

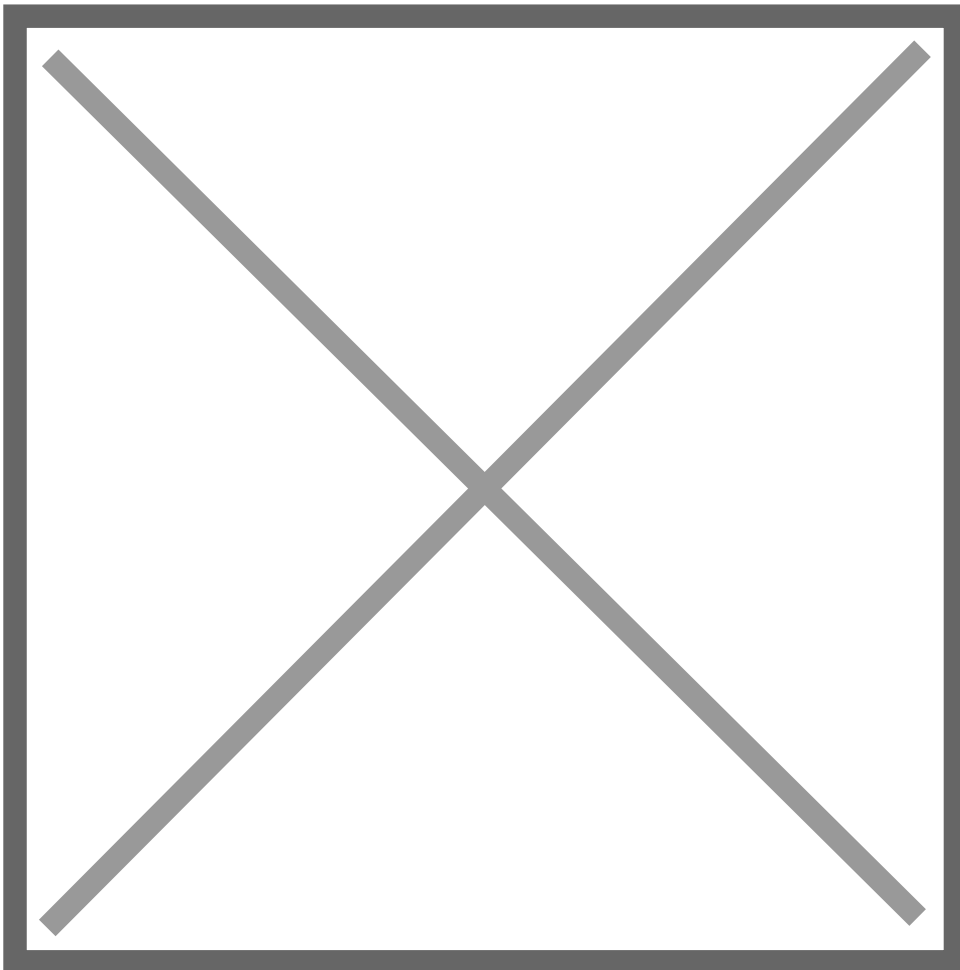
13.09.2025 – Maze Mode / Red Towers

New Game Mode: Maze Mode

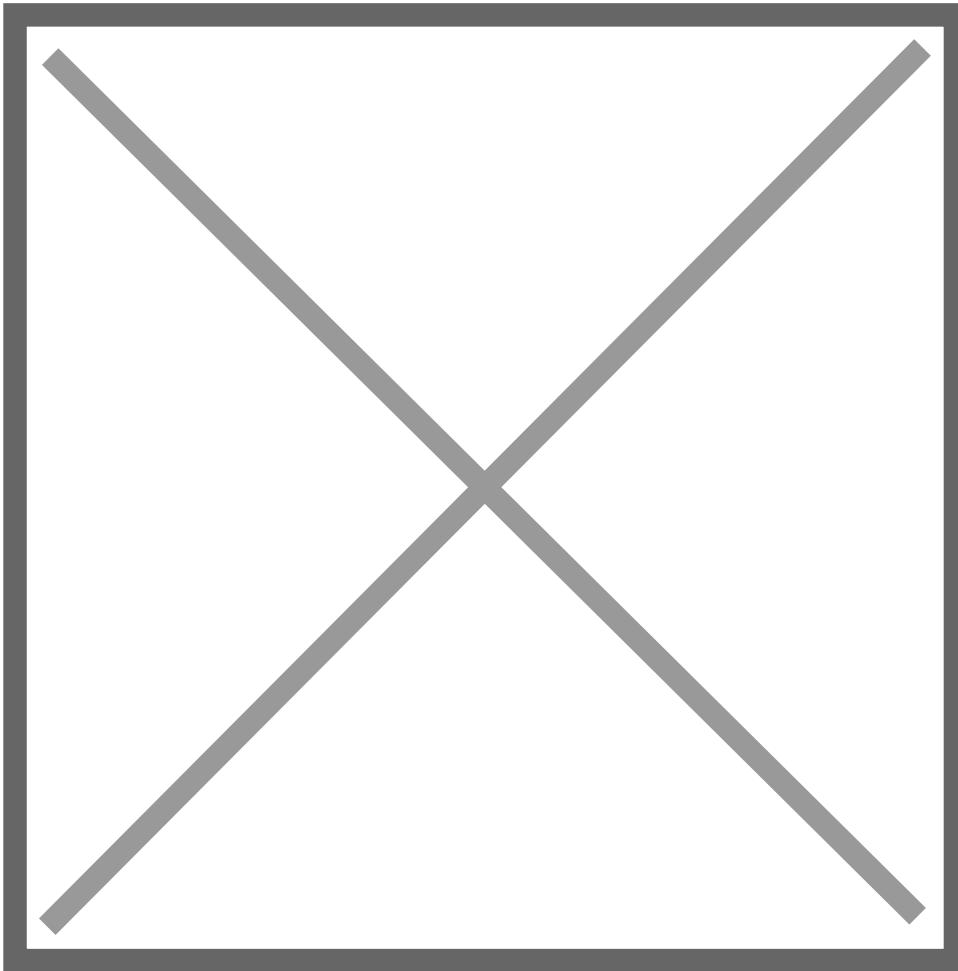
CTD has so far been a classic tower-defense game with fixed zombie paths – except for the *Random1* map, where paths were randomized each wave.

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.

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