



Build Notes: Season 8 - Version 0.4.23

Web & Mobile Versions

Season 8: Tundra Dome Launch!

Announcements

- The Winter Arena has returned! All matches will now take place in the Winter Arena for Season 8.

New Shop Items!

- **New color-changeable (tintable) items for use in Mojo Maker:**
 - Monster Winter Gear Costume with 3 New Colors
 - New Year's 2025 Costume with 3 New Colors
 - Winter Gear Pack - Contains 3 Colors and 4 tintable Costumes:
 - Winter Gear Hot Costume
 - Winter Gear Santa Costume
 - Winter Gear Candy Cane Costume
 - Winter Gear Gingerbread Costume

Season 8 Premium BattlePass!

- **Season 8 Premium BattlePass** is available for purchase in the Shop! Purchase with MOJO and SAVE 10%! Rewards include:
 - **New Tintable Mojo Maker Item** - Deer Antler Ski Hat

- **New Tintable Mojo Maker Costume** - Winter Gear Icy
- **New Tintable Mojo Maker Costume** - Snowman
- **New Tintable Mojo Maker Costume** - Yeti
- **SpellStone - Soulstice** - The first Ally to reach 0 Health is teleported out of danger to the spot this SpellStone is placed. The Ally regains 50% / 75% / 100% of their total Health.
- **SpellStone - Cold Snap** - Slows movement and attack speed of enemies in Range 1 by 75% for 6/9/12 seconds.
- **Season 8 BattlePass Badge**

Balance Changes

Hethora Krell

- Base Attack Damage increased: 38/58/78 → 48/70/98

Deth Kolo

- Changed Gold Cost from 4 Gold to 5 Gold.

Leaf Mojo

- Increased range of Special Ability from 3 to 4 and increased healing amounts applied to allies within that range from 150/270/390 to 160/285/410.
 - New Special Ability description - Heals themselves for 80/140/200 Health and Heals all allies within range 4 for 160/285/410 Health.

Flower Mojo

- Increased range of Special Ability from 3 to 4, increased Daze Effect duration on enemies from 2/4/6 to 3/5/7, and increased Attack Speed Buff duration for allies from 3/5/7 to 4/7/10.
 - New Special Ability description - Enemies in range 4 become dazed for 3/5/7 seconds, allies in range 4 have their Attack Speed increased by 33% for 4/7/10 seconds.

Build Notes: Season 7 - Version 0.4.18

Web & Mobile Versions

Season 7: Leaves of Legend Continues!

Announcements

- Modable Mojos on Base are now available to use in Mojo Melee!

Bug Fixes

- The issue where the same line up of Units is shown in the Reserves for every match has been fixed.

- The Special Ability description for King Kalahar has been updated to show the correct details in Collections and Stat Cards.
-

Build Notes: Season 7 - Version 0.4.16

Web & Mobile Versions

Season 7: Leaves of Legend Continues!

Improvements

We have made significant improvements to help performance of the game during a match. This was done to alleviate crashes and frame rate issues for Mojo Melee on mobile devices, but this update will also improve performance in the web version of Mojo Melee.

Balance Changes

King Kalahar

- Now when King Kalahar performs their Special Ability, he will gain back 40% of his Armor. We have also increased the Range of the ability from 3 to 5 and have increased the buff for Allies' Basic Attack and Ability Damage.
 - New Special Ability description - Holds his banner aloft while roaring, summoning an inspiring area of effect around him. Kalahar gets back 40% of his Armor and allies in Range 5 receive a 25% buff to their Basic Attack and Ability Damage for 7 / 9 / 12 seconds.
 - Known Issue - The previous Special Ability description will still appear on King Kalahar's Stat Card and in Collections. This will be fixed in the next update.

Veren Mostlier

- Reduced the amount of time the Poison Effect for Veren's Special Ability will last at Silver and Gold levels by 2 seconds.
 - New Special Ability description - Poisons enemies in range 3 for 4/6/10 seconds. A poisoned enemy has its attack speed reduced by 33% and are dealt 10 damage a second.

Zerlin the Lesser

- Gold Cost reduced from 5 Gold to 4 Gold.

Bug Fixes

- In the Shop, an extra Special Offer slot was appearing for some players, which had an incorrect image appearing for that offer. It was appearing as the first Special Offer shown in the Special Offers category. This should now be fixed, so please let us know if you see this issue!
- Fixed an issue where the sound effect heard at the end of a round was mistimed with the Player Tag animation. This issue was only seen on the web version of Mojo Melee.

- In the Collections Menu, the visual effect seen when upgrading to a new Star Stage was not playing. This has now been fixed.



Build Notes: Season 7 - Version 0.4.08

Web & Mobile Versions

Season 7: Leaves of Legend Launch!

Announcements

- BattlePass Extended - Players will notice this season's BattlePass has double the amount of rewards from our previous season. Same amount of levels, but it will take players longer to complete the BattlePass as it is set up for a 12 week season.
- The Fall Arena is back!
- Weekly Tournaments continue every Friday!

New Shop Items!

- **New color-changeable (tintable) items for use in Mojo Maker:**
 - Mummy Costume with 3 New Colors
 - Skeleton Costume with 3 New Colors
 - 2 Pack Mojo Skins, Ragdoll and Star Moon

Season 7 Premium BattlePass!

- **Season 7 Premium BattlePass** is available for purchase in the Shop! Purchase with MOJO and SAVE 10%! Rewards include:
 - **New Tintable Mojo Maker Costume** - Fall Mojo Costume
 - **New Mojo Maker Item** - Budding Rose Hairstyle
 - **New Mojo Maker Item** - Leaf Pompadour Hairstyle
 - **New SpellStone - Resistance** - Place on your side of the arena. All allies within Range 1 of the SpellStone take 50% less Damage for 6 / 8 / 10 seconds.
 - **New Skin for Rackmor Voortom**
 - **New Mojo Costume** - Fall Mojo (includes tintable hat and shirt)
 - **Champion - Rackmor Voortom** - This Champion starts each round with full Energy. Summons 1 / 2 / 3 Skeletons. Skeletons have 100 Health and a basic attack with 10 damage per second and range of 1.
 - **SpellStone - Acid Rain** - Place on enemy side of the arena. Enemies in range 1 of the stone are poisoned for 5 / 9 / 13 seconds. A poisoned enemy has its attack speed reduced by 50% and is dealt 10 damage a second.
 - **Season 7 BattlePass Badge**

Balance Changes

Rackmor Voortom

- Base Attack Damage increased: 17/25/33 → 24/39/54

Batakamus Rex

- Attack Speed changed from 2 to 1. Batakamus's Base Attack will now fire more quickly.
- Base Attack Damage change to compensate for faster Attack Speed: 42/64/84 → 25/40/55

Bug Fixes

- Fixed an issue where text was missing in menus when using an unsupported language.
 - Fixed a problem where Krumble Gravelstache and Dawn Striker would still perform their Special Ability when stunned by either the Vine Patch or Medusa's Curse SpellStones.
 - Fixed a scrolling problem in the Rank Progress Menu.
 - Fixed spectating issue in a Melee Match where a player could not return to view their own match after spectating another player.
 - Fixed an issue where the Zerlin Champion reward was not being granted when claiming it in Rank Progress.
 - Fixed a bug where an empty screen was appearing after claiming an XP Reward in the BattlePass.
-



Build Notes: Season 6 Patch Update 4 - Version 0.4.02
Web & Mobile Versions

Season 6: Pride of the Past Continues!

New Features & Improvements

- Players can now connect a Coinbase Smart Wallet to their Mojo accounts (web version only).
- Players can now use their Coinbase Smart Wallets to purchase items in the Web Shop on play.planetmojo.io and in the Mojo Melee Game Shop (web version only).
- Improved and updated experience for first time players.

Bug Fixes

- Fixed a problem where after exiting the Tournament Menu, the BattlePass Level and Points were incorrect in the Main Menu.
- Fixed an issue that saw Zelin's Armor Bar not depleting right away when attacked.
- Created a fix for an issue some players were seeing where they were not receiving any XP rewards in a Chest.
- Fixed King Kalahar's Special Ability from not working correctly when the Champion is at LVL 1 (Bronze Star).
- Fixed a text alignment issue in the Friends UI when searching for players.
- Fixed an issue where the incorrect button was highlighted when exiting and re-entering the Collections Menu.
- Made a fix for the final chest not being rewarded in a Premium Quest.

- Fixed an issue in Melee Matches that saw incorrect player names appearing in the Player Tags in the semi-finals and finals.

Build Notes: Season 6 Patch Update 3 - Version 0.3.97
Web & Mobile Versions

Season 6: Pride of the Past Continues!

Bug Fixes

- Made fixes for those players that were having trouble entering a match in a Tournament.
- Fixed an issue where “planting seeds” was appearing when entering the Tournament Menu for the first time.
- During a Duel Match, the Round Indicator under the Match Timer no longer changes to the next Round until the Celebration period is completed.
- During a Duel Match, a Gold Cup was added too early for the Player who won the round. This is now set to happen a little bit later, when the winner of the round’s Player Name appears on screen during the Celebration period.
- Added a fix for the Quests and Shop Menus not refreshing correctly for some players.

Build Notes: Season 6 Patch Update 2 - Version 0.3.94
Web & Mobile Versions

Season 6: Pride of the Past Continues!

****Reminder: Summer Surge Tournament **Jul 26, 2024** at 8 pm UTC!**

Bug Fixes

- The Happy Mojo Expression Icon no longer shows the incorrect, Sad Expression Icon
 - Fixed an issue some players reported where the Shop Offers in Mojo Melee were not refreshing
 - Fixed issue with Graphics Setting not changing correctly
 - Fixed an issue on mobile apps where incorrect font was appearing in Settings Menu
-

Build Notes: Season 6 Patch Update 1 - Version 0.3.91
Web & Mobile Versions

Season 6: Pride of the Past Continues!

A special thanks to all the players that joined our Tournament Test last week! We have made numerous changes and improvements to the Tournament system and we will continue to make further improvements in the future.

Balance Changes

King Kalahar

- Armor increased: 72/130/187 ---> 140/220/365

Bug Fixes

- Single Sign On is working again. Players who log into play.planetmojo.io will now be automatically logged into Mojo Melee.
- Collection Points for War Banners are now appearing in the Collections Menu.
- Fixed an issue that caused a Mojo or Champion to not be able to be moved to a tile in the Arena that was previously occupied by another Mojo or Champion that had an Attachment Spellstone equipped.
- Fix an issue where Origin Mojos were not appearing in Teams and Collection Menus.
- Fixed missing text issues players reported when playing in certain languages. Thank you again for your support!

Known Issues

The "Happy" Mojo Facial Expression picture looks like the "Sad" Expression in the Shop and in the Mojo Maker menu. When the Happy Expression is equipped, the Mojo will still look happy. We have a fix for this ready for the next patch update.

Build Notes: Season 6 - Version 0.3.82
Web & Mobile Versions

Season 6: Pride of the Past Launch!

Summer Surge

Welcome to Summer Surge, a new Planet Mojo campaign awarding *gameplay* and *players* — from old to new, the most engaged and the most loyal.

Summer Surge will allow players to compete for Aura Points in the new season of Mojo Melee. Aura Points give access to a *growing* prize pool of 1 Million MOJO & \$25,000 USDC powered by our partner RedMoth Foundation.

Summer Surge begins with “Wave 1” on July 11th along with Mojo Melee’s highly anticipated new season “Pride of the Past” and lasts for two weeks (Aug 1st). Subsequent Waves will begin shortly after Wave 1 ends, with more prizes and rewards!

[Read more details about Summer Surge here](#)

Mojo Melee Officially Soft Launched on iOS and Android!

New Shop Items!

- Champion Starter Pack - Includes Champion Veren Mostelier, 1000 Ore and 500 Gems
- New color-changeable (tintable) Clothing Packs, for use in Mojo Maker.
- Mojo Facial Expressions, for use in Mojo Maker.
- New Skins available for Champion King Kalahar, who is available in this season’s Premium BattlePass.

Season 6 Premium BattlePass!

- **Season 6 Premium BattlePass** is available for purchase in the Shop! Purchase with MOJO and SAVE 10%! New unique rewards include:
 - **New Mojo Maker Costume** - Samurai Costume
 - **New Mojo Maker Item** - Tri Bun Buds Hairstyle
 - **New Champion - King Kalahar** - King Kalahar’s Special Ability is called Inspiring Roar. he holds his banner aloft while roaring, summoning an inspiring area of effect around him that gives all of his allies in Range 3 a 20% buff to their Basic Attack and Ability Damage for 4 / 8 / 12 seconds.
 - **New SpellStone - Medusa's Curse** - Place on the enemy side of the arena. If an Enemy starts the round on the same space this SpellStone occupies, the enemy is turned to stone for 5 / 7 / 10 seconds and removes 50% / 75% / 100 % of their armor.
 - **New SpellStone - Immunity** - Attach to an ally. Ally is protected from all enemy offensive Spellstones and takes 5% / 7% / 10% less damage from enemy attacks.
 - **5 Premium Points** - Can be used towards purchasing Premium Quests.

- **Season 6 BattlePass Badge**

Other New Features & Improvements

- **Weekly Tournaments** - Weekly Showdowns with a new tournament system!
- **Mojo Maker** - color tinting/changing options are now available for select new items! In addition to this, all current players and new players will find a tintable Mojo Baseball Cap in their Mojo Maker inventory, along with 3 color choices. Over time all items will become tintable!
- **Voiceover** - New voices have been added for all Champions and Mojos.
- **Localization** - New languages have been added including Korean, LatAm, Spanish, Traditional Chinese, Vietnamese, French, Russian, Turkish, Polish, Brazilian Portuguese.
- **Enhanced MMR** - Matchmaking improvements have been added.
- **Graphical Improvements** - Enhanced lighting and graphical improvements have been made.
- **Audio** - New SFX have been added to matches.
- **New Rank names** have been added.
- **New Wallets** - We have moved to using ThirdWeb smart wallets for new users. We will unveil a way to transfer those to your MetaMask wallets very soon as well as add additional wallet support!

Balance Changes

Hethora Krell

- Armor increased: 52/95/136 → 120/200/350

Deth Kolo

- Deth Kolo's Attack Speed was incorrect during battle. The Attack Speed is now 1, as intended. Deth Kolo's Base Attack will now fire more quickly.

Bug Fixes

- Timing issues with animations, primarily with attacks from Mojo and Champions, have been fixed.
- The XP Available reward screen mistakenly mentioned Mojos when a Champion was receiving XP.
- Incorrect error messages were appearing in the Shop and when Securing an Account in some cases.
- Deth Kolo's Attack Speed was incorrect during battle. The Attack Speed is now 1, as intended.

Crash issues reported on Android and iOS versions have been fixed. We will continue to address any further reports in future updates.



Build Notes:

- **Mojo Melee Season 5 Update #4 - Version 0.3.48**
- **GoGo Mojo Beta Version**

The New Launch Page is up!

Planet Mojo has a new launch page, as you may have already seen! This will be the new place to check out all the cool stuff in Planet Mojo!



Build Notes: Season 5 Update #3 - Version 0.3.47
Web & Mobile Versions

Season 5: The Dao of War continues!

Improvements and Bug Fixes

- The issue where some players became stuck on the Connecting Screen should now be fixed. If anyone still sees this issue, please let us know!
 - Fixed an issue where the Scroll Bar was not appearing in the XP Rewards screen for those players who have multiples of the same Champion or Mojo.
 - Fixed an issue in Mojo Maker where Mojo Costumes and other items did not save correctly to some Mojos
 - At the start of a match, the pop up window that reads, "Drag Units into the Arena" now appears after the VS Screen goes away, instead of at the same time.
 - Mobile Only - Fixed player reported crash issues.
-

Build Notes: Season 5 Update #2 - Version 0.3.43
Web & Mobile Versions

Season 5: The Dao of War continues!

Improvements and Bug Fixes

- Improvements have been made to the issue some players are seeing where they become stuck on the Connecting Screen when trying to enter a Duel Match Lobby. We will continue to monitor this issue and make any needed adjustments to squash this bug!
- Fixed an issue where players ended up watching a Duel Match between two other players when trying to enter a Duel Match.
- Currency is now displayed when claiming Reward Chests in Rank Progress.
- Players that were ranked Gold and above in the previous season, Frozen Fates, received incorrect Badges. They received the Leaderboard Badges for the current season by mistake. This has been fixed so now players have the correct Season 4 Leaderboard Badges.
- Fix an issue where Premium Points could be spent multiple times when purchasing a Premium Quest.
- Fixed an issue where the final chest in a Premium Quest could not be claimed.
- An incorrect description for the new Traitor SpellStone has been corrected.
- Fixed an issue in Mojo Maker where the Mojo Icon did not update Body Color when updating a Mojo.
- Fixed an issue in Mojo Maker where the first Mojo Icon in the bottom of the side panel was cut off by the display.
- Fixed an issue where the new Champion, Hethora Krell, did not appear in the Collections Menu if the player does not own them.

Balance Changes

Hethora Krell

- Base Attack Damage increased: 30/44/66 → 38/58/78
- Health increased: 300/450/675 → 325/610/895
- Armor increased: 50/75/100 → 52/95/136

Dawn Striker

- Health decreased: 320/576/832 → 310/530/750

Rackmor Voortom

- Base Attack Range increased: 4 → 5
- Health increased: 250/450/650 → 300/500/700
- Armor increased: 56/101/146 → 60/110/160

Veren Mostelier

- Maximum Energy increased: 12 → 15

Mojo Portal SpellStone

- Decreased Energy gained from 55% / 75% / 95% → 35% / 50% / 65%

Energize SpellStone

- Increased Energy gained from Basic Attacks: 15% / 25% / 40% → 45% / 60% / 75%

Announcement

- All players that participated in the Mojo Bowl II Tournament have been given a new Badge which can be found in the Profile Menu.
-



Build Notes: Season 5 Release Update - Version 0.3.40
Web & Mobile Versions

Season 5: The Dao of War has begun!

Mojo Bowl II Begins This Friday!

- The countdown to Mojo Bowl II is on! With a prize pool of \$10,000, whitelist spots and loads of other prizes, this is the tournament you don't want to miss.



- **Event Details:**
 - **Open Qualifiers:** Feb 9, 10pm UTC - Feb 10, 10pm UTC
 - **Main Event:** Feb 11, 5pm UTC
 - **Streaming:** Catch all the live action on our official Twitch channel on Feb 11th.

Season 5 Premium BattlePass!

- **Season 5 Premium BattlePass** is available for purchase in the Shop! New unique rewards include:
 - **New Mojo Maker Item - Dragon Blaze Costume**
 - **New Mojo Maker Item - Plant Mohawk**
 - **New Champion - Hethora Krell** - Hethora's Special Ability is to jump into the air and smash his weapon into the ground, dealing 75/100/125 Damage to enemies in Range 1/2/3 and pushing back enemies two spaces.
 - **New SpellStone - Energize** - Place on the enemy side of the arena. If an Enemy starts the round on the same space this SpellStone occupies, the enemy attacks their allies for 6/9/12 seconds.
 - **New SpellStone - Traitor** - Attach to an ally, they gain 15% / 25% / 40% more Energy for each Basic Attack.
 - **5 Premium Points** - Can be used towards purchasing Premium Quests.
 - **Season 5 BattlePass Badge**

Celebrate Chinese New Year! New Mojo Dragon Costumes Available in the Shop!



New XP Delivery System!



- You asked, we listened! Now when players purchase XP in the Shop or receive an XP Reward, they will be able to choose which version of a Mojo or Champion gets the XP.
 - So for example, if you have 4 Gwyn Rockhopper Champions and you receive an XP Reward for Gwyn, you will be able to pick which one of them gets the XP Reward.

Improvements

- **Preparation Phase Timer Change** - We've streamlined match timers for less waiting before battles!
 - **Round 1** - Preparation Phase Timer changed from 30 seconds to 20 seconds.

- **Round 2** - Preparation Phase Timer changed from 30 seconds to 25 seconds.
- **Rounds 3, 4 and 5** - Preparation Phase Timer remains at 30 seconds, no change.
- **Daily Quests have been revised** to make them easier to complete, based on player feedback.
- In the Edit Profile Menu, double clicking on a Badge will now bring up a window with information about the Badge.

Bug Fixes

- Fixed error messaging not appearing correctly when upgrading a Mojo or Champion in Collections.
- Fixed an issue where the Daily Quest, "Have your Mojo not be Defeated during a match", could not be completed.
- Fixed an issue that saw a missing symbol appear in the Collections Menu for a greyed out, unowned Mojo.
- Fixed a minor issue in the Mojo Maker UI where the incorrect category of items was open by default. The Head section is now open when entering Mojo Maker instead of the Body section.

Known Issues

Players that were ranked Gold and above in the previous season, Frozen Fates, have received the incorrect Badges. They have received the Badges for the current season by mistake. This will be corrected in a future update.

Minting Rarity %'s

Many have asked us to publish the rarity percentages when minting in-game. So here they are!

- Common: 90%
- Rare: 5%
- Legendary: 3%
- Mystic: 2%



Build Notes: Season 4 Update #3 - Version 0.3.25
Web, iOS & Android Versions

Season 4: Frozen Fates Continues!

Collection Value Boosters!

- After seeing the results of the survey that was released, we have granted Collection Value Boosters to all Digital Collectible Holders. These Collection Value Boosters will advance players to the Collection Tier they earned before the recent restructuring. These Collection Value Boosters are NOT visible in the game yet, but they will be visible in a future update.

Improvements

- We have a new Landing Page, making it easier for both new and old players to enter the game using their Google Account. On iOS, the new Landing Page lets players enter the game using their Apple Account (new iOS will be out soon)
- A button to connect MetaMask Wallets to Mojo Accounts has been added back to the Main Menu. This is only visible to those players who have not yet connected a MetaMask Wallet.

Season 4: Frozen Fates Continues!

Collection Score Rewards now available in Star Stages

- We are happy to announce that Digital Collectibles can now earn MORE COLLECTION SCORE REWARDS! All Star Stages now have a Collection Score Reward when upgrading to new levels.

Collection Tier Restructuring

- Now that players can mint their Mojos and Champions AND can achieve a higher Collection Score for each Digital Collectible, it has become far too easy to attain the maximum Collection Value to reach the highest Collection Tier. Because of this, we have increased the overall Collection Value needed to reach each Tier. This is part of a larger plan to reward our Holders inside and outside of the game! Time to Level Up!
 - The new required Collection Values for each Tier are as follows:
 - Bronze - 1 (no change)
 - Silver - 1000
 - Gold - 2500
 - Platinum - 5000
 - Diamond - 7500
 - Immortal (formerly called Legendary) - 10000

Improvements and Bug Fixes

- Fixed an issue where a Team would go missing when the Mojo on that team was minted into a Digital Collectible.
- Improved the interface when saving a Mojo in Mojo Maker
- New loading screens added

Build Notes: Season 4 Release Update - Version 0.3.17
Web & Android Versions (iOS coming soon)

Season 4: Frozen Fates Continues!

IMPORTANT NOTE for iOS Players!!!

- Until the new iOS version of Mojo Melee is released, we recommend any players that also play on either Web or Android DO NOT PLAY the iOS version. It may cause issues in the Shop and other areas of the game. If you only play iOS you can keep playing the current version.

Baby New Year's Mojo Costume Available!

- A new Mojo Costume to help ring in the new year is now available in the Shop. This is a LIMITED TIME OFFER so grab it while you can!

Minting Champions is HERE! Plus New Leveling System

- Level 20 Champions can now be claimed as Digital Collectibles! This has been one of our most requested features and we hope you enjoy!
- After upgrading Champions to Level 20, players can now upgrade their Champions to new Star Stages! There are 5 new Star Stages, each of them containing 20 Levels.
- When players upgrade to new Star Stages, they will receive a Special Reward at each new stage. For example, Star Stage 1, players will now have the option of making their Champions a Digital Collectible!

Improvements and Bug Fixes

- Fixed an issue in the Shop where some items, like XP and Ore Packs, were not being added to accounts when purchased. This issue only affected some players.
- Fixed an issue where XP was not being added to Digital Collectibles when it was given as a reward in Rank Progress and the BattlePass.
- Fixed the "Not Enough Ore" error appearing at incorrect times when trying to upgrade a Mojo or Champion when the player had enough Ore to upgrade.
- Fixed a problem with Stat Cards, seen during a match, where a white image was appearing instead of an image of the player's Mojo.



Build Notes: Season 4 Release Update - Version 0.3.??
Web & Mobile Versions

Season 4: Frozen Fates has begun!

Mojo Maker!

- Mojo Maker is a groundbreaking feature, representing the first of its kind on-chain avatar system connected to a web3 game.
- Mojo Maker is a tool that offers players unprecedented customization capabilities for the brand new Mod-able Mojos.
- It provides a diverse range of costumes and accessories, enabling players to tailor their characters' appearances to their personal preferences.
- The intuitive interface of Mojo Maker facilitates easy mixing and matching of various aesthetic elements, allowing each player to create a distinct visual identity for their Mod-able Mojos.
- This feature not only enriches the visual experience of the game but also deepens players' engagement by updating the look of their minted Mod-able Mojos on-chain as well as in-game.
- All Mod-able Mojos currently have a Common Rarity.

Introducing New Upgrade Levels and Rewards!

- After upgrading Mojos to Level 20, players can now upgrade their Mojos to new Star Stages! There are 5 new Star Stages, each of them containing 20 Levels.

- When players upgrade to new Star Stages, they will receive a Special Reward at each new stage. For example, Star Stage 1, players will now have the option of making their Mojo a Digital Collectible!
- For now, Star Stages are only available when upgrading Mojos.

New Winter Arena!

- With this new season comes an exciting new arena for players to battle on. Visit Brooka Clawhaven's Winter Arena in Duel and Melee Matches!

Season 4 Premium BattlePass!

- **Season 4 Premium BattlePass** is available for purchase in the Shop! New unique rewards include:
 - **New Mojo Maker Item** - Yeti Costume
 - **New Mojo Maker Item** - Deer Antler Ski Hat
 - **New Mojo Maker Item** - Icy Visor
 - **New SpellStone** - Cold Snap - Slows movement and attack speed of enemies in Range 1 by 75% for 6/9/12 seconds.
 - **New SpellStone** - Soulstice - The first Ally to reach 0 Health is teleported out of danger to the spot this SpellStone is placed. The Ally regains 50%/75%/100% of their total Health.
 - **5 Premium Points** - which can be used towards purchasing Premium Quests.
 - **Season 4 BattlePass Badge**

New Shop Items!

- New Mojo Maker Items in Special Offers:
 - Monster Winter Gear
 - Hot Winter Gear
 - Candy Cane Winter Gear
 - Santa Winter Gear
 - Gingerbread Winter Gear
- Champion Veren Mostelier is now available in Special Offers.
- New Champion Skins in Special Offers:
 - Brooka Clawhaven - Deep Forest Skin
 - Dark Brightley - Forest Veil Skin
 - Sumatra Stronghorn - Dark Metal Skin
 - Batakamus Rex - Crimson Shadow Skin
 - Froda Swampbag - Enchanted Bay Skin
 - Zerlin the Lesser - Golden Guard Skin
 - General Dox - Burnt Sequoia Skin
 - Deth Kolo - Baneful Blue Skin
 - Gwyn Rockhopper - Haunted Emerald Skin
 - Dawn Striker - Night Blade Skin

- Krumble Gravelstache - Shadow Moon Skin
- Veren Mostelier - Toxic Blizzard Skin
- Haile Tibeb - Setting Sun Skin
- Rackmor Voortom - Shadows of Amethyst Skin

More Announcements

- **New Amazon Prime Gaming Reward available soon!** - The latest offer to Prime Members begins on December 20th and includes a Digital Collectible Mojo with the new Icy Winter Costume! In addition, players will also receive a new Skin for Champion Veren Mostelier.
- **Rank Progress and Trophy Count have been reset for the new season.** Here is a breakdown:
 - Players who were ranked Bronze, Silver or Gold have been reset to Bronze 1 with 90 Trophies.
 - Players who were ranked Platinum have been reset to Silver 1 with 138 Trophies.
 - Players who were ranked Diamond have been reset to Gold 1 with 189 Trophies.
 - Players who were ranked Legendary have been reset to Platinum 1 with 249 Trophies.
- **End of Season 3 Rewards** have been added to every qualified account, based on that player's rank and collection value at the end of the season.
- **Leaderboard** has been updated to show what rewards can be earned, based on Rank Progress, at the end of Season 4.

Balance Changes

Rackmor Voortom

- Base Attack Damage increased: 17/25/33 → 25/37/49
- Health increased: 250/450/650 → 300/500/700
- Armor increased: 56/101/146 → 60/110/160

Improvements and Bug Fixes

- Duel Matchmaking MMR has been further improved. Players will now only be matched up with other players that are much closer to their own rank
 - Reward Chests have been improved so that players will receive a more balanced set of rewards in each chest.
 - New SFX have been added when Ore and Gems are given in Reward Chests.
 - The Rank Progress menu will now open to the next available reward that can be collected. No more scrolling to find your next reward!
 - Fixed wrong names appearing for graphics quality settings in mobile versions.
 - Some issues with scrolling in the Teams menu have been fixed in mobile versions.
 - In the Profile menu, the Duel Win Rate stat has been fixed. Players should no longer see this stat being higher than 100%
-



Build Notes: Season 3 Mid Season Update #3 - Version 0.2.89
Web & Mobile Versions

Season 3: Harvest of Doom continues!

Bug Fixes

- Fixed an issue that saw XP purchases in the Shop not being applied to Digital Collectibles. (NOTE: If the player also has a non-digital collectible version of a character that is not at the max level of 20, the XP will still go to the non-digital collectible version of that character)
- Fixed the issue where the Victory Screen at the end of a Melee Match showed zero BattlePoints had been earned.
- Fixed an issue where the new Mod-able Mojo Digital Collectibles were causing multiple issues when used in a Duel or Melee Match.

Build Notes: Season 3 Mid Season Update #2 - Version 0.2.87
Web & Mobile Versions

Season 3: Harvest of Doom continues!

Announcements:

Mojo Melee is now on Kongregate!

- Mojo Melee has soft launched on Kongregate.com! While the official launch on their platform is still a couple weeks away, we're letting our most dedicated players first, and that means you!
- To start playing, simply visit <https://www.kongregate.com/games/MysticMoose/mojo-melee-pvp-auto-chess>. If you're not already a member of Kongregate, it's the perfect time to join and play Mojo Melee with a vibrant new community!
- Be sure to drop us 5 Stars on the site as well!

Improvements:

- Profile Menu now shows gameplay statistics!! Please note, stats will not include results for games played before this new version, 0.2.87.
- Reduced game memory usage to improve performance. This should help players who were experiencing crashes on web and mobile in the last update.

Bug Fixes

- An issue some players reported where they were unable to claim rewards for a Premium Quest is now fixed.

Season 3 Premium BattlePass still available!



- **Season 3 Premium BattlePass** is available for purchase in the Shop! New unique rewards include:
 - **Halloween themed Mojos!** Players will be rewarded with 1 of these 4 new Mod-able Mojos: Dino Mojo, Mummy Mojo, Skelly Mojo and last but not least,

Pirate Mojo! These will at first be in-game items to play with, and soon will be able to be minted as Digital Collectibles!

- **New Champion** - Rackmor Voortom. This champion's Special Ability lets them summon creepy skeleton minions into the arena to help fight enemies!
- **Rackmor Voortom Skin** - which looks appropriate for the Halloween season!
- **5 Premium Points** - which can be used towards purchasing Premium Quests.
- By popular request, the **Silencing Stone Spellstone** is back for another round in the Premium BattlePass.
- **Season 3 BattlePass Badge**

Build Notes: Season 3 Mid Season Update - Version 0.2.84

Web & Android Versions

Season 3: Harvest of Doom continues!

Balance Changes:

Leaf Mojo - Decreased amount of Health the Leaf Mojo gains through its Healing Sunlight Special Ability.

- 150/270/390 -> 80/140/200
 - The amount of Health allies gain from the Leaf Mojo's Special Ability remains the same.

Froda Swampbag - Decreased amount of Health that Froda gains through its Call of Tadpoles Special Ability.

- 100/180/260 -> 60/90/130
 - The amount of Health allies gain from the Froda's Special Ability remains the same.

Improvements:

- Improved performance in Duel and Melee Matches. This is a major update which fixes some lingering issues with lag, characters snapping back occasionally. Let us know what you think!
- In the Main Menu, the Rank Progress button flashes when a new reward can be claimed.
- Pop up messages during matches are cleaner and easier to read.
- Lighting improvements during matches.
- New Battle Stance for Mojos added in Match Reserves UI.
- New Victory animation added for Dark Brightley.

Bug Fixes

- The Bored Froda Digital Collectible now shows the Bored Skin correctly.

- Fixed an issue where the player could not move a Champion or Mojo to a new location in the arena.
- Some players saw a negative amount of Ore when upgrading Champion or Mojos quickly. This should now be prevented from happening.
- Fixed the “Pink Spellstone” issue some players were seeing during a match.
- Text shown on screen after connecting to Metamask was not centered, this is now fixed.
- Android Specific Issue - Battle Guide button in the Settings Menu was not opening the Battle Guide.

Season 3 Premium BattlePass still available!



- **Season 3 Premium BattlePass** is available for purchase in the Shop! New unique rewards include:
 - **Halloween themed Mojos!** Players will be rewarded with 1 of these 4 new Mod-able Mojos: Dino Mojo, Mummy Mojo, Skelly Mojo and last but not least, Pirate Mojo! These will at first be in-game items to play with, and soon will be able to be minted as Digital Collectibles!
 - **New Champion** - Rackmor Voortom. This champion's Special Ability lets them summon creepy skeleton minions into the arena to help fight enemies!
 - **Rackmor Voortom Skin** - which looks appropriate for the Halloween season!
 - **5 Premium Points** - which can be used towards purchasing Premium Quests.
 - By popular request, the **Silencing Stone Spellstone** is back for another round in the Premium BattlePass.
 - **Season 3 BattlePass Badge**

Build Notes: Season 3 - Version 0.2.79
Web & Android Versions

Season 3: Harvest of Doom has begun!

Season 3 Premium BattlePass:



- **Season 3 Premium BattlePass** is now available for purchase in the Shop! New unique rewards include:
 - **Halloween themed Mojos!** Players will be rewarded with 1 of these 4 new Mod-able Mojos: Dino Mojo, Mummy Mojo, Skelly Mojo and last but not least, Pirate Mojo! These will at first be in-game items to play with, and soon will be able to be minted as Digital Collectibles!
 - **New Champion** - Rackmor Voortom. This champion's Special Ability lets them summon creepy skeleton minions into the arena to help fight enemies!
 - **Rackmor Voortom Skin** - which looks appropriate for the Halloween season!
 - **5 Premium Points** - which can be used towards purchasing Premium Quests.
 - By popular request, the **Silencing Stone Spellstone** is back for another round in the Premium BattlePass.
 - **Season 3 BattlePass Badge**

OTHER CHANGES:

- **Ranking System** - A small change has been made to the Ranking System. For example, instead of advancing from Silver 4 to Silver 3 to up in rank, players will now advance from Silver 3 to Silver 4, with Silver 4 being the higher Rank. Get it?! 😊
- **Matchmaking Improvements** - improvements have been made so players will be matched up with any available player that is closest to their rank.
- **Rank Progress and Trophy Count have been reset.** Here is a breakdown:
 - Players who were ranked Bronze, Silver or Gold have been reset to Bronze 1 with 90 Trophies.
 - Players who were ranked Platinum have been reset to Silver 1 with 138 Trophies.
 - Players who were ranked Diamond have been reset to Gold 1 with 189 Trophies.
 - Players who were ranked Legendary have been reset to Platinum 1 with 249 Trophies.

- **End of Season 2 Rewards** have been added to every qualified account, based on that player's rank and collection value at the end of the season.
- **Leaderboard** has been updated to show what rewards can be earned, based on Rank Progress, at the end of Season 3.
- **Practice Mode** has been removed from the Game Modes.

New Features:

- **Onboarding** - A new streamlined onboarding process has been launched for first-time players. As a result, you may see new players with "Guest" named accounts.
- **Settings Menu** - A more robust set of options now exist in the Settings Menu.
- A new Loading Screen with Strategy Tips appears for new players for the first few matches.

Balance Changes:

Champions

General Dox - Increased Starting Armor amounts

- Armor: 100 / 180 / 260 -> 180 / 260 / 400

Deth Kolo - Increased Base Attack Damage

- Attack: 21 / 32 / 42 -> 25 / 35 / 45

SpellStones

Chaos SpellStone - Increased the percentage/likelihood of the Daze Effect happening per each basic attack.

- 10% / 15% / 25% -> 15% / 25% / 35%

Haste SpellStone - Increased attack speed percentages

- 10% / 20% / 30% -> 15% / 25% / 35%

Improvements:

- Improved security features to help secure account progress and maintain player inventory have been implemented.
- Some rewards before reaching Bronze Rank have been reordered in Trophy Progression. This is mostly to help new players get accustomed to the game before being matched up with more experienced players.
- Victory and Defeat screens now show the player's rank.
- Removed Continue buttons in some instances for player convenience.
- Adventure Stage in Rank Progress has been replaced with Beginner League and Apprentice League.
- Time that it takes to load into a match has decreased.

Bug Fixes

- Units that are stunned by the Vine Patch SpellStone no longer stay in the stunned animation after the effect wears off.
- Fixed an issue where sometimes, BattlePass progress was not being updated correctly.
- Players who reached Legendary Rank saw 0/0 in the Rank Progress UI in the Main Menu. This now shows the total number of Trophies.
- Gems and Ore no longer count up every time the player enters the Main Menu.
- The correct Rank and Badges for a player's friends in the Friends Menu did not always appear.

Known Issues

- When existing players enter the game, their Profile Image (the Mojo image in the upper right corner of the Main Menu) will change unexpectedly. This can be fixed by switching teams or by refreshing the browser.

Coming Soon

- See original Mojos in game, plus Golden Mojo!
 - Ability to mint Champions and Mojos in-game.
 - Player Profile Stats
-



Release Notes: Season 2 - Version 0.2.50 - Web and Android Versions

Announcements:

Fall Faceoff Tournament Begins NOW!

- The Fall Faceoff Tournament has begun! [Check out this link for the Official Rules and other details.](#)
- For the duration of the Fall Faceoff Tournament, the Battle Arena has become the Fall Arena!

New Amazon Prime Gaming Reward available NOW!

- Our second offer to Prime Members began August 30th and includes the Digital Collectible Champion Dawn Striker! In addition, players will receive a Skin for Dawn Striker.

Improvements:

- Players can now invite their friends to Melee Matches using an Invite Code.
- When purchasing items in the Shop, players will now see each individual item that was purchased, similar to when rewards are received when opening a Chest in the BattlePass.
- Players are now able to connect a Google account to their existing Mojo Account, and new players can make Mojo Accounts using their Google Account. Existing players can find this open in the Settings Menu.
- New Collection Tier Rewards have been listed in the Collections Menu.
- A new Landing Page has been added with links to the MarketPlace and other features.
- A button to Join our Discord has been added to the Main Menu.
- A Redemption Code feature has been added to the Settings Menu (more on this coming soon!)

Balance Changes:

Chaos SpellStone

- Chance of Daze Effect reduced: LVL1: 25% -> 10% , LVL2: 33% -> 15% , LVL3: 50% -> 25%

Bug Fixes:

- Fixed an issue where a Melee Match would sometimes not start after all players had entered the Match Lobby.
- An issue was fixed where some players saw a white box appear in place of a player's Badge during a match.
- An issue that saw defeated Champions spin around during a match has been fixed.

Release Notes: Season 2 - Version 0.2.41

Improvements:

- Players can now see a Champion or Mojo's Total XP amount, along with Digital Collectible Rarity and Clan Banner in the Collections Menu Upgrade screen.
- During a match, players can now see each other's Rank, Collection Value and Badges on the VS display.
- In the Shop, the Premium BattlePass item now shows a timer above it, letting players know when the offer expires. (It ends with Season 2!)
- A new Vault button has been added to the Collections Menu. This will display Digital Collectibles only, so players can more easily find them.
- The version number of the game now appears in the Settings Menu.

Bug Fixes:

- Fixed an issue where the Flower Power SpellStone could not be leveled up during a match if the player was also using the Chaos SpellStone.
- Fixed a UI issue in the Teams UI where the background fade did not encompass the entire screen when deleting a team.

Mobile Version:

Release Notes: Season 2 - Version 0.2.41

Improvements:

- Players can now see a Champion or Mojo's Total XP amount, along with Digital Collectible Rarity and Clan Banner in the Collections Menu Upgrade screen.
- During a match, players can now see each other's Rank, Collection Value and Badges on the VS display.
- In the Shop, the Premium BattlePass item now shows a timer above it, letting players know when the offer expires. (It ends with Season 2!)
- A new Vault button has been added to the Collections Menu. This will display Digital Collectibles only, so players can more easily find them.
- The version number of the game now appears in the Settings Menu.

Bug Fixes:

- Fixed an issue where the Flower Power SpellStone could not be leveled up during a match if the player was also using the Chaos SpellStone.
- Fixed a UI issue in the Teams UI where the background fade did not encompass the entire screen when deleting a team.
- Fixed an issue in the Settings Menu where all of the sliders were centered.
- Fixed another issue in Settings Menu where the Home button was not working.

Release Notes: Season 2 - Version 0.2.36

Announcements:

Amazon Prime Gaming

- In case you missed the big news, Mojo Melee is now part of Amazon Prime Gaming's esteemed lineup of games!
- For 6 months, Amazon Prime members will be able to claim FREE monthly offers from Mojo Melee!
- Our first offer to Prime Members began August 2 and includes the Digital Collectible Champion Gwyn Rockhopper! In addition, players will receive an in-game pack of Ore to help Level up your Champions.

Season 2: Mark of Deception ... has begun!

- Season 2 BattlePass is now active.
- Rank Progress and Trophy Count has been reset. Here is a breakdown:
 - Players who were ranked Bronze, Silver or Gold have been reset to Bronze 4 with 90 Trophies.
 - Players who were ranked Platinum have been reset to Silver 4 with 138 Trophies.
 - Players who were ranked Diamond have been reset to Gold 4 with 189 Trophies.
 - Players who were ranked Legendary have been reset to Platinum with 249 Trophies.
- End of Season 1 Rewards:
 - Players who were ranked Bronze receive 120 Ore.
 - Players who were ranked Silver receive 400 Ore.
 - Players who were ranked Gold receive 400 Ore and a Gold Season 1 Badge.
 - Players who were ranked Platinum receive 400 Ore and a Platinum Season 1 Badge.
 - Players who were ranked Diamond receive 400 Ore and a Diamond Season 1 Badge.
 - Players who were ranked Legendary receive 400 Ore and a Legendary Season 1 Badge.
- End of Season 1 Rewards are automatically added to player accounts when they log in, there is nothing players need to do to claim it.
- Leaderboard has been updated to show what rewards can be earned, based on Rank Progress, at the end of Season 2.

New Features:

- The Season 2 Premium BattlePass is now available for purchase in the Shop.
- New Champion added - Haile Tibeb. Players can unlock this new Champion through the Season 2 Premium BattlePass.
- Two new SpellStones added - Haste and Chaos. Players can unlock the new SpellStones through the Season 2 Premium BattlePass.
- New Skins have been added to the Shop.
- All New Quests have been added.

- A new payment method, Stripe, has been added as an option so players can choose to pay with a credit card.
- Tooltips have been added to the Main Menu. These can be turned on and off through the Settings Drop Down Menu.

Improvements:

- Champion and Mojo animations have been made smoother in battle, especially when turning around to face an enemy.
- New animations for Champions and Mojos have been added. You will see these when Batakamus Rex and Sumatra Stronghorn use their Special Abilities!

Bug Fixes:

- Rarity Keys in Team Builder no longer remain active in the slot when a Champion is removed.
 - Champion Froda Swamphag will now attempt to heal allies with the lowest health first.
-

Release Notes: Mid Season 1 Update - Version 0.2.19

Announcements:

- New Champion Skins are now available in the Shop. When you purchase a Skin for a Champion, you can change Skins in the Collection Menu. Skins are in-game only currently, not Digital Collectibles.

New Features:

- An icon now appears on Digital Collectibles in the Collection Menu. The icon shows the Rarity of a Digital Collectible.



Improvements:

- Champion and Mojo animation speeds now change when affected by a Special Ability that increases or decreases Attack Speed. (For example, when Flower Mojo uses the Pedal Dance Special Ability, allies Attack Speed increases)
- Adjustments made to User Interface in multiple areas of the game, such as the Friends Menu and Sign Up/Login.
- Player Tag, which used to appear in the top left corner of the screen during a match, has been removed to give the screen more breathing room.
- Players can now see their own Rank, Collection Value and Badges in the VS pop up during a match. (Players cannot see this information for their opponents yet. This will be coming in a future update)
- Players now have the option of removing a Friend from their Friends List.

Bug Fixes:

- Some players saw their Mojo Username as “botplayer” during a match. This should now be fixed.
- Fixed an issue some players were seeing in Collections where they could not upgrade their Champions or Mojos.

- Froda did not always heal the team member with the lowest Health when using Special Ability.
 - Fixed an issue in Trophy Progression and BattlePass where collecting rewards quickly would sometimes cause a reward to not be added to a player's account.
 - BattlePass UI showed incorrect level or BattlePoints for some players.
-

Release Notes: Season 1 - Version 0.2.13

Announcements:

- *Season 1: Emergence of Champions* has begun!
- Season 1 BattlePass is now active.
- Rank Progress and Trophy Count has been reset. Here is a breakdown:
 - Players who were ranked Bronze, Silver or Gold have been reset to Bronze 4 with 90 Trophies.
 - Players who were ranked Platinum have been reset to Silver 4 with 138 Trophies.
 - Players who were ranked Diamond have been reset to Gold 4 with 189 Trophies.
 - Players who were ranked Legendary have been reset to Platinum with 249 Trophies.
- End of Season 0 Reward - All players at Rank Bronze or above have been granted 120 Ore. It will be automatically added to player accounts when they log in, there is nothing players need to do to claim it.
- Leaderboard has been updated to show what rewards can be earned, based on Rank Progress, at the end of Season 1.

New Features:

- The Season 1 Premium BattlePass is now available for purchase in the Shop.
- New Champion added - Veren Mostelier. Players can unlock this new Champion through the Season 1 Premium BattlePass.
- Two new SpellStones added - Acid Rain and Silencing Stone. Players can unlock the new SpellStones through the Season 1 Premium BattlePass.
- Premium Quests are now available in the Quests menu.

Here is a breakdown of how Premium Quests work:

 - Premium Quests can be unlocked with Premium Points.
 - Players who own a Mojo or Champion Digital Collectible will automatically receive Premium Points every Thursday at 5pm UTC.
 - The amount of Premium Points players will receive is based on their Collection Tier. More information on this can be found in the Collections Menu.
 - Players can earn rewards by winning matches. Each match win will earn the player a reward. There are 10 available rewards for each Premium Quest.
 - Once a player loses a total of 3 matches, the Premium Quest is over.

- Winning a Duel Match or placing 4th or above in a Melee match counts as a win. Practice matches do not count.
- Losing a Duel Match or being Eliminated in a Melee match counts as a loss. Again, Practice matches do not count.
- If a Premium Quest is In Progress and the player exits a Duel or Melee match that is in progress, that will count as a loss.

Balance Changes:

Mojos

Moss Mojo

- Max Energy 25 -> 20

Champions

Batakamus Rex

- Armor 72/130/187 -> 56/101/146

Krumble Gravelstache

- Ability Damage 137/242/437 -> 150 / 264/ 465

Improvements:

- Stats for Each Mojo and Champion now include Critical Damage and Critical Chance.
- Main Menu UI has been updated.
- Graphical changes for Champions to make them look better and more colorful.
- Updated Collection Tier information window in the Collections Menu.

Bug Fixes

- Fixed an issue where the same quest could appear twice in the Quests Menu.
- Fixed an issue some players reported where they were unable to log into the game or saw missing team members in the Main Menu.
- Fixed issues with notifications not appearing correctly. Still some issues with notifications associated with sending Friend Requests.

Coming Soon

- These features will be added in an update shortly:
 - Champion Skins
 - Minting Digital Collectibles from in-game
 - Mojo Digital Collectibles in battle modes
 - And more!

Release Notes: Open Beta Version 0.2.03

- Beta Chest Build! - Holders of Beta Chests can now redeem them in-game to reveal your rewards! Make sure you have a little MATIC in your wallet to burn your chest and receive your rewards.
 - You will be asked to connect your wallet after logging into the game and redeeming your reward in the Shop.
 - Note - if you have more than one chest, you will be able to also redeem them. Just please note, if you leave the Shop before the transaction finishes, you will see the rewards appear the next time you enter the Shop. But you will get the rewards immediately after the transaction is finished.
 - Also note you may need to manually open MetaMask again if you clicked away from it.
-

Release Notes: Open Beta Version 0.1.93

Improvements

- Players who have reached Bronze Rank or above will now lose Trophies, if they lose a Duel Match. One exception to this rule is that these players will not lose Trophies if the loss would put them below Bronze Rank, which is achieved at 90 Trophies.

Bug Fixes

- When a player accepted a Duel Invite, some buttons from the Main Menu were active when entering the Match Lobby.
 - Lots of other minor bugs squashed.
-

Release Notes: Open Beta Version 0.1.89

Bug Fixes

- Collection Tier window has been adjusted, as it had outdated and incorrect information. We apologize for any inconvenience. New Collection Tier Rewards will be announced soon!
 - Some players reported seeing Characters with a Max XP Level before reaching Level 20. This should now be fixed.
 - BattlePass Progress issues some players were experiencing should now be fixed.
-

Announcements:

- Season 0 has begun! BattlePass progress for all players has been reset.
- We did not reset Rank for this test season. That will happen for Season 1.

New Features:

- Premium BattlePass is now available for purchase in the Shop.
- New Champion added - Krumble Gravelstache. Players can unlock this new Champion through the Premium BattlePass.
- A new Badge can be earned by completing the Premium BattlePass.
- Global Chat has been added to the Main Menu. Players can now chat with each other outside of a match and with players who are in a match.

Balance Changes:

Mojos

Flower Mojo

- Increase attack speed 50% -> 33%
- Basic attack damage 21/32/42 -> 17/26/34

Vine Mojo

- Allies deal damage equal to 75% of their armor -> 50% of their armor

Leaf Mojo

- Hit Points 350 / 630 / 910 -> 400 / 720 / 1040
- Max Energy 25 -> 20

Moss Mojo

- Ability Range 3 -> 4
- Max Energy 25 -> 20

Champions

Batakamus Rex

- Max Energy 15 -> 20
- Attack Speed 1 -> 2

Dawn Striker

- Max Energy 15 -> 20
- Basic Attack 30/45/60 -> 34/52/68

Spellstones

Mojosynthesis

- Gold Cost: 2 -> 3

Mojo Portal

- Gold Cost: 1 -> 2

Improvements

- A Help Tip has been added to the BattlePoints Tracker in the Main Menu, shown as a ? button next to the BattlePoints Tracker.
- Descriptions for items in the Shop have been added. Just click on an item to see a description of that item.
- In the Collections menu, players will now see Mojos, Champions and SpellStones they do not own. Unowned items are gray, while items that are owned are in color.
- Various graphical improvements and sound effects have been added to all match types.

Bug Fixes

- Collections - Some players were seeing 0 Ore was needed to upgrade their Champions and Mojos. This has been fixed.
- When upgrading Digital Collectibles(NFTs) in Collections, the Upgrade window now shows an accurate amount of points that will be added to a player's Collection Score.
- Image of the Mojo in Profile now matches the Mojo in the currently selected team.
- Players can now replace non-NFT Mojos and Champions in a Team with the NFT versions of the same Mojos and Champions.

Known Issues

- When a player accepts a Duel Invite, some buttons from the Main Menu will stay active when entering the Match Lobby. Players should not click any of these buttons, for example, the Settings button or the Melee Play button. Clicking on these buttons may cause an issue after completing a match. Refreshing the browser should fix any issues that are encountered. A fix is coming for this issue soon.
-

Release Notes: Open Beta Version 0.1.73

Improvements

- A list of rewards that can be earned have been added for each game type. You can see the list by clicking on the ? Button in the Main Menu next to "Start Match".
- Changed Mojo Reward in Trophy Progress to give a Mystery Mojo
- More descriptive instructions for some features have been added
- Reward amounts have been changed for winning and losing Duel and Melee matches.

REWARDS BREAKDOWN	
DUEL	
Win - 3 Trophies and 10 BattlePoints	
Lose - 0 Trophies and 2 BattlePoints	
(If Player's Rank is Bronze or higher, they lose 2 trophies)	
Note: Duel Matches created from a Duel Invite between Friends do not give any rewards	
MELEE	
1st Place - 14 BattlePoints	
2nd Place - 10 BattlePoints	
3rd Place - 8 BattlePoints	
4th Place - 6 BattlePoints	
Eliminated - 2 BattlePoints	
PRACTICE	
No rewards	

Bug Fixes

- Fixed Right Arrow button in Fractal Leaderboard
- Potential fix for XP sometimes not being granted from reward chests
- Fixed specific issues where players could not log into accounts
- Fixed Quests not refreshing
- Various minor bug fixes

Release Notes: OPEN BETA!!! Version 0.1.66

New Features:

- ***Please note existing players can log in with their previous accounts. **You must however reconnect your wallet** if you want to take advantage of owning NFTs or other Web3 rewards. Please go to Settings to reconnect your wallet.
- **Unlock Modes Through Trophies** - Melee Mode, Quests and extra Team Slots now have to be unlocked in Trophy Progression. Earn Trophies by playing Duel Matches.
 - Duel matches created through Duel Invites in Friends will not give Trophies to prevent cheating.
- **Mojo Melee Store** - Players will now be able unlock Mojos and Champions by spending Gems earned by playing or through purchase in the Store. Be sure to check out the Store for Daily Deals! Currently purchases are made with MetaMask using USDC on Polygon. Please note you will need a little MATIC as well to cover gas costs. We will be introducing new payment options soon.
- **Mojo Melee Ranked Trophy Road** - Players will be able to earn Trophies by playing Duel games against each other. Players will earn higher Ranks by winning Trophies, and unlock two additional Champions, the Melee game mode, and Quests as they start their ranked adventure.
- **Collection Tier** - Players are now able to see their collection tier in the collection screen. Collection tier is earned by owning Digital collectibles. Each Digital Collectible multiplies its collection tier value each time it is leveled up. Higher collection tier will be rewarded with more Premium Points which will be able to be spent on the Premium Quests which are coming soon.

- Practice Mode - Practice mode allows players to jump right into a game against a bot player. Practice mode games don't award Trophies or BattlePass points but are a great way to quickly try out a new team and strategies.

Balance Changes:

We are continuing to work on balance, and have some bigger changes to specific Champions as well as new Champions in development.

Mojos

Flower Mojo

- Basic Attack damage 17/26/34 -> 21/32/42
- Attack speed increased for 2/4/6 -> 3/6/9

Vine Mojo

- Allies deal damage equal to 100% of their armor -> 75% of their armor

Spellstones

Ancient's Bounty:

- Cost: 3 -> 2
- Gain gold: 25%/45%/65% of enemy gold cost. -> 2/3/4 Gold when an enemy is defeated.

Mojo Portal

- Energy gained: 40%/60%/80% -> 55%/75%/95% of max energy

Flower Power

- Damage 8/12/16 -> 8/16/24

Vine Patch

- Cost 2 -> 1
- Rooted for 4/6/8 seconds -> Stunned for 3/4/5 Seconds

Mojosynthesis

- Gold Cost: 1 -> 2

Lightning Retribution

- Damage: 125/200/275 -> 125/225/325

Meteorite

- Cost: 2 -> 1

Champions

Dawn Striker

- Cost 5 -> 4

Doth Kolo

- Health 270/486/702 -> 320/576/832

Sumatra Stronghorn

- Damage 30/40/60 -> 30/**45**/60

Batakamus Rex

- Cost 4 -> 5

Froda Swampbag

- Attack speed 1 second -> .75 seconds

Known Issues:

- You may need to refresh the game in the browser to see NFTs in your wallet.
- If you try to replace an NFT champion with one of the same type, it will not work.
- Text and Timer Bar that shows the match is starting is not working correctly in some Duel Match Lobbies. The match will still start normally.
- Characters that are stunned by the Vine Patch SpellStone will remain in the Stunned animation until the round is over or the stunned character is defeated. While the characters still look like they are stunned, they do still attack enemies.
- If you own a Mojo you can see it in the game, but not in the Battles yet. That is coming soon.

Coming Soon:

- Premium BattlePass
- Premium Quests
- Skins
- More Badges
- New Champions
- Ability to mint and claim NFTs via character progression

Release Notes: Version 0.0.69

Bug Fixes and Improvements:

- First Time User Experience tutorial added.
 - Note: there is currently no actual reward for completing the FTUE.
- New Music Added
- New Settings Menu added in Battle
- Reduced time in between rounds
- Minor adjustment to Champion/Mojo Health Bars
- Champions and Mojos will no longer automatically switch targeted enemy if a new enemy comes within their range
- Various minor bug fixes

Balance Changes:

Mojos:

Mojos had the following changes to their abilities:

Leaf:

- Heal for 50/75/100 -> 100/190/280

Vine

- Armor (15/30/45) -> (50/90/130)

Flower

- Change stun to Daze
- Attack speed buff last for (3/ 6/ 9) seconds -> (6 / 10/ 14) Seconds

Moss

- Allies in Range 3 gain 40% / 60% / 80% of their max energy.

Champions:

Champions had the following changes made to their abilities

Brooka Clawhaven:

- Chance to taunt 50% -> 25%.
- Dazed for (3/5/9) -> (4/6/8) Seconds

Dark Brightly:

- Damage to main target 50/100/200 -> 60/120/180
- Damage to targets in range 2 of main target 10 /20 /40 -> 60/120/180

Sumatra Stronghorn:

- Damage per space (20/40/80) -> (50/75/100)

Froda Swampbag

- Heal 10 /20/ 40 a second -> 38/56/84 a second

Zerlin the Lesser

- Adjacent allies -> allies in range 2
- Gain 30/60/120 armor -> 83/150/270 armor

Spellstones

Flower power

- Increase basic attack damage 50%/ 100%/150% -> 8/12/16 damage

Meteorite

- Damage (100 / 175 / 250) -> 135/242/437

Mojo portal

- Ally gains 4/ 8/ 16 power -> ally gains 40% / 60% / 80% of their max energy

Vine Patch

- Damage 20 / 40 / 60 -> 50/100/150

2nd chance

- Healed 25%/50%/75% of max health-> 40% / 60% / 80% of max health

Ancients Bounty

- Cost 2 gold -> cost 3 gold

Mojosynthesis

All allies gain 5 / 10 / 15 -> 40% / 60% / 80% of their max energy

Release Notes: Version 0.0.65

Bug Fixes and Improvements:

- General UI improvements and changes
- Full Screen Mode!
- Vine Patch will now show its VFX for the duration of its root effect to better communicate what's happening.
- Overall Volume for the game has been reduced.

Balance Changes:

Mojos

All mojos have the following change to their Stats

Health 200 / 400 / 600 -> 350/630/1134

Armor 50/100/150 -> 39/70/126

Damage 15/22/33 -> 17/26/38

Champions

Health, Armor, and Damage updates to all champions as follows:

Brooka Clawhaven

- **Health** 300 / 600 / 900 -> 400 / 720 / 1296
- **Armor** 50/ 100 / 150 -> 72 / 130 / 233
- **Damage** 30 / 44 / 66 -> 42 / 64 / 94

Dark Brightley

- **Health** 150/ 300 / 450 -> 255 / 459 / 826
- **Armor** 25 / 50 / 75 -> 51 / 92 / 165
- **Damage** 20 / 30 / 45 -> 30 / 45 / 68

Sumatra Stronghorn

- **Health** 200 / 400 / 600 -> 350 / 630 / 1134
- **Armor** 100 / 200 / 300 -> 67 / 121 / 217
- **Damage** 50 / 74 / 106 -> 50 / 72 / 112

Batakamus Rex

- **Health** 300 / 600 / 900 -> 400 / 720 / 1296
- **Armor** 50 / 100 / 150 -> 44 / 79 / 143
- **Damage** 14 / 22 / 33 -> 17 / 26 / 38

Froda Swamphag

- **Health** 300 / 600 / 900 -> 350 / 630 / 1134
- **Armor** 50 / 100 / 150 -> 39 / 70 / 126
- **Damage** 10 / 25 / 30 -> 14 / 21 / 32

Zerlin the Lesser

- **Health** 300 / 600 / 900 -> 200 / 360 / 648
- **Armor** 50 / 100 / 150 -> 272 / 490 / 881
- **Damage** 30 / 50 / 70 -> 28 / 42 / 64

Spellstones

Ancients Bounty

- 50% / 75% / 100% Enemies Gold Cost -> 25% / 45% / 65%

Lightning Retribution

- Damage 75 / 150 / 225 -> 125 / 200 / 275

Vine Patch

- Range 2 -> 1
- Rooted for 4 / 8 / 12 -> 4 / 6 / 8

Meteorite

- Damage 75 / 150 / 225 -> 100 / 175 / 250