

# 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.

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