Battle Rebalancing Patch Notes - v3.0.0

December 3rd, 2021

As a part of the Sellbot Task Force expansion, the Game Design department over at Toontown Rewritten have decided to take a bold new step with the game's first ever battle rebalancing update. In the entire history of Toontown Online and Toontown Rewritten's lifespans, such an event has never occurred before! But as time passed and more work was put into the expansion, it became clear that there were various changes that could be made to make the battle experience in Toontown more fun and offer better future challenges, which is exactly what we aim to do. We'll be covering changes made to gags, boss rewards, and battle mechanics.

If you're a longtime Toontown player and very familiar with the current meta, don't fret! While rebalances to the battle system may sound alarming at first, we aim to preserve what makes Toontown special for so many of our players, while adding on top what we feel will help those special battles continue to stand out as more new challenges get added to the game.

Cog Battle Calculations

To start off, we're going to be going over some of the calculation changes that are relevant for the rest of our balance tweaks that revolve around gag balancing. Most notably, level 12 Cogs have had their health reduced by a smidge.

Cog Health

In Toontown Online, level 12 Cogs were given a slightly larger increase in strength than lower level Cogs to solidify them as the highest tier of Cogs. We wanted to keep this differentiation for Cogs high up on the corporate ladder, but also would like to leave room for stronger Cogs in the future. To account for this principle, we've slightly lowered the health of level 12 Cogs.
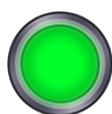
Health Formula

- Level 12+ Cogs now have a unique formula that determines their base health.
- In correspondence, a Level 12 Cog's base health amount has slightly decreased.

Carryover Damage

When Version 2.0 Cogs made their debut in Toontown Online, they featured a new mechanic that was not only unusual but confusing for many players due to inconsistent / buggy behavior. This was referred to by the community as "Carryover Damage". When receiving bonus damage from the same gag track, in various circumstances that damage could apply to the new Skelecog.

We've decided to remove this mechanic from the game to address two things:

- *Encouraging teamwork based strategy using alternating gag tracks to overkill a v2.0 Cog.*
- *Resolving the majority of visual quirks and bugs that v2.0 Cogs were displaying in-game.*

In the future, particularly in updates more relevant to them, we may consider further reworking the mechanics of Version 2.0 Cogs and how often they appear in Bossbot content.

V2.0 Cogs

- Removed the inconsistent health calculation of Carryover Damage applying to the Skelecog layer of a Version 2.0 Cog.

Gag Balancing

For the past 18 years, players have been accustomed to the same battle meta that Toontown Online first established. But as we started experimenting with more challenging battle scenarios, we found a lot of traditional strategies not living up to the combat experience we anticipated. With the following balance changes to gags, we hope to invigorate future battles with more opportunities and dynamic strategies that will keep players sharp and on their toes as opposed to "auto-piloting" well-worn slapstick.

We didn't want to jump blindly into assumptions though, so we pulled out the data of what Gag Tracks our players invest in (many of whom are familiar with Toontown's battle meta or get advice from those who do). Due to the overwhelming results we found, we decided in particular to strengthen the qualities of Trap and Drop which are two very neglected Gag Tracks. For those statistical Scientoons out there, here's a sneak peek at the results we found:

Global Playerbase Gag Track "None"
For 100 Laff Toons and above

Dropless
40.61%

Trapless
46.33%

Lureless
5.12%

Toon-Upless
6.51%

Soundless
1.43%
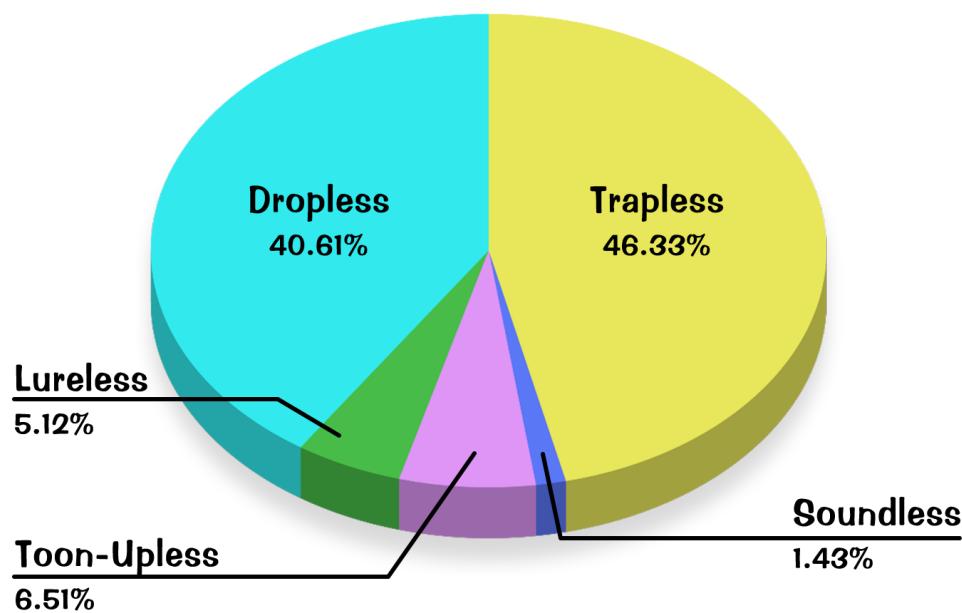
Toon-Up

Toon-Up has consistently kept a reputation of always healing more than enough for a team, particularly in the end-game experience. These high-tier gags being toned back will now make them feel like they're doing just enough; while simultaneously giving more demand to High Dive.

Pixie Dust
- Base healing range amount decreased from 60-70 to **50-60**

Juggling Cubes
- Base healing range amount decreased from 90-120 to **75-105**

Trap

Trap has been recognized by many Toons as only being viable after receiving your TNT gag. With the health adjustment of Level 12 Cogs, these additional buffs should make more of the track more appealing to utilize in everyday strategy -- especially when Organic Gags are involved! More strategic opportunities will now present themselves when assisted by Drop gags.

Despite the heavy improvements to the Trap Gag Track, players who choose to use Trap against Cogs higher than Level 12 will still require some extra assistance.

Carrying Capacity
- The carrying capacity of all Trap gags have been **increased** to the same level as other gag tracks

Trapdoor
- Base damage range amount increased from 60-70 to **75-85**

Railroad
- Base damage amount increased from 195 to **200**

Lure

In the current meta, we feel that Lure is in a good spot. However, there are a couple things we'd like to address.

Although many weren't aware, Lure had the passive ability to combine Lure Rounds when multiple Lure gags were used simultaneously. But given the faster pace of Toontown's turn-based combat, and due to its redundancy as well as how absurdly high it is possible to stack Lure Rounds, we have decided to remove this mechanic from the game.

For similar reasons to Lure Stacking removal, we have decreased the number of Lure Rounds the Presentation gag does, which is very high in comparison to the rest of the track. In return, its accuracy has slightly increased so that its usage in dire situations remains prevalent.

Stacking Rounds

- Removed the 'Lure Stacking Rounds' mechanic from battles when multiple Lure gags are used simultaneously
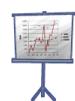
Presentation

- Base accuracy increased from 90% to **95%**
- Lure Rounds decreased from 15 to **8**

Sound

To address the elephant trunk in the room, we are keenly aware of how powerful Sound gags are in Toontown! Sound became a highly attractive Gag Track in the later years of Toontown Online due to its efficiency in Cog HQ facilities and Boss Battles.

We're also aware of how many Toons enjoy using Sound for this reason, even if it may be seen as a slightly overpowered Gag Track! If Sound were to be weakened as the game is now, we know and understand that a lot of folks would be frustrated by that.

Sometime in the future we hope to take a closer look at Sound in conjunction with Cog HQs and areas of the game to see how we can make it the most fun to play without necessarily being everyone's go-to!

Drop

Drop's strongest qualities come from being a reliable finisher with more situational usages than Trap. As we've further strengthened the Trap Track, we felt the Drop Track needed a similar boost to remain in the same caliber. Alongside the health adjustment of Level 12 Cogs, high-tier Drop gags are provided with new strategic opportunities, especially when organic.

The Safe in particular will now receive a damage range similar to that of the Grand Piano, with a higher max damage output than before. We hope this provides an intriguing dynamic of strategy that was previously impossible, such as increased teamwork between Trap and Drop or the higher risk involved of stacking multiple Drop gags against a Cog.

Safe

- Introduced a new damage range that corresponds to Drop gag experience
- Base damage amount increased from 60 to a new range of **60-70**

Level 7 Gag Group Bonus

A critical change to Level 7 gags is the Group Bonus (same track) damage calculation. In the past, using a Level 1-6 gag against a single Cog alongside a Level 7 gag would extend Group Bonus damage to all Cogs involved in the battle. Now, only the single Cog that was hit with both Gags will receive the bonus damage, while the other Cogs will only receive the base damage of the Level 7 gag.

We hope to encourage more teamwork-based plays that require more strategic assistance. Rather than letting one individual player take the (literal) cake, a team will need to keep a keen eye on which Cogs require additional damage that round.

Group Bonus Damage

- Group Bonus (Same Track) Damage is now only applied to the individual Cogs that were hit by both a Level 1-6 gag and a Level 7 gag.

SOS Cards

In regards to how often SOS Cards can be used, we briefly considered adding a cooldown for SOS Card usage. However, given that they are both consumable items and take up an entire turn to use, we decided that it felt unnecessary to implement a cooldown.

Accuracy SOS Cards

We're highly invested in the element of randomness that contributes to intriguing and fun gameplay where players cannot guarantee the outcome of a battle round. Since their debut, however, accuracy based SOS Cards like "Toons Hit" and "Cogs Miss" removed some of this randomness and appeared to make battles a little too dull when used.

To address this, Toons Hit and Cogs Miss will now make use of our new "Accuracy Up" and "Accuracy Down" Status Effects. They won't be a guaranteed hit or miss, but still a very high chance! In exchange, we've decided to give each SOS Toon involved an extra round of the lasting status effect than before.

Accuracy Calculation

- No longer provides perfect accuracy hits or misses
- Toons' Accuracy Up increases the maximum Gag Attack accuracy up to 95%
- Cogs' Accuracy Down decreases the minimum Cog Attack accuracy down to 5%

Toons Hit

- Provides **+75% accuracy bonus** addition to Gag Attacks
- Soggy Bottom provides this status effect for **2 Rounds** instead of 1
- Soggy Nell provides this status effect for **3 Rounds** instead of 2
- Sticky Lou provides this status effect for **4 Rounds** instead of 3

Cogs Miss

- Provides a **-75% accuracy bonus** deduction to Cog Attacks
- Flim Flam provides this status effect for **2 Rounds** instead of 1
- Mr. Freeze provides this status effect for **3 Rounds** instead of 2
- Julius Wheezer provides this status effect for **4 Rounds** instead of 3

Restock SOS Cards

We've rebalanced Restock SOS Cards to be slightly more powerful than Restock Unites due to the fact that they take up a turn in battle. In addition, we've tweaked the amount of gags that will be restocked depending on what kind of restock it is.

We're intentionally giving these restocks less quantity than before to prevent them from filling a player's inventory with unwanted gags. We'd like these rewards to restock just enough of your high level gags to be appealing, but not overstock to a degree that could be frustrating.

Single Track Restock Cards

- Restocks a maximum of **12 gags** of the highest levels available

Restock All Card (Professor Pete)

- Restocks a maximum of **45 gags** of the highest levels available

Toon-Up SOS Cards

We felt that Toon-Up SOS Cards were a bit less powerful than expected in combat, especially when the healing was distributed amongst four Toons instead of three. We've decided to buff their healing potential to feel more worthwhile to use rather than using an ordinary Toon-Up gag.

Flippy (5 Stars)

- Heals **+180 Laff Points** in total, previously being +124 Laff Points

Daffy Don (4 Stars)

- Heals **+120 Laff Points** in total, previously being +70 Laff Points

Madam Chuckle (3 Stars)

- Heals **+60 Laff Points** in total, previously being +45 Laff Points

Trap SOS Cards

We noticed that the lower tiered Trap SOS Cards had something of a reputation for not dealing enough damage and ironically discouraging players from strategic plays, due to the Cogs being primed to attack after the reward usage. These buffs should help create a better impression of these cards to be utilized more conveniently.

Clerk Penny (4 Stars)

- Now deals **120 damage** to all lured Cogs, previously being 70 damage

Clerk Will (3 Stars)

- Now deals **60 damage** to all lured Cogs, previously being 50 damage

Trap Placement

- Trap SOS cards now only provide their traps in vacant slots which now requires the Cog to be unlured and to not have a previously placed trap gag

Lure SOS Cards

To allow room for the Presentation gag to shine, we're lowering the effectiveness of the 5 Star Lure SOS card down to 5 rounds of lure. While still powerful, this leaves room for Presentation to be the top tier Lure gag in situations that require it.

Lil Oldman (5 Stars)

- Lures for **5 Rounds** now, previously being 15 Rounds

Sound SOS Cards

These Sound SOS Cards can be sensitive to work with, because the slightest damage tweaks could drastically change the viability of the cards in everyday combat. We've carefully decided to slightly tweak their damages to differentiate their viability from the other star variants and the Sound gags themselves.

Moe Zart (5 Stars)

- Now deals **75 damage** to all Cogs, previously being 80 damage

Sid Sonata (4 Stars)

- Now deals **55 damage** to all Cogs, previously being 50 damage

Barbara Seville (3 Stars)

- Now deals **35 damage** to all Cogs, previously being 40 damage

Drop SOS Cards

We consider Drop SOS cards to be in a good spot right now. They're reliable, a dependable finisher move, and have good pacing for each star value of SOS card. Therefore, we have not made any changes to Drop SOS cards at this time.

Unites

Unites are a prized possession when it comes to battles in Toontown -- they're capable of changing fates in the midst of a battle at any time! Due to the powerful applications of these rewards in battle, we've decided to place a cooldown on Toon-Up and Gag-Up unites after they are used.

Unite Cooldowns

When a battle-related Unite is used during a battle, the player will immediately be inflicted with a "Unite Cooldown" status effect that will prevent them from using another battle-related Unite for the next three rounds. If used between turns, the three rounds would start at the next turn.

When used outside of battle, the player will enter a time-based cooldown of three minutes that will disable their Unite phrases. This timer will be displayed in the SpeedChat menu itself.

Inside Combat Cooldown

- As soon as the Toon uses either a Toon-Up or Gag-Up unite, they will be on unite cooldown for **3 Rounds**. This will take effect whenever the Gag Selection screen is next available.

Outside Combat Cooldown

- As soon as the Toon uses either a Toon-Up or Gag-Up unite, they will be on unite cooldown for **3 minutes**.
- Unites used outside of battle will still impact nearby Toons in battle.

Cooldown Transferring

- Timer-based cooldowns will convert to a round-based cooldown when joining a battle. Every minute will add an additional round to the generated status effect.
- If a timer-based cooldown was activated, finishing a battle with no round-based cooldown remaining will not convert backwards. It is possible you could still have an old timer-based cooldown remain active after finishing a battle.

Unite Carrying Capacity

The previous unite carrying capacity carried over from Toontown Online was left nearly limitless for each individual unite, which hurt the balance of the game and encouraged unhealthy collector habits. To help combat these issues, we've lowered the capacity of individual unites to 100 each.

Carrying Capacity

- The carrying capacity of each individual unite is now 100.
- <u>Players that have over 100 unites of a specific type have until **May 31st, 2022** to spend their rewards before any unites over this capacity will be lost.</u>

Unite Values

The following changes aim to "smooth out" the curve of values found with Toon-Up unites. These unites were just a bit too powerful for current Cog battles, and limited the possibilities of challenges in future content.

Additionally, We've added a cap to the amount of gags that are restocked when using Gag-Up unites to prevent unwanted gags from filling up Toons' inventories. These caps are slightly lower than SOS cards due to their ability to be used without taking up a round in battle.

Toon-Up Unites

- 10 Toon-Up unites are converted to 20 Toon-Up
- 20 Toon-Up unites are converted to 35 Toon-Up
- 40 Toon-Up unites are converted to 50 Toon-Up
- 80 Toon-Up unites are converted to 65 Toon-Up
- Max Toon-Up unites are converted to 80 Toon-Up

Gag-Up Unites

- Single Track unites restock a maximum of **7 gags** of the highest levels available
- Gag-Up All restocks a maximum of **30 gags** of the highest levels available

Pink Slips

Pink Slips are a bit of a wildcard due to their range of viability in Cog battles. Naturally, the stronger the Cog, the more value a pink slip holds. However, we've also noticed the difficulty in obtaining a large sum of pink slips due to the range awarded after completing a C.E.O. battle. With these changes, we hope to strike a solid middleground of obtainability and value, while also encouraging Toons to use pink slips more often in battle with a slightly lower overall cap.

Pink Slip Carrying Capacity

To keep things consistent with the other boss rewards, we'll be shaving off the carrying capacity of pink slips to a nicer-looking number.

As of September 2021, we looked at the following statistics from our database:

- *There were 227 Toons that maxed out with 255 Pink Slips.*
- *There were 539 Toons that have at least 200 Pink Slips.*

Carrying Capacity

- The carrying capacity of pink slips is now 200, previously being 255.
- Toons that have over 200 pink slips will have until **May 31st, 2022** to spend this reward before this capacity will be forcefully hard-capped.

Pink Slip Earning

To make each CEO feel more rewarding to participate in, we're going to be making each difficulty tier of the CEO give an extra pink slip compared to before. The easiest possible difficulty will grant 2 pink slips, while the hardest will grant 6.

Reward Amount Earning

- All CEO difficulty tiers now reward an extra pink slip compared to before.

Thank You For Reading!

Now that we're at the end, we would like to personally thank you for taking the time to read all of these changes happening in Toontown Rewritten! When it comes to something as drastic (and scary!) as game balance, it's important for us to involve all of you in our thought processes so that the community can understand why changes are made. Toontown means so much to all of us, and we want the game to be the most fun that it can be for everyone!

Nostalgia strikes a chord to many of our players playing this game – and us as well, for that matter – but hopefully, this different tune doesn't take much away from what the original game provided. These changes are made of a big mix of observation, gameplay, and community feedback, but there's no way they are perfect. Above all else right now, we want YOUR feedback! We'd love to hear your thoughts about the changes we've made, as well as the ones you'd like to see in the future. Before you write off any of these changes, of course, please take some time to play and give them a fair shot! Informed feedback is infinitely more valuable initial reactions, and by experiencing the changes alongside the new content added with Sellbot Field Offices you'll be able to see them in brand new contexts that didn't previously exist in Toontown.

Where Can I Submit Feedback?

If you'd like to drop us some feedback, we have a few channels for doing so. The tried-and-true method is via email – just let us know what you think via support@toontownrewritten.com, and our support folks will pass it along!

If you're 13 or older, you can also join our official Discord Server, where you can leave feedback for us to collect with a simple chat message.

We want the idea of rebalancing Toontown to be an open dialogue, so don't hesitate to create proposals or have conversations on social media as well! We only ask that you present your opinions respectfully and with kindness towards the team and other Toons, even if you disagree with something. We're working together to make Toontown better, after all!