

Year One



This document's purpose is to list the metas of Amity Arena's first year through a community effort.
Later to be inserted into the library for eventual historical value.

Whatever information you wish to provide, please **ADD** to the timeline via Google Doc's built in suggestion function.

Please include detailed descriptions, how certain cards were utilized during the time, and why they were used that way.

Reminder that ALL perspectives are accepted, do not be afraid to add your own input.

● July 2018 - Closed Beta Test

- Penny's skill used to not only have higher damage, but ticked twice as fast as it did on release (without reduced tower damage), making her very powerful, and popular during the beta.

● October 2018 - Launch

- Gave birth to the "Tutorial" meta.

● November 21st - Major Update #1

- Neo's targeting was bugged upon release - instead of attacking whoever broke her shield, she teleported next to them and then attacked whatever was closest. This made her functionally useless because any smart enemy would body block her from killing important targets or hitting the turret. Additionally, Neo was originally intended to deal full damage to turrets. Only when her targeting was later patched and fixed, did the reduced turret damage actually show up in her skill description. Except, they forgot to code it. So for a brief time Neo had the correct targeting AND full turret damage despite the description, and only then was she meta.

● January 16th - Major Update #3

- Pyrrha was very popular before this update, as her skill had much greater range and damage, allowing her to cut through swarms much more easily.
- Pyrrha also did more than 630 damage, allowing her to kill Shadow Blake/Sniper Ruby and others in that health tier with one skill.
- I believe this was when Zwei came out as well. However, Zwei could not quite handle Em May decks on his own, so they still saw a tiny amount of play...

● January 25th - Cinder Release

- When cinder was released, She was super powerful and a must have in any deck, due to her costing 3 aura. Not only was her ability some of the best aoe damage in a swarm heavy meta but she used to attack a lot faster as well and switched targets quicker. Cinder single-handedly killed Em May meta as well.
- Around this time Airship/Cinder/Zwei was the dominant deck
- The deck archetype "Artillery" is born.

● February 14th - Major Update #4

- Mercury's contribution to the meta on release was mediocre, with his only purpose being clearing cheap units or interrupting slow active skills.

● February 20th - Neon/BDS Release

- Neon/Ursa Meta was created. Main use was having the ursa be pushed forward by neon while having neon distract all nearby troops. This resulted in the ursa being given a direct way to a turret/tower, thus being able to dish out massive damage.
- A popular composition coined as "disco bear" was used, where the goal was to use Neon's and the Ursa Major's weight differences to allow Neon to push the Ursa to the enemy turret at high speed.
- Neon also saw extreme amounts of play as a defensive tool, and some play as a mid tool to protect Shadow Blake with her large taunt range.
- King Taijitu saw a brief amount of play as a one-off ladder trick to surprise and counter Disco Ursa openings, a 3-for-8 trade that usually snowballed into an instant win. However, King Taijitu was still bad and usually only worked once.

● February 27th - Queen Lancer Release

- Queenie's contribution to the meta was a risky alternative to tank pushing, but made some versatility with Emerald and Neon, easily creating a snowball effect to overwhelm an unprepared opponent.

● March 6th - Watchtower/BeoPack Release

- BeoPack makes for a niche to Ursa, but becomes very apparent from overleveling.

● March 14th - Fall of Beacon Update

- This update introduced Legendaries. Of which included Ice Flower, a card which was commonly referred to as severely overpowered due to its long lasting freeze and ranged abilities.
- Bumblebee's auto attack and active used to deal full damage on towers. This itself was a unintentional bug, and has been fixed since
- Starting aura changes from 5 to 7 in this update, making big pushes early on more manageable.

● March 21st - BDS Den Release

- Den was the cheapest structure at the time and initially was said to be the "weakest" of the structures. In time, Den was found to give value in bodyblocking for units, like SBlake, and was the most aura efficient counter to Neon.

● March 27th - Fox Release

- While Fox contributed little to the meta on release, he was usually popular within Ursa and BeoPack decks.

● April 3rd - Boundless Release

- Boundless Jaune, at first, was underwhelming due to his low healing output and 4 aura cost on release.

● April 11th - April Full Update

- This update greatly slowed down the use of Zwei, who was very powerful in direct turret damage.
- The first update where a unit gets an aura cost change, Cinder is the first to receive a cost increase, making it hard to justify her use in many players' minds.
- Shopkeep meta is meant to gain as much aura as possible, making decks as a win condition for swarms, or get tanky units out faster.

● April 17th - Velvet Release

- Velvet contributed to the meta as a gimmick, providing another of the same unit for +1 aura. Popular with Ice Flower, Neon, and Shadow Blake

● April 25th - Pomgrenade Release

- Pom was very underwhelming at her time of release, having her active be easily countered by stun or displacing CCs.

● May 1st - Roy Release

- Roy rarely saw any play as his attacks was lackluster and his stats were not enough to compete with other 2 aura units.

● May 9th - Mayday Update

- Adam was a very powerful unit around this time, as he could stun and clear ground swarms with ease.
- This update was the first major nerf to Ice Flower, who saw less play overall, but was still very popular.
- Xiong Family with a recent buff of a cost of 5 instead of 6 brings out a niche alternative to AK130s.

● May 15th - Ilia Release

- Since Ilia's release she was a 3 aura unit with normal speed. Her passive skill was bad because her stealth is broken before attacking bringing unnecessary aggro. Ilia would later go down to a 2 Aura cost and became more popular as a result due to her high health and decent damage.

● May 22nd - Tyrian Release

- Usually only contributing to an anti-meta style of play, targeting important units, and clearing leftover ground swarms.

● May 29th - Albain Release

- Upon release their contribution to the meta as a counterpush or split push with support, through the frequent updates through the year their atk speed goes faster enough to give them a threat, yet is easily dealt with as a result of being outclassed.

● June 3rd - After the Fall Update

- Penny's skill no longer gets interrupted, meaning Zwei, and Mercury being obsolete
- Same with Glynda, meaning DPS isn't a matter.
- Partners in Crime was very popular, as a direct upgrade from Torchwick with double the skill usage all for only one more aura.

● June 13th - Port Release

- On Port's release, he was quickly seen as too much of a generalist unit. Widely popular because of his damage output and area denial.

● June 19th - Carmine Release

- Seeing a fair amount of use long after release, Carmine's ability proved useful in most aoe focused decks, being able to group units together for a devastating blow.

● June 26th - Ravagers Release

- Since the release of Ravagers, their speed and cost made rotation decks much more apparent.

● July 4th - 4th of July Update

- This update buffed Boundless Jaune to 2 aura. When combined with Shadow Blake and cheap cycle, this allowed players to snowball games out of control with an army of Blakes. This was the only respite from Neon chip decks since her release, and it lasted about a week (or two, since Beam Turrets weren't leveled up for ladder immediately).

● July 10th - Beam Turret Release

- The Beam Turret had much higher stats and cost 3 upon release, and its pierce damage combined with Carmine completely killed Boundless + Blake decks. Neon chip again saw play as its win condition.

● July 17th - Argus Shield Release

- What made as a stalling tool, and a solution against Neon. Leads to a double edged sword, birthing the Neon Wall meta.
- Before the Argus Shield update, there was a bug with Neon where you could teleport units to her position, allowing for a short-lived moment of chaos within the game.

● July 24th - Summoner Weiss Release

- Summoner Weiss did little to change the meta as she was quite weak upon launch. She cost 5 aura and her Arma Gigas could only target one unit at a time, and his HP would decay.

● July 31st - Sisterly Update

- Bernigal's buffs sparks his popularity with his now faster attack speed.
- Winter's contribution of the meta was niche, as her ability could stall a tank push, but was too slow to stop defensive plays.
- Petra Gigas gained a fair bit of traction from his movement buff and increased damage on his death skill.

● August 7th - Malachite Release

- On release, her damage output was low, but they were great for banking aura.

● August 14th - Burrow Gun Release

- This update sparked mass outrage with players who were sick of a defensive meta. Adding the Burrow Gun, a statistical monster on release, and of course the Beam Turret and Wall, both incredibly OP on release, meant the meta became even more defensive and chip based. Many players threatened to quit or otherwise stopped playing.

● August 21st - Freezerburn Release

- On release, Freezerburn was underpowered, not contributing much to the meta due to her slow, unusual skill and stats

● August 29th - September Surge Update

- Until this update, players were using a bug with Raven to teleport tankier units to the main tower (this bug also utilised Boundless Jaune). With the fix in place, this unintended meta ended. After Pomegrenade's skill became uninterruptible, it entered the meta as a way of chipping down towers and turrets. The Argus shield and Neon combo would make this worse.
- This update greatly increased the popularity of Spider Droid and Pomgrenade, both units capable of dealing massive amounts of direct turret damage, now with uninterruptible skills.
- Ice flower lost her freezing aftershot with this update, decreasing the card's popularity.
- The nerf to AK130s indirectly hurt the Atlasian Airship, which was fairly popular before this point.
- Fox's recent buffs sparked popularity making him an effective stalling unit.

● September 4th - Hazel Release

- Poor Hazel didn't contribute much to the meta on release, commonly referred to as a beefy Nolan.

● September 11th - Barracks Release

- Quite underwhelming on release, many could not justify its use due to its impressively low spawn rate and decay.

● September 18th - Apathy Release

- A week after release, The Apathy would multiply by how many of the units were on the field, and did not have a health cap. This allowed decks like apathy/raven/boundless to rapidly push out Apathy swarms of unimaginable sizes. Some players reported game crashes thanks to Apathy cloning.

● September 26th - Almost Anniversary Update

- Before this update, Nolan and Ravagers were popular because of fast rotations, making it easier to access to certain cards faster. This update leaves 5BDS as the only one aura unit for rotation.
- With the buff to Malachite Twins, many considered this unit to be meta, due to the ability to bank aura easily, and eventually overwhelm the opponent.
- Checkmate is unfortunately underwhelming. Due to her inconsistency and short invincible skill.

● October 2nd - 135 Release

- AK-135's gave a good choice for running in Em decks. The shields themselves were very useful in absorbing overkill damage.

● October 9th - Arslan Release

- Arslan did very little to the meta given she was severely underpowered, with an underwhelming skill in comparison to similar units.

● October 16th - Spider Mine Release

- Again, a very underwhelming card on release due to their slow speed while moving, attacking, and unit decay.

● October 24th - Anniversary Update

- Flower power was a rare and balanced unit on release.
- Not much major meta changes were brought about, besides the fact that PiC was raised to 6 aura, in which a lot of players couldn't justify his use.