

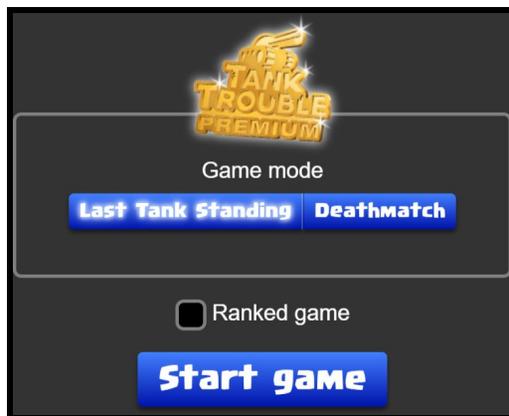


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Community Update!

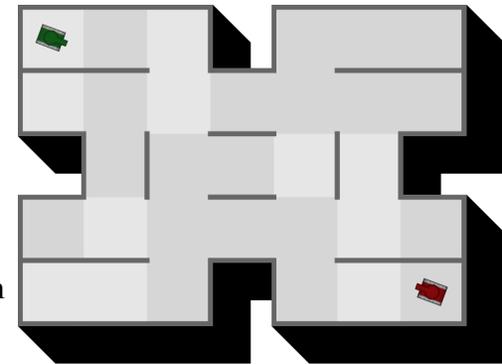
By george8888

Back in June a poll was set up to get feedback from the community on whether or not ranks should stay in the game. More than 700 votes came in as well as several requests on the forum. The end result was to keep ranks but make them optional in game. Work was underway for several months



before a news post came out in September with the official plans and end goal. Now we're in October and the update has just come out! This update included a brand new maze generator

which makes all mazes symmetrical, fair crate spawns, and unranked battles outside of this special training ground. There's a brand new menu that pops up when creating a new game which has the option of



having a game ranked or unranked. In addition to this, there's a premium exclusive feature that allows the creator of the game to choose between classic mode and deathmatch. Hopefully this update was enough to satisfy the cravings of the community. The focus now is to steamroll ahead and brace for the release of Full Online.

Note: Ranks were not reset. To see someone's rank, click on their tank.

Clan Games Come to a Close

By *george8888*

In the last issue of the lab report, we made a clan game progress post. Now for the follow-up of it! The last activity was recently closed and this marked the end of the clan games. No more Beta battles are accepted as of the locking of the activity thread. The event organisers are expected to release the final score of the individual clans on October 13th. Stay tuned for the final results.

Note: Here's the logo of one of the clans as per their request.



Mini Milestone

By *george8888*



Recently the scrapyard passed 2.75 billion destroyed tanks. With the introduction of Laika, tanks have been blowing up almost nonstop and has pushed this destruction counter ever closer to its 3 billion milestone. In order to get ready for this happy (and slightly terrifying) occasion, the scientists have agreed to answer some questions. Here's a mini interview:

TLR: When was the scrapyard first created?

Scientists: The scrapyard was deployed at the same time as TankTrouble. That's December 16th 2007. It registered the very first tank explosion and every single tank destroyed since then.

Note: The first battle was between the mad scientists Purup and bbc. According to purup, the first tank to explode was bbc's. According to bbc it was the other way around. We will never know the truth.

TLR: Why was the scrapyard created?

Scientists: Scientists love statistics and numbers. Especially BIG numbers. A scrapyard is a must for any secret, underground laboratory in Siberia!

TLR: What will happen at the 3 billion mark?

Scientists: To avoid a repeat of the 2015 doomsday mayhem when the scrapyard reached 1 billion, the scientists have already made contact with the scrapyard scientist. Although he is vacating in the Bahamas, he has quart-double checked the scrapyard source code for bugs. He's 287% sure that nothing

can go wrong. Let's hope these will not be his famous last words.

TLR: Does the scrapyard correctly measure tank destruction?

Scientists: Absolutely. Every tank destroy is registered in the scrapyard. However, to avoid unnecessary pressure on the servers, the scrapyard you see only requests updates once per minute. Therefore, there might be a slight discrepancy between what you see and other browsers see, as you are up to one minute behind the actual scrapyard server.

TLR: What happens to all the tank scraps? Does the underground lab recycle them?

Scientists: That's classified information.

Facebook Page Reboot

By george8888

TankTrouble has an official Facebook page which has been going strong for years. Recently though, there was a decrease in overall activity from the community as well as the ones running it. If you didn't know, the page is run by TankTrouble's moderators and overseen by the scientists. In order to reboot the page, george8888 has taken responsibility of the page in order to bring back the fun energy from before. The plan is to create content that is separate from the forum and *TLR* but still related to the game. There should be one post a week with varying content as well as a major event every few

months. These events will usually be competitions for prizes and/or tank accounts (with scientist approval).

If you haven't checked out the page yet, consider doing so by clicking [here](#). Liking the page and leaving a positive review is always appreciated and will help out the TankTrouble community a bunch.

Cantina Chat #22

By george8888

The previous cantina chat asked players to focus on this year's clan games. There was a lot of positivity and engagement on the forum but the cantina chat form only received two responses. Here are the responses:

“I enjoyed the activities as they were quite engaging and I learnt more about the game :), I can't really find anything wrong with it”

~jaspritbumrah

“made us bond and made the game have a more competitive spirit”

~slayeroftanks

In light of the TT Facebook page reboot and the fact that there have been many fun events on the forum lately, the facebook staff has been tasked with coming up with ideas for posts and events to engage with its audience. The first event on the page will most likely be a tankcessory competition that

will be fully supported by the scientists. But after this, what other events should there be? Give some of your ideas in the form below.

[Click Here for Google Form](#)

Scrapyard quiz

By Spiros04

Since the scrapyard is getting close to reaching 3,000,000,000 tanks destroyed, it might be a good idea to brush up on your scrapyard knowledge so your ready to celebrate this destructive feat when the time comes!

[Click Here for Google Form](#)

The YouTube Column

By the TT Community

[THETERROROFNORWAY | New update + playing with supervolcano, argontrax, meemee](#)

[Tankripper | Playing against Mud on Tank Trouble beta mirror Tank Trouble | Playing Tank Trouble Mobile App on Computer!](#)

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