



April 2nd, 2019 | Volume 12, Issue 3

Slogan Poll Finally Added

By george8888

Dalek-Buster had announced the finalists for the slogan competition over two weeks before the actual poll came out. As anticipation rose, players had an opportunity to decide on which slogan was their favorite. The laboratory has been so busy developing their latest project that they had almost forgotten about this competition. However, the scientists finally got their chance to upload the poll onto the Classic site which was immediately flooded with votes for all three slogans. Currently, the battle is between isaigirraffe31 and TriplyStryke as they keep going back and forth between first and second place. With nine days left to vote, who knows which slogan will win! Remember to vote if you haven't yet.

Tag Line Competition 2019 - 11 Days Left to Vote 28-03-2019

The annual TankTrouble tag line dogfight on the forum has once again left three contenders standing on the battlefield. It is now up to you to pick the final winner, which will be proudly displayed on the front page.

The contenders are:

- Save the animals, what's in the frames, heah!**
(by isaigirraffe31) (144 votes)
- When in doubt, just blast 'em out!**
(by TriplyStryke) (144 votes)
- Surrender or lose, which one will you choose?**
(by Pratyganer) (27 votes)

Rumors Part 1

By george8888

According to anonymous sources, the release of Laika is imminent! The infamous cyborg dog will make her appearance in the mazes before this summer. In a previous issue a scientist released some intel on some new abilities that Laika would have. That information was a bit cryptic and not

much more has been learned except that this beast will be more formidable than anyone expected. Some may be wondering why Laika has been taking so long to come into the mazes even though she was already implemented into the Classic version. The real reason - and don't tell anyone - is that a covert operation has been underway in China to gather the last few pieces of cyborg tech in order to complete Laika's main processing unit. More information will come in the next issue so stay tuned.

TTOC Knockoffs?

By george8888

TTOC Copy! ENTER NOW

This isn't TTOC...or is it? :D

Created 10 seconds ago - no replies yet

The TankTrouble community has always been fond of a good competition that's fun for everyone. When SamVTA created TTOC (formerly known as TTOB), players were quick to embrace the idea and support it. As this year's competition quickly approaches, some players have inquired about the dates, time, prizes, etc. for TTOC19 while others have created extremely similar contests. The main issue with creating a standalone competition isn't that it's similar to one that has grown to be semi-official, but rather that it lacks organization and support. Most of the threads claiming to be one-on-one matches or tournament style arenas only have a few sentences

of text outlining basic rules. A good rule of thumb when creating a competition is to organize the event way in advance and have everything prepared when creating the thread. After that it's up to the community to determine if the competition lasts for a few days or for several years.

Tank Ranking Threads

By george8888

It seems that around two to four times a year there are threads that pop up ranking the top players of the current generation. In the past few weeks, there have been at least two threads of this sort. The best players which are based on overall skill appear to be TheRage, Mud, 4Door, and X-Ghost (even though they've left the game). As always, this list will constantly change as new players join and old players leave.



BEST OF THE BEST AND ACTIVE 1-45

So im gonna list down the best people click on this thread to see 1 to 45 try to find your-self if you're active you will end up on here on the update and these are good people and now in order 1st place to 55th place

Created 8 days ago - last reply 5 days ago

Dark Mode for Beta

By george8888

A player by the name of CommanderAnime has been working hard on a project that many have asked for. The project is known as "Dark Theme for TankTrouble" and is exactly what the name implies - a dark version of the currently white and grey format. The program is actually a Google Chrome extension and when applied, changes the theme of the

game into a black and dark grey variant which is useful not only for night gaming, but also for a change of pace. As of right now, there are still some bits that need to be fixed but it's indeed fully functional. The release date is unknown, but by the looks of things, it shouldn't be too long before the extension is shared with the community.

*Note: This extension does not change the color of the mazes.



Statistics Corner - March 2019

By Dalek-Buster

Hello again!

Last issue, for the month of February 2019, we saw a noticeable drop in activity: fewer threads, fewer replies, fewer tanks created and fewer tanks destroyed. Though, simultaneously, we also saw smaller percentages for deleted threads and replies and not a single banned thread or reply. Unfortunately, just through observation, I fully expect the stats to show another drop in activity for March. I don't think this will change until Laika arrives on BETA. Anyway, let's get right to it!

	February 2019	March 2019
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Tanks created	164,726	180,287
Tanks destroyed	15,707,100	16,787,800
Threads created	245	293
Percentage of threads deleted (rounded to nearest integer)	34%	47%
Replies posted	3056	2303
Percentage of replies deleted (rounded to nearest integer)	11%	19%
Threads and replies banned	0 threads banned, 0 replies banned.	0 threads banned, 2 replies banned.

Threads approved/deleted



Replies approved/deleted



I stand corrected. Sort of.

On the plus side:

- More tanks created
- More tanks destroyed

• More threads created
However, on the negative side:

- Fewer replies posted
- Much higher percentage of threads and replies deleted
- 2 replies banned

I'll admit, this isn't what I expected. Though my observations were from the forum, not Online BETA, so perhaps it shouldn't be that surprising that more tanks have been created and destroyed. The fact that more threads have been created (48 more in fact) had me startled at first though. However, I then realised something important: despite more threads being created in total, due to the high percentage of threads deleted in March, there were still 6 fewer *approved* threads in March than there were in February.

Basically, for whatever reason, a lot of the threads created in March were deleted by moderators. This skews the 'threads created' statistic a little, so that I'd actually say that the 'replies posted' statistic gives a more accurate representation of the March forum activity: another noticeable drop.

Will (acceptable) forum activity pick back up again soon? I certainly hope so, and eventually I am sure it will. I don't see this happening until the next big update though which, as those who follow *The Lab Report* may already be aware of, is probably going to be the addition of Laika to

BETA. I look forward to seeing the impact of that on the statistics. So April may be another quiet month for the forum at least. For BETA? From this stats corner, it seems forum activity and battle activity aren't necessarily directly linked - so we'll find out!

Anyway, that's all for now. See you again soon for the April 2019 statistics!

Cantina Chat #11

By george8888

Last issue the topic was the community's favorite part about Tank Trouble. Personally, I've always been a huge fan of the history. My favorite item in the history of TT is the color hack from several years ago. To this day, I still look for clues that shed light on what exactly happened. For others in the community the sentiment was expressed in other areas. A big majority loved the simplicity of the game mechanics as well as the community of players both in the forum and in Beta. Some pointed out that they loved the fine details such as tank treads moving when running up against a wall.

Here are some of the responses from last issue:

“My favourite thing about Tank Trouble is the skill that is involved. It may seem simple at first, but once you start to realise the skill gap between players and the tactics used, you start to improve and see Tank Trouble in a different way.”

~YD109

“the detail! for example when you run into a wall the treads keep moving or when your tank is diagonal to a wall one tread moves faster than the other. The detail in the items is also amazing to think about. that my favorite part of this game”

~slayeroftanks

“I think it's the community. They're always there to help you through hard times. If you want practise battling, they're always there to help you. The forums are a great place to post about all your life issues, because then people actually acknowledge you and some can turn out to be lifelong friends, even if it is through the internet.”

~ChouzetsuValkyrie

For this issue lets focus on development support. When TT was in its early phases, support came from buying merchandise such as mugs and sweaters. As the years went on, the type of monetary support changed slightly, going from the Kickstarter event to ads on Beta. Currently, ads are what fuel the developers to keep pumping out updates. But what if there were a different way to support them? Ads aren't all that great to players, especially when they're trying to get into a match quickly. Do you think there should be a different way to monetarily support the developers such as pay-to-win style bonuses or new lines of merch in the shop?

[Click Here for Google Form](#)

Coloring Page Activity

By george8888

Here's a new moderator coloring page. Maybe one day all the previous pages will have to be compiled into one big book. Don't forget to print this out and color it at home!

[Click Here for Coloring Page](#)

The YouTube Column

By the TT Community

No videos this time around. Hopefully someone will post a video in time for the next issue.

Staff

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Managing Editor/Writer

George8888

Main Editor

SamVTA

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