Continue

Monster] Menu: You can register up to 50 frequently used Monsters for Siege Battle through a Favorites feature.: You cannot sell Runes, Artifacts, Grindstones, Gems, and Conversion Stones, but you can switch and remove Runes/Artifacts with no Mana Stone cost.: You can power up, enchant, and grind Runes, and the changes will be applied to the original Runes.: When using the [Load Runes/Artifacts] feature to load Runes/Artifacts from other Monsters, they will be loaded based on the Siege Battle settings.[img]
{STEAM_CLAN_IMAGE}/44752586/ed90cd3d78474e04e3a9b1fd297ec19d69dce54f.png[/img]: You can load default Runes or World Arena Runes of Monsters in the Siege Battle Rune management menu.: Following the Siege Battle Rune/Artifact separation, a feature to load Siege Battle Runes/Artifacts has been added to the default and World Arena Rune management menus.* Upon your first entry into the Siege Battle battlefield after the v8.7.3 update, Runes/Artifacts equipped on Monsters in Siege Battle will be automatically synced as Siege Battle-exclusive settings. After this sync, Rune/Artifact settings for Siege Battle will be managed independently from other content.* Monster decks saved in [Manage Monster Deck] will also be separated for Siege Battle.e.g., Editing Monster decks in Siege Battle will not affect those used in World Guild Battle or Guild Rival Battle.* The stats in [Monster Info > Statistics] for Siege Battle will be displayed based on the Monster\u2019s default Rune/Artifact information at the time of the v8.7.3 update, but will be replaced with Siege Battle-exclusive Rune/Artifact information in a future update.[b]\u25b6 [Siege Battle] Improvements and Changes[/b]- [Siege Battle] When a guild member successfully attacks a formation being attacked by multiple members, the remaining attackers will now be considered to have lost their battles. These battles will count as successful defenses for the formation, and the owner of the formation will earn defense victory points. Such wins and losses will be logged, and failed attackers will not earn Siege Battle EXP.- [Siege Battle] A pop-up will appear when a guild member attempts to attack the defense formation that they reserved to attack.- [Siege Battle] A new UI that displays your guild\u2019s defense deck for successful defenses has been added to [Info > Defense].[b]\u25b6 Other Improvements and Changes[/b]- [Community > Friend] You can now see not only the channel number of online friends but also the language they are using.- [Global, Europe, and Asia servers only]- The number of auto-joined chat channels based on selected language has increased from 500 to 9999.- [Global, Europe, and Asia servers only]- The maximum number of players that can be blocked has increased from 50 to 100.: You can view or unblock blocked Summoners under [Settings > Options > Block List].- The visual effect of Hand of Reincarnation Shadowcaster under the [Shadow's Protection] state has been improved.- A button that links to Arena-related Help topics has been added on the Arena menu screen.- [Settings > Options > Other Settings] You can now configure settings to receive vibration notifications when a match for World Arena Ranking Battle is found.[img]
{STEAM_CLAN_IMAGE}/44752586/c714f287ad67a4664ec0e1b257843704a634ada5.png[/img][b]\u25b6 New Monster Transmogrifications[/b]- [Deep Sea Spear Sea Emperor, Nature Protector Beast Rider, and Sea Tribe Gladiatrix] have been added.[img]{STEAM_CLAN_IMAGE}/44752586/cfeb3aa95a060e2d1fb3a4ffd75877c944d438e7.png[/img][b]\u25b6 Game Error Fix[/b]- Fixed an issue where the Monster name in the mini Monster info window appeared out of place in some language settings.\u200b- Fixed an issue where the defense deck would disappear when re-battling a defense deck registered in Guild Battle Research under certain conditions.","commentcount":1,"tags":
{"mod_reviewed","ModAct_1426387032_1748404757_0"],"language":0,"hidden":0,"forum_topic_id":"5974020424885959931","event_gid":"5208402142271913370","voteupcount":24,"votedowncount":2,"ban_check_result":0,"banned":0},"published":1,"hidden":0,"rtime32_visibility_start":0,"rtime32_visibility_end":0,"broadcaster_accountid":0,"follower_count":0,"ignore_count":0,"forum_topic_id":"5974020424885959931","rtime32_last_modified":1748609272,"news_post_gid":"0","rtime_mod_reviewed":1748404758,"featured_app_tagid":0,"referenced_appids":
[],"build_id":0,"build_branch":"","unlisted":0,"votes_up":24,"votes_down":2,"comment_type":"ForumTopic","gidfeature":"4040358019730804876","gidfeature2":"5974020424885959931","clan_steamid_original":"103582791474273994"},{"gid":"5095812151561909383","clan_steamid":"103582791465554434","event_name":"Dev Diary #172 - The Full Medieval
World","event_type":28,"appid":1158310,"server_address":null,"server_password":null,"rtime32_start_time":1748347140,"rtime32_end_time":1748349900,"comment_count":0,"creator_steamid":"0","last_update_steamid":"0","event_notes":"see announcement body","jsondata":"{\"localized_subtitle\":[null,null,null,