



June 23rd, 2019 | Volume 13, Issue 4

Reviewing Ranks

By george888

The rank poll has been out on the Classic news site for just under a week. The deadline to vote is Monday, June 24 so make sure you've voted. As it stands, it looks like optional rank battles are coming to TankTrouble in the near future. But what does this mean exactly? Will there be an option to hide your rank from the view of other players? Will ranks be a premium only feature? How can you go up in rank if one party has their rank turned off? It's not quite known how this new system will work, but here are some rumors that have seeped through the lab's pipelines.

It is very likely that ranks will be off by default and can only be turned on using an in game menu controlled by the match creator. This menu may appear similar in fashion to that of the Classic game menu. To keep ranked battles fair, the mazes may be more symmetric and have predictable crate spawn points (perhaps by having an indicated space on the



maze). The aim of this coming change is to keep both sides happy and decrease the negative competitive atmosphere within the community. Hopefully with a new update this will be made possible.

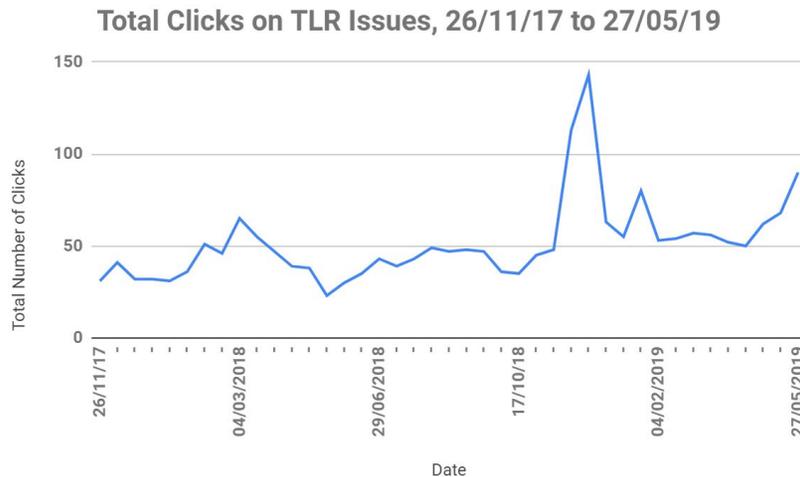
Be sure to express your opinions on the rank thread that's pinned on the forum in the coming days. The scientists rely on constructive criticism to make the game better for everyone. As always, *The Lab Report* will be reporting on the upcoming updates, so stay tuned for more.

TLR's Bitly Stats: Part 1

By Dalek-Buster

Being the *TLR* statistician, I have been given a whole load of data and been tasked with investigating the number of clicks per issue over time (since *TLR* started using Bitly links) and also where these clicks come from. I agree that this would be very interesting to see, so I've accepted the challenge! In this article, I'll be investigating the number of clicks per issue. Part 2 will be published in 4 weeks (Volume 14, Issue 1), and that will focus on the countries the clicks came from.

So, using the data provided to me by george8888, I have created a line graph which shows the number of clicks on *TLR* issues from the issue on the 26th of November 2017, to the issue on the 27th of May 2019. Here it is:



The overall conclusion? It's great news! A lot more people are reading *TLR* now than in 2017. In fact, I can tell you that the average number of clicks per article from November the 26th 2017 to November the 25th 2018 is 43.75, whereas it's around 67.92 from the 9th of December 2018 to the 27th of May 2019.

There is an obvious high point on that graph, and I can tell you that high point - a massive total of 143 clicks - corresponds to Issue 5 of Volume 10, which was published on the 9th of December 2018. There is a very simple reason for this: that's the issue which introduced the so-called 'Red Penguin' and the associated secret achievement! People have carried on going to that article in order to discover the secret, even quite some time after it was first released - and will probably continue to do so.

Another notable high point is Issue 5 of Volume 6, which was published on the 4th of March 2018. This has reached 65 clicks - while unremarkable compared to more recent issues, it very much stands out in the earlier issues. Unlike the above, there seems to be nothing super noteworthy about this issue, but it is the issue that told us about the upcoming release of ranks. Perhaps this news got people very excited, hence the rise in clicks. It also featured a 'Mad Libs' style activity and a bunch of other articles that made it, altogether, a longer issue than usual with quite a lot of content.

There's more that could be said from the graph, but there's only so much space I can take up in this issue! You can take from these observations what you like, but one thing is for sure: the future of *TLR* is looking bright!

Come back in 4 weeks for part 2 of the Bitly stats, which will investigate the countries the clicks have come from.

A Small Community Project

By *george8888*

The underground laboratory is a staple location of TankTrouble. This is the place where Laika's story began and where destruction was raised to a whole new level. Mentions of it are scattered throughout both classic and beta news pages yet there are concrete details that pinpoint the exact location or even what the inside looks like. To get a better understanding of this top secret location, george8888 has created a small community project where players will help create a visual blueprint using excerpts in the news. The first part of this project requires players to gather all the information about locations within the lab. After all facts are compiled neatly in one document, we'll try to make sense of where everything is located.

Part 2 will be the creation of the blueprints. There will most likely be a lot of holes in the rendition, but the end product should reveal something that has never been seen before. The project has been going strong for just under two weeks with players bringing forth information left and right. A

Part 2 thread will be created in the near future as the current thread nears its end. Within a few more weeks the sketches for the underground laboratory should be complete and ready to show to the community!



Blueprints for the Underground Laboratory: Part 1
The underground lab is probably the most mysterious part of TankTrouble. There's lots of references to a place with all the latest happenings, but no concrete...
Created 11 days ago - last reply 2 days ago

TTOC Progress Report

By *SamVTA*

In less than two days of accepting entries, we have reached two times the original player limit of 16 and have decided to make the Classic gamemode a 32-player competition instead. No matches have yet taken place, but one will begin shortly after the release of this issue.

The TTOC tankcessory has been handed out to all users who entered, both spectators and players. If you're worried that you missed TTOC for this year, fear not, the [Weapons Gamemode](#) is coming shortly! Also, there are



now two TTOC threads on the forum. One is for general announcements that will last the duration of TTOC. The other thread is for match times and spectator confirmations. If you have any general questions, please make sure to post them all in a single comment as it takes more time to review a bunch of comments all over the place.

The last thing to mention is the brand new TTOC19 poster that was custom created by CommanderAnime. It has become a tradition to have a new image every year so here it is! A big thank you goes out to Dimitri's Emporium for sponsoring TTOC once again.



Cantina Chat #18

By george8888

In the previous issue, the community was asked to give their opinions on Laika. After being introduced to Beta for only a few weeks, players have started to get a feel for her strengths and weaknesses. The general consensus is that she is far too easy to beat for experienced players and has a few major flaws that need to be ironed out. Laika seems to have no sense of what black holes are (even though she must have come across that technology in the laboratory), her missile dodging skills are lacking, and she nabs gold but doesn't buy anything! Well, here are some responses from last time:

“I think Laika's algorithm should be buffed because most players on TT are quite experienced and will still be like a training AI for the newcomers and she should stay the same in term of how she joins and leaves matches.”

~YD109

“There should be an option to 1v1 Laika with no disturbances, because, for example, getting 25 kills in a row without dying is much harder when another player can kill you or Laika. You would then also have no delay or lag. Another idea is that in online battles, Laika should become easier or harder to beat based on the ranks of the tanks in the room. If you're a skilled player, Laika is basically a free kill. She should offer a challenge to even the better players.”

~NeIFusion

“I think the Laika achievements should work in Local Games, however, I also want it so that she isn't weak to Homing Missile or Shotgun”

~Zacsolo

“I think it would be cool for Laika's AI to get stronger the more she's defeated and weaker the more she wins, that way Laika would always be a challenge.”

~Spiros04

Now let's move onto some other current news. Unless there's a big influx of votes in the next twenty-four hours, the rank poll will finish with the result being the best of both worlds. What do you think the impact will be with this change? What side of the fence were you on before the poll was released? Do you think this is a step forward for Tank Trouble or is this just delaying other pressing projects such as the release of Full Online?

[Click Here for Google Form](#)

Coloring Page Activity

By george8888

Here's another coloring page to add to the collection.

Remember to print it out and color it in for a chance to be featured in the next issue!

[Click Here for Coloring Page](#)

The YouTube Column

By the TT Community

[Tank Trouble_IP_ | Tank Trouble Beta- Playing with Laika!!!](#)

[Tank Trouble_IP_ | What's going on with Tank Trouble?](#)

[Triple Stryke | Invisible Laika!](#)

[Triple Stryke | 1v1 with laika from Dog Food! \[Meme\]](#)

[Triple Stryke | 1v1 with MarctheGOAT](#)

[Platygamer | This turned out to be a better 1v1 than I thought...](#)

[- Tank Trouble E10](#)

[Platygamer | FIGHTING LAIKA IN BETA! Tank Trouble E9](#)

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July 7th, 2019

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June 10th, 2019

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