



November 25th, 2018 | Volume 10, Issue 4

Another Visit to the Laboratory

By george8888

For the second time in TankTrouble history, a visit was paid to the underground laboratory! Once again, this avid player, namely CommanderAnime (formerly known as Overhyped_Anime), has spent a whole day wandering around the lab. This visit was different to the last as CommanderAnime was actually working on the latest update with the team of scientists. As you may recall from the previous visit report, CommanderAnime happened to be around the area when they popped in to take a tour of the office. This second visit was actually planned way ahead of time in order to make sure that all that was planned could be done in one day.

The visit all started with a donation to the site which translated to the creation of a new secret achievement that unlocks a fancy black bowtie. Commander generously donated an unnamed amount and made plans to create, program, and

then update the site with this new item alongside the scientists.

The date came when it was finally time to go and when they arrived, they got right to work. Both the scientists and Commander worked tirelessly, except for a lunch break at a nearby restaurant until they were finally ready to update the site. At about 9:30 a.m. PST, Beta was updated with this secret achievement and the party promptly began on the London server. Commander, purup, bbc, and a few



others all got the secret achievement that day! After all this fun, it was time for Commander to leave the laboratory, but not without taking some evidence of being there of course. They took a picture of a wall that has some pictures of tankcessories next to a window. This is the first glimpse into the mysterious world of the Siberian underground and perhaps we'll get some more in the future.

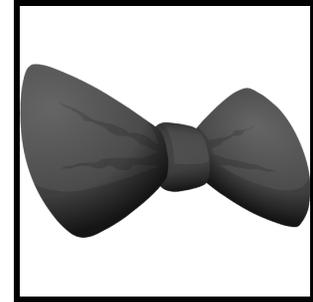


Mysterious Update

By george8888

This past week an exciting yet mysterious update was released. As soon as the Beta site went inactive on November 23rd, players speculated that an update was imminent. When it finally released, the only things that seemed to have changed were the TTOC tankcessory being moved into the achievement crate and TLR Issues being added to the Lab archive. However, it soon became apparent that a new tankcessory was added into the game. Very few players had it at the time and very few will ever have it which adds more complexity to this puzzle. The creator of this new tankcessory/achievement is CommanderAnime and they would like to keep the way to obtain this item a secret. The only hints that I can give are that one must be playing on Beta but not necessarily for a

designated amount of time or do a certain number of tasks. This item is extremely easy to obtain in the right situation, but impossible without the right item. Given that this update was relatively small, a big one is due in the near future so look out for that.



What Are You Thankful For?

By george8888

Thanksgiving just passed in the USA which gives time to reflect on all that we're thankful for in life. Although this holiday isn't a global event, it's good to take a second to think of what we're grateful for. I'm inviting all players to comment on what they're thankful for on the TLR thread. This isn't the typical news story, but I'd say it's worth writing about.

A Bot that Chats?

Sent in by meemie

If you've been on Newark recently, you may have seen an account named meemie-bot. This account uses Beta chat and the forum through a script made by myself, meemie. My intention for meemie-bot is to update a forum post to show who's chatted in the last twenty minutes so that people know who's been recently online and also to help new players by giving out helpful tips. Some of you have found meemie-bot's persistent tips to be annoying, while others have genuinely learned a useful lesson.

My goal is to make scripts to the best of my ability to help the TankTrouble community, but without proper feedback I'm not entirely sure the best way of achieving that goal. I have thought about more complex programs such as one that targets new users (now with "x x x") and takes them on a step by step tutorial to instruct them on how to play. An alternative would be to improve an existing script, such as making it so that a player leaves the list of players that are online if they say '#bye'. Even with my ideas, I don't know which ones people will appreciate or not so I need your help! If you could go to [this link](#) and suggest more helpful tips for meemee-bot to say and/or give more ideas for what I could make, then we could achieve a bot that is the most useful and least annoying as possible!

The Red Nacho Clan

By supervolcano

"Ta-da!", Esmerelda says, throwing an arm in the air. A new and unknown object is unveiled within the garage before the rest of the Team's eyes. Victoria and Max exchange looks, while Nikita stands back with his arms crossed.

"I'm sorry, but... what exactly is this?", Victoria asks with a raised eyebrow.

"Well, I remember hearing sumthin' about tanks sending a bad message and whatnot, you know, since we're kinda around to help people now? But we're still called TankTrouble, so we can't do away with tanks completely. So... I kept the base and basically made the top like the bed of a

pickup and installed one of those fishnet gun thingies—for like, non-lethal... weapons? —in like every-all-four corners! And best part, I made something that doesn't fall apart!"

"Hm, yeah.", Victoria starts, "Maybe we should just change the name... something like—"



"DankTrouble!", Max shouts with a grin on his face and his arms spread wide.

"You're from where?", a puzzled local asks.

"Look.", Nikita says, "We're from TankTrouble. We've been trying to turn a bad corporation into something good. And then, basically all our equipment, and really, the entire facility got destroyed, and apparently, we have an identity crisis or something, because I honestly can't make sense of anything anymore. Things are going way too fast, even for me. So, let's hurry things up, skip the intros, and get to the part where you take us to your leader or something, because we've been on a mission for almost four months and have yet to catch our culprit."

The man looks at them quizzically. "Sure, whatever. Suit yourselves. I think our mayor was gonna jump into a swimming pool from the top of a tower or something. That sounds like so much fun."

"Doesn't that sound a little... dangerous?", Victoria asks.

“Well, danger is danger. What’s the point of living if you can’t have fun? You should come join us. Take a load off.”

[Click Here for Full Story](#)

Cantina Chat #3

By george8888

Last Issue the topic of incremental banning was discussed. In total there were five responses and out of those, only one thought the system in place was fine as is. The others suggested having different time intervals or having anything from a warning to a permanent ban. The moderators of the site have often dealt with the issue of not having the necessary tools to ban players when appropriate yet. For this reason, the developers might be considering a change in the current system.

Here are some of the responses from last Issue:

“I think that an incremental banning system would be cool. For a tier 1 infraction, like a curse word, it should be a 12 hour ban. For a tier 2 infraction, like spamming the forum, it should be a ban for a few days to a week. For a tier 3 infraction, like repeating a tier 1 or 2 infraction many times, it should be a month or 2 ban.” ~ *Platygamer*

“Yes! Absolutely! You get warned once, temporary banned the second, and Permabanned the third time

Note: these can be adjusted based on what they say.”

~ *WinningValkyrie*

I like the normal system :D ~ *jaspritbunrah*

The topic for this Issue is: who is objectively the best player in the game? The forum often has competitions to see which player can decorate their tank the best, who can come up with the best quips, or who can defeat the most players in any given match. With all this competition, there naturally arises a few players that are said to be the best at the game. Your task this week is to decide who the best player of all time is, considering all that they’ve done, not just in the playing field. This could include their popularity, how long they’ve been on the site, how dedicated they were to the playing field/forum, etc. If you’re new to the game, think of players around you that you think are the best. You might even think you’re the best, but keep in mind that you shouldn’t associate any feelings or bias when picking your top player.

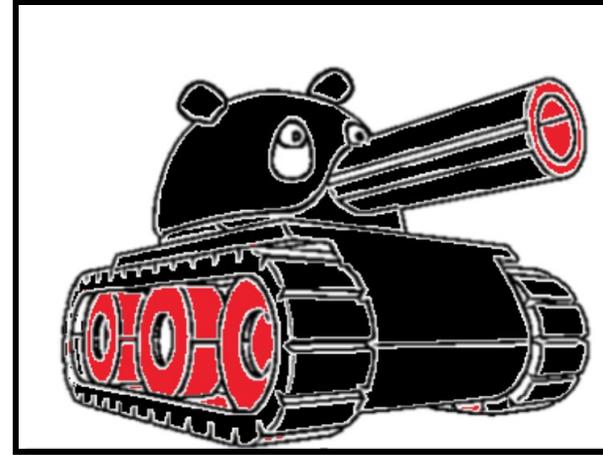
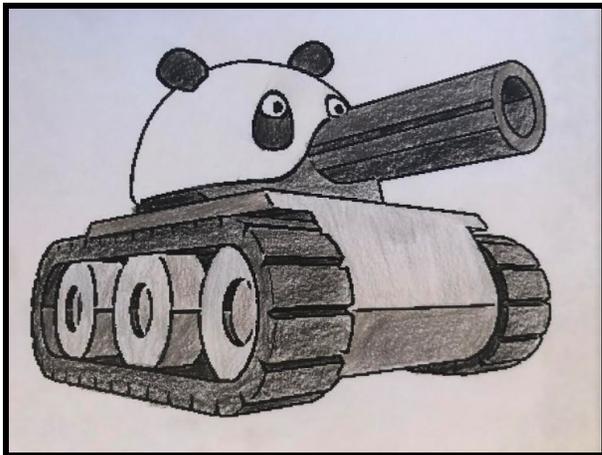
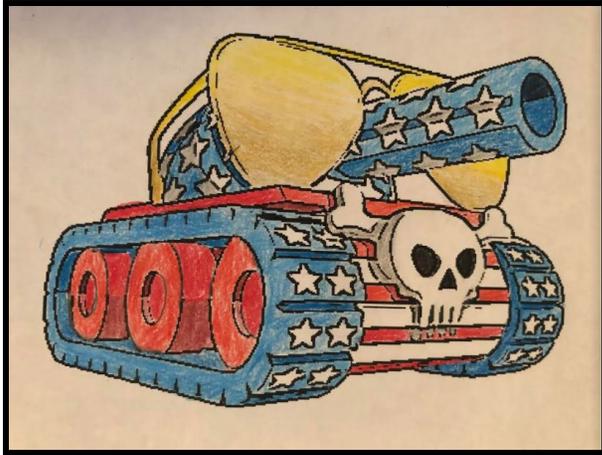
[Click Here for Google Form](#)

Coloring Page Activity

By george8888

The last coloring activity had the familiar tanks of Purup and bbc. Below are pictures sent in from isaigirraffe31 and ROCKO.

[Click here](#) for the next coloring page.



The YouTube Column

By the TT Community

[ROCKO110- Tanktrouble / isnt this cool?](#)

[Spiros 04 / TT favorite glitch](#)

[theBlade3000 / CRAZY LASER SHOTS | Tank Trouble
Gameplay \(with slayeroftanks and 2Quick\)](#)

[Heavens Arena / Arena Battle: Platygamer vs](#)

[70_CHARGER_20](#)

[Heavens Arena / Arena battle: Legendary-scar vs stop1](#)

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