play.prismata.net indefinitely.

Graphics update!

March 8th, 2016

We've deployed a massive graphics update! All of Prismata's particle systems have been revamped and the in-game animation system has been rewritten to be faster and use less memory. Animated skins are now supported and will be enabled soon! We've also added a large number of visual improvements to in-game effects and animations.

Please let us know if you observe any slowdown or have any feedback on the updated graphics. Further changes are coming soon!

Thermite Megareactor

March 4th, 2016

Today's event is "Thermite Megareactor". During this event, both players start the game with 10 Thermite Cores. It's a bit like January's "Auride Megareactor" event, but quite a bit more explosive!

Mono-Green Tech Event!

February 26th, 2016

Today's event is "Monogreen Tech"! Last week's event was one of our most popular yet, so we're testing a variation on it. This time, all Red and Blue resources in unit costs have been changes to Green!

Software Update and Random Tech Costs event

February 19th, 2016

We've deployed a new "Random Tech Costs" event in which all Red, Green, and Blue resources in unit costs are randomly scrambled. We've also added a few bug-fixes and small feature updates:

- Several convenience improvements have been added to the Armory and Black Lab. The animations are faster and you can skip them by clicking or pressing Q or SPACE.
- The Campaign screen has received a minor update in preparation for future campaign content additions.
- The "Unit Blueprints" menu has been added to the Campaign screen. It allows you to view all unit info-panels from the Prismata lobby.
- A few small bugfixes and under-the-hood updates.

February 2016 Balance Patch and Update

February 17th, 2016

This patch contains a substantial balance update, four new units (Oxide Mixer, Colossus, Manticore, and Arms Race), and a few updates to the Prismata software.

Below are the balance updates. For more information on our reasoning behind these changes, check out our two [blog articles](#) on the subject:

- Zemora Voidbringer - Cost increased from 5GG to 5GGG. Ability changed from (pay GGGGGGG for 7 + 7 attack) to (pay GGGGGGGG for 8 + 8 attack).
- Wild Drone - Supply decreased from 10 to 4.
- Asteri Cannon - HP decreased from 16 to 14. Click ability cost decreased from 5HP to 3HP.
- Corpus - Cost decreased from 6RRR to 6RR. Comes with 1 Husk instead of 2 Husks. Click ability changed to (Pay 5R, get 3 husks).
- Gaussite Symbiote - Cost increased from 7RR to 8RR. Ability now produces 6 Gauss Charges instead of 5 Gauss Charges.
- Shadowfang - Cost increased from 7RRR to 8RRR.
- Vai Mauronax - Cost changed from 14BRRR to 13BRRRR.
- Amporilla - Cost increased from 12RRR to 13RRR.
- Blood Phage - Cost changed from 7RRE to 8RE.
- Lancetooth - Cost changed from (7B + 1 attack) to (6B + 2 attack).
- Xeno Guardian - Buildtime decreased from 2 to 1. Cost increased from 5BG to 5BBG.
- Deadeye Operative - Cost changed from (4BB + sac a Steelsplitter) to 5BB. HP decreased from 4 to 3. No longer attacks. Now blocks. No longer requires attack to be spent when sniping drones.

Additionally, the following changes to the Prismata software have been deployed:

- The leaderboard code has been substantially updated. There should be no more issues with users not appearing on the leaderboard or appearing when they shouldn't be.
- We've made large internal changes to the handling of unit names, missions, and embargoes. Please let us know if you find any bugs!
- A major AI update to address some issues with bots making mistakes defending, among other things.
- Several small fixes for bugs and crashes (with many more coming later this week).

One important note: due to some changes in our underlying handling of unit names, players who use embargoes may have to reset them.

Delayed Production

February 12th, 2016

Today's event is "Delayed Production", and it's a bizarre one indeed, as the build time of all units has been increased by one! This means that prompt units are no longer prompt, and all other units require two or more turns to construct. Be careful when defending, as you'll have to plan well in advance!

Cybernetic Warfare

February 5th, 2016

Today's event is "Cybernetic Warfare", which is somewhat analogous to our "Mechatronic Warfare" and "Biological Warfare" events from the previous few months. Event matches feature green units only, plus a new base set that features variations on Forcefield (Repel Field and Titanic Field) as well as Gauss Cannon (Short Cannon and Warden Cannon). Additionally, a few minor bugfixes and Master Bot updates have been deployed.

Auride Megareactor

January 29th, 2016

Today's event is "Auride Megareactor". During this event, both players start the game with 10 Auride Cores. That is all.

Software Update

January 27th, 2016

Lots of new features and improvements.

- A new Streak Bonus feature has been added. Win 3 or more Ranked Play matches in a row to receive additional prizes.
- A new settings panel has been added in the vs Friend and vs Bot panels, allowing further customization in custom games.
- Bonus stars have been removed from Ranked Play rewards. To compensate for this, the overall average quantity of rewards has been increased.
- The random distribution of rewards given after completing a Ranked Play ticket has also been altered to reduce variance.
- The Analyze button has been removed from the menu in Ranked Play games (it can also be disabled in vs Friend mode).
- A number of visual changes have been made to the Ranked Play screen, particularly after a ticket is completed.
- A new optional 'Do Not Disturb' feature has been added, which allows you to set a custom automatic reply to private messages.
- The strikeout rewards in the Black Lab have been improved. (If you already spent a large number of Black Cards, fear not! A full reward reset will happen in the upcoming months!)
- A number of visual improvements have been added to the Armory and Black Lab.
- Several bot improvements to improve the strength of Master Bot and eliminate sub-optimal plays.

We've also fixed a large number of visual bugs, as well as issues with login being slow, issues with scrolling in chats, and a few graphics issues that led to crashes. Further graphics updates and crash fixes will be deployed in a follow-up patch in upcoming weeks.

Five-Unit Base Set!

January 22nd, 2016

Today's event is "Five-Unit Base Set". During this event, the only base set units available are Engineer, Drone, Conduit, Blastforge, and Animus. Additionally, the distribution of random units is skewed to favour attackers.

Fibonacci No Rush event!

January 15th, 2016

Today's event is "Fibonacci No Rush Mode". In this event, both players start the game with a special set of Frontline defenders, having health equal to 1, 1, 2, 3, 5, 8, and 13.

Global Malfunction event!

January 8th, 2016

Today's event is "Global Malfunction". In this event, all of your units are malfunctioning and breaking down! There are three changes: your initial Drones and Engineers have limited lifespan; all units purchased have lifespan at most 7; and units like Doomed Mech and Chieftain appear more frequently.

Big Changes to Rewards

January 6th, 2016

This is a fairly large patch affecting much of the Prismata reward systems; a number of mechanics have been completely overhauled.

- The Arena is now known as Ranked Play.
- The tickets in Ranked Play are now completed when seven *medals* have been obtained (losses no longer end runs).
- Existing Arena runs with 7 or more medals will be terminated after the next Ranked match is played.
- Platinum tickets are now offered at a discount for players with golden passes.
- The Armory now offers a choice of 9 rewards instead of 8, with more level 2 rewards in most cases.
- The rarities of a number of skins and emotes has been changed.
- The RRRR bonus in the Armory has been reduced in value from 375 to 325.
- The number of points required to obtain a Black Card in the Armory has been reduced.
- The Black Lab card-flipping game has been removed and replaced by an entirely new card-flipping game that guarantees a reward every time.
- The cost of "playing again" in the new Black Lab has been reduced from 799 to 399 Shards.
- The number of Shards given during daily bonuses has been increased from 10 to 15.

Additionally, all players have been given at least one free Black Card and all existing accounts should now have access to the Black Lab. Players with Black Cards in their inventory at the time of the update have received additional Black Card(s) to compensate for the value of each Black Card decreasing. Players who used the Armory before the Black Lab was added have also been given Black Cards of value commensurate with how many they would have earned if they had waited before spending their Power Cores.

There have also been some minor under-the-hood updates to our asset handling code, improvements to the bots, and bugfixes. Please let us know if you encounter any bugs or problems with the new Ranked Play mode, Armory, or Black Lab!

Mechatronic Warfare event!

January 1st, 2016

Happy New Year! Today's event is "Mechatronic Warfare". If you liked our "Biological Warfare" event last month, you'll find this one to be similar. Event matches feature an all-blue Prismata unit cast, plus a brand new base set with new defensive units (Tiny Wall and Feeble Wall), plus new Steelsplitter variants (Raid Splitter and Guard Splitter).

Robo Santa event!

December 25th, 2015

Happy Holidays! Today's event features a new Prismata unit: Robo Santa! He'll bring you gifts... hopefully ones that you'll like!

Xelgudu vs Plato event!

December 18th, 2015

A new event has been enabled: Xelgudu vs Plato! This event is unusual in that both players have fixed blueprint sets, but player 1 and player 2 have *different* units! Player 1 plays as Xelgudu and has an array of powerful units that employ energy-based abilities and make use of Engineer synergies. Player 2 takes on the role of Plato and can construct a variety of high-HP green and blue units that are difficult to destroy.

December Balance Patch

December 9th, 2015

This is a pretty massive balance patch. Full explanations for all the changes have been provided on our [blog](#).

- **Lancetooth** - Cost decreased from (8B + 1 attack) to (7B + 1 attack).
- **Tia Thurnax** - Cost increased from (6GGGR + sac 7 Drones) to (7GGGR + sac 7 Drones).
- **Thorium Dynamo** - HP decreased from 10 to 8.
- **Grenade Mech** - Ability cost increased from (sac a Blastforge) to (pay 1 + sac a Blastforge).
- **Doomed Mech** - Cost increased from 8BB to 9BB.
- **Ferritin Sac** - Click ability now produces 1B instead of B.
- **Wincer** - Cost increased from 8GBBR to 9GBBR.

- **Odin** - Cost increased from 19BBB to 20BBB.
- **Trinity Drone** - Cost increased from (2G + sac two Drones) to (2EG + sac two Drones).
- **Vivid Drone** - Cost increased from (4EEE + sac three Drones) to (4EEE + sac four Drones). Now produces six gold per turn instead of five gold per turn.
- **Thunderhead** - Attack decreased from 5 to 4. HP increased from 10 to 11.
- **Blood Pact** - Now spawns a Grimbotch for the opponent instead of a Tarsier.
- **Savior** - Start-of-turn damage reduced from 2 to 0. Buildtime reduced from 8 to 4. Cost changed from 9 to (6 + sac 6 Drones). HP reduced from 8 to 6.
- **Zemora Voidbringer** - Cost reduced from 6GG to 5GG. Ability changed from (pay GGGGGGGG for 8 + 8 attack) to (pay GGGGGGGG for 7 + 7 attack).
- **Flame Animus** - Cost reduced from 7B to 5B. Buildtime increased from 1 to 2.
- **Centrifuge** - Cost reduced from 12EEE to 9. Now gives 12GGBBRR after construction completes instead of 20GGBBRR.

Massive Client Update

November 6th, 2015

This is probably our biggest patch since the Arena was added. A huge number of fixes, changes, and new features have been deployed. Here are the main highlights:

- The SHOP has been enabled, which allows you to securely purchase shards using Paypal and credit cards. Purchases will be immediately credited to your Prismata account, and you'll be emailed a receipt. Please contact support if you have any feedback or encounter any issues. If Lunarch Studios decides to run a wipe or server reset, all shards purchased will be credited to your account.
- The Armory has been updated with new item prices, new flip prices, and additional bonuses. There is also a new BONUS BAR that fills up as you play the game.
- Prismata's entire asset-loading code has been revamped. You should see faster load times, better caching, and no more games bugging out on the load screen.
- A number of in-game improvements, including an improved unit cramming algorithm, updates to skins and emotes, and the ability to view both buybox tabs at the same time by pressing SHIFT+TAB.
- Improvements to most lobby screens. Ticket expiry information has been added to the arena screen.
- Master bot improvements, including better openings and more intelligent uses of unit click abilities.
- Faster animations for the arena reward and daily bonus screens.
- Many behind-the-scenes improvements, including dozens of bugfixes and server updates.
- Did we mention a special SURPRISE? Fill up the Armory bonus bar to see what it is!

Game feature details:

- Changed the dot on the bottom left of every 5th card to be more visible in tight piles.
- Changed pile width to be non-uniform in some very squished cases.
- Enabled “both tabs at once” by pressing SHIFT+TAB, plus added support for “half-width base tab”.
- Enabled moving left and right through the list of tips post-game.
- Enabled clicking through the daily bonus screen.
- Enabled emoting during the daily bonus and end-game screens. Emotes now appear on top of these windows.
- Improved the look of the rarity icons in emotes.
- Added rarity gems to the infopanel of cards with skins. Level 5+ skins get fancy golden/celadon/prismatic borders.
- Better tooltips and ticket inventory information added to the arena screen, plus way more bling on the tickets.
- Visual updates to the vs Computer and vs Friend page.
- You can now directly analyze the unit set from a replay without having to view the replay.
- Events tab enabled, including an option to queue for both events and arena mode simultaneously.
- NEW SURPRISE MENU SCREEN WILL APPEAR WHEN CERTAIN CONDITIONS ARE MET...
- Arena rewards animations sped up.
- Armory now generates “Black Fragments” as prizes sometimes, and will always generate them if the user has run out of prizes to purchase.
- New armory bonuses for 2/3/5/T (20) and RRGGBB (40) added.

- Armory bonus values for RRRR,BBBB,GGGG increased from [100,150,200] to [120,200,375]
- Armory reward prices increased from [25,100,150,200] to [25,100,175,250]
- Armory flip prices changed. Now you MUST flip two cards at once after using a Power Core as your first bonus flip. Costs to flip 2 cards changed to 199 shards. Costs to flip the 8th/9th/10th/11th/12th card changed to 199/199/249/299/399 shards.
- Armory can now be accessed while you're automatching.
- Golden frame has been added, codes will be sent to our supporters for them soon!
- A few new emotes have been added.
- Improved the wording of some in-game infopanel, and adjusted text size.
- Improved the wording of a bunch of error messages.
- Shop has been added and can be accessed from the menu, armory, arena screen, and NEW SURPRISE MENU.

AI improvement details:

- Refactored Script class so that it is much easier to modify / create. Removed multiple effect capability.
- Changed BuyTechHeuristic so that it won't favour buying tech too early (like t2 blastforge it liked doing)
- Adjusted inflation rate on forcefield in blocking scenarios so it is values slightly higher than engineer. This fixes the bug where the bot would block with ff in front of engineer in certain situations.
- Bot will now click Militia (and future cards like it) when the attack would be wasted
- Bot will now consider enemy unit lifespan when breaching units of the same type
- Bot will now take into consideration resonate effects into unit value when blocking and breaching
- Fixed bug involving frontlining in breach phase combined with frozen breaching
- Bot will now correctly save unused resources from units like Synthesizer, Ferritin Sac
- Updated to latest version of Emscripten with C++11 support. Large C++11 refactoring of AI code base.
- Changed the way we loop through player cards, should be a little faster and much more general.

List of some of the bugs fixed:

- All the loading bugs should be fixed. No more freezing while loading, no more messed-up progress bars, etc.
- Fixed a bug where the armory sometimes wouldn't transition after the user dragged a power core into the slot
- HD infopanel icon quality issue has been addressed
- Fixed tabs and tab hotkeys in games with no base set units.
- Fixed layering issues with the pre-game grace timer countdown.
- Fixed a bug where a unit displaying the "error" animation would move to the wrong part of the screen if something changed in the row it was in while it was animating.
- Fixed a bug where an error message was not shown when a user attempted to buy an out-of-supply unit.
- Fixed a bug where unit supply bars were displayed incorrectly, were miscoloured, and were sometimes off by a pixel or two.
- Fixed a bug where the friends list scrollbar position would not be remembered when adding/removing friends.
- A bunch of random server bugs that probably won't be noticeable to players, but might have caused random disconnects or other issues in the past.
- Fixed emote search function to work with ????? and other emotes.
- Fixed a bug where more than 200 people sometimes appeared on the leaderboard. Hopefully, for the last time. ;)
- Fixed a ton of server table bugs that could cause crashes if a user started a bot game right around the same time that they were automatched.
- Fixed a bug where some shortcut keys wouldn't work if the chat was open.
- Way too many more to list.

Mini Balance Patch

October 15th, 2015

The following balance changes have been made:

- **Redeemer** - Cost increased to 9GGB; now gives opponent 5 Gauss Charges with build time 3.
- **Tesla Coil** - Cost reduced from 12GGB to 11GGB. Now comes with 2 Engineers instead of 3.

- **Ebb Turbine** - Start-of-turn ability now gives 2 gold instead of 1, but click ability now gives 3E instead of 4E. HP reduced from 5 to 4.
- **Deadeye Operative** - Stamina 3 added.
- **Kinetic Driver** - Ability cost decreased from 3 to 2.

Redeemer is back!

September 28nd, 2015

Redeemer has been added back to Prismata after two small changes: its cost is now 6GGB (up from 5GGB), and the 6 Gauss Charges your opponent receives are now distributed as follows: 3 with buildtime 1, and 3 with buildtime 2.

Additionally, several bugfixes and under-the-hood updates have been deployed, including the following:

- Adjusted the matchmaking algorithm to more aggressively match players against more difficult opponents if they are experiencing strong winning streaks while playing at a lower-than-typical rating.
- Fixed some bugs involving mouseover infopanel appearing accidentally.
- Adjusted emote limits to be tighter, but Prismata now allows players to emote an unlimited amount of their opponent is emoting back.
- Adjusted the disconnect code to end games faster if a player has been disconnected for a long time.
- Fixes for several bugs and crashes related to arena matches occurring at the same time as other in-game events.

Another Mini-update

September 22nd, 2015

A few small changes:

- Redeemer has been temporarily removed from Prismata. It will be added back later this week.
- About 100 new emotes have been added. Many were the product of suggestions given to us in the last Alpha survey. Thanks to all of you for submitting your ideas!
- Some existing emotes have been changed. In particular, the 'Good Game' emote has been replaced with 'I Surrender'.
- Several bug fixes have been added, including corrected next-turn income displays involving Savior, and a fix for a crash caused by observers.

Balance update, plus 3 new units!

September 18th, 2015

Three new units have been added: Savior, Ferritin Sac, and Lancetooth. Additionally, we've implemented the following balance changes:

- **Asteri Cannon** - HP increased from 11 to 16. On-click ability now gives a 1hp Barrier instead of a 2hp Forcefield, but still costs 5 HP.
- **Bloodrager** - Supply increased from 4 to 10.
- **Doomed Drone** - Supply changed from 20 to 10.
- **Chieftain** - Cost changed from 7BGG to 8BGG.
- **Energy Matrix** - Cost changed from 9BB to 8BB. No longer comes with a Pixie.
- **Frost Brooder** - Cost increased from 4RR to 5RR, lifespan decreased from 7 to 6.
- **Gauss Fabricator** - Cost decreased from 13GGGG to 12GGGG, HP decreased from 13 to 10.
- **Grenade Mech** - Click ability now sacrifices a Blastforge and produces three pixies (up from two).
- **Redeemer** - Cost changed from 7GGGB to 5GGB. Instead of constructing 4 Gauss Charges for the opponent, purchasing a Redeemer now constructs *6* Gauss Charges for the opponent: 2 with build time 1, 2 with build time 2, and 2 with build time 3.
- **Scorchilla** - Cost decreased from 5RG to 3RG; buildtime increased from 2 to 3.
- **Sentinel** - Cost changed from 8RG to 7RG. Stamina decreased from 4 to 3.
- **Tantalum Ray** - HP decreased from 10 to 9.
- **Venge Cannon** - Cost decreased by 2 from 3GGG + sac 3 Drones to 1GGG + sac 3 Drones; ability cost increased from GGG to GGGG.
- **Wincer** - Cost decreased from 9RBBG to 8RBBG.
- **Xeno Guardian** - Cost decreased from 7BG to 5BG. Buildtime increased from 1 to 2.

Mini-update

September 12th, 2015

Many bugfixes, plus the following changes:

- You can now purchase premium arena tickets for shards.
- The requirements for obtaining the daily bonus through bot play have changed. You now must beat Master Bot in games where the base set and at least 5 random units are included.
- Steampunk skins have been added.

Group Chats Added

September 2nd, 2015

Small patch. A few bugfixes, plus the addition of GROUP CHATS. Just type \join CHANNELNAME in the chat to join a multi-person chat channel.

Massive Update + Player Collection Reset

August 31th, 2015

In this patch, we've made some changes to the Prismata collection system. As explained on [our blog](#), we've also done a reset of player rewards.

- The armory has been changed. All rarities of emotes and skins have been adjusted, new skins and emotes have been added, and the minigame has been rebalanced.
- All skins/emotes in player collections have been reset (though players should still have skins/emotes unlocked using Kickstarter/Paypal reward codes).
- All players' current arena/armory statuses have been reset.
- All players have been granted a rebate of Power Cores, Omnipower Cores, and Shards commensurate with how many they have earned before the reset.
- Arena tickets have also been reset (there was actually a bug causing arena tickets to be spawned more often than intended for some players).

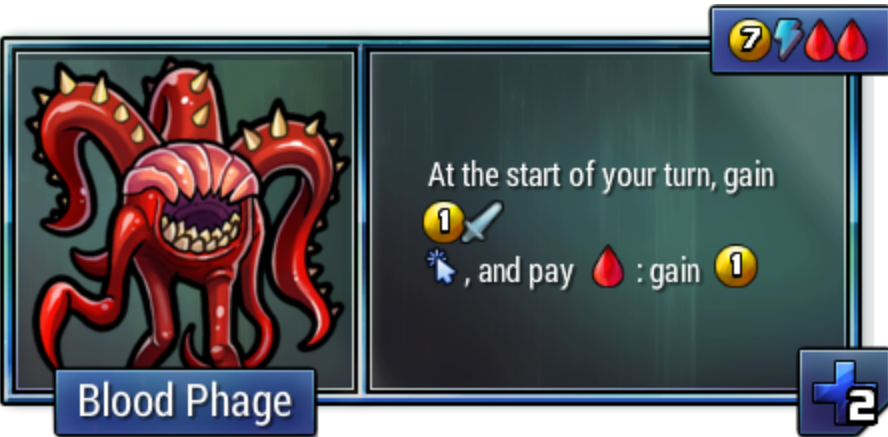
Additionally, several new features have been added to Prismata itself:

- You can now use ANY EMOTE YOU OWN in-game. Just press ~ to open the emote menu, then type a search query and press ENTER.
- Several cosmetic upgrades to the skin browser, victory screens, splash screen, vs bot screen, skill bonus tokens, armory, and more.
- Major AI improvements and fixes, including better technique with frontline units, better use of units like Blood Phage/Thorium Dynamo/Galvani Drone, and better defending.
- Golden passes, supporter bonuses, and weekly arena tickets have been enabled; Kickstarter and Paypal supporters will be receiving codes in the upcoming days.
- Many other bugfixes.

Major Update

August 8th, 2015

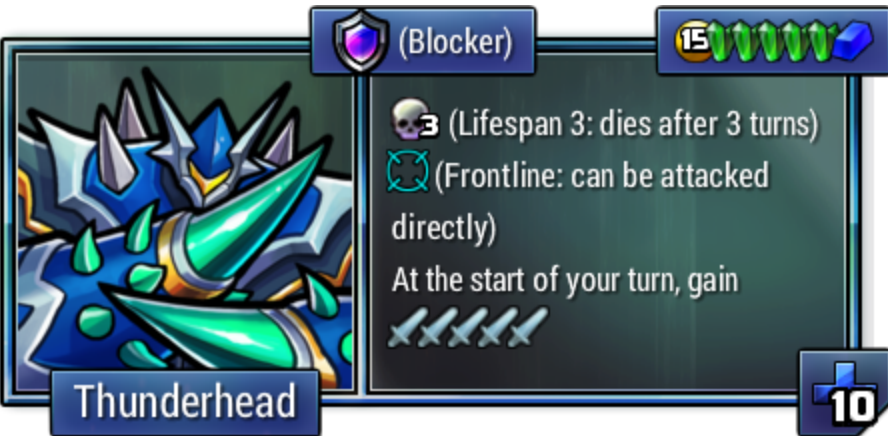
Three new units have been added; they will occur with higher-than-usual probability in arena games during the first 24 hours after their deployment.



Blood Phage (supply 4)



Galvani Drone (supply 10)



Thunderhead (supply 1)

Additionally, several units have been rebalanced. More info [here](#).

- **Odin** – Cost decreased from 21BBB to 19BBB, HP decreased from 5 to 4.
- **Drake** – Cost decreased from 17BBB to 12BB. Attack decreased from 3 to 2 (still sacrificing a Blastforge and doing 2 additional damage when clicked). HP decreased from 5 to 4.
- **Trinity Drone** – Cost decreased from 2EG to 2G.
- **Tatsu Nullifier** – Cost increased from 11RRRR to 12RRRR.

New collectibles:

- National Flag Drones added
- Ninja skins added
- Medieval Warrior skins added
- Over 100 new text emotes added

Software features:

- Arena Ticket drops have been enabled. You will now sometimes randomly earn gold and platinum arena tickets after runs (you still can't buy them yet).
- The Armory has been visually re-skinned.

- Master Bot has undergone several improvements and bugfixes.
- LOTS of other bugfixes.

Software Update

August 1st, 2015

This patch is mostly small bugfixes and other minor updates, mostly focusing on the arena rewards. Much of these changes are a result of the feedback we received from the Prismata community. Thank you!

- **DAILY BONUS has been enabled!** You'll now get free Power Cores and shards for your first 3 wins in the Arena or against Master Bot each day.
- **The distribution of arena rewards has been changed.** Small Power Fragments are now worth 2 percent of a Power Core instead of 1 percent, and you'll get better Power Fragments more often, but you'll get whole Power Cores less often.
- A bug was causing reward rarity to get calculated incorrectly in some cases, causing players to sometimes get too many rewards. This has been fixed.
- Several visual updates have been made to the arena rewards screen. Tooltips have been added.
- Prismata now defaults to the second tab of units when you go to observe a game.
- The Resource Production HUD option now displays a *range* if you construct economic units with pay-to-activate clickabilities like Thorium Dynamo and Ebb Turbine.
- Several bugs have been fixed, including one that caused a crash when loading into a game.

ARENA REWARDS ARE LIVE!

July 24th, 2015

You will now receive rewards after arena runs. They can be redeemed for prizes (skins and equippable emotes) in the ARMORY, a new screen located in the CUSTOMIZE menu. See [our blog](#) for more information. Some features are still disabled while we test things out.

We've also deployed some bugfixes, efficiency improvements, and a small AI update.

Software + unit update

July 17, 2015

- **Frost Brooder** has been re-added. Its cost has been reduced from 5RR to 4RR. However, it now produces Frostbites that have Lifespan 3.
- **Pausing!** You can now pause in friendly 1v1 games. Just open the menu (or press F12, then P).
- **'Claim Victory' is now gone.** Instead, players will pass their turn if disconnected, and will automatically forfeit games if they're disconnected for too long, or are AFK for the entire first turn of a ladder game.
- **Master Bot improvements.** Dave added more improvements to the chill code in response to YOUR feedback. Thank you! Please send us more tips for improving the bots!
- **Asset improvements.** Prismata is now 16 Megabytes instead of 24! Additional assets like unit pictures, skins, and other art will now load in the background. The quality of the unit art should be higher as well.
- **Fixed a critical matchmaking bug!** Some players were getting stuck in the queues forever because the server was crashing as soon as a match was made. This, and other issues with queueing/observing, should now be fixed.
- **Other bugfixes and small quality-of-life improvements.** Thanks to everyone for submitting bug reports and suggestions! We always add small improvements when we can!

Thorium Nerf

July 11, 2015

Thorium Dynamo's ability now reads Click, and pay GGG: gain 3. For more information on this change, [read the article on our blog here.](#)


Balance update


June 30, 2015



As announced on reddit, a [large balance patch](#) has been deployed. Three new units have also been added:



As an additional cost to buy Thorium Dynamo, consume 3 Drones.

 (takes 2 turns to construct)

 (Fragile: does not absorb)

At the start of your turn, gain 
, and pay  : gain 

Thorium Dynamo



Thorium Dynamo (supply 4)



 (Fragile: does not absorb)

At the start of your turn, gain 
, and lose  : construct a Gauss Charge.

Tantalum Ray



Tantalum Ray (supply 10)



 (Blocker)

When Borehole Patroller is bought, construct a Pixie.

At the start of your turn, gain 

Borehole Patroller



Borehole Patroller (supply 10)

Big update

June 26, 2015

Our new Prismata update is finally ready to deploy, and there are a bunch of new features you should now about. Pay special attention to number 1 if you play Prismata in a browser.

1. **In-browser resolution-changing is now supported.** Please, stop using browser zoom! Instead, you can append your desired resolution to the Prismata URL like this: `play.prismata.net/?w=1600&h=900[1]` . Browser zoom literally just zooms in on the page, making most of the game look pixelly and nasty-looking. Chrome has a bug that prevents us from even detecting that browser zoom is happening, so we can't fix this. You can also adjust your resolution from within the graphics options.

2. **Skins are live!** You can't earn them as rewards yet, but the skins menu has been enabled, some skin sets are visible, and crowdfunding supporters will get their skins as soon as we can get the codes up on Humble's page.
3. **Tons of new art.** Thanks art team! Menus now have updated fonts and graphics, new particle effects, and many updated screens and layouts. There is also a new in-game turn indicator and turn-change animation. Nothing's final, so let us know if you have any feedback on it!
4. **Embargos.** You can now select up to 5 units that will appear less frequently in your arena games (and will never appear at all if both players embargo the same thing).
5. **Master bot update.** Dave fixed a few bugs/suboptimalities with Master Bot, and made it a bit stronger with chill. It also makes better opening tech decisions.
6. **Performance upgrades.** David made huge improvements to our performance. The board is drawn 7 times faster. Many memory problems have been improved. Some load times will be a bit faster too. Note: right now, you might notice some minor graphics anomalies, like particles appearing on top of units instead of underneath them. These are a side-effect of the performance improvements, and will be fixed in a patch next week.
7. **Performance rating** has been changed to the netzero algorithm
8. **Tons of bugfixes.** Too many to list.

Large balance update

May 23rd, 2015

Today's update includes balance changes to 14 Prismata units, plus several minor bugfixes. The balance changes are listed below. Full explanations can be found [here](#).

Militia – health has been increased from 2 health to 4 health.

Hannibull – Cost increased from 9RB to 10RB. HP increased from 6 to 7. Now does 1 damage at the start of the turn, and a 2nd damage when clicked (formerly, it did 0 damage at the start of the turn, and 2 damage when clicked).

Cynestra – Cost increased from 11GGGR to 12GGGR.

Tesla Coil – Cost increased from 10GGB to 12GGB, but comes with 3 Engineers instead of 2 Engineers when bought.

Venge Cannon – Health increased from 8 to 9.

Drake – Cost increased from 16BBB to 17BBB.

Kinetic Driver – Cost of on-click ability reduced from 4 to 3.

Xaetron – Attack weakened and now converts 7 health to 5 Gauss Charges instead of 7 Gauss Charges.

Fission Turret – Lifespan increased from 4 to 5. Ability cost reduced from EEEE to EEE, but the ability produces GGG instead of GGGG.

Ebb Turbine – Health increased from 4 to 5. Supply increased from 4 to 10. And now, instead of producing 5E upon click, Ebb Turbine now produces 1 automatically at the start of the turn and 4E upon being clicked.

The Wincer – Cost decreased from 10GBBR to 9GBBR.

Vai Maaronax – Cost decreased from 15BRRR to 14BRRR, value of Chill ability increased from 6 to 7.

Resophore – Build time increased from 1 to 6, and cost decreased from 10GG to 1RG.

Corpus – Cost increased from 9RRR to 10RRR.

New UI is Live!

May 4th, 2015

We've been testing our new UI for weeks, but with an update this large, there are bound to be some bugs that we didn't spot yet. Feel free to report absolutely anything you notice using the in-game bug report system, no matter how minor.





- Major graphical overhaul of the entire user interface.

- A temporary form of Arena Mode has been enabled, but there are currently no rewards. Rewards will go live soon (probably a week or two).
- Tournaments have temporarily been disabled. A new 'events' feature will go live later this year when we bring out our Grand Prix system.
- There are a few changes to how chats and friends work. If you want to enable or disable in-game chat, click the bell inside each in-game chat window.
- For today only, some replays may be temporarily unavailable as we're migrating them to a different file server.

New Month, New Units!

May 1st, 2015

FOUR new units have been released into the wild, to celebrate the launch of the new UI!

 <p>Corpus</p>	<div>(Blocker)</div> <div>9   </div> <p>(Prompt: blocks immediately) When Corpus is bought, construct 3 prompt Husks.  2 (Lifespan 2: dies after 2 turns)</p> <div>+3</div>	Corpus (supply 4)
 <p>Nitrocybe</p>	<div>(Blocker)</div> <div>1 </div> <p> 2 (takes 2 turns to construct)  , and sacrifice Nitrocybe: gain </p> <div>+1</div>	Nitrocybe (supply 20)
 <p>Vai Mauronax</p>	<div>15   </div> <p>At the start of your turn, gain     , and pay  :  6 (Chill 6: add 6 chill to target until next turn. Units with chill greater than or equal to their health cannot block.)</p> <div>+6</div>	Vai Mauronax (supply 1)



Cluster Bolt Burf April 25th, 2015

As announced on our [blog](#), Cluster Bolt has been changed to provide 4 Gauss Charges (instead of 5), but only 1 Gauss Charge for the opponent (instead of 2). The cost will remain the same.

Changes to Wincer and Resophore April 16th, 2015

As announced on [Reddit](#), we've further changed the cost of Wincer, from 9GBRR to 10GBBR. Also, Resophore went through a revamp that leaves the unit functionally pretty much identical, but cleaner to read:



Small balance changes that go a long way in nerfing some openings... April 7th, 2015

As announced on [Reddit](#), we've changed the costs of Wincer (from 8GBRR to 9GBRR) and Redeemer (from 8GGB to 7GGGB).

We've also updated Master Bot to be a bit stronger and less likely to make mistakes in some tricky situations. Details on our [blog](#).

The Real April Fools Unit April 2nd, 2015

The survivor of our April Fools units, Resophore, is now live with new art:

(Blocker)

11

As an additional cost to buy Resophore, consume a Drone.

(Prompt: blocks immediately)

(Fragile: does not absorb)

At the start of your turn, gain for each Forcefield you have, and gain

Resophore

2

Resophore (supply 1)

4 New Units! March 22nd, 2015

4 new units are now live:

6

, and consume a Drone: gain

Ebb Turbine

4

Ebb Turbine (supply 4)

5

6 (Lifespan 6: dies after 6 turns)

At the start of your turn, gain

, pay 4 , and sacrifice Kinetic Driver: Destroy any Animus, Blastforge, or Conduit.

Kinetic Driver

1

Kinetic Driver (supply 4)

2

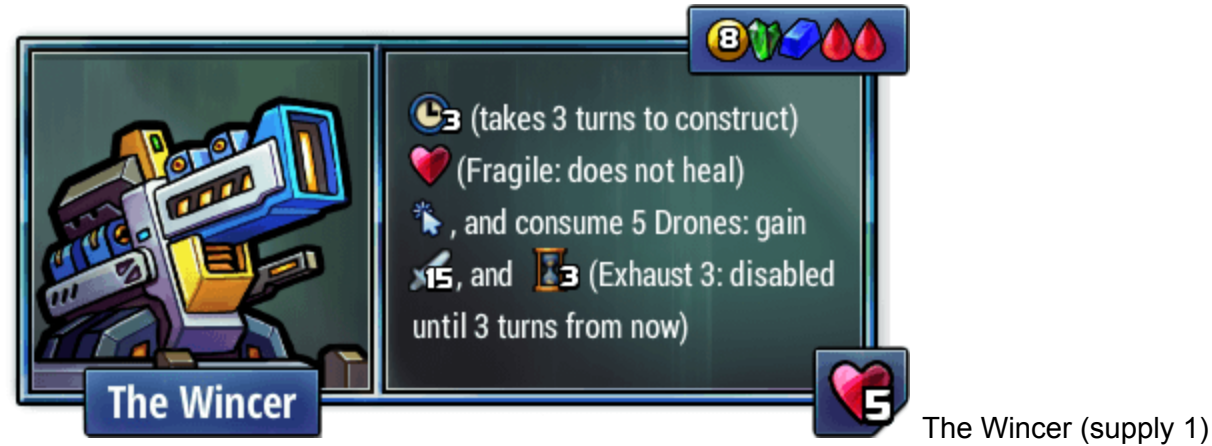
1 (Lifespan 1: dies after 1 turn)

, and sacrifice Nivo Charge: 5 (Chill 5: add 5 chill to target until next turn. Units with chill greater than or equal to their health cannot block)

Nivo Charge

1

Nivo Charge (supply 10)



Massive Software Update February 20th, 2015

Core features added:

- **Badges:** All players can now equip up to three badges. Currently only developers have badges; Supporter and ambassador badges will be coming soon!
- **Avatars:** You can now choose one of 6 avatars. Supporters at the Centurion Tier and higher can also select their personal avatar if they choose. More avatars will be added later (they will need be unlocked).
- **“Watch Live”:** The top live games are now displayed in the challenge page. Click to watch, or page through the various games.
- **Custom Unit Sets:** You can now create (and save) your own unit sets for use in custom 1v1 and bot games. Click “edit set”, go to “custom”, and choose any units you’d like. You can also BAN some units, which will not appear if random units are part of your unit set.
- **Some in-game particle effects:** Just a small taste of what’s to come to measure the impact on performance. We have TONS more awesome graphical effects in the works.

Behind-the-scenes changes:

- **Big database changes.** We completely shifted to a fully asynchronous database system. This will ultimately improve performance, but please let us know if you encounter any bugs or strange behaviour.
- **Analytics.** We’re gathering a lot more stats now.
- **Custom badge/emote system.** We can now add new badges and emotes without a server restart.
- **Asset management.** A lot of graphics are now stored on the server, streamed, and cached. This may decrease some load times and increase others, but overall should make the software faster.

Bug-fixes/small changes:

- Made rubber-banding a bit faster for players who are very strong but ranked at low tiers on the ladder; they should now rise faster to higher tiers (so there will be less matchmaking between, e.g. a tier 2 who is really really good and a tier 8).

- Fixed a bug where a reply would crash if it has no turns at all.
- Added a “view stats” button to replays, so you can click it to see the end-of-game graphs, build orders, and who won.
- Fixed a bug where users’ options would be forgotten/overwritten in some cases.
- Fixed some graphical issues relating to the positioning of art on cards and the buybox (we still need to manually position all the units to make them look optimal, however)
- Added a (temporary) sound that plays at the start of your turn (all sounds will be replaced eventually; more info to come).
- Some small AI updates and bugfixes.
- A few random font changes and small UI updates.
- Fixed a bug with CTRL getting “stuck” in the “on” position in some browsers, resulting in the opponent’s supplies always being displayed instead of yours.
- Fixed a bug with time controls not being displayed correctly in tourneys and observed games.
- Fixed the ability to follow yourself.
- Probably a lot of other minor quick-fixes, small UI changes, and optimizations.

Three new units, and a changed Auric Impulse

February 19th, 2015

Three new units have been added: **Arka Sodara (supply 1)**, **Mahar Rectifier (supply 10)**, and **Redeemer (supply 4)**.



Additionally, Auric Impulse has been changed. Instead of Costing 4E and producing 5E in resources on the following turn, it now costs 3E and produces 4 in resources on the following turn. We conducted a survey on reddit to determine what people thought of our previous change from the “5 -> 6” Auric Impulse to the “4E -> 5E” Auric Impulse. People definitely thought it was improved, but wanted to see further changes as well (a number of folks were disappointed with games where people chained huge numbers of them together, and thought that the decision between Auric Impulses and Drones was too subtle and not important enough). So we’re trying something different. One of the suggestions made was to nerf the current unit to “4E -> 5”, but we actually found that we could get away with something slightly stronger: “3E -> 4”. We did experiment with “2E -> 3”, but it created some scary openings that might have been a bit broken.

February 15th, 2015

- **Ossified Drone:** cost changed from 5RE to 2R + Consume a Drone. Not a buff in "power", but a buff to make Ossified Drone easier to fit into your openings.
- **Grenademech now has a click ability:** Consume a Blastforge, Construct 2 Pixies. It needed a buff, but decreasing the cost to 9BB was not an option because player 2 would then gain access to a very oppressive

DD/BB/Grenademech rush (which, while counterable with base set only, led to pretty unfun games). Instead, we added an on-flavour click ability that might remind you a bit of Drake's (note that the damage comes one turn later, but in Pixie form, so it's neither strictly better nor strictly worse).

- **Asteri Cannon - cost increased by G to 16GGGG, HP increased to 11, ability cost increased to 5HP.** Asteri was OP to the point that players who didn't get it often lost. The change to its HP is mostly to make it a more reasonable purchase in situations where players would prefer NOT to use its click ability.
- **Steelforge - cost decreased from 3 to 2.** Steelforge is one of the first units ever added to Prismata (after Drone, Steelsplitter, and Blastforge) and has been changed dozens of times. It used to be far more expensive but had a 1 gold activation cost and produced Steelsplitters that could attack right away, leading to some pretty cool (and often OP) rushes. Changing its cost to involve "Consume a Blastforge" helped deal with the rushes, but we think it can handle a little buff now.
- **Lucina Spinos - cost decreased from 18RRRR to 17RRRR.** We nerfed Lucina really hard recently; she seems OK at 18RRRR but a tiny buff won't hurt. 16RRRR was ruled out for allowing a really scary player 2 rush with Wild Drones (though you can still try it with Doomed Drones!)
- **Frost Brooder - lifespan reduced from 9 to 7.** We wanted to (slightly) nerf strategies involving stockpiling a ton of Frostbites. You can still go double Frost Brooder if you want.
- **Deadeye Operative - cost increased to 11BB, attack increased to 2, cost to snipe a Drone increased to "pay 2 attack".** This was a hard decision. The original 7BB Deadeye was a unit that I initially hated, but I grew to love the unique and interesting board states it led to. Unfortunately, it was oppressive and drawish, and the recent change to 8BB with one attack didn't seem to help much. So we're trying something rather different.
- **Tia Thurnax - cost increased by 2 to 6GGGR + sac 7 Drones.** A pretty small nerf, but it should weaken Tia Thurnax rushes a bit. We thought about reducing its HP instead, but that would do nothing to help strategies that aimed to "weather the storm" by defending against Tia's 21 damage over 3 turns.
- **Scorchilla: cost reduced from 7RG to 5RG. Build time increased from 1 to 2.** Many people complained that Scorchilla was oppressive because it forced players to guard against Scorchilla rushes like player 2's DD/DDC/DA into double Scorchilla, which placed strong constraints on player 1's choice of openings. In ladder games, we saw a 56% win rate with player 2 when Scorchilla was in the set (though it was close to 50-50 between 1600+ players). In any case, we're gonna try a new version. We'll do another survey later to see whether you guys want the old one back.
- **Endotherm Kit - Replaced by a new unit that does the following:**
 - **Cost 5RRGG**
 - **Build time 4**
 - **Supply 1**
 - **Spell: Construct 4 Frostbites and 4 Cryo Rays**

Survey's in, players don't enjoy games with a lot of cheap, strong freeze units. The old Endotherm is cut. The replacement is a variation of a unit we were planning on releasing later this year (which originally spawned a stash of another freeze unit that currently isn't included in Prismata). We reworked it slightly to fit into Endotherm's slot and use its art. The long construction time means you'll have a lot of time to prepare for its arrival.

- **Auric Impulse: Cost changed from 5 to 4E. It now gives 5E instead of 6.** We really wanted to buff the 5->6 version of Auric Impulse to 4->5, but doing so gave a huge advantage to player 2. The cost of 4E makes it work, and the fact that it also produces an energy when purchased means that you can cycle them a ton (and then buy a lot of drones all at once, if you want). It feels a bit different, but I think it's more interesting now.

- **Doomed Drone and Vivid Drone:** we're keeping the current versions of both! You guys liked the changes, and we did too.
- **Apollo and Cluster Bolt:** no changes. But we're keeping an eye on these two.

Some of these changes (e.g. Scorchilla and Auric Impulse) are fairly experimental and we may revert them at any time.

Massive update! January 26th, 2015

Major changes:

- The AI is much smarter and about 5 times faster (we completely switched our build chain to use emscripten instead of crossbridge).
- Major speed improvements to both the Prismata client and server code.
- Prismata's filesize is about 1/3 as big, and Prismata loads game assets dynamically, and does a better job of caching things. You shouldn't have to download 30MB worth of stuff every time you want to watch a replay. This will also save us hundreds/month in server costs. You might notice that your first few games and replays load a bit more slowly, but the assets should cache and later games/replays will load up quickly.

Minor changes:

- Moved HUD options to the options menu, cleaned them up a bit. Removed the “max attack” option for now.
- Loading bars now properly display the percentage of loaded assets. There are still a few minor quirks but they mostly work. Loading screens in general got a bit of a visual overhaul.
- Draws now show up in the replay listing as draws.
- The way units look on the “buy box” on the left is changed a bit. Some are still mis-positioned, fix coming soon.
- Changed the order that Fission Turrets are sorted so that the ones with lower remaining lifespan are on top. This has the potential to break a very small number of old replays in which Fission Turrets were shift-clicked. If you find such a broken replay, send us a message and we'll send you a prize.
- Made some minor changes to when target arrows are shown if units are moused over
- Added client versioning. The new server will NOT let you log in with an outdated client version.
- Made some fonts look a bit better.
- Added menu hotkeys (not documented yet though)... e.g. you can F12-R-Y to resign.
- Changed the home screen and improved the tips and their ordering.
- A bunch of visual changes to various buttons. Still not final at all.
- Checkmarks for completed missions.
- Added some Javascript thing to blink the browser title bar when you get a match.
- Added another Javascript thing to warn you if you try to close the window during a game.
- Added anti-spamming for emotes (sorry Andy...)

Bugfixes:

- 99.95% tier progress will not round up to 100.0% ever. That was a bit confusing...
- Fixed a bug involving fullscreening Prismata during a load screen.
- Fixed a few bugs with the login screen getting stuck and not displaying correct error messages.
- Fixed a bug involving Apollo's snipe ability being undoable in situations where it shouldn't have been legal.
- Fixed a bug where reconnecting would cause the units in a game to be rearranged on the table, causing desynchronization between the two players and all kinds of related problems.
- Fixed a small memory leak involving unit infopanel.
- Fixed a few other bugs relating to disconnect/reconnect. There are still some known bad behaviours where players are punished too harshly for disconnecting near the start of the game; we'll be changing these soon.
- Tons of other minor trivialities and one-line fixes.

Balance Changes and New Units for the New Year!

Balance Changes: (see the [reddit post](#) for rationale)

- **Vivid Drone** now consumes 3 Drones when bought, but produces \$3 more each turn. It also no longer blocks and produces automatically at the start of your turn.
- **Cryo Ray** now has 3HP (instead of 2), but loses 1HP each time its ability is used.
- **Doomed Drone** now has lifespan 4 (instead of 3).

New units:



Endotherm Kit (supply 4)

Note: Endotherm Kit will make the NEW Cryo Rays!



Infusion Grid (supply 10)

Many nerfs to some of the most game-defining units

December 17th, 2014

As usual, rationale behind buffs and nerfs were posted on [reddit](#) ahead of time.

- **Apollo** is now legendary (supply 1 instead of 4). Also, it now takes 2 turns to build, but its cost has been reduced from 17BBB to 13BBB to compensate this.
- **Antima Comet's** cost has been changed to 3GBR (from 2GGB).
- **Frost Brooder's** cost has been increased to 5RR (from 4RR). Its lifespan has been increased from 8 to 9.
- **Drake's** cost has been increased to 16BBB (from 15BBB).
- **Ossified Drone's** cost has been reduced to 5ER (from 6ER).
- **Deadeye Operative's** cost has been increased to 8BB (from 7BB). It no longer blocks, but now it can attack for 1 if you don't use its sniping ability. Finally, its health has been reduced from 3 to 2.

Several major changes in this patch.

- Matchmaking has been improved to make better decisions in who to pair and how long to wait.
- New "Tiers" system lets you measure and make progress. You can't go down tiers.
- Pledge on Kickstarter* and get the **COMMUNITY EMOTES PACK**, a pack of 10 emotes chosen and voted by the Prismata playing community. (**Pledge at steelsplitter tier or higher*)
- There's also 3 legendary emotes: I got lucky, Bro Fist, and Salt Shaker.
- The AI will now more correctly leave attacking units back on defense, and make less erroneous purchases.
- New tips have been added to the lobby.
- Lots of minor fixes.

Explanation of the tiers system:

See also [the reddit post](#) for lots of Q & A.

The changes to our ranked system were brought about by several issues users were experiencing with our old ranking system, namely:

- A lot of players weren't really aware of how well they stacked up against the rest of the community. Some players who were above average seemed to be getting the impression that they were much worse than everyone else.
- The matchmaking system was often matching players of vastly different skills, because it used a skill estimation system that didn't really account for how fast beginners seemed to be improving.
- Beginners often got crushed really hard on the ladder when they first started out, and didn't have access to a good progression system to encourage them to play more and rank up.

Motivated by these issues, we changed our matchmaking/ranking system to use a new "tiers" system.

- * New players start at TIER I and rank up through TIER II, TIER III, all the way to TIER X: MASTER.
- * You can never go down a tier.
- * You have a "progress" percentage, which can go up and down as you gain and lose matches. Once it hits 100%, you will advance to the next tier. It's pretty hard for it to hit 0%.
- * Your "progress" never decreases during TIER I and TIER II. Once you hit TIER III, it can decrease. It only decreases when you lose, and only increases when you win. The amount it changes depends on our estimation of your skill, which depends on factors such as the strength of your opponents.
- * You will generally get matched to people in your tier, or 1 tier away. (2 tiers away is possible if, e.g. you're a 90% TIER V and your opponent is a 10% TIER VII).
- * Beyond the first few tiers, you cannot grind to progress up the ranks. You must improve at the game; your tier is similar to a rating in that it is essentially in a one-to-one correspondence with your skill. We were very adamant in believing that the legitimacy of ratings must be preserved.

One buff, one nerf, one name change, and three new units

December 1st, 2014

Rationale behind buff/nerf are on [reddit](#):

- Blood Pact now costs 3R (instead of 4R).
- Frost Brooder now has Lifespan 8 (instead of Lifespan 10).

New name/art for Victory Bond!



At the start of your turn, gain 6, and sacrifice Auric Impulse.

Auric Impulse

New units:



 (Lifespan 4: dies after 4 turns)
 At the start of your turn, gain 
 , pay  , and sacrifice
 Fission Turret: gain 

Fission Turret

Fission Turret (supply 10)


 (Blocker)





 : gain  , and  2 (Exhaust 2: disabled until 2 turns from now)

Immolute

Immolute (supply 20)



 (Fragile: does not heal)
 At the start of your turn, gain 

Cynestra

Cynestra (supply 4)

Two supply changes, one unit removed, one new unit

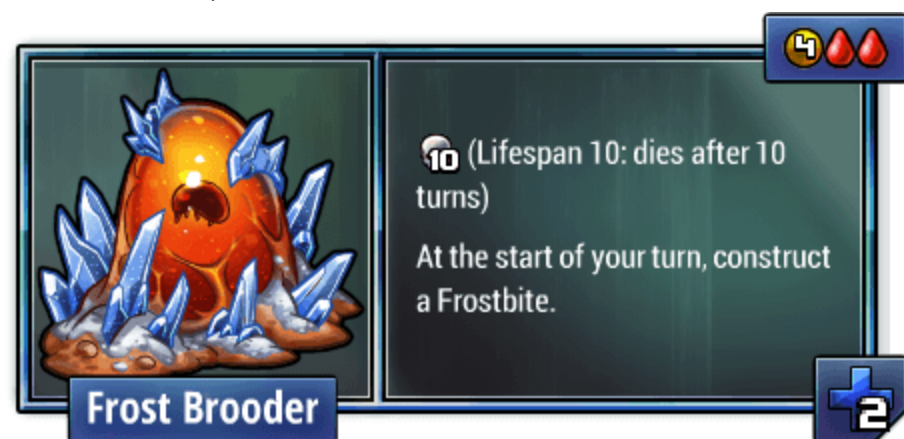
November 15th, 2014

Detailed rationale behind the changes were posted on [reddit](#) yesterday.

- Tesla Coil now has a supply of 4 (instead of 10).
- Victory Bond now has a supply of 20 (instead of 10).
- Savior has been removed from the unit pool.
- New unit: Chieftain



New unit!
November 11th, 2014



Frost Brooder (supply 4)

In case you forgot, here's what Frostbite does:



v3064 - Replay sharing, single player content, streamer listing, and more!

November 10th, 2014 - by Elyot

Tons of changes. Some of these went in late last week or over the weekend, but here's a (mostly) complete list:

- You can now share replays via links, like [this](#).
- There is now a "Live Prismata streams" listing, which displays all twitch.tv streamers who are currently streaming Prismata.
- A new version of the AI has been deployed. Its strength has been improved substantially, though more improvements are in the works.


- There are a few "Scenario"-style single player missions added to test the AI's readiness as a single-player opponent.
- A few graphical updates, including new resource icons and better fullscreen support.
- A major bugfix: options saving was broken in last week's build, causing Prismata to not remember changes made to music settings, hotkeys, and ranked matching preferences. This has been fixed.

New units for tonight!

November 4th, 2014



16





♥ (Fragile: does not heal)

At the start of your turn, gain

✂✂✂

👁, and lose ♥4: construct a prompt Forcefield.

Asteri Cannon



9

Asteri Cannon (supply 4)



1



(Blocker)

 (Prompt: blocks immediately)
 (Lifespan 1: dies after 1 turn)

Barrier




1

Barrier (supply 20)



2




(Blocker)

As an additional cost to buy Plexo Cell, consume a Drone.

 (Prompt: blocks immediately)
 (Lifespan 1: dies after 1 turn)

Plexo Cell



4

Plexo Cell (supply 10)

Balance Changes

November 1st, 2014

These were announced on reddit

(http://www.reddit.com/r/Prismata/comments/2kts4g/antima_comets_cost_has_been_reduced_from_5ggb to/) two days ago. From now on, all balance changes will be announced on reddit first, and we are always interested in hearing players' suggestions.

- Antima Comet's cost has been reduced from 5GGBB to 2GGB, and its supply has been decreased from 4 to 1.

- Zemora Voidbringer now costs 6GG (instead of 4GG).
- Apollo now costs 17BBB (instead of 15BBB).
- Gaussite Symbiote now costs 7RR (instead of 8RR).
- Cryo Ray now has a supply of 10 (instead of 20).
- Tatsu Nullifier now has 2 health (instead of 3).
- Thermite Core now has Lifespan 7 (instead of Lifespan 10).
- Savior now costs 11 (instead of 12).

Two major changes are in for today:

1) The first is a huge overhaul to tourneys. There are tons of new features, including a better interface, more options, and better matchmaking to avoid multiple byes and repeat games.

2) The second major change is an overhaul of the ranked brawl and leaderboard system. The leaderboard will now display a "performance rating" rather than a cumulative brawl score. The automatcher will be open every day, according to the following hours (all times EST):

- Monday: 7pm - midnight
- Tuesday: 7pm - midnight
- Wednesday: 1pm - midnight
- Thursday: 7pm - midnight
- Friday: 1pm - 3am
- Saturday: 1pm - 3am
- Sunday: 1pm - midnight

New unit for tonight's brawl!

October 25th, 2014



v3055 - Minor fixes

October 23rd, 2014

A new unit has been made available for tonight's brawl:



Additionally:

- Friends list has been optimized to load more efficiently.
- AI now plays clicks of the same unit in a row a little faster.
- Full screen button added to login screen.
- Fixed a crash that could happen if choosing Intro Deck 1.
- Mispositioned undo buttons in replay screen have been positioned correctly.
- Skull animation has changed.
- Particle/animation for attack power has changed.
- Made a minor graphical change to scrollbar.

New unit for tonight's brawl!

October 21st, 2014



v3052 - Tourney and other fixes

October 18th, 2014

We added some small fixes to improve tourneys and improve the efficiency of the user interface. Nothing too major.

v3049 - TOURNEYS!!!! That may or may not be a bit janky...

October 16th, 2014

During our 30-hour [Prismata hackathon](#), we added tourneys. They pretty much work, but are a little rough around the edges. To create a tourney, click the Tournaments tab, press "Create New Tournament", choose your settings, and go. There are two ways to get your friends to join: either invite them, or make your tournament public and tell them to click your tournament and

click join. You need to join your own tournament as well if you want to participate. Once everyone has joined, press "Start" and the server will automatically pair users and initiate games. The tourney currently supports Swiss and single elimination tournaments, with more tournament modes to come soon.

Let us know if you like the tourney feature or find it useful! If you discover any bugs or have any suggestions to improve the tournaments, hit that big Feedback button in the top right!

v 3048 - October 14th, 2014

New unit for tonight's brawl!



We also made a few small changes and fixes:

- You can now remove friends.
- Some small graphical updates have been added.
- A bug relating to ratings and matchmaking has been fixed.
- Challenge countdowns should now be synced between players.
- A bug involving scrollbars moving when not in focus has been fixed.
- Several AI bugfixes and improvements have been added.
- A bug preventing the 'copy' buttons on the replay menu from working in some browsers has been fixed.

v3046 - October 11th, 2014

Bugfixes:

- A bug where units like Auride Core and Thermite core wouldn't look different after they have been clicked has been fixed.

Balance Changes:

- **Venge Cannon now cost 3GGG (still sacrificing 3 Drones), up from 3GG. Its ability costs only GGG to activate again, instead of GGGG.** We saw various Venge Cannon rushes being played often whenever Venge Cannon was present, including the dreaded [AI2718x rush](#). While these rushes can be countered, some pretty advanced knowledge of openings is required, so the rush was extremely punishing to a lot of beginners. AI2718x's rush in particular is powerful, easy to execute, and also difficult to counter, since the Venge Cannons have so much health.

Even with counters to the AI2718x rush present, the rush gave us some concerns about high-level games in which Venge Cannon was present. The key counter to AI2718x's rush involves attacking for 3 on the first player's fifth turn, which required either a turn 2 DC or turn 3 CCC (in response to 2 .. DDC) if no other rushy attackers were present. So we felt that, while beatable, the AI2718x rush often placed a huge amount of restrictions on the viable build orders of

the defending player, leading to less variety in gameplay. Unchanged, players would be essentially *obligated* to get early Conduits whenever Venge Cannons showed up.

In a previous patch, we tried only nerfing the cost of Venge Cannon's ability, but it didn't do enough to calm the rushes, and a further nerf would make the ability underwhelming. We finally decided to make the cannon itself cost an additional G. To compensate, we undid our previous nerf to the ability.

- **In general, we're changing our policy on how high tech "1-of" legendary units are priced.** We used to give some pretty deep discounts to the cost of units like Odin, Lucina, Defense Grid, etc. because we wanted these one-of-a-kind units to feel really powerful and not get ignored because of their high tech requirements. What we've discovered is that we probably overdid it, as many of these units became "must-buys" in sets that they were present in. This was especially true in Base + 5, where players were missing out on far less by going for one specific high-tech unit. Alas, we're going to be increasing the cost of many of these units.
- **Odin now costs 21BBB, up from 18BBB.** We originally intended for Odin to be a fun, powerful legendary that both sides were encouraged to get. However, the first person to get it has a significant advantage, and too many games came down to who could tech to it faster. This significant cost increase makes it much less of a mandatory buy than before.
- **Lucina Spinos's ability now costs a Drone sacrifice instead of R. It no longer has Stamina 6 (it can now be clicked arbitrarily many times).** Lucina had a number of issues: it was still too strong, and also it was extremely frustrating in blitz when players forgot to click it. Also, the Stamina parameter to keep the ability in check felt extraneous. The new ability is no longer "mandatory" to activate every turn, fair enough to not require Stamina, yet still good enough to create an interesting decision every turn: would I rather have a Drone (normally costing 3E) or a Perforator (normally costing 3R)? We look forward to seeing massive, conscripted Perforator armies.
- **Centurion now costs 18GGBBR, up from 16GGBR.** We've nerfed this unit so many times, and absorb, especially Prompt absorb, is still just too good. Hopefully this nerf, combined with the addition of aggressive units in the upcoming weeks, will finally make this legendary defender less of a "must-buy" unit. The extra G was added to give it higher tech requirements relative to Gold.
- **Defense Grid now costs 16BBB, up from 14BBB.** Big defenders, and especially big blue, is currently too prevalent of a strategy in Prismata. This is getting a nerf, similar to Centurion. Note that this will affect the current Grandmaster Set—Antares.
- **Drake now costs 15BBB, up from 14BBB.** Big blue attackers also get slightly nerfed. Drake's ability isn't great value, but the threat itself is just too strong.
- **Omega Splitter now costs 14BBB, up from 13BBB.** The "Omega Splitter mirror match", while finesseful and interesting, was becoming too dominant of a thing in sets with Omega Splitter. This nerf should make Omega Splitter less mandatory of a strategy in the future.
- **Cauterizer now costs 11BRR, up from 10BRR.** This flexible package has quietly been one of the most frequently bought units in the game. This slight nerf should make still a viable attacker, still a viable defender, and still okay to not get sometimes.
- **Hannibull now costs 9BR, down from 10BRR.** Hannibull is a unit that we've changed a huge number of times over the years, but it's recently felt a bit underwhelming. We made Shredder a lot stronger recently and liked the effect it had on games involving Shredder, so we're trying the same with Hannibull. Hannibull will be strong, but we're hoping that it will produce some interesting games. We're prepared to try some other options if it turns out that Hannibull rushes are too hard to stop, but things seemed OK in testing. We're keeping an eye on this one.

- **Iceblade Golem now has 6 health instead of 5.** Similar to Hannibull, this xBR rush unit has been underwhelming for a while simply because it's too easy for your opponent to destroy. 6 health will feel a lot better.
 - **Sentinel now has Stamina 4 instead of Stamina 3.** Sentinel is actually a very cost-effective unit when you get full value out of its attacking and defending abilities, but players are frequently forced to block with them early, which reduces the value of Sentinel considerably. Adding an extra point of stamina should give Sentinel a nice boost.
 - **Ossified Drone now costs 6ER instead of 6RR.** Ossified Drone was pretty limiting before, because it would use up all your R the turn you buy it, forcing you to store lots of Gold. Now it costs an E instead of the second R. This should give it a slight buff, and economic units should cost E anyway.
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v3045 - October 9th, 2014

Many minor fixes have been made.

- Timestamps have been fixed to use 4 digits. (Eg. 00:00)
 - Sword icon in various places has been swapped with the correct asset.
 - Replay listing now uses correct page numbers.
 - Replays should now position avatars for each player correctly.
 - Custom time control in challenges now has consistent defaults.
 - A visual bug in damage not overriding buildtime when "overkilling" units in construction has been fixed.
 - Red "interrobang" has improved saturation.
 - The smudge in the number "5" on the timebank has been corrected.
 - Consuming blocked, unclicked units such as Engineer to Tesla Coil now displays a white shield.
 - Freezing a wall with Prompt now correctly displays a hollow shield.
 - Infopanel now fits text to box if it would run over; and aligns the text horizontally and vertically.
 - Volume controls now are correctly remembered when using Remember Me during login.
 - Replay listings now correctly show winner/loser when playing versus bots.
 - Fixed a bug that caused buybox hotkeys to be incorrect when playing with 10 or more randomly chosen units.
 - Fixed a bug where one person leaving the game setup window during challenges would not automatically cancel the challenge.
 - Scrollbars no longer scroll up on their own when maximizing and then minimizing chat.
 - Backgrounds with poor visual hierarchy are now darkened to contrast in-panel controls better.
 - Word wrap for in game chat is fixed.
 - Issues with 403 errors on browsers have been fixed.
 - Some memory optimizations have been made.
 - Drawing the leaderboard in the challenge screen has been made much more efficient.
 - Some other small visual updates.
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v3043 - October 4th 2014

- **8 new units have been added.**



v3042 - October 4th, 2014

- **New infopanel graphics are live.** As always, this is a work in progress and not necessarily final.
- New revisions to minor graphics such as panels and icons.
- Bug reporting functionality has been restored.
- All known issues in replay codes have now been fixed.
- Many minor user interface bugs have been corrected.
- Hannibull has been correctly updated to have 6 health as was planned for v3039.

v3039 - October 2nd, 2014

Balance Changes:

- **Venge Cannon's ability now costs GGGG to activate instead of GGG.** The unit otherwise remains unchanged.
 - Reducing the health cost of Venge Cannon's ability from 3 to 2 proved to be too strong, and to compensate, we have now increased its G cost by 1, so that its ability is harder to use frequently. We still want Venge Cannon to be a strong all-in threat, but we don't want it to be so powerful that rushing it every game is a viable strategy.
- **Steelforge's cost has been decreased from 4+sac a Blastforge to 3+sac a Blastforge.**
 - Steelforge originally was priced at 3B but didn't have the option to produce B. We thought adding this option was worth the extra gold. We were wrong. Steelforge is such a fun unit, with the inevitable clash of Steelsplitters, that we're willing to bring it back down to 3B and still leave in the option of producing B.
- **Centurion's cost has been changed from 16GBRR to 16GBBR.**
 - Normally, to get an absorber better than Wall, one would have to invest in multiple Blastforges. Not only is Centurion tremendously better than Wall as an absorber, it doesn't even require any additional commitment to Blue. We love Centurion and wanted it to be a legendary that broke the Prismata paradigm, but with only a

single B in its cost, it was just criminally strong. Centurion should still see lots of play at 16BBRG, but at least requires more tech commitment now.

- **Hannibull's health has been increased from 5 to 6.**
 - Hannibull was designed to be a flexible attacker and defender that also gave your opponent Frontline options. Unfortunately, 5 health was just a bit too low (Hannibull had, by far, the lowest HP to cost ratio among all the frontline units in Prismata), and thus the unit was too weak to see too much play. The extra point of health should feel really good for Hannibull wielders.
- **Flame Animus's cost has been decreased from 8B to 7B.**
 - A lot of players really like this transition unit, and it's quite balanced at 8B, but it still doesn't see a lot of play because a lot of conditions have to be met for players to get full value out of it. We wanted Flame Animus to see a bit more play, so we are going to make it stronger and see if some crazy "makeshift Animus builds" (builds that get to multiple R's off of only Flame Animus) are possible.
- **We're keeping a close eye on the following units, but we haven't made any changes yet: Drake, Defense Grid, Antima Comet.** All of these can be extremely strong in certain situations, but they all have counters as well, so we're waiting on nerfing these units until the community gets a little better at the game.

General Changes:

- **New AI.** It's still *very experimental* and has many obvious weaknesses, but it plays much stronger than the previous one.
- **Replays** now each generate a hashcode that can be used to rewatch the game later or share games with friends (coming next week: the ability to share replays via URLs).
- Many changes to the art, menus, and social panel.
- Music is now on by default (you can still mute it in the options menu). We've added some extra sound and more will be added very soon. We're aware that the mix/levels aren't perfect yet but we will get there.
- Bugfixes. TONS of them. (We probably added a few new bugs too; let us know if you spot anything unusual!)

V3038 (Sept. 29th, 2014):

- **Emergency nerf to Lucina Spinos: the cost has been increased from 16RRRR to 18RRRR.**
 - *Lucina has always been a strong unit, but recently, there were a few build orders discovered that seemed a bit broken in the context of some other economic units like Wild Drone and Victory Bond. There was often no answer at all to build orders like (for the second player) Wild Drone, Wild Drone, AA, Lucina Spinos. For this reason, we're increasing the cost of Lucina specifically to nerf these rushes.*

V3037 (Sept. 25th, 2014):

No balance changes.

General changes:

- **New unit graphics (NOT FINAL)**
 - *We are testing potential new unit graphics. Come give us feedback on reddit.com/r/prismata about the changes.*
- **Grandmaster Set ("Antares") is now live.**

- This features a fixed set of 8 units: Tia Thurnax, Scorchilla, Defense Grid, Centrifuge, Fabricator, Doomed Mech, Perforator, and Plasmifier. This set was chosen to produce exciting games. If you enjoy exploring one set deeply, try playing the Grandmaster Set. (Antares is the first of these sets. Each set will have a name.) GM-Antares has been enabled for Brawl queues and Challenge games.
- **Automatch (Brawl) queues have been upgraded.**
 - It will now choose randomly from your mutual preferences, and use a formula with ratings and time spent waiting to match players more evenly.
- **Time controls have been streamlined.**
 - Players will always gain 25% of their unused increment. The following time controls have been enabled in Brawl queues: Classic (90s), Relaxed (60s), Normal (45s), Quick (30s), Rapid (20s), Blitz (12s), Bullet (6s).
 - Additionally, No Time Limit and Kappa (3s) have been added to Challenge games.
- **You can now press CTRL to make chat boxes bigger.**
- **Many small bugfixes.**

V3036 (Sept. 23rd, 2014):

Balance changes:

- **Plasmafier's cost has been increased from 12GGB to 12GGGB.**
 - The second player can open Drone-Drone, Drone-Drone-Conduit, Drone-Drone-Blastforge, and threaten to buy 4 attack as early turn 4. We found that this is simply too powerful and restricts the other player's opening options too much, namely, preventing them from ever getting an early Animus (which is unable to defend against this threat). The third G should make this threat harder to execute.
- **Tesla Coil's cost has been changed from 11GB to 10GGB.**
 - Similar to Plasmafier, we want to prevent in this case the first player from opening Drone-Drone, Drone-Drone, Drone-Conduit-Blastforge, and threatening to buy 3 attack on turn 4.
- **Antima Comet's cost has been increased from 5GBB to 5GGBB.**
 - This unit has always been powerful, and also limiting in that it forces both players to get early attackers (if you don't, your opponent can easily build up waves of Comets that end the game out of nowhere). This change makes it slightly harder to get the second, third, and fourth Comets, making it harder to maintain the pressure.

General changes:

- **A new brawl time has been added! Tuesday, 7pm-11pm EST.**
 - EU friendly times will be added soon.
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