

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.

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