

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.



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
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☐ 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.

Revision #1

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