

2025

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29.10.2025 – Rewards / Missions / Changes

☐ Updated Reward System – More Fairness, Clear Calculations

Today's update focuses entirely on **rewards for completed rounds**.


Previously, each boss simply dropped a chest with gold and silver coins – depending on the difficulty level.

This system has now been completely overhauled and replaced with an **individual evaluation** based on clear, transparent values and multipliers.

Rewards #1761739117528

204 ●	4.070 ●	204 ⤴			
Base	Difficulty	Twitch sub	Tower levels	Win	Watched
55,00 ● 1.100,00 ● 55,00 ⤴ 110 waves	0,00 ● 0,00 ● 0,00 ⤴ !Diff1	27,50 ● 550,00 ● 27,50 ⤴ Sub 3	115,50 ● 2.310,00 ● 115,50 ⤴ Level 7	5,50 ● 110,00 ● 5,50 ⤴ Yes	-0,00 ● -0,00 ● -0,00 ⤴ Yes
Summary					
GC ● $55,00 + 0,00 + 27,50 + 115,50 + 5,50 - 0,00 = 204$ ●					
SC ● $1.100,00 + 0,00 + 550,00 + 2.310,00 + 110,00 - 0,00 = 4.070$ ●					
EXP ⤴ $55,00 + 0,00 + 27,50 + 115,50 + 5,50 - 0,00 = 204$ ⤴					
● GC = Gold Coins ● SC = Silver Coins ⤴ EXP = Experience points for the CTD player level Winnings are rounded to whole numbers.					

Click on the Game ID in the Gold Coin entries to open this overview:

Time	Subject	Amount
29.10.25 - 13:56:01	Game-ID: 1761739117528	204,00 

At the end of each round, every player receives their **own evaluation**, taking multiple factors into account:

☐ Base Value

Each wave generates an individual **base value**, depending on the map. This base value forms the foundation for all further calculations. All bonuses are **applied multiplicatively** on this value.

Example:

If your base value is 5 and you have a Twitch subscription Tier 1 (+10 %), you will receive **5 + 10 % = 5.5** in total.

✂ Difficulty Level

The higher the chosen difficulty, the greater the multiplier applied to your reward. More challenging rounds are therefore noticeably better rewarded.

☐ Twitch Subscription Bonus

Players with an active Twitch subscription receive an additional bonus:

- Tier 1 = 10 % of the base value
 - Tier 2 = 30 % of the base value
 - Tier 3 = 50 % of the base value
-

☐ Tower Levels

The **average level of your Boost cards** plays an important role. This value is applied as an additional multiplier on the base value. It has a higher impact, as high tower levels are essential for team success.

Important: The **average of all cards** counts, not just your highest tower – you can play with lower levels without receiving fewer rewards.

☐ Round Completion Bonus

If a round is successfully completed, you receive a small additional bonus.

☐☐ Viewer Reduction

CTD thrives on the interaction between the stream and the game.

Players **not registered as Twitch viewers** receive a significant penalty:

-50 % on the total sum of all rewards (Gold Coins, Silver Coins, and experience points).

All other bonuses (difficulty, subscription, tower levels, etc.) are **added first**, and the viewer reduction is applied **afterwards**.

☐☐ Missions – Less Restriction, More Freedom

Most missions have been removed to ensure players are no longer forced into a specific playstyle. You can now experiment freely without penalties on your rewards.

A future **achievement system** will eventually allow players to complete missions based on specific playstyles – but this will be entirely **optional** and **without pressure**.

☐☐ Level Cap Increased – More Room for Progress

The maximum player level has been raised from **100 to 120**.

This provides **20 additional points** for your skill tree!

☐☐ Dragon – Now Summonable

The dragon still appears with a **30 % chance** on one of the three maps during map voting.

New: It can now also be **manually summoned using 25,000 Twitch channel points**.

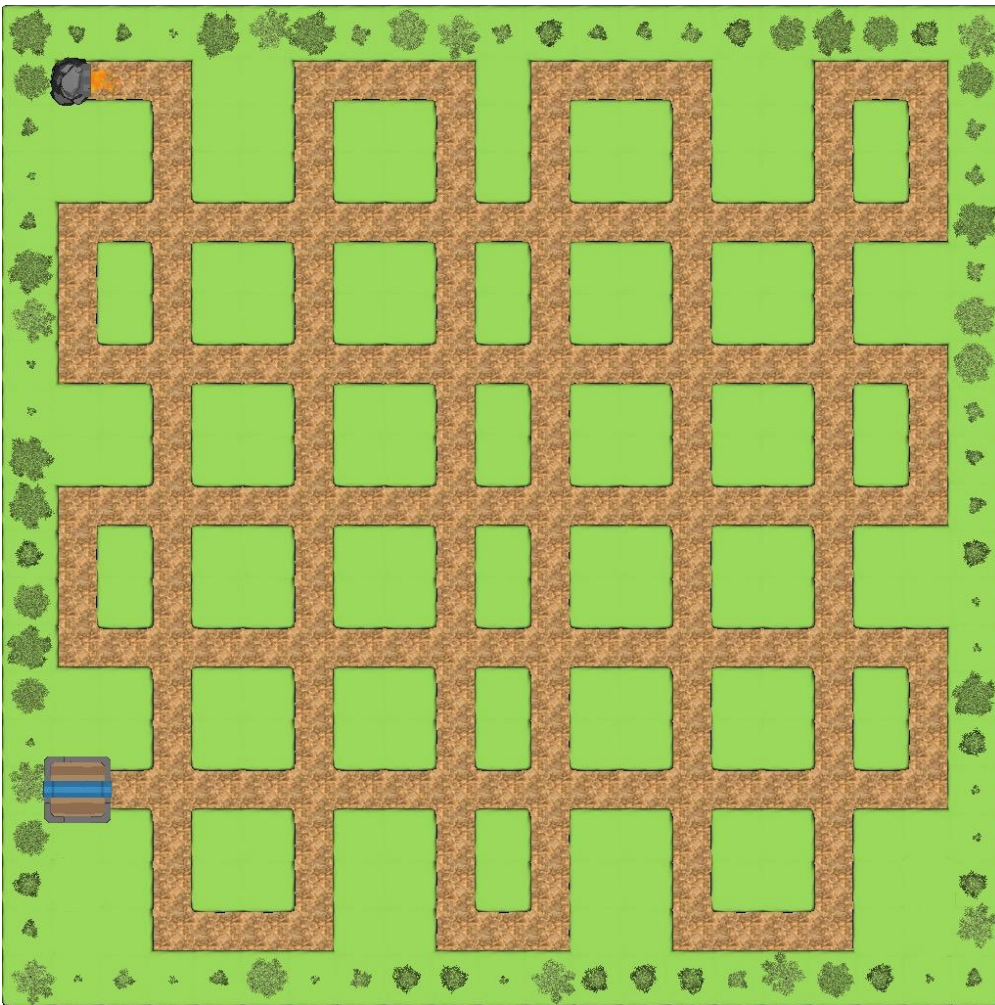
Important:

Only **one dragon** can appear per round – regardless of whether it is summoned via channel points or appears through map voting.

17.10.2025 - Visual Update / Maps Removed / Behind the Scenes

Visual Overhaul - The First Step Toward a New CTD Look

Today's update marks the beginning of a major visual improvement for CTD!
The first changes are already visible in your browser:



Before



After

But that's just the beginning.

The old, blocky "voxel-style" visuals are being replaced with a **true terrain system** – offering smoother transitions, improved lighting, and far greater flexibility for environmental design.

The difference speaks for itself:

1 13:08:41 3

TOP 10 - Damage

Hildrun	408.673
Guntram	202.650
Hildegunde	201.012
Leofwin	182.640
Ortrud	174.585
Godberta	168.670
Baldemar	161.486
Hertha	158.455
Dagobert	156.909
Dagmar	155.001

Team-Bonuses

Damage	+0.00%
Range	+0.00%
Cooldown	0.00%
Crit. Chance	+0.00%
Crit. Damage	+0.00%
Lives	+0
Bomber Damage	+1.800%
Nuke Damage	+1.800%

TOP 10 - Kills

Dagobert	1
Odala	1
Adolar	1
Slav	1
Arwed	1
Isberta	1
Lambertine	0
Emelle	0
Althild	0
Mirabelle	0

Event-Queue

Difficulty 6
Players 100
Enemy speed x1.00

Before

1 14:54:53 10

TOP 10 - Damage

Guntram	220.806
Elfrieda	152.889
Anemone	135.889
Adeltraud	134.185
Leofwin	133.559
Thelma	131.598
Magnhilda	123.618
Roderick	111.607
Amalberga	109.919
Knut	107.813

Team-Bonuses

Damage	+0.00%
Range	+0.00%
Cooldown	0.00%
Crit. Chance	+0.00%
Crit. Damage	+0.00%
Lives	+0
Bomber Damage	+1.400%
Nuke Damage	+1.400%

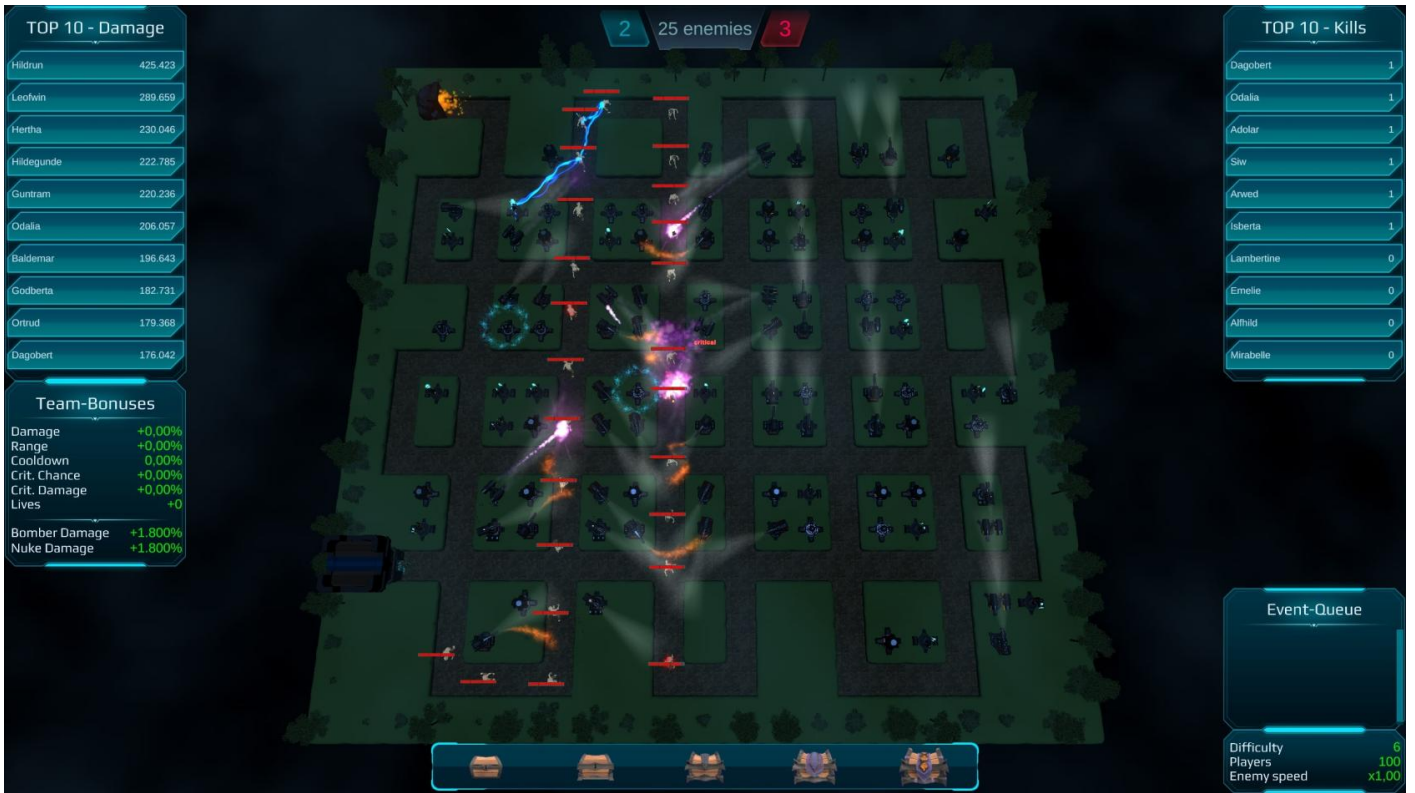
TOP 10 - Kills

Bertila	2
Adeltraud	2
Knut	1
Frigga	1
Olaf	1
Björn	1
Hildegunde	1
Heike	1
Marada	1
Dagmar	1

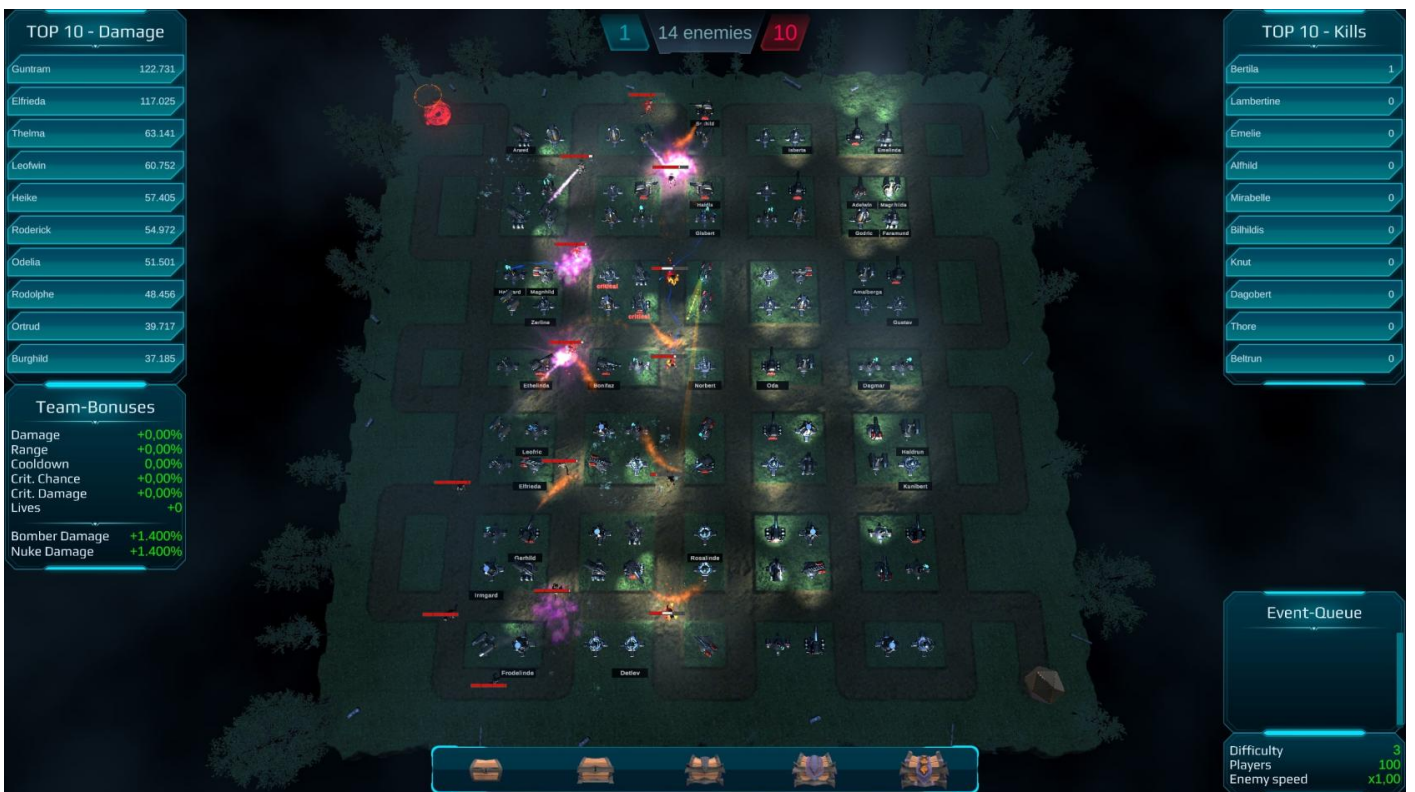
Event-Queue

Difficulty 3
Players 100
Enemy speed x1.00

After



Before



After

9 Maps Removed

With the switch to the new system, several older maps have been retired.

A total of **9 maps** were removed from the game - including the **Easter and Christmas event maps**.

These will be rebuilt from scratch for future seasonal events, featuring the new terrain and lighting systems.

Less popular maps are **not planned to return** due to the effort required for complete reconstruction.

⚙️ **Behind the Scenes - A More Modular Enemy System**

There's also a lot happening under the hood.

The **enemy system** has been completely restructured to be **highly modular**, paving the way for future enemy types such as *demons* or other special variants.

While this modularity was part of the original vision, the earlier implementation lacked the necessary flexibility.

That foundation has now been rebuilt - making future expansions far easier to integrate.

20.09.2025 – Support / Dragon / Tower Relocation

Support Towers significantly nerfed

Support towers had turned into true *multiplication monsters* – a single one could boost the effectiveness of ten or more regular towers.

- Originally intended to make support towers more appealing, this scaling eventually got completely out of hand.
- A 10% bonus may sound small, but multiplied across 16 towers, it added up to 160%.
- Even worse: critical hit damage could be boosted to 500% or more – multiplied by all nearby towers, things escalated quickly.

The current adjustment tones down this extreme effect.

It's likely not the final balance, but it's a step in the right direction for healthier scaling.

Dragon – DoT effects re-enabled

The Stage 2 Dragon can now once again be affected by damage-over-time (DoT) effects like *Burn* or *Poison*.

- Many players enjoy stacking DoTs for fun damage builds.
 - With support towers now heavily nerfed, these effects should no longer produce absurd damage values.
- This brings both fairness and enjoyment back into play.

Tower Relocation – new control feature

A select group of players can now actively influence the battlefield by repositioning towers of other teammates.

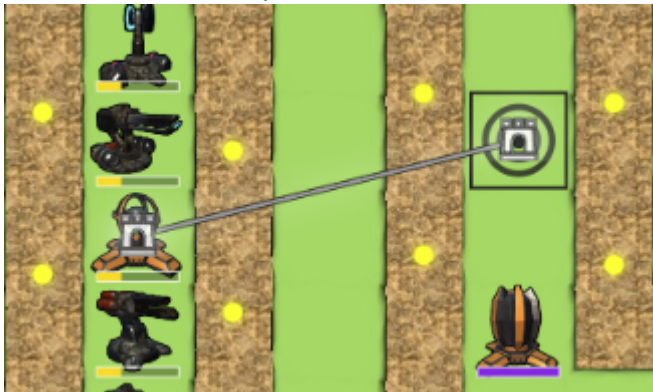
How it works:

1. Right-click the desired tower

2. Left-click **“Relocate Tower”**



3. Left-click the new position



This feature allows for more flexible strategies and dynamic adjustments during the game.

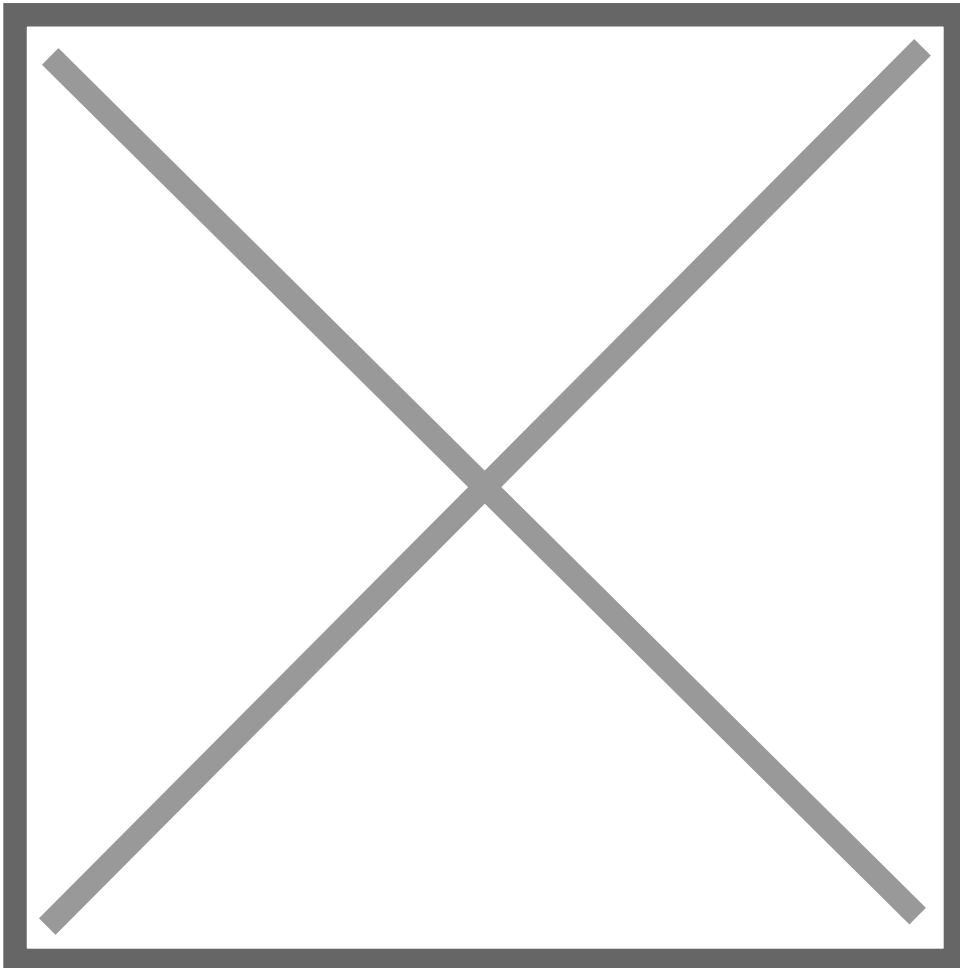
13.09.2025 - Maze Mode / Red Towers

[New Game Mode: Maze Mode

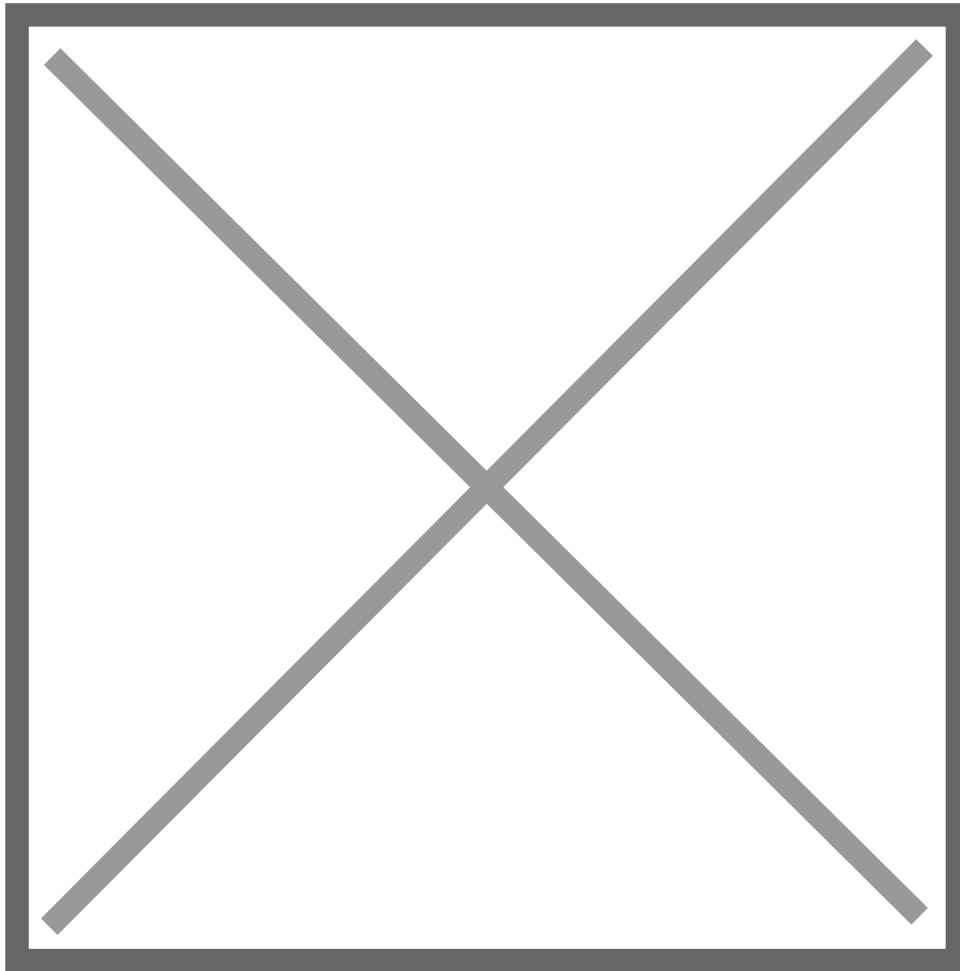
CTD has so far been a classic tower-defense game with fixed zombie paths - except for the *Random1* map, where paths were randomized each wave.

With the new **Maze Mode**, we're taking it a step further: by strategically placing their towers, players can now actively shape the zombies' route.

- By default, zombies move straight from entrance to exit:



- Placing towers blocks the direct path and forces zombies to take a longer route:



- All players together create the maze - meaning teamwork is more important than ever in CTD.
- Since the path length depends heavily on the number of players, the difficulty level of this mode has initially been slightly reduced.

☐ The two examples show how the route dynamically changes when towers are placed. It's now up to the team to build clever layouts that maximize the zombie path length.

We're excited to see how the community will embrace this new mode!

☐ **Red Towers - Inactive Players Visible**

A new marking system now shows which teammates are not actively watching the stream.

- Towers of inactive players will appear **red** on the battlefield.
- This is based on regular checks via the Twitch API: viewers registered on c-td.de and currently in the stream are marked as *active*.
- Players without a linked account or without the stream running are marked as *inactive*.
- In the future, additional parameters will be considered to make the distinction even clearer.

03.09.2025 - Items, Items, Items

Items reworked - no more “trash” drops

Up until now, most generated items felt random: attributes were mixed together wildly, and finding a useful one was rarer than winning the lottery.

From now on, attributes are selected from matching categories only.

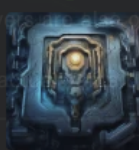
- Tower items now combine *Tower*-stats with up to *one* status effect type. No more chaotic mixes like Bleed, Slow, and Poison on the same item.
- Support tower items always combine Buffs with Team Bonuses.
Existing items remain untouched, but new drops and shop items will immediately feel much more useful.

Buy

Upgrade your turret with state-of-the-art technology by purchasing this item for Gold Coins!
Every hour, the arsenal is replenished with new, unique items. **Very rare** items are only available once for all players.
Don't hesitate when you see an upgrade – your fellow players are on the hunt, and the best items sell out quickly.
Please note: The items available in the shop exceed their base price by a multiple. This applies especially to the special offer.

Advanced Controlsystem

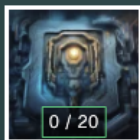
Very rare



18:11

- +10% (Turret) Range
- +10% (Turret) Crit.-Damage
- +10% (Bleed) Chance

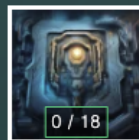
Angebot 1



30 ●

Buy

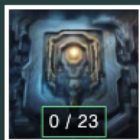
Angebot 2



28 ●

Buy

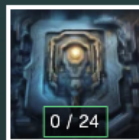
Angebot 3



32 ●

Buy

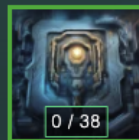
Angebot 4



33 ●

Buy

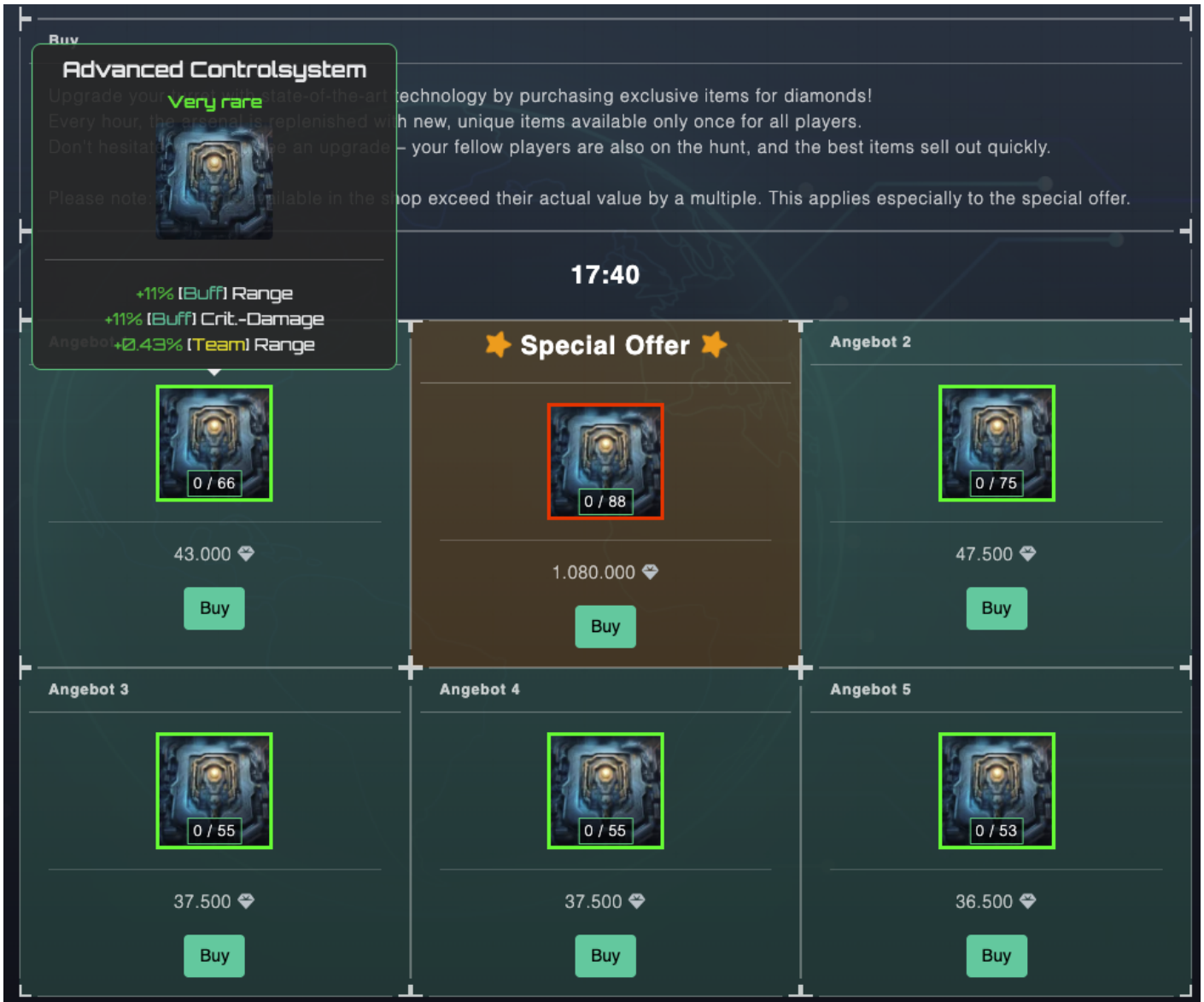
Angebot 5



145 ●

Too few gold coins

4.562 ●
Too few gold coins



✂ Power-Ups made convenient

No more hundreds of clicks: Power-Ups can now be applied in bulk using a slider.

- Currently capped at 100 Power-Ups per player per action.
- In the future, this cap will scale with difficulty (e.g. Diff1: 100, Diff2: 80, ...).
This reduces server load and makes Power-Up usage far more comfortable.

Team-Power-Ups

Distribute Power-Ups:

Damage		24	(max 100)
Cooldown		24	(max 100)
Range		20	(max 100)
CritChance		13	(max 100)
CritDamage		19	(max 100)

Distributed: 100 / 100

Confirm

Dragon - stronger and more consistent

The Stage 2 Dragon is now immune to status effects.

A poisoned or burning flying skeleton made little sense anyway - this change restores some of the Dragon's intended might.

Fixes and improvements

- Support tower inventory now properly displays status values.
- Fixed issues with skill tree abilities and legendary items in the inventory.
- Damage calculation bug fixed: bonus damage from penetration exceeding resistance was ignored.
- Various smaller fixes and adjustments to improve overall stability.

16.07.2025 - Hotfix #5

(important)

☑️ **Cooldowns drastically reduced**

All cooldown reductions from **items, skills, and boost cards** have been nerfed by up to **90 %**. Why? Because the goal of the game is **not** to make every turret feel like a Gatling gun in the end.

- **Heavy turrets** are meant to fire slowly but hit hard.
- **Fast turrets** should deal their damage through many small hits.

All existing items have been **retrospectively adjusted** to match the new cooldown values.

☑️ **Updated cooldown limits**

The cooldown rules introduced with the last update have been slightly extended:

- **Standard turrets** can now reach a minimum cooldown of **0.2 seconds**.
 - **Heavy turrets** (Railgun, Nova, Chain Lightning) have a lower limit of **1.0 second**.
-

☑️ **Selling/salvaging items = 100 % refund**

Due to the major changes, dismantling an item now refunds the **full amount of Silver Coins** - this applies to both existing and newly purchased items.

- Previously, you only received 50 % back.
 - This rule applies **indefinitely for now**, but we will monitor how things develop.
 - **Upgrading items is now significantly easier**.
-

☑️ **Fixes & improvements**

- **Support turret cooldown buff** is now correctly displayed in the turret overview.
 - The **inventory now clearly indicates cooldown limits**:
If a turret falls below the minimum cooldown (e.g., Flamethrower), it will show **"0.2 seconds" in green**, indicating the value has reached its cap.
-

A note from the dev team

We know these changes won't be everyone's favorite.

But please remember: **The game is still in active development**, and updates like this are sometimes necessary.

“ Here's an example for context:

When the **Cooldown Boost Card** was introduced, there were no skills or items yet.

The card alone gave **20 % cooldown reduction** – with zero effort.

The **Team Card** added another **1 % per player**, so with 40 players that's **40 % for everyone**.

Combined with skills, items, and more, players were reaching **almost 200 % cooldown reduction** – far too much.

We're not planning any further drastic changes at the moment.

Right now, our focus is on **balancing turret damage output**,

so that each turret feels distinct and useful in its own way –

but still performs within a comparable damage range.

11.07.2025 - Hotfix #4

Reduced visual effects - improved clarity

We've further toned down visual effects to help you better follow the action - especially when facing large enemy waves or with many turrets firing at once.

Improved missile targeting at close range

Missiles now have better accuracy when locking onto nearby, fast-moving enemies. Previously, missiles would sometimes fly past targets and make a dramatic loop before hitting - which looked cool, but wasn't exactly helpful in combat. This issue has been resolved.

Status effect system optimized (Performance)

The recent update introduced significantly more status effects per target, each linked to specific players and their skills. This system has now been streamlined, resulting in noticeable performance improvements - especially during large-scale fights with many active effects.

More credits - less frustration

This change was already tested on Wednesday but wasn't mentioned in the previous changelog: In some cases, no credits were awarded for zombie kills, which became a serious issue in higher waves. This problem has now been fixed.

Additional fixes

Various minor bugs and issues have also been addressed to further improve gameplay stability and experience.

05.07.2025 - Hotfix #3

With this hotfix, we've made further adjustments - both to improve clarity and to enhance overall game balance.

Less glare - more clarity

To give your eyes a break, we've once again toned down some of the visual effects - sunglasses should no longer be required when watching the battle unfold.

The following elements are affected:

- **Nova Turret:** Visual effects have been further reduced.
- **Flamethrower:** Particle effects have also been softened.

Bright, flashy effects are great - but in a tower defense game with 40+ turrets on the battlefield, they can seriously impact visibility.

Increased range for Rockets and Railgun

- **Rocket Launcher** and **Railgun** now have a higher **base range**.
 - The **range gained through upgrades** has also been significantly increased (more than doubled) to better reflect their role as long-range weapons.
-

⚠️ Cooldown Power-Ups & Support Turret nerfed

- **Cooldown power-ups** have been significantly weakened and are now **limited to 50 per round**.
- The **Support Turret** can now provide a maximum of **10% cooldown reduction** (without items).
- **Turrets themselves** have also been adjusted: their cooldown reduction via upgrades is now **limited**.

Why this change?

Cooldown is one of the most powerful stats in the game. Instead of being "given away for free," it should now be earned strategically through the **skill tree, items, boost cards**, etc.

This also helps reduce visual overload when not every turret is firing at maximum speed all the time.

☑ Bosses now immune to CC

- **Slow and Stun** no longer affect **bosses**.

This has always been the intended behavior — but due to the last update, this rule was unintentionally bypassed. The issue is now fixed.

☑ Health scaling reverted

- The previously planned **enemy HP scaling** has been reverted to **normal values**. Since many players have now adapted to the new mechanics, further increases are currently not necessary.
-

☑ Server reconnection restored

- Automatic **reconnection to the server after a disconnect** is now working again. This feature used to function correctly but broke due to technical changes. We've reimplemented it, and it should now work reliably again.

04.07.2025 - Hotfix #2

This hotfix addresses numerous issues and includes several minor improvements.

CTD Game

- The Flamethrower has always struggled to reach the dragon — the root cause has now finally been identified and fixed.
 - Since the last update, Slow and Stun effects were not working correctly.
 - Status effects like Bleed, Burn, etc. were not applied properly to the dragon — this has been resolved.
 - Damage from status effects is now correctly displayed in the statistics.
 - The visual effects of the Nova turret's attacks have been toned down to improve visibility during gameplay.
 - Enemies no longer walk backwards when Slow exceeds 100%. The maximum slow effect is now capped at 70%.
 - The Nova turret had targeting issues, which sometimes caused significant delays in attacking enemies — this behavior has been corrected.
 - General optimizations: While performance is not yet where we want it to be, we are actively working on further improvements.
-

Web Interface (C-TD.de)

- Gatling turrets with the *HyperAccelerator* ability can now be upgraded to a minimum cooldown of **0.1 seconds**.
 - Once this limit is reached, the cooldown can no longer be reduced further.
-

Twitch

- The chat commands for power-ups have been updated. The old `#ts` command has been replaced with `#tc`.
For example, `#tc 10` will use 10 team cooldown power-ups at once.
(Tip: Use `#info` to get a list of all current commands directly in chat.)
-

☐ Skill Tree / Abilities

- You can now share your current skill point distribution with other players — useful if you want to help others build their own skill tree.

☐ Note on Importing Skill Tree Templates

Click the **clipboard icon**.



After that, you can share the displayed code with other players.

Share Skilltree

Copy

Paste

```
2j1h181d1h181f1l181i1i181i1j181i1k181i1l181k1c181d1e1j181d1i1e181  
d1i1k181e1d1i181e1e1i181e1f1h181e1h1f181e1h1i181e1h1k181e1h1l1  
81e1i1c181e1i1d181e1i1h181f1e1e181f1e1f181f1f1e181g1c1g181g1c1  
h181g1g1e181g1g1f181g1g1g181g1g1h181g1j1d181g1j1e181g1j1f181  
g1l1e181g1l1f181g1l1g181g1l1h181g1l1i181g1l1j181h1g1j181h1g1l181  
h1h1d2l16clvc
```

02.07.2025 - Hotfix

While the test run yesterday was a small success on our end, it was more of a disaster from your perspective.

Alongside numerous fixes, we've also made a few adjustments to help restore confidence among the player base:

1. Power-up purchases have been refunded.
2. The number of power-ups has been reset to the state before the update.
3. Power-up prices are back to their pre-update levels.

01.07.2025 - The update is here

Today's update introduces a wide range of exciting new features and deep changes to the game. Much has been reworked behind the scenes, and other parts are visibly altered – time for a detailed overview:

☐☐ CTD – The Game

☐☐ Skill-Based Attacks

The turret functionality has been fundamentally reworked.

Previously, most turret parameters were hard-coded and could only be modified to a limited degree via upgrades or power-ups – any changes required major effort.

With the new system, nearly every parameter – from the number of chain lightning targets to damage values or upgrade effects – is now defined in a central database.

The game itself only reacts to the bundled, externally calculated values.

Turrets are now "dumb" in-game and completely rely on external data, which gives us maximum flexibility for future expansions.

Damage Types

Each turret now uses one of six damage types:

Kinetic, Fire, Ice, Lightning, Poison, Plasma

- All but **Plasma** are linked to a unique **status effect**.
- Turrets can learn alternate damage types via the skill tree (and later, items) – for example, *Fire Chain Lightning* or *Lightning Rocket Launcher*.
- Some effects are still placeholders, but already lead to diverse and exciting battles.
- **Plasma** currently has no status effect but offers unique skill nodes and excels at **pure damage output**.

☐☐ Resistance Penetration

Enemy resistances from wave 10 onwards previously turned higher difficulties into war-of-attrition scenarios.

To counter this, **Penetration** has been introduced:

- Starting at **turret level 2**, turrets automatically gain a small penetration value.
- This value can be increased further through the skill tree or with items.

Example:

“ Enemy has 50% Fire Resistance, turret has 10% Penetration → effective resistance: 40%.
If penetration exceeds resistance, bonus damage is applied.

☐☐ Pathfinding

In addition to classic pathfinding (where enemies choose their path dynamically), there is now a **waypoint system** that enforces a predefined path.

This allows:

- Crossroads, loops, or repeated runs through the same area
- Dynamic switching between both systems (useful for special maps)

⚖ Balancing & Difficulty

Due to the complete overhaul of turret logic, many balance values had to be reconsidered.

The game is currently **deliberately unbalanced** - which makes it unpredictable and (hopefully) more exciting.

☐☐ Bomber & Nuke

These power-ups can now once again be used **at any time during a wave**. Especially noticeable on small maps with short paths.

☐☐ New Map: Green1

To showcase the new waypoint system, a new map is available:

Green1 - featuring multiple direction changes and re-entry points.

Ideal for fresh tactical approaches!

☐☐ Skill Tree - Bigger, Deeper, Smarter

- Expanded from ~500 to over **1150 nodes**
 - New damage types, many specialized effect nodes
 - Reworked existing values
 - New **search field** at the bottom right (e.g. search for “Cooldown”, “Team Cooldown”, “Turret Cooldown”, etc.)
-

⚡ Power-Ups - Reworked & Repriced

Changes:

- *GameSpeed* is now called **Enemy Speed** - only affects enemy movement speed
 - **Team Power-Ups** are now tiered and repriced
 - Previous values were converted at a 5:1 ratio (rounded up)
 - **Effect strength** now varies:
 - Team Damage = +5%
 - Cooldown or Range = start at +1%
-

☐☐ Team Bonuses – More Fair, More Controlled

Team Damage no longer doubles a turret's total damage.

It now only affects the **base damage** (excluding item, boost, or skill modifiers).

This keeps total damage output in check and prevents runaway scaling.

☐☐ CTD WebUI – New Features & Improvements

New:

- **Diamond shop** with high-level items
- Turrets with multiple damage types can now switch damage type in their inventory
- The active damage type is displayed in the top-right corner of the turret inventory
- Three new in-battlefield options:
 - *Show animated paths* – visualizes enemy movement
 - *Show level bars* – color-coded turret level indicators
 - *Show names permanently* – permanently show player names (use CTRL to toggle visibility temporarily)

Changes:

- The term “**Speed**” has been replaced by “**Cooldown**” throughout the interface
- **Item upgrade prices** have been reduced – in some cases by up to 90%
- The turret overview now shows **all parameters of all damage types, including status effects**
- **Boost cards** have been updated with correct English names

Temporary:

- **Status effect missions** are currently disabled – they are not yet compatible with the new system

- **Statistics display** in the battlefield is still a work in progress – will be updated in a future patch
-

Note on the Update

Although this update is not fully completed in every area,
we had to release it within a narrow time window.

The reason is the **team's vacation schedule** – to ensure we could respond quickly and collaboratively in case of **critical issues**, this release timing was essential.

Thanks to all players and supporters!

This update is a huge leap forward – technically and in terms of gameplay.

Enjoy discovering all the new features and possibilities!

21.05.2025 - Status Report

It's been a while since the last changelog – time to give you a proper update on what's going on behind the scenes.

Some of this has already been mentioned in Twitch chat and on Discord, but since not everyone sees that, we're putting everything together here in one place.

What's coming – and what's already done?

Currently, we're working on three major areas:

1. Pathfinding & Waypoints

Since the early days of CTD, enemy movement has gone through a lot of changes. Originally, it was a simple waypoint system: enemies moved from one coordinate to the next.

Later, we switched to a pathfinding system. That made the maps more dynamic, but also introduced new challenges – especially with intersections or tight paths.

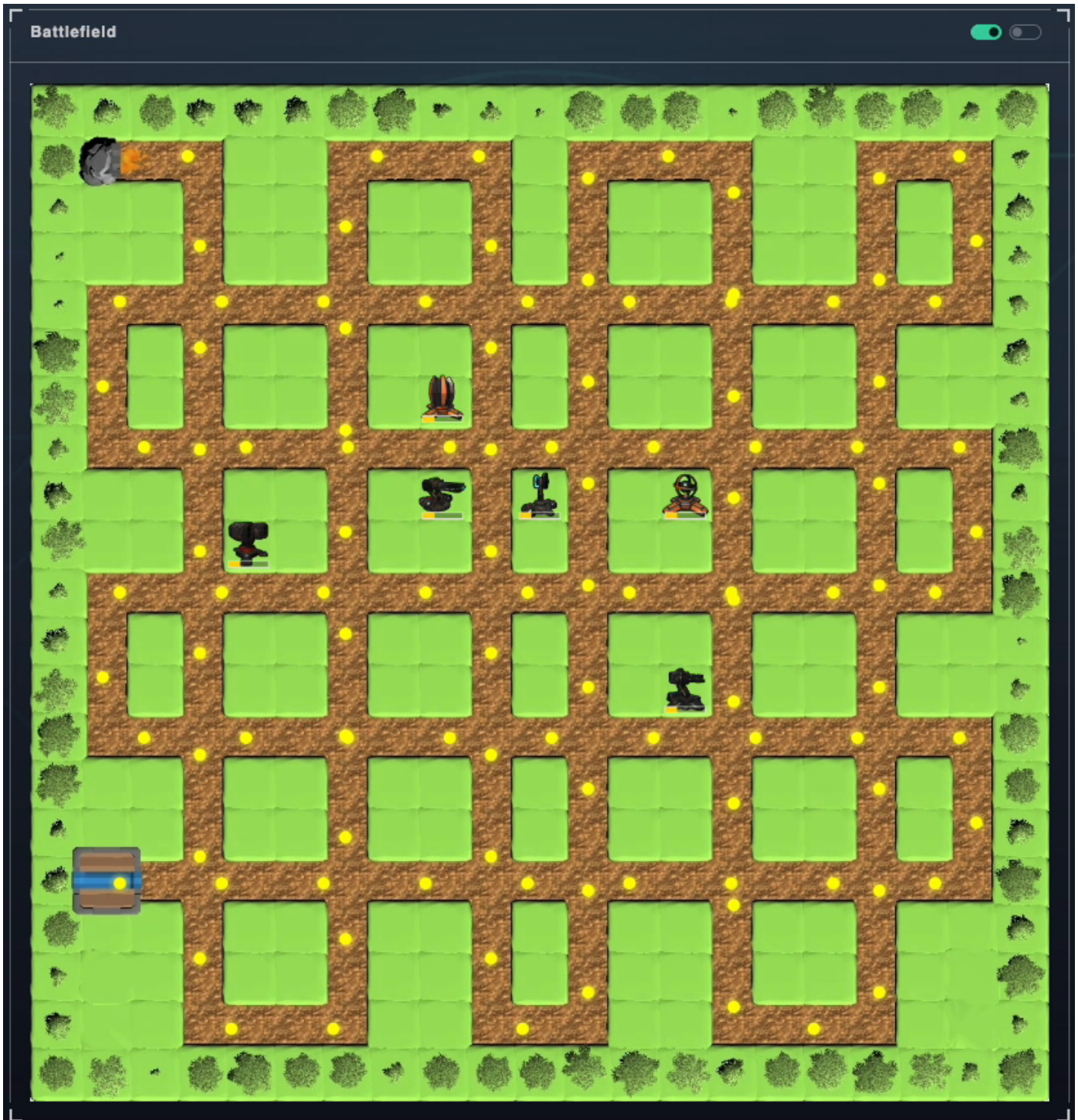
The upcoming update will support both systems: classic waypoints **and** dynamic pathfinding – even with the ability to switch during an active round.

While the implementation was quick, there's more behind it:

- Integration into the map editor
- Support in the web interface
- Sync with the management server
- Connection to the central API

The goal: Make enemy paths visible on the website – super helpful especially for new players.

In-game (WebInterface), a visual path preview will be shown for all players by default – but can be disabled in the settings.



(Complex path example. WIP)

2. Turret System Overhaul

The old turret system has grown over time – and not always in the cleanest way. Some of it was literally quick test code from the early days of CTD.

This update completely rebuilds the core turret systems:

- Modular shooting logic

- Support for different damage types and effects
- Reworked status effects (burn, bleed, etc.)
- Unified upgrade and buff logic
- Better balancing options

Previously, everything was hardcoded – e.g. “this turret deals 100 damage every 2 seconds with 30% crit chance”.

Now, we use a skill-based system: the server sends instructions, and the turret handles all effects based on that.

This makes the system much more flexible and easier to maintain.

However, it also means a lot more data – up to **208 parameters** per turret and per damage type.

We’ve spent what feels like an eternity in spreadsheets just to bring some balance into the chaos.

3. New Calculation Logic

Previously, many bonuses and effects were calculated directly in code, which made balancing difficult.

Now, everything is based on the turret’s base value. External effects are applied as additive or multiplicative bonuses – much easier to track and tweak.

Example: Gatling Turret

- Base damage: 200
- Upgrades: +50%
- Team bonus: +30%
- Skill tree: +20%
- Boost card: +20%
- Items: +10%
- Support buff: +20%

Result: $200 + 150\% = 500$ damage per shot

This logic also applies to things like crit chance, bleed chance, burn duration, and so on – all bonuses are just added together.

Simple, transparent, and predictable.

So, when is the update coming?

That's the big question - and not one we can answer precisely yet.

Because so many systems are involved, the update has to go live all at once. Partial releases won't work here.

The good news: Most of the technical foundation is already done, including server support. What's still missing is testing, fine-tuning, and some integration with the web interface.

We're aiming for a 2-week window at the end of June or early July - fingers crossed that everything's ready by then.

Thanks for all the support!

Last but not least: a huge thank-you to everyone supporting CTD - whether with feedback, donations, bug reports, or just being part of the community.

This project wouldn't exist without you - so thank you!

12.03.2025 - Bomber/Nukes

The team limits for the Bomber and Nuke power-ups have been removed. Instead, a per-player limit has been introduced to encourage teamwork while preventing a single player from negatively impacting the overall gameplay experience.

From now on, each player can use a maximum of **1 Nuke** and **3 Bombers** per game round.

10.01.2025 - Adjustments to the Hype Train

In the latest update to the Hype Train system, the reward mechanism for level progression has been revised. Previously, reaching a new level would trigger the appearance of a single unicorn in the game, which was deemed disproportionate to the increasing level.

From now on, the number of unicorns appearing in the game will correspond to the Hype Train level achieved:

- **Level 1:** 1 unicorn
- **Level 2:** 2 unicorns
- **Level 3:** 3 unicorns
- and so on.

With each level progression, the unicorns accumulate. For example, reaching Level 3 will result in a total of 6 unicorns (1 + 2 + 3).

This adjustment ensures a more balanced reward system, maintaining clarity while encouraging the community to collaborate in reaching higher levels. More unicorns mean more chests for everyone.

08.01.2025 - Unicorns / Hype-Train / Bans

Changes to Twitch Integration

- **Unicorn Spawns Removed for Bits Donations:** Previously, a 100 Bits cheer would spawn a unicorn in the game, which left a chest for all eligible players upon defeat. This mechanic has been removed to prevent uncontrolled distribution of chests. Unicorns can now be obtained for 5000 channel points or by reaching a new level in the Twitch Hype Train.
- **New Missions for Bits Donations:** Instead of unicorns for Bits, players now receive individual missions that can be completed through their own Bits donations. These missions range from €1 to €100 per round. Initially, the cap was set at €10, but it was adjusted to accommodate the Hype Train mechanics without penalizing players who want to boost the level.
- **Missions for Twitch Subscriptions:** New missions have been introduced that reward players for completing or gifting Twitch subscriptions. These missions are entirely optional and are not intended to pressure players.
- **Changes to Power-Ups:** Bombers and Nukes no longer count towards missions that involve using power-ups.

Introduction of "Strictness" for Inactive Players

- **Measures Against Inactive or Disruptive Players:** Players who do not actively participate or intentionally disrupt the game flow will now be permanently banned from playing. This rule specifically targets players who place towers in ineffective positions or waste all power-ups (bomber/nuke) early in the game, hindering progress.
- **Exceptions for New or Distracted Players:** Players who are new or occasionally make mistakes are exempt from this rule. The focus is on repeated and deliberate disruptions.

Hype Train Mechanics on Twitch

- **Activation and Process of the Hype Train:** The Hype Train is triggered when at least two viewers cheer Bits or subscribe within a short period. During the Hype Train, viewers can contribute more Bits and subscriptions to increase the level, resulting in rewards in the game and on Twitch.
- **Strategy for Using the Hype Train:** Viewers should coordinate to trigger the Hype Train and efficiently complete mission goals. After the Hype Train concludes, there is a cooldown of 60 minutes before it can be triggered again.
- **Voluntary Participation:** Participation in these mechanics is entirely optional and not expected from any viewer or player.