Battle Rebalancing Patch Notes - PLAYTEST 3
February 23rd, 2024
THE FOLLOWING PATCH NOTES ARE SUBJECT TO CHANGE

As part of the Under New Management expansion, the Game Design department over at Toontown Rewritten has decided to take another bold step with the game's second-ever battle rebalancing update. This particular update is designed to be in conjunction with the revamp of all Cog Facilities and their associated "grind" with Cog Disguise promotions. We believe both aspects are needed for this to be complete. The Under New Management update provided us a rare opportunity to shape and direct Toontown Rewritten's future and the content yet to come. We'll be covering some changes made to gags, battle mechanics, and other insights regarding the end-game grind of Cog Disguises.

If you're a longtime Toontown player and are 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 what we feel will help those battles continue to stand out as newer challenges get added to the game.

Cog Battle Calculations

To start off, we're going to go over some of the calculation changes that revolve around gag balancing. The changes are interesting because solo-play is entirely unimpacted, while grouped battles may feel the impact depending on your gag choices such as taking advantage of numerous Toon-Up gags that had previously provided an immense accuracy bonus for Lure gags. This change will redefine accuracy in Toontown altogether as players prioritize between healing, luring, and providing aid for upcoming gags.

Stun Bonus

In Toontown Online, all battle actions had granted the passive ability to increase the accuracy of upcoming gag actions in the same round by 20% each. This is considered a hidden mechanic and has proven to be quite an appreciated quirk in gameplay. However, it also doesn't entirely make sense. We're shifting this logic to be more realistic in the sense that only real damaging hits towards Cogs would make them more vulnerable to upcoming gags.

Stunning Logic

- Trap Placements, Successful Lures, Reward Usages, Successful Doodle Tricks, and Successful Toon-Ups **no longer grant Stun bonuses** to upcoming battle actions in that round instance
- Damage-dealing Gag Attacks such as Sound Hits, Throw Hits, and Squirt Hits will now grant a Stun Bonus of **25%** to upcoming battle actions in that round instance instead of 20%
  - *Note: Drop Hits would also be accounted for, but no battle actions occur after Drop*
  - *Note: SOS Toons that utilize damaging gags do perform stuns for upcoming actions*
- Trap Activation Hits now grant a Stun Bonus of **30%** to upcoming battle actions

Is Lure now considered less reliable?

In the sense of group battles: Yes, but don't worry! We have some new things to accommodate for that to help synergize Lure with itself and partially with Trap still.

Battle Panel Interface

One of our most requested features from the community is the addition of visible health numbers on the Cogs themselves. We understand that players want to perfect their strategy performance in combat, but we also very much value the visual simplicity of our battles and its user interface. Our vision, with the combat system, is to intentionally play it off as guesstimating forms of strategy, to deduce what might be enough to defeat a Cog, rather than stressing the precise damage values required. The only mental strain we want all our players to think about is feeling out what may work.

However, we recognize that a lot of our players can't see a clear progression of the Cog being destroyed. With the color-coded representations of health by the Circle Gauge, players get frustrated assuming how many health points remain on an enemy Cog after the first round of combat. The higher the Cog Level, the more difficult it is to deduce their remaining health from recent attacks. This usually yields in Cogs surviving potent attacks with Orange or Red light Circle Gauges in a frustrating matter.

Cog Battle Panel Interface

In better support of future Toontown content, it is more apparent that Cog Health is becoming a nuisance to keep track of. We're hoping to keep our battle GUI simplistic for our players while also providing this extra bit of information to ease frustrations in combat.

Battle Menu GUI

- The Health Circle Gauge GUI has been visually revamped to a Health Bar
    - The Health Bar reflects the same colors as their Health Circle Gauge normally seen in the game environment

BEFORE

AFTER

Gag Balancing

It's been some time since the last gag balancing update that v3.0.0 Sellbot Field Offices provided for us, as the first stepping stone in getting our gag tracks on the same level of viability. This rebalancing update is a little more ambitious than before, and could only be possible in conjunction with the Under New Management update. Rest assured, the majority of current strategies have remained perfectly intact. However, we intend to invigorate the combat system with a couple of shake-ups that'll complement this update.

Organic Bonus

The following change is a subtle one that will impact all Gag Tracks and their respective organic Bonuses. With this change, some gags may subtly increase by one damage when organic.

Organic Bonus Logic
- All instances of Organic Bonus are now calculated **rounded up** instead of down

Toon-Up

Toon-Up is in a decent position right now at its base healing value, but we're going to give a bit of love towards organic Toon-Up. This allows players who wish to specialize as that designated healer to be more valuable in a team.

Organic Bonus
- Increased organic Toon-Up healing bonus from 10% to **20%**

Lure

With Stunning rehauled, we have indirectly nerfed Lure overall as Toon-Up and Trap no longer help its accuracy. Because of this, we'll be adjusting some base accuracies.

In the last balance patch, we got rid of a hidden mechanic that could stack Lure Rounds when multiple Lure gags were used on the same turn; we realized we missed this niche dynamic and have decided to bring it back in a new vision where Lure gags can synergize with itself. This multi-lure dynamic allows groups to improve their Lure accuracy by choice.

Base Accuracy

- Adjusted base Lure accuracy across all Lure gags:
    - Increased $1 Bill base accuracy from 50% to **60%**
    - Increased Small Magnet base accuracy from 50% to **55%**
    - Increased $5 Bill base accuracy from 60% to **70%**
    - Increased Big Magnet base accuracy from 60% to **65%**
    - Increased $10 Bill base accuracy from 70% to **80%**
    - Increased Hypno Goggles base accuracy from 70% to **75%**
    - Decreased Presentation base accuracy from 95% to **90%**

Accuracy Logic

- Higher Leveled Lure gags now override the base accuracy of Lower Leveled Lure gags when used simultaneously

- Organic Lure now shifts the base accuracy of Lure by an additional 10% rather than being an additive bonus during the battle calculation
    - *Note: This base accuracy shift better determines who the overriding Lure Gag is*

NEW! Multi-Lure Mechanic: Lure Bonus

- Multiple Lure gags of the **same type** used **simultaneously** now grant a bonus **(20/15/10)%** Accuracy depending on the gag level discrepancies of the additional Lure gags, with the bonus being smaller if lower leveled Lure gags are used
    - Group Lures paired with another Group Lure yield 'Lure Bonus'
    - Dollar Bills paired with another Dollar Bill yield 'Lure Bonus'
    - Group Lures and Dollar Bills used simultaneously do **not** grant 'Lure Bonus'

Sound

It's time to address the elephant trunk in the room. Everyone is keenly aware of how powerful Sound gags are in Toontown, so much so that Toontown Online's Cog Facilities revolved around them. With Under New Management's design goal to reduce facility grind duration and other bloating aspects, we're embracing the idea of resource management to give it more strategic value. In turn, this gives other gag tracks better attention as Sound gags now need to be used resourcefully.

To compensate, Cog Facilities and Boss Cog Battles have both been reevaluated in the amount of Cogs that dwell inside them. In addition, we're adjusting the experience thresholds to earn new Sound gags.

By removing the bloat of facilities and bosses having too many Cogs, we feel more comfortable in letting Sound gags take a step back from the spotlight. Players can anticipate all run-throughs to feel more impactful where "less is more". We're aiming for all facilities to be completed within 20-30 minutes in a streamlined strategy as opposed to the daunting hour-long Back Nines.

Carrying Capacity

- Decreased the maximum Carrying Capacity of all Sound gags
  - This carrying capacity is identical to what Trap gags had prior to the v3.0.0 update of Sellbot Field Offices

Gag Experience Thresholds

- Lowered the Gag Experience thresholds for some Sound gags

  - Bike Horn: 0
  - Whistle: **20**   (Previously 40)
  - Bugle: 200
  - Aoogah: **800**   (Previously 1000)
  - Elephant Trunk: **2000**   (Previously 2500)
  - Fog Horn: **6000**   (Previously 7500)
  - Opera: 10000

  - *Note: All players should automatically reflect this change with their inventories*

Squirt

To make this organic shine better, we're going to try giving organic Squirt an extra damaging kick to reach new thresholds and gag combinations to create with other players.

Organic Bonus

- Increased organic Squirt damage bonus from 10% to **15%**

Trap

In an effort to partially restore the dynamic synergy between Lure and Trap, we're going to provide an exclusive accuracy bonus Lure can benefit from Trap.

Lure Bonus

- Trap now provides a **10%** Accuracy bonus to any Lure gags used on Cogs with the 'Trapped' status effect
    - This Accuracy bonus is applicable in either the same or a future turn
    - Does not stack with multiple Trap gags when using a Group Lure

Due to how late players unlock Trap gags in the main taskline, we're helping them develop this gag track faster by making them unlock Quicksand sooner while progressing naturally.

Gag Experience Thresholds

- Lowered the Gag Experience threshold of unlocking Quicksand from 800 to **500**
    - *Note: All players should automatically reflect this change with their inventories*

Drop

Drop is in a decent spot right now; the new stunning mechanics have indirectly aided it as damaging gags will help its accuracy better than before. We're going to be changing the accuracy description to reflect its base accuracy of 50% better.

Additionally, we're also going to give organic Drop a little more competition against organic Trap with a little damage increase that achieves new thresholds and gag combinations.

Accuracy

- Changed Drop's Accuracy description from Low to **Very Low** for better clarity

Organic Bonus

- Increased organic Drop damage bonus from 10% to **15%**

Level 7 Gag Carrying Capacity

As part of a later expansion of the Sellbot Task Force, the Last Laff introduced a new final reward for players to carry one additional Level 7 gag of their choosing. Naturally, most players have found their selection to also be their preferred organic gag track.

Understandably, this gag rebalance may stir a couple of concerns. As people's organics may change in preference, so may their Level 7 gag choice that coincides with it. Therefore, we'd like to support this desire by providing the opportunity to make that change.

Sellbot Task Force

- After obtaining the Smasher Badge and receiving an extra Level 7 gag of choice, Ripley now constantly offers a new difficult ToonTask to remake that choice again
  - *Note: This optional ToonTask is considered extremely tedious to deter constant swapping. Only those who really want to remake this choice should pursue it*

Reinforced Plating - Version 2.0 Cogs

In v3.2.0, we introduced a new mechanic that defined what v2.0 Cogs were in support of our debuted status effects that came with the release of Field Offices. Though it certainly flipped the combat strategies in Bossbot Headquarters, it also showed itself to be a nuisance to fight overall.

We recognize that a lot of players have been struggling to accustom to the defense attribute that makes their gags weaker against v2.0 Cogs. Additionally, we realize that this mechanic gets more frustrating to deal with the higher the Cog is leveled.

There are two things we liked about Reinforced Plating that we wish to preserve:

- *We encourage players to use alternating Gag Tracks to destroy v2.0 Cogs in one round.*
- *We encourage players to reconsider their targeting priorities when fighting v2.0 Cogs.*

With the intent of making v2.0 Cogs seem more threatening rather than sponges, we'll be partially reverting a rework that was done a while ago. Keep in mind that 'Carryover Damage' as a mechanic is still considered removed from the game as of v3.0.0.

Reinforced Plating

- Removed the defense attribute that blocked damage per gag based on the level of the Version 2.0 Cog
- When a Version 2.0 Cog is destroyed and transforms into a Skelecog, they will now be able to **still attack** Toons rather than skipping their turn

Promotion Experience Points

But we're not done yet; Under New Management addresses the end-game grind of Cog Disguise promotions that progressively get worse from Sellbot HQ to Bossbot HQ. To do this, we decided to take things from square one from how promotion experiences are acquired and the amount required.

Promotion Experience Calculations

As part of Under New Management, we'd like to establish new rules when it comes to promotion experience and promotion requirements. Currently, all Cogs provide a promotion experience equal to half of their Cog Level, rounded up. With our changes, promotion experience will be easier when getting promotions from Cog Buildings and Cog Facilities.

Earning Promotion Experience

- All Cogs now drop a set amount of promotion experience that directly reflects their Cog Level
  - Example: Level 9 Sellbot Cogs now grant 9 Merits instead of 5 Merits
- Version 2.0 Cogs now drop twice the amount of promotion experience directly reflecting their Cog Level
  - Example: Level 9 Bossbot v2.0 Cogs grant 18 Stock Options

Promotion Requirements

The promotion system for all Cog Disguises builds around a particular Golden Ratio formula that adds the two previous values from prior tiers and yields a third. Unsurprisingly, this formula led to maximum promotion values getting out of control between departments, as seen from the jump between 5,500 for Sellbot to 23,300 for Bossbot. Admittedly, the system worked, so we'll still be utilizing it in a more confined and controlled manner. The new facilities and their respective multipliers will revolve around these values so that the grind is considerably more manageable than before.

Currently, our data indicates that we've managed to balance our facilities to give enough promotion experience where the highest promotion of any Cog Department can be completed in roughly 3 to 4 run-throughs of the challenging variants of the facilities. Other promotions could take 1 to 2 facility run-throughs depending on your choice of difficulty. The intention here is that we want all our players to have a simple gameplay loop of a 'dungeon' or two into a boss run, all within one reasonable session.

Earning a Sellbot Promotion

Cold Caller Levels	1	2	3	4	5
Merits Needed	20	30	40	50	200

Telemarketer Levels	2	3	4	5	6
Merits Needed	40	50	60	70	300

Name Dropper Levels	3	4	5	6	7
Merits Needed	60	80	100	120	500

Gladhander Levels	4	5	6	7	8
Merits Needed	100	130	160	190	800

Mover & Shaker Levels	5	6	7	8	9
Merits Needed	160	210	260	310	1300

Two-Face Levels	6	7	8	9	10
Merits Needed	260	340	420	500	2100

The Mingler Levels	7	8	9	10	11
Merits Needed	420	550	680	810	3400

Earning a Mr. Hollywood Promotion

Mr. Hollywood Levels	8	9	10	11	12	13	14	15	16
Merits Needed	680	890	1100	1310	5500	680	5500	680	890

Mr. Hollywood Levels	17	18	19	20	21	22	23	24	25
Merits Needed	1100	1310	5500	680	890	1100	1310	1520	1730

Mr. Hollywood Levels	26	27	28	29	30	31	32	33	34
Merits Needed	1940	2150	2360	5500	680	890	1100	1310	1520

Mr. Hollywood Levels	35	36	37	38	39	40	41	42	43
Merits Needed	1730	1940	2150	2360	5500	680	890	1100	1310

Mr. Hollywood Levels	44	45	46	47	48	49	50
Merits Needed	1520	1730	1940	2150	2360	5500	You Did It!

Earning a Cashbot Promotion

Short Change Levels	1	2	3	4	5
Cogbucks Needed	30	40	50	60	240

Penny Pincher Levels	2	3	4	5	6
Cogbucks Needed	50	60	70	80	340

Tightwad Levels	3	4	5	6	7
Cogbucks Needed	80	100	120	140	580

Bean Counter Levels	4	5	6	7	8
Cogbucks Needed	130	160	190	220	920

Number Cruncher Levels	5	6	7	8	9
Cogbucks Needed	210	260	310	360	1500

Money Bags Levels	6	7	8	9	10
Cogbucks Needed	340	420	500	580	2420

Loan Shark Levels	7	8	9	10	11
Cogbucks Needed	550	680	810	940	3920

Earning a Robber Baron Promotion

Robber Baron Levels	8	9	10	11	12	13	14	15	16
Cogbucks Needed	890	1100	1310	1520	6340	890	6340	890	1100

Robber Baron Levels	17	18	19	20	21	22	23	24	25
Cogbucks Needed	1310	1520	6340	890	1100	1310	1520	1730	1940

Robber Baron Levels	26	27	28	29	30	31	32	33	34
Cogbucks Needed	2150	2360	2570	6340	890	1100	1310	1520	1730

Robber Baron Levels	35	36	37	38	39	40	41	42	43
Cogbucks Needed	1940	2150	2360	2570	6340	890	1100	1310	1520

Robber Baron Levels	44	45	46	47	48	49	50		
Cogbucks Needed	1730	1940	2150	2360	2570	6340	You Did It!		

Earning a Lawbot Promotion

Bottomfeeder Levels	1	2	3	4	5
Jury Notices Needed	40	50	60	70	280

Bloodsucker Levels	2	3	4	5	6
Jury Notices Needed	60	70	80	90	380

Double Talker Levels	3	4	5	6	7
Jury Notices Needed	100	120	140	160	660

Ambulance Chaser Levels	4	5	6	7	8
Jury Notices Needed	160	190	220	250	1040

Backstabber Levels	5	6	7	8	9
Jury Notices Needed	260	310	360	410	1700

Spin Doctor Levels	6	7	8	9	10
Jury Notices Needed	420	500	580	660	2740

Legal Eagle Levels	7	8	9	10	11
Jury Notices Needed	680	810	940	1070	4440

Earning a Big Wig Promotion

Big Wig Levels	8	9	10	11	12	13	14	15	16
Jury Notices Needed	1100	1310	1520	1730	7180	1100	7180	1100	1310

Big Wig Levels	17	18	19	20	21	22	23	24	25
Jury Notices Needed	1520	1730	7180	1100	1310	1520	1730	1940	2150

Big Wig Levels	26	27	28	29	30	31	32	33	34
Jury Notices Needed	2360	2570	2780	7180	1100	1310	1520	1730	1940

Big Wig Levels	35	36	37	38	39	40	41	42	43
Jury Notices Needed	2150	2360	2570	2780	7180	1100	1310	1520	1730

Big Wig Levels	44	45	46	47	48	49	50		
Jury Notices Needed	1940	2150	2360	2570	2780	7180	You Did It!		

Earning a Bossbot Promotion

Flunky Levels	1	2	3	4	5
Stock Options Needed	50	60	70	80	320

Pencil Pusher Levels	2	3	4	5	6
Stock Options Needed	70	80	90	100	420

Yesman Levels	3	4	5	6	7
Stock Options Needed	120	140	160	180	740

Micromanager Levels	4	5	6	7	8
Stock Options Needed	190	220	250	280	1160

Downsizer Levels	5	6	7	8	9
Stock Options Needed	310	360	410	460	1900

Head Hunter Levels	6	7	8	9	10
Stock Options Needed	500	580	660	740	3060

Corporate Raider Levels	7	8	9	10	11
Stock Options Needed	810	940	1070	1200	4960

Earning a Big Cheese Promotion

The Big Cheese Levels	8	9	10	11	12	13	14	15	16
Stock Options Needed	1310	1520	1730	1940	8020	1310	8020	1310	1520

The Big Cheese Levels	17	18	19	20	21	22	23	24	25
Stock Options Needed	1730	1940	8020	1310	1520	1730	1940	2150	2360

The Big Cheese Levels	26	27	28	29	30	31	32	33	34
Stock Options Needed	2570	2780	2990	8020	1310	1520	1730	1940	2150

The Big Cheese Levels	35	36	37	38	39	40	41	42	43
Stock Options Needed	2360	2570	2780	2990	8020	1310	1520	1730	1940

The Big Cheese Levels	44	45	46	47	48	49	50		
Stock Options Needed	2150	2360	2570	2780	2990	8020	You Did It!		

Cog Facilities

The Cog Facilities you once knew are going to do things a little differently. All Cog Headquarters now only provide two distinct facilities for players to enter. One of these facilities consists of a difficulty increase in all possible aspects. As you might expect, those who take on this challenge will be rewarded with a more considerable amount of promotion experience for their Cog Disguises. Expectedly, the facilities in their less challenging forms are designed to be catered towards Toons who require them in their tasklines. We have adjusted over 200 late-game ToonTasks to accommodate for these Cog Facility changes.

Cog Bosses

In the spirit of removing the excess bloat of Cogs in facilities, we have revisited some Cog Bosses and re-evaluated how many Cogs players are expected to fight altogether. The VP is the ideal candidate for what has remained unchanged from this update. In contrast, the CJ/CEO fight received more attention to address the known bloating concerns. For the time being, we are currently not making any other significant changes towards Cog Bosses and their mechanics.

Note: The Cogs in these Cog Bosses are still being diligently monitored during this playtest, expect their amounts to change before the official release.

Cog Attacks

As the last cherry on top, we'd like to address the discrepancies of Cog damage across the four Cog Departments. As some enthusiasts may know, Sellbots are considered the most powerful of Cogs due to their abundance of group attacks. Meanwhile, Bossbots wield none except for the Yesman. We'd like to aim for all these Cog Departments to be on somewhat equal footing in overall strength, so we're introducing a couple of new attacks to the Cog Departments that need it. Additionally, we're giving some extra love to Tier 8 Cogs by giving them some signature attacks for some well-deserved variety.

Note: Unfortunately, this playtest has not fully tinkered with the finalized visuals of the new Cog Attacks at this time as it has been deferred to address before the official release. You can expect placeholder attacks in the meantime.

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 these 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 with many of our players playing this game – and us as well – but hopefully, this different tune doesn't take much away from what the original game provided. These changes are made from a big mix of observation, gameplay, and community feedback, but there's no way these 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 than initial reactions**, and by experiencing the changes alongside Under New Management 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!

Playtesting Notice - February 2024

To all players joining our playtest, there will be an additional feedback form you can access in-game to input your reactions, thoughts, and concerns.