



I'm not robot



Continue

Toontown corporate clash private servers

at Toontown: Corporate Clash Wiki Edit Comments Share Changelogs here are copied from corporate clash site or their Github site. The information has been copied to allow you to add links to wiki pages. v1.1.1.2 BETA[edit | edit source] Count Erclaim Tier 6 Count Erclaim now earns 4 points for the scoreboard, not 3. Earl Erclaim now has a higher minimum amount of material awarded. This means that you will receive on average more materials, but the highest amount of materials you can receive has not increased. The hotfix was renamed to an inappropriate NPC name. Update a few hints on the toon of the loading screen to reflect changes to the Toon platoon system. Updated the leadership backend configuration to allow them to update more consistently. Add-ons to the chat blacklist. Bug Fixes Fixed an issue where TRAP SOS cards did not properly increase the statistics of used SOS cards. Fixed an issue where RESTOCK SOS cards were showing the wrong Gag Track while restocking. Fixed some inconsistencies with Cattlelog Series 5. Fixed a rare Shkrafting site crash. Fixed a Doodles-related crash at Toon Estates. Minor text corrections. v1.1.1.1 BETA[edit | edit source] Count Erclaim Count Erclaim now rewards two sets of Halloween materials and moder permissions as a base reward! If the boss rewards booster and Sunday surplus are active, the Count can drop up to four sets of Halloween content and allow cogs. The decommissioned attack had little damage and accuracy to be more consistent with other attacks, and less frequently used compared to other attacks. The Toon level ranges for Count Erclaim levels have been slightly increased. Level 1: Level 1-40 Level 2: Level 41-50 Average Level 3: Toon Level 51-60 Average Level 4: Toon Level 61-70 Average Level 5: Toon Level 71-79 Average Level 6: Increased Average Halloween Upgrades at Level 80! Shop buildings used for Trick-or-Treat puzzles are no longer captured by racks. Fixes an issue that caused the Shkraftbooking page to scroll back to the top for no reason. Fixed an issue where clicking the Toon name tag could cause a crash. Fixed a friend list crash. Fixed a crash related to Toon Defeat videos. Fixed an issue where some Toons did not receive trick-or-treating pumpkin heads. If you've visited all the shopkeepers and haven't received a head, visit any of them and say trick-or-treating to get your pumpkin head. Fixed various typos. v1.1.1 BETA[edit | edit source] Count Erclaim Count Erclaim is back to haunt Toontown once again! Find his newly moved headquarters at Polar Place in Brrrgh to take it off! Earl Erclaim received special permission as a contractor for C.O.G.S. Inc. and now has some special skills and which he can use in a brand new battle of miniboss. Count Erclaim's Battle contains two new pieces of music. Old tracks from previous years remain on the first floor of the instance. Levels in Count Erclaim's battle are now based on the average Toon level in the group. Earl Erclaim now admits toons with Cog Summons as well as materials. Toons have a chance to receive a Cog Call for Operational Analyst and Field Specialists. Daily boss rewards boosters and sunday week's holiday surplus now apply to Count Erclaim's battle, giving bonus materials and mode rewinding. Pluto's Toon rankings have been updated to the new Top Toons system! New rankings are now counted globally, not for districts. Rankings refresh every 5 minutes. However, there may be some additional delay due to how the results are calculated. For example, if you complete count Erclaim's battle and earn points before midnight, it will still be included during that period, even if you don't see the refreshed data immediately. There are three time periods in the category: Monthly: These resets on the last day of

the month at 23:59. Being on this board gives you the Golden Badge! Every week! This reset on Sunday at 23:59 Being on this board gives you the Silver Badge! Daily. These resets every day at 23:59 Being on this board will give you a Bronze Badge! On launch day, two categories were introduced: Count Enclaim: Points are earned based on level. Levels 1-2 give you 1 point. Levels 3-4 give you 2 points. Levels 5-6 give you 3 points. Building floors: Points are awarded based on the total number of floors. When the ranking resets, the toons who were on it at the end of this period will retain their badge for the next period. For example: If you are in the monthly floor ranking at the end of October, you will retain your gold badge throughout November as well. You can only be listed in the category once. For example: If you are in the monthly building flooring ranking, it will not appear in the weekly or daily ranking for the Building Floors category. Another example: If you are in count Enclaim's weekly leaderboard, it will not appear in the daily leaderboard for the Count Enclaim category. Badges are currently prioritized to display as follows: Earl Enclaim, Building Floors. In the future, you'll be able to choose which badges are displayed if you currently have a lot when new categories are introduced. In order to encourage players to familiarize themselves with the new rankings, we would like to announce that there will be a new in-game competition with PHYSICAL PRIZES! From the moment the Halloween 2020 update starts until October 31 at 23:59 ET, we'll count top toons from several different categories that are as follows: Top 10 Toons who have earned the most Earl Enclaim points (based on battle level). Top 10 Toons who have defeated the most cog Building Floors 5 winners randomly selected from the official Corporate Clash Discord Server Each winner can win only once. If you win multiple times, we will choose eligible winner List. For example, if you win on board Count Enclaim and win on the Cog Building Floors board, we'll pick 11th place Toon on the Cog Building Floors board. In-game winners will receive an email with further information on how to claim their prizes. Discord winners will receive DM with further information on how to apply for prizes. If you do not receive a response from the winner, we will select the next winner on the rankings or reopen the next winner on the Discord Giveaway bot. Now lets talk about prizes! We will share further details on the details in the near future, but each winner will win one of the following: Corporate Clash holographic logo sticker Chup acrylic pin (Count Enclaim's favorite) Daniel Ghasly's Daniel Ghasly has two new Halloween-centric ToonTasks to perform. Find it on the Brrgh playground! The first of the ToonTasks is a bit easier for all toons to get involved in the party! The second ToonTask takes a little harder turn. This may scare some Toons off! Trick-or-Treating Trick-or-Treating is back! Visit the right shop on each playground for the new Pumpkin Behind the Carving Shoddy Effect! Check out any of our social media platforms for puzzles! Shkrfating Shkrfating Is Back! Materials can be shkrfated on shkrfating stickerbook site at a cost of 350 Jellybeans per 5 materials. Elphabst Elphabst once again sells Halloween items, occupying a shop on the Brrgh Playground. A new set of Halloween accessories. Daily boosters in two-hour and six-hour variants. Exclusive profile background, pose and several name boards. Various items from previous Halloween events that have not been included in the Halloween Shop before. The Elphabst Store now has a page picker. Click on the page number to easily visit any page you want! You can now press escape to quickly exit the graphic store. Toontown Tweaks has gotten a spooky makeover for Halloween! Shopkeeper Toons wear various Halloween hats to get into the holiday spirit. Fishing for materials during fishing has been re-incorporated. Updated Halloween Speedchat returns to reflect changes to this year's event. Updated in-game credits with new team add-ons. Added new outscenes, battle themes, and victories in derrickman miniboss battles. Toons who have been offline for 6 months or more will have a red name on their friends list. Disabling SpeedChat Plus in-game has been transferred to the website in the Account tab. This change makes the setting permanent in your account, not just the local setting. Changing the setting will require you to restart the game. You can now check if Toon has SpeedChat Plus turned on or off in the Toon Panel Info tab. Fixed fixed very a long-running problem that caused Ghost Toons to stay on screen and never leave you alone. Peace. Fixed a rare issue that caused Ghost Mode to stay in combat with 0 HP and never go out. Ghost Toons and Cogs were too scary for Halloween! Trolley Tracks on Dumb Saturday now start with players with the right amount of votes. Fixed an issue that sometimes replaced existing daily boosters when acquiring new ones. Fixed several visual inconsistencies with different amounts of daily boosters on the Daily Quest page. He rewrite how Toon Defeat movies are constructed, fixing the following problems: Attacks modes after Toon will be sad is overlooked. Camera movement after Toon will be sad does not work. If Toon is saved before Defeat by Unite, another text will show that it has been saved. If multiple Toons are defeated or rescued by Unification during the same attack, all Toon names will be displayed at the same time. Fixed a material icon that did not hide properly while fishing while catching certain types of non-fish items. Fixed an inconsistency where the Mezzo Melody Toy Bar did not use the proper ghostly sky during Halloween. The fishing cart on the Items page is now correctly hidden when switching tabs. Fixed a rare distinct reset involving Toon-Up gags. Fixed a reset of a neighborhood involving settlements. Minor text corrections. v1.1.0.15 BETA[edit | edit source] Tweaks Added a new Holiday Froge t-shirt, use frogepad code in Shickerbook to redeem it! Catching has a new theme, take a ride on a stroller and let it listen! Bosses of coding buildings are now always executed. Fish species now show their record weights caught in the Fish Album in Shickerbook. Credits are back in the game. Now you can use the Enter key to speed up them up, or the Backspace key to pause them! Bugfixes Anchor Avenue can now properly discourage mode buildings. Fixed various issues with speedchat organization and typos. Fixed different places in duck hats. Fixed an animation bug because lured cogs lacked a drop. Minor text corrections. v1.1.0.14 BETA[edit | edit source] Note: v1.1.0.14 was a fix released shortly after v1.1.0.13 and does not include any differences in the following note regarding the fixes. Initially, we also forgot about this in its update notes for version 1.1.0.13: Fixed many rooms in Mints and Lawfices that would cause you to be teleported to the ceiling of the room. Various real estate assets have been established or improved. v1.1.0.13 BETA UPGRADES[edit | edit] Improvements You can now select the type of weekly reward when re-editing, item, or boost. After completing the weekly prize series (7 days), it will automatically claim the prize. When completing a daily task, it won't automatically increase your weekly streak if your Streak is level 0, so accidentally completing a daily task won't result in weekly reward, unless you have a daily reward for the task. Added a notification when the daily task is complete. Daily tasks will now appear in the On-Screen Tasks pop-up window (holding down Finish with Default Bindings). Fixes Added warning to minigames minigames Button if the user cannot teleport to the playground or cog HQ. The Doodles have had their trick experience greatly enhanced. They are now 2x the previous base experience and 5x the new base experience during the invasion (10x the increase compared to the previous base experience). Several new default Speedchat phrases have been added. Laff's Error Meters are now properly cleaned in the battle interface, rather than sometimes stacking on each other. Fixed a prestigious bait indicator incorrectly displaying for opaque bait when prestige and non-double single baits hit different gears in the same turn. This release fixes various visual errors related to dropping. Fixed a rare failure when a toon detaching from the CEO would cause everyone else in the CEO to crash. Fixed a rare crash that affected all toons in the CFO when one Toon was too far behind during the Crane round. Fixed taunts in CLO not properly attracting racks to the taunt. Numerous places of placement of accessories for bears, deer, ducks, monkeys and pigs have been adapted. If you come across lost accessories, fill this form with a photo of toon wearing the accessory: click here Jump! Speedchat Phrase will no longer be offered to Toons in the catalog. Fixed an issue where the LMB orbital camera did not clean properly when moving areas. Minor text corrections. v1.1.0.12 BETA[edit | edit source] Tweaks When using an orbital camera, you can now hold down the left mouse button to move forward. When using an SOS adapter, the text above calling Toon now shows what SOS Toon is. Rain SOS cards are now affected by boss reward booster effects. Added more accessories to the weekly prize pool. Fixes have fixed many issues with animation and unpinning multiple tracks. Fixed many visual bugs when the geyser was ramped up in mode. Fixed an issue where the megaphone was not properly cleaned during c.l.o. correction when adjusting numerous turkey and beaver accessory destinations. If you come across lost accessories, fill out this form with an image of the Toon wearing the accessory: click here Adjusted some dialogues from the taskline to remove references to previously deleted task lines. A potential fix for a failure that can occur during teleported, and the user receives a
whisper. Minor text corrections. v1.1.0.11 BETA[edit | edit source] Fixes Added the Sougging emoter to the catalog. The Side Quests page in Shicker's Book now opens to the last playground tab opened in the same session. Added a counter for the number of goons ejected in the CFO. Fixes fixed various scenarios in which the cog did not play unlore animations on the client, even though they were unsealed on the server. Headless death animation for fall gags now won't play if you drop big or higher is used next to drop gags that could trigger it normally. Fixed additional (yellow) damage that was not displayed for sound gags when the cod was killed by red sound damage. Rain combo animation improvements. Fixed Fixed animations for gears with special non-update heads to reflect health by getting out of the bait animation. Fixed a difficult collision on Jellybean Banks with some Cheesy effects. Fixed a lot of camera issues when moving furniture in the police station. v1.1.0.10 BETA[edit | edit source] Boss Cog Department Experience improvements are now given in real time to all bosses! This means that you will no longer have to wait until the end of the round or fight to receive experience, it is all given on the spot! Additionally, the Sellbot Experience department received a small bonus. Increased the average chance of invading the mode in dangerous neighborhoods. Random invasions can now last at different times(20 - 60) minutes. Various SOS cards have been changed due to community suggestions: Zap SOS: 3 Star Zap: Changed from 50 to 45 damage. 4 Zap Stars: Changed from 60 to 70 damage Toon-Up SOS: 3 Star Toon-Up: Changed from Treatment 50 to 78 Laff. 4 Star Toon-Up: Changed from Healing 90 to 95 Laff. Added a hotkey to progress npc dialogue without clicking. By default, this is F5 and can be configured in the Shicker book. All Gag Experience Multipliers in Cog Bosses are now 1x, however the holiday experience such as Friday's Gag Farming or Daily Task Gag Experience Boost still count towards increasing the multiplier. Toons now have sad eyes while they are sad in the playground. Bug fixes A potential fix for music from a content pack. Fixed a rare crash when Zap missed out. After playing the soaked coder with a zap jump, they will now immediately perform an unlore animation. Fixed a visual issue where modes killed by lower sound gags while using Opera caused the death animation to play. Fixed a visual bug in Jellybean Rewards for fishing and cart to show you exactly what you earned with Jellybean Boost. Fixed a rare crash when teleporting to friends. Minor text corrections. v1.1.0.9 BETA[edit | edit source] Thank you for your patience in fixing this error that directly affected Gag Farming Friday. As a thank you for your patience, we have implemented 8 additional hours of additional Gag experience! Silly Saturday will also feature an additional Gag experience during normal hours. Note: This includes unpublished information about Update 1.1.0.8. Fixes an issue where random swans will be removed from objects in the first round. Further improvements to lure decay logic. Fixed edge cases where sprockets could have avoided earlier than planned for Bait Decay. Fixed a reset of the neighborhood associated with friends. Fixed various animation errors when incorrectly performing walk-back animation. Fixed an issue where Toons could get stuck in a coding battle in another zone for more than one turn, causing Laff's loss. Fixed an issue in C.L.O. that caused The Skelecoogs to be at a higher level than expected in the final rounds. Fixed an issue in C.L.O. that caused gear mode to fly out of bounds in a cannon round. v1.1.0.7 BETA[edit | edit source] edition) Many changes in Lure Decay, so it takes track EXP into account, stuns and defends the cog. The prestigious lure will now delay bait decay by one turn. Added a brand new Pie Round song to the VP. Daily quests will no longer give Toon a reward for tickets if they are on max Tickets. Rewards for daily merit, cogbucks, patents, and stock options will only appear if toon has a level of disguise level 5 or higher for this department. Removed the Multimedia menu from Speedchat. Different NPCs and Store renames. Changed the Game of Thrones quest line to make it easier to rename npcs. Added a new phrase Speedchat: Sorry, I can't use Speedchat Plus. CLO improvements Added tornado visual indicator. Skelecoons in the last round of the CLO battle can no longer have an attack/defense specialization. Virtual Skelecoons in the final round now have a smaller collision realm to detect the toon. It lowered clo's area of action for its spin attack by about 20% to make it more visually consistent. Clo can no longer perform his spin attack while moving. Fixes fixed an issue that caused CEO sound effects not to be interrupted during outscenes. Removed the phrase I'm Sleepy Speedchat from the directory. Fixed several cases where the Bait Prestige indicator did not display correctly when multiple bait types are used. Cogs immediately perform their unlore animations when bait decay occurs. Fixed an underwater sound effect that continued to play if you were teleporting to a friend underwater at Barnacle Boatyard. Fixed Steve's bug misreading the shoddy skeleton effect as the Cheesy Pumpkin Head 2019 effect. Fixed a crash in a racing game when someone immediately won. Fixed an issue where on-board group dialogues were not properly cleaned up when fighting bosses. Fixed an issue where clicking the Exit Race button during the initial countdown would cause the countdown text to remain on the screen. v1.1.0.6 BETA[edit | edit source] Report functionality Report functionality, back! If you encounter a problem with the behavior of another Toon, you can now click the Report button in the Toon panel and send the report directly to the moderator team. Fixes for Virtual Skelecoogs bugs in Lawfices should no longer give exp gag or patents. A potential fix for crashes when receiving a whisper during teleportation. Fixed a lot of problems ringing friends from the SOS panel. Fixed a potential failure of golf cards at the end of the Cog golf course. Fixed an issue where bait decay was not working as intended. Fixed an accuracy issue because Toon-Up could not miss in certain situations. Fixed a crash when using electra eel on lured teeth. Fixed a daily EXE cog task that did not track only EXE sprockets correctly. Minor text corrections. v1.1.0.5 BETA[edit edit source] Skelecoog's fixes in the final round of the C.L.O. fight should no longer spectral trap breaking if they are destroyed while flying to them. Virtual Skelecoons in Lawfices should no longer give EXP gags or patents. Fixed a rare crash. Crash. Cheerful piano in Mezzo Melodyland. Optimized SBHQ courtyard and factory exterior. Various changes to the backend. v1.1.0.4 BETA[edit | edit source] Pliers When returning gag tracks, Toons can no longer go below two tracks. Loosened restrictions on selecting NPC names for a toon during type A and type A names. He potentially solved an issue that caused each mode to count towards executive cog's daily tasks. Fixed a typo in the task dialog box. v1.1.0.3 BETA[edit | edit source] Cog Bosses C.L.O. Damage dealt in A.L.O. battle now has a small damage multiplier (up to 30%) depending on the boss level. Treasures are slightly (15%~) less. The rebirth rate of treasures has been slightly reduced. Small adjustments to c.l.o. motion decisions In the cannon round, images will remain open throughout the round to allow modeting to respawn faster. The speed at which the racks are treated in the cannon round now scales to the number of current Toons. o.o. Level 18.exe v2.0 cod found in the second round of mode can now be level 17 or level 19 depending on the level. Fixed toon restore station name! Executive Skelecoos now have a unique tie depending on what the department are. Some RPC Discord zones have been renamed and have not been updated for the new LBHQ. The chat log will now scroll down when you reopen it. Bugfixes Toons can no longer try to befriend NPC toons. Fixed an issue that caused the Report Toon dialog box to get stuck on the screen. Fixed several different district resets. A possible solution to the problem of firing the wrong guns in the CLO cannon round. Fixed an issue that could occur in the C.L.O. evidentiary round if Toon destroyed the cod as the round ends. Fixed other fog issues with BBHQ. Fix custom keybinds in your Minigames stroller. When opening Shicker Book, re-attach your arms with an invisible shoddy effect. Repairs can not order various colored items from the catalog. Fixed several edge cases where Zap was not aiming at the sprockets he should be aiming at. All toons that lured Cognac should now properly receive Gaga's experience. Fixed an issue where using unification to save Toon from sad action erased their Gaga experience gained in this battle. Fixed an issue where Toons did not loop the correct animation after using sound evidence in CLO. Fixed an issue where taunts in the CLO final round allowed people to walk during the final interlude at the right time. Several treasures have been removed outside the borders. Fixed a double trap that could when using single bait gags. Various text fixes throughout the game. Fixed an issue where the lap text during a race would not clean up if the user left at the right time. Potentially fixed some problems with the Connect Three laser puzzle that caused toons to lose when they shouldn't. Remap key keys will close when the Shicker book is closed. Fixed an issue that prevented some Toons from earning Cattlelog achievements. Fixed a crash in the CLO Cannon round. Fixed an issue where the bumpy bumblebeeh screen could be blocked by toons. v1.1.0.2 BETA[edit | edit source] Cog Bosses C.L.O. Executive Cogs in the cannon round now give their additional evidence to all Toony after destruction! Their respawn rate has been slightly reduced to compensate. Toons can
no longer collide with each other in the air in a cannon round. The position of the cannon in the cannon round is no longer based on toon's age. Movement in the air in a cannon round is no longer based on frame rate. Flying gears in the final round now have a more consistent movement speed. No more flying at lightning speed! Added a visual indicator indicating when a flying mode targets you in the final round. You can switch between this by using the Boss Visual Indicators option in the Gameplay section of the Options page. The new Cog Destruction statistic now appears under your boss's health bar! Earn one point for each mode destroyed and five points for destroying the cog when it disables the trap. Corner traps return to Quicksand. If Toon destroys the Skelecoog, which is currently breaking the trap, Toon gains much more gun experience than they usually earn for destroying the Sprocket. Skelecoogs will try to aim at traps near C.L.O. before they trap other traps around the room. Trap break time reduced from 12 to 8 seconds. C.L.O. minimum stun time reduced from 12 seconds to 10 seconds. When stunned, C.L.O. will only aim at traps that are repaired. The damage dealt is now split between all toons depending on how much sound recoil they inflicted on the C.L.O. Box to collect evidence was re-centered and slightly larger. The C.L.O. tornado attack now moves a little faster around the room. The C.L.O. waits longer after performing a spin attack before performing another attack. When the C.L.O. performs a spin attack, fewer paper particles are present. A little more gear now appears in the cannon round for larger Toon groups. Evidence requirements for the sound gag level in the cannon round are now +10 evidence in all areas. C.E.O. Battle of C.E.O. now has only 3 levels. Requirements for each layer include Flunky, Micromanager and Corporate Raider medium suit for the group. Level 1 has Tier 17 cogs in the first round of the mode, tier 10 v2.0 tier 6 mode in the second round of cogs, 600 HP and prizes of 5 pink slips. Level 2 has levels of 18 cogs in the first round of the mode, level 12 v2.0 level 7 cogs in the second round of the cogs, 800 HP, and 7 Pink Slips prizes. Level 3 has levels of 19 Cogs in the first round of the mode, level 14 v2.0 level 8 Cogs in the second round of the cogs, 1000 HP and 9 Pink Slips prizes. These level changes have been made to C.E.O. is in line with all other boss battles in the game. All bosses, when cog boss jumps, visual indicator appears over Toon Toon you can switch between this by using the Boss Visual Indicators option in the Gameplay section of the Options page. Fixes Switched around the position of the Fire, Sue, Pass and SOS buttons in battle. The dialog with custom key text will now appear as uppercase. Fish Bingo jellybean growth has been slightly reduced. Fixed numerous textures in Daffoggy Gardens. Bug fixes fixed several collision issues in Treasure Dive mini-games. Several different text typos have been corrected. Fixed an issue that allowed lured lured sprockets when they were already lured. Fixed an issue that allowed Toon to reuse a single trap gagging. Fixed an issue where the puzzle text persisted while fighting virtual Skelecoogami in Lawfices. Fixed inconsistency with Good of Gil Giggles dialogue using Pink Slips. Fixed inconsistency with C&D dialog Bumpy. Seltzers from other Toons in C.E.O. are now visible again. Fixed issues with spectral gears/phantom equipment in C.E.O. Battle Fixed an issue that caused C.E.O. not to give invincibles when hit. Fixed an issue that caused ghost throwing to be thrown. exe in mode-specific daily tasks. Fixed daily quests giving Toons 2 separate new quests at midnight and 1:00 am. Fixed shadow issues in different rooms in the game. Fixed an oversight in which Toons with full SOS cards did not receive a position after defeating Derrick Man. Fixed a rare boss crash that occurred if someone left the game at the right time. Fixed an oversight that would allow multiple Toons to call Bingo at the same time and then give more jellybeans than planned. v1.1.0.1 BETA[edit | edit source] Cog Bosses C.L.O. Air movement control in the cannon round has been increased. . EXE Skelecoos are now present in the cannon round. . EXE Skelecoogs move faster in the air, but reward the player with additional evidence for higher sound gags. Cogs in the cannon round will now slow down when charging direction. Reduced the speed of corner headlights in the final round. Skelecoons in the last round take 50% longer to break traps. Healing from treasures in the final round has been slightly increased. More treasures will appear during the final round for larger Toon groups. The C.L.O. will now be stunned for a little longer at lower HP values. Corner traps are now trapdoors. Bumpy will no longer be a priority for placing/repairing trapdoors. Quicksand traps on the left and right have been approximated to the center. Slightly lowered the volume of sound gags in the final round. Taunt phrases from Taunt mode no longer appear in the chat log. Adjusted SFUX, which plays when images are opened. C.L.O. Attack Damage slightly reduced. Players. Fixed an issue where Toons was sometimes not correctly set to neutral outscenes animation. C & amp;D: D's now cost a quarter of the Cog level to use, rounded up. For example, an example of Level 12 Cog will cost 3 C&D. Additional C&D are now +2 per bonus as opposed to +1. C.E.O. fires awarded per level are now 5, 6, 7, 8, and 9. Pink slips now cost a third of the cog level in use, rounded up. For example, firing a Level 12 mode will cost 4 pink slips. All Bosses Nerfed cog boss range damage jump. (10-30 -> 8-24). Improved textures for Hyno Glasses accessories. Slow flashes/color change of golf balls in cog golf course. A dialog that contains keybind advice now tell you what keybind is required to, instead of the keybind name. Fixes Fixed an issue where an incorrect number of cog tubes was displayed while using gear radar. Fixed an oversight that meant that the drop in prestige did not increase the intended accuracy. Fixed an issue where sometimes the profile position could not be unlocked while defeating bosses in the playground. Fixed a reset of the district associated with Bingo Fish. Fixed strange positioning of some modes in Cashbot Mints. Fixed a crash with a Toonasaur hat. Fixed an oversight that allowed players to gain far more unites than planned in the fight against the C.F.O. Fixed a crash showing/hiding Toon ears on some accessories. Fixed an issue where Lawbot's invasions were choosing the wrong mode. Fixed an issue where mode radar was displaying incorrect amounts. The constant transfer of merit is not properly applied. Fixed an issue where lure shells do not stack with multiple Lures. Fixed an issue where two traps were used on the same coding. Fixed an issue where the Mint Supervisor continued to use his cheat in the same turn, all other gears were killed. A potential fix for being sometimes unable to move. Toons that have 0 HP can no longer start or join battles. Fixed an issue where the Prestige of Toon-Up could be valid twice. Fixed an issue where lower-level Toons could rarely perform daily 0 Cog Building tasks. Fixed an issue where v.p. boss combat did not use appropriate level calculation. v1.1.0 BETA - CLO Release[edit | edit source] Under the new leadership, the President has found a replacement for CJ. CLO is already busy working, re-educating Lawbots on company law. Once you're dressed as Lawbot Cog, you can challenge her in a brand new boss battle! To fight the new boss of Lawbot Cog, you need to collect patents from defeating Lawbot Cogs in battle! Reminiscent of the change in management, Lawbot HQ was demolished and a new headquarters was built in its place! All areas and music have been completely rebuilt for Lawbot HQ, and Extended! Lawbots also get a pretty upgrade! Lawbots have been redesigned with state-of-the-art personality processors! These processors were previously only visible to managers and boss sprocket, but a contract was made with another company to produce them cheaper. Lawbot Cogs now have facial expressions and respond appropriately to the fight, and also have mouth movements with new new synchronization technology! There are now six new types of Lawbots, each of which is a field specialist (attack) or operational analyst (defense). This brings the total number of major cog lawbot lines to 14. Attack mode deals more damage, but they have less chance of health and avoidance, while defense mode deals less damage with higher health and a chance to dodge. These specialized sprockets have a chance to be shipped instead of the usual Lawbots, so watch out! Defeating CLO now rewards toons from Cease and Desists (C&D) as opposed to summoned! When using Discontinuation and Abandonment, it will take half the cod level in costs to sue them. For example, suing a Level 10 mode would cost 5 C&D. When the cog is sued, it will not be able to attack until it is destroyed! If you do not damage the defendant's cod for five rounds, your C&D will become invalid and the cod will start attacking again. Summonses that you've earned before will be retained, but no new call can be earned. Minibosses that could not be fired earlier also cannot be sued by C&D. During the restructuring of the Lawbot division, DA Offices were renamed Lawfices! As CLO deemed this unnecessary, Office D was not included in the plans to build a new Lawbot headquarters to save on resources. Lawfices have gotten some visual improvements. Lawfices have 2 new laser puzzle games: Trapper and Connect Three. The official was fired and the Attorney General took up his position! The chief prosecutor cannot be fired or sued because he is classified as a miniboss. Client and performance game client and server have been completely rewritten in Python 3! This is a huge update from Python 2 and allows for
greater performance, optimization and future expandability. Now we build the game with Pyperoni, which also brings a lot of performance and security improvements compared to our previous system. The preload program has been disabled due to various instability issues and various other charging problems. Due to the new performance improvements that are offered with Python 3 and Pyperoni, the game no longer needs a preload! Improved Panda3D version to version 1.11.0. The game is now properly built with FMOD sound. Previously, only Mac devices were built with FMOD, while Windows devices were built with OpenAL. You can enable multithreaded rendering again, but this must be done by editing preferences.json in the Corporate Clash directory. This is a highly experimental option that can be prone to crashes and problems beyond our control, so use at your own risk. Refactor all game texture files to use PNG images as opposed to JPEG/RGB images. This has been done to facilitate use during development, as well as performance benefits. Unfortunately, this means that all current content packs made using JPEG/RGB image files will no longer be supported. Battle Battle System has been rewritten from scratch! This will make the combat system much more modular and allow us to Create a much more interesting battle mode in the future. Cheating minibosses with special skills you've seen so far have been just the tip of the iceberg, and have been used mostly as a point of comparison if the community enjoyed this kind of fighting or not. To show off some of the features of the new combat system and make these gears stand out more, special abilities have been added to both storylines and miniboss! Since it's such a big refactorer, there may be a few bugs here and there, so make sure to report everyone you see to us! Gallery mode Gallery Cog gallery has been completely renewed! The Modes Gallery is now infinitely extensible for future content and displays much more information that can be useful in your Cog-busting ventures! Now you can see various information about defeated gears, such as their level range, damage range, taunts, etc. Paletti Swatch Conservator Station has set up shop at The Rebuilding Station at Toontown Central Playground! The restaurant station allows you to redo or rename the Toon to 10,000 beans once a month. However, the first use of each is free of charge. Toon re-drawing allows you to change the shape of the head, body shape, species and colors of toon. Renaming Toon allows you, well, to rename the toon! NOTE: Rename is temporarily unavailable. We've had a name change issue, but we've decided it's in everyone's best interest to expire updates with temporarily unavailable features. We'll be working to make this feature work soon. We apologize for the inconvenience! Contextual Toon Tip System The new Toon Tip system has been implemented to help new players and make game information more accessible to everyone! At any point in the game, contextual Toon tips may appear on the left side of the screen, which will display helpful information about what you can do at that time! You can see the history of Toon tips you've discovered during gameplay at any time using the new graphical interface on the Side Tasks page. If you don't want to see contextual toon hints, you can also turn them off in the Gameplay section of the Options page. However, Toon Tips will always appear in the Toon Tip story, regardless of whether Toon Tips are enabled or not. Boss Outscene Skip Button Every boss now has a cut-off button! In the middle of each boss outscene, if the whole group votes to skip it, then outscene will end and your group will get the right to act! If any of the players in the group have not previously completed a boss, the skip button will not be available. All minibosses of the storyline also received this button! Profile Poses Strike pose! Now you can set a pose for toon's profile page! We've given each Toon a few to start with, but there'll be a lot more to unlock in the future. Gag Balance Changes Prestige and Un-prestige Zap gags now work the same thing, minus the decrease in damage. The damage per jump drop is now 3x, 2.25x and 1.5x for Un-prestige Zap gags. Fixed Glitch Zap with lured gears. Lure gags no longer have a wake-up chance. The wake-up chance was a mechanic found in the TTO that could cause the racks to unlore earlier than they should if the bait had little chance of being hit. Kazooi is now level 1 of sound gag, and Bike Horn is now level 2 Gag Sound. Bicycle horns are louder than Kazoos, afterall. Fixes for different drop gag damage values and traps to better match the intended curve. Balls 60 -> 65 Quicksand 85 -> 90 Anvil 50 -> 55 Big Weight 70 -> 80 Safe 120 -> 125 Minimum damage values for some of these gags have also been changed to reflect these changes. Prestige kick damage bonus increased from 10% to 15% to make this prestige more profitable and to distinguish it from prestigious bait. Cannon Confetti As it was considered not tooni enough to be on the Level 7 Toon-Up gag, treasure chest has been replaced with Confetti! Cannon! Confetti Cannon shares all the same stats as the Treasure Chest gag, but with a whole new look and animation! Roadster Raceway Leaderboards are back! Click on the arrows to rotate through the songs of the all-time best records! Kart parking stations have been transformed! Now they act as trophy statues, which are dedicated to the all-time record holder for each course. Twelve stations, twelve courses, twelve record holders! Compete to be commemorated as the best fighter around! Daily tasks Added executive tasks cog daily. Added daily cog building tasks. Return points are now in the weekly reward pool when your toon reaches level 40. One return point with accessories and clothing is available in the basic weekly prize pool. When this pot is exhausted, return points can be earned at a very low rate instead of other consumables. In addition, a huge amount of new weekly clothing rewards have been added. Added daily task statistics to the Statistics page. Sellbot factory to accommodate lower toons, the entrance at the front of the Sellbot factory has been slightly nerded. To go for this, Side Entrance has been strengthened, allowing for a tougher factory that grants more merit once completed. Prestige tweaks gags now show up as a darker blue color in your gag inventory! Toons can now sprint anywhere, including boss fights and objects! (excluding the banquet round of the CEO battle.) My minor UI fixes and fixes. Boss Health Bar in particular has gotten some important visual fixes! Boarding Group GUI also get a makeover! The winners of the painting competition in the real estate market summer 2019 have added their paintings to the game. You can now remove gags on the Gags page of your Shicker Book or hold down the menu key Pick a Gag UI in Make a Toon has been rebuilt to be more intuitive and easier to use! Toons now get frame invariance when hit with z attacks (no more double gears!) Gears that are lured by the prestigious bait gag will now show stars overhead to indicate that they have a higher recoil value. Professor Pete now completes gags based on Gag Preset, if available. Barnacle Bessie now uses Toontanic for his SOS card. Clerk Clara now uses Railroad for her SOS card. Moe Zart SOS card increased from 80 to 85 damage. I strengthened the clumsy Ned SOS card from 120 damage to 125 damage due to a change in safe gag damage. Toon's eyes and ears are now colorable. Removed boss mode defeats from statistics. This information has been moved to the new Modes Gallery page. Slightly reduced Autocaddie damage/accuracy. Moved the Rich Presence of Disagreement option from the Gameplay tab to the Privacy tab on the Options page. Temporarily removed The Enable Club Chat option from the Privacy tab of the Options page. Added the Option to Automatically Wear New Clothes to the Gameplay tab on the options page. If this option is enabled, clothing and accessories received from your mailbox will be automatically equipped. If disabled, your current outfit will remain untouched. Added the Vertical Sync switch to the Video tab on the Options page. The action keys have been corrected. The Action key has been renamed to The Primary Action key. The Zero Power Pie key has been renamed to the Secondary Action key. Added new key. Special Action key. Currently, this key is only used in a new battle with boss Lawbot CLO, but gives room for more potential mechanics in other areas in the future. You may need to re-bind these keys because of these changes! Added a new visual indicator when you gain experience for the toon level bar, activity level bar, and department level bars. The level bar will briefly show the amount of experience earned. Updated the mast model at Brrgh Playground and gave it some new animations. The trolleybus game now has 4 different shapes for each player to aim for: Circle, Square, Hexagon or Star. With its new ability to redraw, Flippy took the time to regrab his toon and now has black ears! Acorn Acres Minigames and Roadster Raceway now have their treasures. These treasures have also been added to cfo combat. Cfo now has a maximum treasure respawn limit depending on the level. It can be 35, 30 or 25. The wheelchair bean capture animation will no longer happen if the mini-game is omitted. If your Bossbot level is maxed out, the pink slips bonus is now +2 as opposed to +1. If the Wrecking Ball gag destroys the cod, a new fast-death animation game. Greatly polished Fish Bingo jellybean profit. Added a new texture to the Color Picker Saturation Slider in Make A Toon. Refactors the layout of the charging screen. Optimized loading time for your Toon avatar panel. Switched to the tag system libnet. It was a name tag system found in Toontown Online and adds back some missing features such as being to click someone's body toon to open the Friends panel. Knock knock doors
now heal toons for a small amount when used. Added a shortcut to Tulip Terrace. Many streets in the game that did not have ponds or fishermen had previously been given to them. Content packs now support .cur file types. Refactors the Toon accessory system. In the future, this will allow you to create animated / special accessories more easily. Toons will now receive notifications when the codist captures the building they have reclaimed. He rewrite some parts of the Brrgh task force to support new changes to the Lawbot department. The battle timer has been increased to 35 seconds. Made the gag boulder slightly smaller to prevent clipping problems. A chat hotkey is now required only if the keys are set to a letter key. The district's population limit has been raised to 300. Various texture fixes and improvements throughout the game, including many other Spotify resources are being implemented. Many fonts throughout the game have been made of higher quality! Sellbot's VP boss fight now has only 3 levels. Level One has a maximum coding level of 11, grants one SOS card and gives you 60 cokes per ream. Level two has a maximum coding level of 12, grants two SOS cards and gives you 45 cokes per reasing. Level three has a maximum cod level of 13, grants three SOS cards and gives you 30 cokes per ream. In the second and third rounds, the themes were turned into up battle. Fixed attack values for Mr. Hollywood, Big Wig, and The Big Cheese cogs. The headlights at Lawbot Lawfices now give you the invincibility of the frame when hit. Fixed the cod of earthquake animation. The Ye Olde Toontowne filter no longer has a grain effect. The LOD offer for toon models has been significantly expanded. Idle and blank chat messages no longer appear in the Chat Log Bug Fixes Fixed Music Error. The music should now be looped correctly during the game. Many minor fixes for grammar and text inconsistencies. Stun stars that show above the cog heads when some gags are used will now be displayed on Skelecoos. Various issues with the purchase and use of card accessories have been fixed. The potentially repaired laser puzzle game is stuck and cannot be updated. Fixed a rare crash with custom toon colors and tasing in Toona. Fixed some issues with the level bar and maxed text that was not displayed correctly until you logged back in. Fixed some transparency issues at Acorn Acres Waterfall. Fixed some issues with cleaning the orange flash in the relay when a training point is available. Fixed an issue that may have occurred when you clicked the arrows too quickly on the Elements page. Fixed an issue that caused instance lifts to take a few seconds to load. Some areas in the game now use a fixed FOV to prevent the user from seeing outside the bounds. Theme Factory Foreman is now playing correctly. Fixed a rare crash involving playground title text. Fixed some issues with water balloon gag animation. Gag Exp multipliers throughout the game should now be more Fixed a crash with the Exit Toontown button. Some delayed issues with the SOS page have potentially been resolved. Fixed an issue that allowed multiple toons to fire the same cod. Fixed an issue where the Exit button on fishing doves sometimes disappeared in proportions less than 16:9. Various issues with the custom control system have been fixed. Fixed an issue where the whisper panel behaved incorrectly using chat keys. Fixed a sad crash in battle. Fixed an issue where executive skelecoogy were not soaking properly. Fixed various cases of sticker graphics throughout the game, namely eyes, portable holes, etc. Fixed several rare cases where battle videos were skipped inadvertently. Fixed a rare issue that caused your toon to rotate infinitely over and over again. Fixed an issue that could cause players to earn more EXP lureu than planned under certain circumstances. Fixed an issue with a trap that could cause bait decay to start earlier than expected. Fixed various tooth issues that do not recede from bait when intended. Fixed several issues with mailbox and item delivery. Fixed an exploit that allowed toons to infinitely heal other toons in the district with the Daffoggy gardens flower. Fixed a rare crash in Gag Preset dialogues. Fixed an issue that sometimes caused the battle menu to appear earlier than expected. Fixed an unusual street battle issue that could cause the camera to get out of whack. The Pick-A-Toon environment model has been improved to address several visual issues. The Gag Store Interior model has been improved. Potentially fixed teleporting objects in the CFO crane round. Remove the remnants of the New Gag GUI. Fixed an issue where fog at Bossbot Headquarters disappeared. Fixed an issue where higher end bars consistently caught 0-popper balloon fish. Many other different bug fixes have become too numerous to count. v1.0.17.2 BETA[edit | edit source] Bug fixes Potential fix for DA Office and Cog Golf Course crashes. Further fixes to Treasure Dive, including collisions and not being able to pick up chests when hit. v1.0.17.1 BETA[edit | edit source] Witness Stand-In Fixed various graphical issues throughout the new miniboss battle. Increased the basic cannon clock to 32 seconds. The fewer toons, the higher the timer will be, up to 64 seconds with one toon. While access to it may now be easier, witness stand-in miniboss has become much more difficult! His abilities have been improved and he is now scaling up in difficulty with blemish levels. Battle Fixed some visual inconsistencies with soaked teeth. v1.0.17 BETA (Break the Bugs and Witness) ARG[edit | editing source] Break the law Removed instance of Redd 'Hir' Wing from Lawbot headquarters. Removed Elphabst from Lawbot's headquarters. [REDACTED] Witness Stand-In Due to Community Feedback, Cannon Rounds in Standby status extended to 28 seconds Decorated in the back room of the Witness Stand-In courtroom. The Stand-In Witness Dialogue has been improved once again. Docket Shop Added more clothes and accessories to docket shop. Removed Blaze's costume from the Docket Store. Toons treats can no longer pick up snowballs from Brrgh. Removed shreds of notes from the old ARG. Disabled Shkrftbooking. Zap gags show 3x damage on the attack panel if they aim at a soaked cod. Flippy SOS has been visually corrected. Flippy now has a ladder. Flippy does not bow to the teeth. AA and YOTT treasures are now present in cfo combat. Toons Hit and Cogs Miss SOS animation time has been accelerated. Smoothing now applies to gui elements. Battle mode panels now show more information about the level (exe/mgr. v2.0). The Toon selected on the Pick-A-Toon screen follows the mouse better and should no longer look without blinking an eye. Replaced some textures with textures from the Toontown Online HD asset leak. Improved the texture of the mode suit. Bug Fixes A potential fix for consistent failures in DA offices and cog Golf Course facilities. Potential fix for NPC toons appearing in out-of-mode buildings. Fixed an issue with a list of friends that could not be clicked on the names of newly added friends without logging in again. Fixed a number of friend list issues that caused name duplication and crashes. The Toon details panel now correctly shows backgrounds, nameplates, and mode disguise levels that are offline or not in the current zone, as opposed to always displaying the default option. Fixed an issue where some task types in the Toon Detail Panel were using toon quest progress as opposed to the toon viewed. Fixed prestige trap gags that showed no additional damage on the far right cog in the group and on individual teeth. Calling a friend for help in a battle will no longer send messages to you, and instead correctly send it to the desired friend. Many fixes for Treasure Dive. Not being able to lift your chest should be much rarer if not completely eliminated! Coding buildings and building locations are now tracked accurately on street maps. Repeatedly opening a street map should no longer cause performance issues. Fixed an issue where Toons would appear briefly under the disguise of a cog when entering elevators. Phantom fore and phantom jump with boss gear should now be completely gone! Fixed many lost glasses on several gears. Fixed an issue that caused the red filter to be crushed from April sill triggering. Fixed an issue where tour models were still being filmed in Vinny's Throwable Pies store. Battle sounds now have correctly adjusted the volume depending on the volume of the sound effects in the settings. Fixed an issue that caused executive skelecoogw did not show up in bosses. Added several cloths to female toon shorts, which were previously only available for male toon shorts. Properly rotated big fish and loah shark heads for a popup call dialogue. The THe press the animation now playing correctly on the Fire button. Fixed an issue where micromanager skelecoogs did not have the correct animation speed. Fixed the Press to Interact and Teleport options crash. Fixed an issue where the orbital camera could not be initialized during springing in some scenarios. The Recenter on Movement camera setting now works as intended. Adjusted combo phone collisions to potentially fix a phone problem that cannot interact. Mata Hairly no longer walks through the door in cfo combat! Fixed some issues with color inconsistency that did not end the Green Toon Cheesy effect. Fixed an issue where the re-og animation did not play correctly on Factory Foreman. We potentially resolved an issue that caused tasks to disappear from the UI after some time. Fixed a rare issue where Pick A Toon buttons in the main menu could become 10x~ their intended scale. Potentially fixed some cleanup issues with Laffa Meters on the battle panel. Fixed various problems with Toon's eyes being glued closed. Fixed some issues with Cattlelog achievements. Fixed some clothing inconsistencies on different NPC toons. Fixed some inconsistencies and grammar issues with text around
the game. v7.7.7 FOOLISH BUILD [edit | edit source] april fools, release notes brought to you by sads the skelecoog that's right, you read correctly. Phase 2 April toons, no bit, you thought. The silly things bowling balls are now coconuts, cog reddf still is a lot harder because it got some training from me, sads skelecoog. the factory has a new scenario mode. the first scenario is to find a foreman based on the hit video game with a similar title. Traverse the factory and find which foreman is real, as opposed to the terrible video game associated with it. trains look more like tank engines. Real gag upgrades are no longer reversed because people don't like fun, all minibosses now use .mgr postfix as they should. bosses are now considered minibosses. Monday's merit was nerfed to 25%. wait, this is not an improvement... several sounds have been turned off. E Note The game returned to v1.0.16.16 after the April Fools update was over v7.7.7 FOOLISH BUILD (April Fools)[edit | edit source] April Fools, release notes provided by sads skelecoog is true. you read correctly. toony zercit muzyka jest znaczenie bardziej A E T H T T E T I C menu główne jest znaczenie bardziej A E T H T T E T I C gagi są N O T A E H T S T E T I C, ale są odwrócone. POLISHED WRECK BALL BY 1 POINT!!!!!! toon tips have been prescribed by me, sads skelecoog. new speedchat returns. Various gags get reskins or name changes in the spirit of April toons. Some Indie sandbox games have managed to find their way into the asset game, so sound cogs ... strange and such there. soon™. 1 laff ubers are back. in case you want to be like me. all playgrounds have been renamed more straight to the point. elphabst is back, and i Halloween stuff to materials. all important fonts is now in the sans comic. tubby has one last crud joke for all of you. jump sounds are back. and are drabble. Can. I do not know. See. rest in pepperoni a few words, but on the blacklist the new gag gui is done. :crab: removed soon™ content????????? Count enclaim dead and you killed him. something else takes its place, but im still here. c.f.o. took a well-deserved vacation after coping with the departure of John Robolt. The head of dollars fills for him instead. my fight is much more interesting. there is another boss who does not follow the rules of the city. Also FitnessGram™ Pacer Test is a multi-step oxygen performance test that gradually becomes more difficult as it takes. The 20-meter pacer test will begin in 30 seconds. Line up at the beginning. The driving speed starts slowly, but with every minute after hearing this signal. [bep] Each time you hear this sound, you must complete one lap. [ding] Be sure to run in a straight line and run as long as possible. The second time you fail to complete a lap before the sound, the test is over. The test will begin at the start of the word. On your sign,

get ready, get started. v1.0.16.1 BETA[edit | edit source] Bosses Fixed an extremely rare bug that caused toons to earn millions in the stand-in witness section. Toons will no longer be able to buy throw gags through Vinny at the Resistance Outpost in V.P. and Witness Stand-In. Daily Quests Fixed an issue with late game toons that was not eligible to enhance the department's experience. Fixed a rare login crash caused by daily tasks. Potentially, even more time-related issues related to daily task resets have been fixed. Various dialog issues have been resolved throughout the YOTT task line. Increased the speed at which red motths appear on golf courses in Modes. Fixed various camera issues in mode objects. Added more words to the whitelist. v1.0.16 BETA (Operation: Break right phase three!) [edit | edit source] Operation: Break the Law Phase Three Rocky recruited some new faces to Toon Resistance in phase three of the operation: Break the Law! Cannoli is currently stationed at Lawbot headquarters. She is one of the best special agents in Toontown! Tutorial Tom came out of retirement and took a new name for his post. Everyone, welcome to Ticket Tom! Call boosters have been added to the Toon Resistance Outpost Docking Shop! Call boosters can be purchased in packs of one, three, or five. Summon boosters are exchanged at the end of each successful witness on-call run and double the number of summonses earned! Gag and Toon-Up barrels have been tweaked! Due to community feedback on barrels and lack of significant usage, Vinny has closed its upgrade shop. Toon-Up and Gag barrels will be before the start of phase three. Vinny opened a Get even bigger bulk purchase discounts through gag presets! Phase three starts with three initial tasks. All Toons report to Rocky at a mission briefing! Break The Law music has been rebuilt! Many of break the law's existing tracks have been rempigoted! New soundtracks available exclusively in The Witness Stand-In Battle! Experience the blast of the past with Ticket Tom standing near him! Three-dimensional phase speedchat returns are now available. The Toon Resistance Prize Pack organizes a raffle to encourage all Toons to engage in Phase 3! Get special Toon Resistance tickets to submit tickets to win the official Limited Edition Toontown: Corporate Clash Prize Package! Lottery tickets can be obtained using the following methods: A successful DA Office run gives you little chance of dropping lottery tickets. Defeating the Witness Stand-In gives you a good chance to drop lottery tickets. Purchase ticket packages from the Docket Toon Resistance Outpost Store! Tickets can be purchased in quantities of one, three, or five. Purchasing tickets increases prices by a certain number of Dockets, depending on which package you purchased. To redeem your lottery tickets for actual entries to the prize package, talk to Ticket Tom at Lawbot HQ! Ticket Tom allows Toons to transfer their tickets at three intervals: one ticket, half toon tickets, all Toon tickets. Once a week, Toontown: Corporate Clash will go down for a short time to pull the three winners out of Tom's tutorial ticketed submissions. Once all three winners have been drawn, all Ticket Tom entries will be rejected on the clean board of the next week's lottery! However, any tickets still owned by toons in person will be kept in case they want to save some for next week's lottery! At the end of each week, winners will receive an email if they win! Lawbot Witness Stand-In The Toon Resistance penetrated deep into Lawbot's headquarters and intercepted the Stand-In jury announcements, so Cogs won't try to take his place during the cannon round! The length of the cannon round has been reduced to 25 seconds. They took over a round of cannon to settle the score in person with The Witness Stand-In! The department's experience values have been changed based on community feedback to encourage all bosses to increase the benefits of an equivalent experience. Daily Toons quests no longer lose their streak if they fail to complete their daily quest! Due to the removal of the streak decay, Toon Resistance has provided a reroll system for the toons to change their weekly reward! It costs 5000 jellybeans The Toons re-roll the weekly award. Be careful though, the re-rolling weekly rewards continue to reset your streak streak Rewards awarded for daily quests have been changed! The cattlego clearance has been removed from the Daily Quests prize pool. In its place, Department Experience Boost and Jellybean Income Boost have been implemented! Increasing the experience in the department increases the department's experience by 25%! Jellybean Income Boost increases all jellybean earnings by 25%! The number of rare tickets and dockets obtained from daily tasks was somewhat delighted. Fixed an issue where the Racing Tickets logo would not show up if race tickets were a weekly reward. Fixed an issue with daily tasks where times were displayed incorrectly due to different time zones. Possible resolution of problems caused by daylight saving time. Added more items to the weekly prize pool. Misc Due to community reviews, Docket to Halloween Material Conversion System is back! Check out Shkrftbooking's Shickerbook page and stock up on content when Elphabat is back! The Docket Outpost Toon Resistance store now gives you more logical notifications when you buy different items in the store. Witness Stand-In now shows the correct name in the chatlog. Jellybean get animation with beating sprockets now uses a high quality jar! Star Times Gone Sad now counts correctly at every opportunity! Ye Olde Toontowne dungeon sigilvator wheels don't pull all the toons around to them when someone boards! v1.0.15.8 BETA (St Patrick's Day Update)[edit | editing source] St. Patrick's Day Lepp R. Khan arrived in Toontown to help the Toons celebrate St. Patrick's Day! Lepp fell into unfortunate circumstances during his short time in town, and he's getting help through some new Toontasks! Many St. Patrick's Day prizes await you! Various have solved the visual problem with the drop-down menus on the Shickerbook Options page. Fixed a crash with items on the Shickerbook racing site. Fixed a crash with replenishment barrels. He tweaked St. Patrick's Speedchat's phrase to say the right location. Various additions to the whitelist. v1.0.15.7 BETA (Valentoum's Update)[edit | editing source] Valentoum's Day Rose S.R. Redd is back! It seems that the toons around town have not been receiving their flower supplies, and Rose can take advantage of the help! Use the LOVESTRUCK code to get an exclusive background for Valentoum's Day! (now expired) Lawbot Stand-In Possible to fix a rare crashing problem during a round of cannon Performance strange behavior with flying gears in the cannon round Fix the problem with an incorrect lawbot gun experience awarded for solo stunning Misc Added more clothing colors and types to clothing stores v1.0.15.6 BETA (Continued in game ARG)[edit | editing source] Break the Law The Resistance has recovered... an interesting picture of the President, can it hold clues to something? The Resistance began early preparations for the transition to the third phase of surgery: Break Lawbot Stand-In The Resistance added extra firepewor to canon canons Jury round battle! Fire toons to Cog Jury Members before they can take their place in the stands! Bumpy will refresh the toons of this new change before the Jury Round begins to destroy the gears in this way rewards the extra lawbot experience. Department experience is now rewarded with diminishing returns. In response to this new mechanic, the values for the experienced gained have been balanced in all areas! Many values have been polished and nerfed. Example: In VP, the first stun rewards a decent amount of experience; but over time toons learn less and less experience to stun on up. Various accessory fixes. v1.0.15.5 BETA [edit | edit source] Break the Law The Toon Resistance found the location of the last cog headquarters net. Find Rocky ready to tell you about the next mission! Be sure to stock up on the first one! Toon Resistance spent the last few days recovering a note from Elvis. While their efforts were almost futile, they managed to get 5 tips! Will the clues lead to something great, or will we just end up in another dead end? Misc Further whitelist additions v1.0.15.4 BETA [edit | edit source] Break the Law The Resistance's quest star, Elvis Pursley, is stationed at Cashbot Headquarters! Talk to Rocky at the mission briefing. [REDACTED] Toonseltown Toonseltown residents want to thank everyone for their help during the holidays as they close their doors for a year, thank you Toons! New Year's Day is over in Toontown, hope everyone enjoyed the fireworks! Bug fixes Daily tasks requiring specific Cog golf courses will now be performed correctly! Tunnel from Noble Nook, Ye Olde Toontowne to Silly Street, Toontown Central is working fine now! No more magic tunnels! Misc Builder Bob has taken the initiative to rebuild the stroller at Acorn Acres playground, check it out! With the new stroller, the Toons have arranged a new theme of victory for Trolleybus Games! Gag Stores have made some audio fixes for different gag sounds, check them out! Good ol' Gil Giggles is now consistent between Toontown Central Toon Headquarters and bossfight CEO! v1.0.15.3 BETA - New Year 2020[edit | source of editing] Happy New Year! Fireworks lovers are back with the latest and most hip clothing for the new year! Talk to each of them for a limited time Sidetask to finish and get the full outfit! Every hour, there will be a fireworks display on all playgrounds, stick to one and you can unlock something! Toonseltown Due to the unusually large prize pool for the Present Thief minigames and community feedback, Toons will now receive two rewards instead of one at the end of the game. Fixed more exploits for the Teleport button to Toonseltown. Misc Fixed several
crashes caused by the presence of Discord Rich. Added words to the whitelist. v1.0.15.2 (Introduction to ingame ARG) [edit | edit source] edition! Break the Law Phase Two Rocky has a new task to further investigate recent events with Chief Justice, maybe you should stop and help him! [REDACTED] Toonseltown Added some clothes and accessories to the Present Thief prize pool, collect them today! It turns out that ToonHQ is late to deliver ToonTask rewards to the people of Toonseltown! Added the latest Set of Toonseltown ToonTasks, stop and help the locals! Access to Toonseltown Sidetasks and Toonseltown has been extended until January 5th! Access to the teleport is now blocked when the Current Thief is active! Toonseltown shopkeepers are now closing their doors during Present Thief! The Present Thief gui overlay is now properly cleared if Toon is to leave Toonseltown during a minigame. The Go to Toonseltown button now shows only in the intended situations, no more cog in the playground! Bugfixes Tweaked some outback genres of accessory sites. Fixed the infamous soft-lock side quest selection. Fixed an infamous issue with the gag task camera. v1.0.15.1 (Break the Law: Phase Two and Toonseltown)[edit | editing source] Operation: Break the Law Phase Two Rocky needs all hands on board in relation to recent findings at the D.A. Office! See Rocky to see the new ToonTask to develop the story of Break the Law: Phase Two! Toonseltown/Christmas Toonseltown is back for the holidays this year! Toontown: Corporate Clash's winter makeover is back for the holidays as well! Toonseltown will have its daily ToonTasks available just like last year. Present Thief mini-game will be conducted every 20 minutes in dangerous neighborhoods! Daily Tasks Several changes have been made to the way daily tasks work based on community feedback, and there will be even more in the near future. You can no longer receive the same reward assigned to you twice in a row. Increased difficulty for jelly monetization goals. Increased difficulty in achieving department-specific targets. The amount/time of rewards now depends on the level and objective difficulty level, not just the difficulty. At the end of the week, the Toons will no longer receive their assigned targets for their objective streak. Quests considered more difficult (Fight the boss, remove the object) will no longer be assigned at the beginning of the week. Fixed an issue where the toon was assigned to fight a boss for which he was not disguised. Discord Rich Presence Fixed multiple crashes involving Discord Rich Presence V.1.0.15 (Operation: Break the Law Phase Two) [edit | edit source] Operation: Break the Law Phase Two The Resistance has created a new outpost inside lawbot headquarters! Check it out inside the Statue of the Chief Justice! Lawbot HQ has been further redesigned in preparation for phase two. Reid Stock has moved its store to a new facility, partner vinny, to help manage gag and laff barrels inside hq, with Vinny to upgrade barrels from Dockets for toons everywhere! Gag barrels may have their gag gag level of the updated date. Laffa barrels can have an increased amount of healing. Docket Shop Added new docket accessories, stop to check them out! Toons can now buy suit parts and summonses from the Docket store, save some trips to DA Office and buy some! Daily Toons quests will now receive daily tasks from the Resistance, check out the new tab on the quest page in the Shicker Book! Daily tasks are scaled to toon level and progress, providing balanced goals for each toon! The rewards awarded for these quests are also based on the progress of your toon, useless rewards! For example, if all the toon gags are maxed out, you won't get gag enhanced experience. Get a weekly streak of daily quests to receive an extra reward! Weekly rewards can range from exclusive accessories and clothing to extended rewards! Limited Time Rocky Quests would like to introduce The Resistance's Daily Tasks System to toons directly, you should stop and check! Rocky's colleague Scout has the idea to gather more information about the Lawbots; meet Rocky at a mission briefing. Discord Rich Presence Deficiencies presence is back and better than ever! If you want to turn it off, go to the Play in The Stack tab. Different toons will now receive an animation to acquire beans after completing mode battles and buildings. Dockets now make special prof animations when you get them! Added a few words to the whitelist. Fixed an issue where custom controls were blocked after interacting with the friends list search bar. Fixed different accessories placements across multiple genres. v1.0.14.2[edit | edit source] Break The Law: Phase One/Halloween Elphabat has new clothes and accessories to check! Fix problems with props in the courtyard of lawbot hq that don't clean properly. Fix many crashes involving shoddy pumpkin head effects. Instances/Bosses Secret Boss Fight will now award an exclusive nameplate and background for T.A.P.! Instances have been improved to make them smoother. Toons will no longer dance twice in a row, instead, after the fight, the reward display is immediately displayed. All toons will dance on the prize screen, not just you. Minor fixes to several introductory cutscenes. Fixed an issue that caused Department EXP bars to hide and show other toons in interaction with seltzers and golf spots in the CEO seltzer room. The department's EXP bar will no longer get stuck on the screen after grief in a boss fight. Various fixed several clipping issues with the T.A.P. GUI and district selector in the main menu. Fixed an incorrect message when department level 20 was reached. Fixed issues with inappropriate hiding of materials while fishing. You can no longer get soft-locked by being sad in Acorn Acres Minigames. v1.0.14.1 (Break The Law: Phase | source] Trick or Treating is back! Tips for this year's locations can be found in the official Toontown: Corporate Clash Discord! Doe Vinci Vinci her plane... Again... Webster gave her a rundown and can be found at Lawbot HQ along with the witch twins. If you help her, she's ready to reward you! Skelepire keys will now fall from CJ no matter what. Remember that you still need to complete the task to purchase it from the offices! Virtual cogs in the DA office will no longer drop dockets. Fixed incorrect dates for Break The Law: Phase One ToonTasks. Fixed neighborhood failures caused by Count Erclairm's instance. Fixed an issue where a speed chat phrase displayed the wrong location for Count Erclairm. Fixed an issue where Dockets and Skelepire keys were not updated correctly when logging in. Fixed several issues with the Shkrftbooking page. Secret Boss fixed the problem with the toon-up gag track healing way more than planned. Potential fix for extreme delay/freezing after completion. Shickerbook/GUI Grammar on call cogs popup is fixed. Grammar in the notification of the invasion of fraudsters is constant. Fixed an issue with skirts on the item page in The Shed. Fixed various layer and visual issues with the friends list. Fixed grammatical errors and out-of-the-way population on the Districts page of the Sztaclairmance! Fixed missing button activation animations and shadow for different buttons in Shickerbook. Various issues related to setting the field of view caused by instances and bosses have been fixed. Coding bosses will now round up when calculating the average level of a group suit. (This includes the Count Erclairm instance!) Fixed various shoddy performance issues that were not updated correctly. When the call fails, it will no longer count against the toon statistics. Fixed an issue with teeth passing through trees in the courtyard of Bossbot HQ Adjusted the positioning of several accessories. v1.0.14(Operation breaking the law) [edit | edit source] Operation: Break right Phase 1 The construction of the resistance facility is complete! Stop at the end of Polar Place right next to Lawbot HQ to check it out! Toons can earn dockets by beating lawbots! By defeating the Lawbots in battle with chief justice and DA offices, toons receive a 50% Docket bonus. Dockets can be used to purchase Exclusive Break the Law outfits and accessories from Webster's facility! Lawbot HQ had a makeover by resistance. Resistance has set up a Gag Kiosk so toons can replenish supplies even faster (at an increased price) to get right back in the fight! Earl Erclairm made a return... but at Lawbot HQ? The materials are back! Get materials from Count Erclairm's battle at Lawbot Headquarters! Materials can also be caught on toons that are not strong enough to fight count Erclairm. Elphabat is back this year at Lawbot HQ! She also brought her sister Hexa Decimal with her! Talk to Elphabat to buy exclusive Halloween clothes and accessories! Office D have been secured by Toon Resistance! The Cog levels have been significantly reduced in DA office D's. Count Erclairm Encounter's difficulty layer is based on the middle level of the Lawbot suit in the group. Added Added higher difficulty. Limited-time missions talk to the Resistance Hunter at the Resistance Outpost to receive a ToonTask for Elphabata's sister, Hexy Decimal. Hexa Decimal will teach you how to shkrft materials from dockets! After learning Shkrft, talk to Ranger Rocky for another task. Rocky will teach you about Skelepire keys and how to find them. Skelepire's keys can be obtained by filling the DA offices and major battles for justice. These keys can be used to get a significant material bonus from Erclairm! The various Level 20 Award (Transfer of Merit) has been nerfed up to 50% instead of the full promotion. Fixed an infamous issue with the Beat Building 5++ Story Cog Building poster. v1.0.13.4 - End of Outback Update[edit | edit source] Outback Event The Outback genres welcome event is over. Olly Outback thanks everyone for their participation! Various grammatical problems on ToonTask posters. Fixed dialog issues throughout
the main task line. The location of many accessories has been adjusted. v1.0.13.3 BETA[edit | edit source] ToonTasks/Taskline Toss Pineapples at Resistance Ranger Rest ToonTask has been restored. ToonTask will replace ToonTask, where you need to collect fruits from catch game. Fixed an issue where they did not receive a Roman helmet from Professor Pi, those who completed this task without a reward will receive a helmet after logging in. Fixed misleading information and grammar issues in the dialogue throughout the first half of the main task line. Fixed an issue where ToonTasks displayed misleading information when it was tasked with recovering items from the cossoon building. Fixed a boss fight issue where ToonTasks did not display an NPC to return to it when finished. Adjusted some speedchat phrases that had grammatical issues with ToonTasks. ToonTask, which requires the player to catch fruit from the cart in catching game will now display the corresponding fruits. Outback Event New Rewards! The Digerdollar cap has been raised from 3500 to 6500! With this increase, toons can now get 5 new accessories and a new shirt! Balance adjustments with Digerdollars. Due to diggerdollar's new limit, the speed with which Digerdollars are earned has been increased! The Outback Welcome Event will also be extended by an additional week so that everyone can receive new rewards! Fixed an issue where players were earning an incorrect amount of diggerdollars, especially in boss battles. Initially released, the outback event accessory placement has been adjusted. The last secret nameplate of the Outback event is now available for unlockable in-game, happy hunt! Outback species The sizes of the new Outback species have been adapted to be unique from each other. Classes A slightly enhanced experience of activity gains on golf. Misc You can no longer chat t.a.p. background fishing more than once while fishing. Fixed types in Corporate Clash. Fixed a bug resetting a neighborhood in a cart wheelchair holidays. Added a significant number of words to the whitelist. NPCs can no longer be used as a toon if they exist in pick-A-Name. Some scribble names have been modified when purchasing a new doodle from the Pet Store. v1.0.13.2 BETA[edit | edit source] Trolley Temporarily disabled Toon Escape. ToonTasks Dialogue fixes in Barnacle Boatyard and Ye Olde Toontowne. Fixed an issue where users lost their ToonTask main line at the start of Game 15. Fixed a disconnection issue when talking to an NPC with unfinished disguises during a disguise completion quest. The Outback Event significantly strengthened diggerdollar's profits from trading in parts of ToonTask. This is now a 30% chance of awarding 7-10 Digerdollars. Misc Fixed crashes with closing toons TAP too fast. Turkeys can no longer appear when you press the Shuffle button in Make-a-Toon. v1.0.13.1 BETA[edit | edit source] Event Buffed Digerdollar Gains! Thank you for sticking to our downtime, we decided to help you compensate! 3 points will now be earned for defeating each level 15+ Mode Added a 30% chance to earn Digerdollar for completing part of the quest. Features Added previously unused Snow White Arena to the Brrrrh tag game! Added diggerdollar number to inventory gui No longer need to visit Olly Outback to check your points Press home key and look for outback icon to see the current diggerdollar amount. Also available in Gag Page's shickerbook. Captain Bugfixes is back with his fishing expedition! You are no longer forced to enjoy a day at Barnacle Boatyard with him. The captain will always be available at Barnacle Boatyard to ferry from dock to dock. Enjoy a special shanty song courtesy of captain himself. He greets everyone on board and announces when he leaves! Misc managed to get Lil Oldman to unlock his door. YOTT NPCs are no longer confused on which street to send to you. Fixed a visual issue with kiwi appearance in ToonTask kemp; the Items Page. Added a new batch of words to the chat whitelist. Updated how the playground background is sent to players. A check has been added to send missing rewards for tasks after logging in. Edited the logic for sending task rewards. Fixed an issue where The Salty Spit-toon was giving the wrong reward. Many other minor bugs have been fixed. v1.0.13 BETA - Outback Update [edit | edit source] Taskline features has been completely reworked Toon-torial has been slightly expanded to give the right introduction to Toontown: Corporate Clash. ToonTasks requiring you to visit many shopkeepers in a row has been greatly reduced. (Looking at you Toontown Central!) The pace of the task line has been modified in Mezzo Melodyland. Cfo ToonTask is now at the end of the playground. All ToonTasks that forced cog devices to complete disguise mode have been removed, now requires only built according to progress. The Acorn Acres break between Barnacle Boatyard and Ye Olde Toontowne has been removed. Toons will now head straight to Ye Olde Toontowne to train with the elders. The color in Ye Olde Toontowne is now enabled by default. Now that the toons finish sidetask for Timmy Riddle in the dungeon, they will unlock the opportunity to see the playground in black and white. Acorn Acres and Drowsy Dreamland ToonTasks have been modified to prevent players from blocking in these areas. Toons should now be able to naturally pass through these areas as intended. The pace of gaining toon experience has also been adjusted in a renewed line of tasks, the toons will be adjusted accordingly. ToonTasks involving employees and community data have been deleted. The distribution of the coding on the streets has been adapted to the new task line. Side tasks can now be deleted. Toons will be able to recover ToonTask, but will have their progress in this toonTask reset! In general, ToonTasks across the board have been nerfed or modified to prevent tedium. Introducing the Side Quest Finder! A new card has appeared on the ToonTasks website! Sidetask Searcher will show you toon all available side quests to them. Side quests are organized by the playground or you can see ALL side quests. The name of the side tasks is color-coded based on the completion status of the side task. Black task names are side quests that are available for pickup. Orange task names are side quests that are currently in progress by toon. Dark red task names are side tasks that are performed. When you click on the task, you will notice the official Toon Council stamp olly outback returns to arrive at the outback toons! Talk to Olly Outback at Toontown Central Playground and help welcome new toons to the city! Participating in various activities in the city will reward diggerdollars toons, which are used to unlock cool exclusive Outback accessories! Playgrounds Added a lot of background and nameplate. Some nameplates are secretly unlocked! Happy Hunt! Several playgrounds have been slightly modified to make you feel more alive. Builder Bob finally got to work at Ye Olde Toontowne! Windmill and water mill now spin. The boat in Barnacle Boatyard now has a captain! Staff cog CEO service round has been shortened. Modes now only need to be served twice to explode, and the round will last only 200 seconds, as opposed to 300. Toons that are level 20 in the department and promote to maximum merit promotion will now have their merits transferred as intended. When you hover over the missing disguise parts on the disguise page in shickerbook, the information will be displayed including where to acquire the part. Misc The Gag Shop officials have worked hard to ensure the best quality zap gags can produce! Potential problems related to have been repaired in the wrong way. Running gag tracks can now be returned. Fixed issues with the district side net information about the invasion. The dialog boxes have been customized to prevent them from coming off the screen. Howdy Easter egg removed! For the shoddy Big White Toon effect in Brrrrh, this shoddy effect is now unlocked with a side quest. Accessories in all genres have been customized to fit better! The points have been updated to reflect the current team of employees. Various words have been added to the whitelist. v1.0.12 BETA - Section Levels[edit | edit source] Features cog department experience levels experience bar, similar to activity experience bars (fishing, golf, etc.), will now appear during Cog Boss battles, which Toons can level up! In short, you can level up by performing well in cog boss interactive rounds (Pie Round, Crane Round, Cannon Round, etc.) Toons are rewarded with experience points in two different ways: Individual scores are rewarded at the end of the battle Group Performance is rewarded in real time Every 10 levels, toons will receive several rewards that can find cool or even useful! At level 10, the Toons will receive a special uniform from the corresponding Cod Department At level 20, toons will have the opportunity to keep their Cog currencies (Merits, Cogbucks, etc.) for the next promotion in their respective Cog Department! At level 30, Toons will receive a fixed +1 bonus (SOS, Unites, etc.) in their respective Modes Section! A special (temporarily confidential) reward is awarded to Toons who have maximum levels in the mode department! Bugfixes Training Points Page Fixed an issue in which The Toons couldn't pick up the training point they placed in Gag Track when they have 0 training points in total for v1.0.11.2 BETA [edit | edit source] Bugfixes The Toons over at Gag Shop are working on Gags Zap, again... Fixed a situational issue in which a cog becomes erroneous when a trap gag hits it in the same round. Fixed an issue where the distribution of accuracy on lured teeth replaced the 100% accuracy of Zap gags on soaked teeth. Xarius Pendragon will no longer steal experience points in mode objects or mode bosses! Potentially fixed an issue where Toons was losing experience points irregularly. If you're still having trouble losing experience
points, report them! Features Toon Resistance Giveaway's Winner, TrueBlueDogemon, now has his Burger jersey in the game! To redeem it, use the FLAME-BROILED code in the Codes section of the Items page v1.0.11.1 BETA - Major Zap rework[edit | edit source] Zapa priority mechanics have been improved! Zap now prioritizes its direction to the left, not to the right. Toons will have to update their strategies! Zap no longer prioritizes prestigious Zap gags to go before the notes prestiged Zap gags. Bugfixes The Toons over at Gag Shop have been working on Zap Gags, again! Fixed visual errors with Zap. Most if not all animations should now play correctly! Zap may still have problems, if you experience any unexpected problems with Zap, please report to us! Fixed many issues on the district page. If you're still having any issues with your district page, please report them to us and include crash logs, if available! Fixed a crash with players using the new Gag GUI. The castle was replaced on the construction site so that the sprockets could no longer sneak in. Fixed an issue where The Trolley Gag Shop would first take beans from your jellybean bag. v1.0.11 BETA - Return Points and Gag Presets [edit | edit source] Gag presets features Gag Shop spruced up their systems and now can memorize gag presets! Toons can now save one Gag Preset in the Gag Shop. Gag Presets costs the same as buying each gag individually. Toons Return Points can now return Gag Track to Gag Shop in exchange for a refund point! Return Gag Track will remove Gag Track and any experience gained in this Gag Track. Toons in Drowsy Dreamland can complete a brand new sidequest to earn your first turning point! Return points can only be used if the track has no prestige. Gag Training Page Gag Training site received a fresh layer of paint! The site has been updated to make it more user-friendly. Added support for District Page Toons payback points will no longer teleport to the district when clicked on the district invasion mode and the estimated duration can now be seen from the District General page as the fixes to clean up the Credits page have been updated to reflect the current staff in the Changed team's display of minutes when Toons is offline on TAP. Updated the sort order of different gui elements. Reduced the wind effect heard in some playgrounds. The Tesla gag has been polished to 66 damage! Zap now has 100% accuracy on soaked gears. Reworked the purchasing logic. Purchases that use the Bank will now be accepted from the Bank first. It was a suggestion of community feedback @Dalton and @Klungo on our Discord! Bugfixes The Toons over at Gag Shop have been working on Zap Gags! Fixed issues with Zap on lured teeth. Fixed Phantom soaks/Phantom Zaps Dead cogs that can no longer be hit by zap jumps or soaking many other Zap patches if you get any unexpected zap problems, please report them to us! Camera Changes Fixed an issue that caused the camera to get stuck in the floor, including: After skipping Victory Dance Toon (Street Battles) Completing CGC Mode Game Ending CGC Golf Game While Fighting CEO. Fixed a table bug in the fight against the CEO. We are still monitoring this issue. Let us know if you run into other problems! Toons that are saved during the battle of unification no longer lose gag experience. The defeated video will continue to play, however, the experience is not lost! Fixed an issue where the second item of clothing (shirt/shorts/skirt) reset after changing the second item. Fixed an issue where caused the toon location of players to display instead of the location of friends on TAP. v1.0.10.1 BETA[edit | edit source] Fixed an issue that caused time-limited tasks to not be checked correctly. Bug fixed which showed melancholic ubers in Create-A-Toon. v1.0.10.1 BETA - End of April Toons [edit | edit source] Events April Toons event is over! Sky Clan is now closed! Toons of Sky Clan close their activities in an attempt to renovate and expand. We were told that they would soon reopen their doors! v1.0.10.0.9 BETA[edit | edit source] Events April event toons has been extended until 18:00 Toontown Time on April 15. v1.0.10.0.8 BETA[edit | edit source] Fixed an issue that caused: players to glasses 2019 after completing the Sky Clan quest. Players affected by this error can use questskyclanflunky code to redeem their Flunky glasses. v1.0.10.0.7 BETA[edit | edit source] Events added to the Hidden Sky clan nameplate. Work together to solve the puzzle and unlock the nameplate! Your first tip is: Find a trip. Bug fixes fixed an issue that caused clubs to appear in the main menu. Clubs are currently undergoing a major overhaul. They'll be back soon! They will be added in some code to prepare for a future update of the district page. v1.0.10.0.6 BETA[edit | edit source] Events removed Resistance Ranger Cloud. Congratulations to the Toons who solved the puzzle! Added the last set of daily tasks. Several preparations have been added for the future update of the Sky Clan. v1.0.10.0.5 BETA[edit | edit source] Event Resistance Ranger Cloud has reached the Sky Clan with a special mission! Talk to him to learn more. Features Added the Collections tab to the Achievements page in Shicker's book. Collected items in Toontown will be displayed on this page. Click to click to enlarge it for a better view! Changed the Option Key to Map Key. Toons with custom key bindings may require a remapping of the key. Bug Fixes Fixed a crash with nameplates. v1.0.10.0.4 BETA[edit | edit source] Events Added some preparations for the upcoming Sky Clan update. Fixed an issue with Doe task hints. v1.0.10.0.3 BETA[edit | edit source] Fireworks enthusiasts have returned to Toontown! Head to Toontown Central to help them prepare fireworks and celebrations! Rose S.R. Redd showed herself once again after feeling a stupid sense of love! Go to Mezzo Melodyland to share this tender moment! v1.0.10.0.2 BETA[edit | edit source] Added task deletion! Side quests can now be deleted at any time. Go to the task page in sticker to delete the task. Side tasks that contain a mailbox job cannot be deleted. We want to support this in a complementary version. Fixed Doe Vinci Quest Hints crash Fixed Toonseltown mini-game crash due to scoring. We are aware of other problems with the Toonseltown minigames and will take care of them soon. Thank you to the toons who sent reports about to help us solve this problem. Others made some preparations for Discord Rich Presence support v1.0.10.0.1 BETA [edit | edit source] Turkey Events Toons have returned to Toontown! Turkey Toons will be available end of the April Toons event. Features Added teleport button to Toonseltown. This becomes available after the player has explored Skyclan. Fixes Converted all time-limited missions to the automated task system. The whitelist has been updated. Increased the respawn speed of Gifts in Toonseltown minigames. Fixes Fixed an issue that caused expired tasks not to be properly removed. Fixed a crash related to detecting the expiration of a task. Fixed an issue that did not allow Snow White to perform tasks. v1.0.10 BETA - April Toons 2019[edit | edit source] Events The plane was built, go and see Professor Loosescrew to have a chance to take a plane ride to the Sky Clan! It's April Toons in Toontown! You can play both Halloween and winter events! The Toonseltown minigames will run every 20 minutes! Toons from Toonseltown have opened a store for April Toons. Go and see them if you don't have a chance during the winter event. Melancholic toons have shuffled their way to Toontown! Melancholic type toons have only one laff point, so play carefully! Time-limited missions now show their expiration date. Fixes Edited position of teleport buttons in Shicker's book. v1.0.9.13 BETA - Mayday Event - Pre April Toons[edit | edit source] Events Improved server time to reflect daylight saving time. v1.0.9.11 BETA - Toon Avatar Panel (Friends List overhaul)[edit | edit source] Improved Toon Avatar Panel (TAP): Reoriented based on community feedback. The panel loading system has been changed. Added the Last Online field in the Toon dashboard. Moved Toon Laff from the main TAP to the Toon information panel. General maintenance server cleanup. Disabled Toon Clubs while we investigate the issue with them. Clubs will no longer be shown in-game until they are re-enabled. The clubs have not been removed because it is temporary. v1.0.9.10 BETA - End of Christmas 2018[edit | source of editing] Toonseltown events have closed for the season to straighten everything out for next year! All unfinished Toonseltown tasks have been deleted. Snow began to melt throughout Toontown. New Year fireworks came to Toontown! Join us for fireworks on the playground every hour! Watch the fireworks to get a special unlock. Added hidden unlocking of the nameplate. Added three time-limited tasks. The event will run until January 3, 2019. v1.0.9.9 BETA - Squirt SOS card [edit | edit source] Features Added Squirt SOS cards. Added Jump Cancellation switch. Added more quests to the Toonseltown event. Improves damage from a reinforced fire hose by 1. Some spelling errors have been fixed. Bug fixes Added a potential fix for long leg textures. v1.0.9.8 BETA[edit | edit source] Features Added more rewards to the Toonseltown prize pool! Men can now win Ragdoll outfits can now win a tin soldier costume Bugfixes Fixed problem with npc spawning. Fixed an issue with rating plate rewards. Fixed an issue that caused long leg textures. version 1.0.9.7 BETA[edit | edition edition] Features Added more rewards to the Toonseltown prize pool! Added a secret unlock of the nameplate. You have time until the end of the Winter event to solve and unlock the nameplate. Added a live event to Toonseltown. Join us at 8.30pm Toontown time to see a special quest. Added genre effects. Deers can now unlock a special effect. More coming soon! Fixes fixed item names that didn't have the correct name.
Updated the chat color to the chat log. Fixes revised amount of merit two faces. Fixed an issue with long leg shoes. Fixed Skybox in mode buildings. v1.0.9.6 BETA[edit | edit source] Added more quests to the Toonseltown event. Toons will now sing before going to bed. Fixed Toonseltown minigames: Rarity system removed. Items are now in one prize pool. If you receive all items, a random amount of jellybeans will be rewarded. Many new items have been added to the prize pool! The Attacks of the Big Fish have been adapted. The maximum cod defense has been slightly increased to balance level 8 gags. Bug Fixes Created a potential fix for the Toonseltown minigames starting twice. Another potential fix has been created for the C.E.O. table error. v1.0.9.5 BETA[edit | edit source] Fixed task in Acorn Acres to reflect street changes. Added more words to the whitelist! Updated winter speedchat menu! Bug fixes have implemented another potential error for mac laff meter sorting issues. Fixed an issue where Toonseltown was blocked from playing. Fixed an issue where players were not rewarded for completing and earning the required amount in Toonseltown mini-games. Fixed an issue where toons did not receive a snowman's head for completing caroling. Stop by the shop and carol again to get the snowman's head! Fixed an issue where playground props would not become devastated when leaving the playground. We gave Pepper Minstx some parking lessons for his sling. Fixed an issue where players could teleport to a closed neighborhood. Fixed a duplicate prize pool reward for Toonseltown mini-games. Fixed an issue with caroling in the Coding building. As it turns out, Cog gears do not like Christmas carols. v1.0.9.4 BETA[edit | edit source] Fixed the reward for Drowsy Dreamland's quest. The potential mac laff fix has been undone. Fixes Fixed an issue that caused Toons' last playground not to save correctly. Fixed various issues with Toonseltown minigames: Fixed an issue that caused the client to crash while inflying the sprocket. Fixed the reset of the district. Fixed an issue where mini-embedzle was not cleaning properly. Item rarity is now displayed correctly. Fixed an issue where pepper minstx smashed the toons that rejected his offer. Don't worry, he'll be nicer from now on! Various task issues have been fixed. v1.0.9.3 BETA - Toonseltown and Christmas 2018[edit | source of editing] Toonseltown events have opened for the holiday season! You can visit Toonseltown most of the time using the button next to the friends list button. Friends. The locals are out and about to give you information about caroling and side quests! It's not all slapstick and seltzer in Toonseltown... C.O.G.S. Incorporated has devoted all its resources to stopping the festivities in Toonseltown! Every 30 minutes, there will be a special event to recover all the gifts that Santa drops over Toonseltown, but the cog will try to take those gifts! Stop the racks and get as many gifts as possible and you will get amazing gifts! Caroling is back in Toontown! Visit selected shops around Toontown and sing your favorite Christmas carol to receive jellybeans, and if you sing to them all, a special prize! Toontown is chilly... All playgrounds have been frozen and their music has become more festive to match! Frozen fish can now be caught anywhere, due to their shift migration patterns to climate features Snowman Steve has taken permanent residence in Brrrrrh! Talk to him after reaching Brrrrrh in the task line for a special task! Snowman Steve is no ordinary toon, he says the sound of a sled! Caroling tweaks now has cutscenes and music attached. Piles of snow have appeared all over Toontown! Run over them to collect some snowballs to throw at your friends and even your cog! Throwing pies and snowballs at Cogs walking down the street will involve them in battle. Toon shops involved in caroling have been labelled as uncatchable to Cogs. Wacky Guy now has a street map. Fixed transition quests for Barnacle Boatyard to Acorn Acres. All quests now require a cogs on Peanut Place. Peanut Place now has a 1.1 mode-by-mode ratio in battles. Peanut Place maximum level has been reduced to 9. Fixed an issue where the maximum leguminous level was 9, not 10. Added a few phrases and words to the blacklist. The map has been slightly modified to include the location of Toonseltown. Optimization Improved performance content loader Bugfixes Implemented potential bug fixes for Mac Laff Meter sorting issues Fixed infamous C.E.O. Table Glitch™ v1.0.9.2 BETA [edit | edit source] Tweaks Lowered the volume of the taunt emotion sound effect. Adjusted the positioning of some tones on T.P.P. bug fixes. Fixed an issue where all toons were notified of sprints. Fixed a crash that occurred when you clicked on a small toon name tag. Fixed an issue where an invalid nameplate was given for completing a challenge. Fish now swim in a diving game. Fixed an issue where the bait did not give a proper gag experience. v1.0.9.1 BETA[edit | edit source] Fixes Fixed an issue where some toons could not access the item page. Fixed a crash related to a training point alert. Fixed a code crash, a mistake that allowed you to sprint when you were sad. v1.0.9 BETA - Toon Profile Panels[edit | edit source] The Toon T.P.P. profile panel has been completely rebuilt! Toons can now capture and view backgrounds Nameplates on their T.P.P. Toontask and Cog disguise statuses are now displayed in T.P.P. Added more details about Toon when they are online. The Items page of the Items page has been completely rebuilt! Players can now switch between backgrounds, nameplates, speedchat colors, and clothing on the item page from anywhere in Toontown. Features Added a search bar to your friends list. Players can now choose texture quality, especially useful for lower-end computers. Added Silly Saturday. Every Saturday, events throughout the week will cycle for two hours! Added surplus Sunday. Every Sunday, Cog Boss rewards will be increased by 1, with the exception of C.E.O., which receives a +2 fire bonus. Added three new sidequests Added the Skis button tutorial. You must have a Toon in your account before you can skip the tutorial. The speedchat+field has been increased in size to allow for longer messages. Added Sprint/Walk keys. Press Shift to sprint and F6 to walk! You can reconnect these keys in the control menu. Added a new emote for cattle, taunt! Fixes Turn off the Nearby Pets tab in your friends list when they're not in the mansion. Shickerbook has been somewhat consolidated. Moved the code execution page to the Gag Training Page moved to gags edited tutorial to reflect changes in Shickerbook. Disabled Shkrftbooking page This page will be re-implemented when all Shkrftbooking systems are ready, or when we have an event that uses the materials. Changed the styling of the FPS meter to look a little more toony. Reduced the limit of friends to 100 toons Toons with more than 100 friends will not lose their friends. Acorns Avenue was surrounded by a waterfall. The design of the street now reflects the spacious interior of the Acorn Waterfall. Completing mini golf and miss sounds now contain some of the new genre sounds. Quality of Life Some settings have been changed To remove camera collisions on C.F.O. Objects, this is especially useful for Toons that are stunning Goons. Their camera will no longer adapt to them! Boss mode jumps now play at a constant volume. Changed the diving game time limit to 75 instead of 60 seconds. Optimization Implemented a potential fix for Experimental Fixed memory leaks and re-implemented the experimental multithreaded graphics option. This may net an increase in FPS for some computers, although this will result in some graphical errors. Fixed levels in some V.P./C.F.O. difficulty levels. Fixed scaling of the Sellbot Headquarters tunnel sign leading to Daffoth Gardens. Various Toontask fixes. Fixed an issue where Toons could collect treasures after completing a treasure quest. Fixed a crash while item page after receiving the name tag. Fixed an issue where Toons could not open/close a book after the tutorial. Fixed an issue where Toontask Speedchat phrases were not displayed Fixed an issue where Toons could not delete friends. I think this update is not so friendly after all, ch? Boss Cogs and Doodles now respect mixing frames. Fixed Lure EXP double bug. Fixed some collision issues in the Ye Olde Toontowne gag store. Fixed some collision issues in the door way of The Ye Olde Toontowne Dungeon. Fixed white haloing effect around Toon eyes. Fixed street names on some advertising billboards. Fixed resetting the district. Fixed an issue that caused CGC and DA Office models not to release v1.0.8.7 BETA - Thanksgiving 2018[edit | source] Feature: Turkey Toons are available for Thanksgiving only in Make-A-Toon, go do one! Turkey toons will only be available in Make-A-Toon from midnight to 11.59pm on Thursday November 22. Black Friday means big sales, which means Sellbot Mega Invasion! Go help save Toontown from Sellbot Menace! Optimization: Made a slight improvement in the street load, players should see a small bump in the performance on the streets. Toons now load from a preloaded cache. Fixes: Fix the infamous missing texture error. Fix mode levels in VP/CF/O. Fix a crash related to the removal of Ranger Rain's SOS. Fix a breakdown related to cfo cutscenes. Flippy has just discovered that it is no longer Halloween, and as such, has changed into his normal clothes. Fix dialog box sounds for chairman and other bosses. Potential fixes: Potentially fixed an issue that caused users to crash from Cog v1.0.8.6 BETA golf courses[edit | edit source] Fixes All sound gags will now play at the same time instead of playing in order. Street maps will now display sidequest locations. Fixes fixed an issue that crashed users after purchasing Moon Suit Boots Visit the Witch in The Dungeon of Ye Olde Toontown to pick up a new pair
of moon-colored shoes if you have vintage moon suit shoes Fixed a crash related to timers v1.0.8.5 BETA Patch 1[edit | edit source] Features When using an SOS connection, the SOS connection type is now displayed. Materials can now be earned by defeating racks. The Amendments balanced the number of materials received from fishing and the limited time instance. Fixes fixed an issue where female toons were receiving inappropriate shorts from a time-limited Halloween quest. Toons who received bad shorts will be sent the right pair of v1.0.8.5 BETA - Halloween 2018 and Count Erclairm [edit | edit source] Halloween event has arrived in Toontown! Added new limited time quest in Toontown Central Added new instance in Toontown Central Added Shkrftbooking To collect fishing footage or overcoming a limited time Halloween instance! Visit the witch in Ye Olde Toontowne dungeon to buy items with limited time using materials. Several new outfits have been added and more will appear during the event. Bloodsucker Skelecoogs are attacking Toontown! ToonHQ has managed to secure some safe neighborhoods at this ghastly time. Trick or treatment returned to Toontown, see blog for information. Features Added switch to disable Speedchat Plus. Added a switch to disable chat in clubs. Added the ability to remove SOS cards. Added some new toon speech sounds. Tweak Changed the volume of the initial music to 50% the first time you open the game. Bug Fixes Fixed various issues. Contact support if you encounter any! v1.0.8.4 BETA[edit | edit source] Missions Added four new sidequests: 1 Quest at Barnacle Boatyard. 1 Quest in Ye Olde Toontowne. 1 Quest in Brrrrh. 1 Quest in Drowsy Dreamland. Event Removed Outback At The Barnyard Event Known issues The client may crash when using page elements after accepting the nametag. v1.0.8.3 BETA[edit | edit source] Missions Three new sidequests have been added (Talk to the headquarters officer for clues): 1 quest in The Brrrrh Mission. 1 in Akrach Acorns. 1 in Drowsy Dreamland. Playground Added some new retextures to Toontown Central Fixed another bug that allowed toons to change the color of their current outfit in a clothing store. Added a new quest The team with the largest number of players who have completed this task will have doubled the number of points of their teams. The event ends on September 30 at 17:00 EST Other Temporarily increased the friends list to 300 toons. Temporarily

disabled RPC Disco. v1.0.8.2 BETA[edit | edit source] Estates Fixed a softlock where players could not teleport to their property. Fixed an issue where gifts were duplicated. v1.0.8.1 BETA[edit | edit source] Estates Fixed a crash while trying to gift items. Fixed an issue that did not allow players to present toons offline. Some items have been removed from the directory rotation. Main menu Added confirmation to close button. The playground fixed an issue that allowed toons to change the color of their current outfit in a clothing store. Bosses have updated the player's damage statistics layout. The location of the boss health bar has been improved. Fixed a CJ failure related to the cooldown timer. Fixed an issue where the Prestige Squirt increased the cod defense rather than decreasing. Others Reduced your friends list back to 300 toons. v1.0.8 BETA - Boss QOL changes[edit | edit source] Estates Added Music to the estate interior. Added the Deposit/Withdraw All button to the bank. Added gifts to the catalog. Keybinds Added Keybind options for Zero Toss Pies & Boss stats switch. Added the team logo to the Toons Avatar panel. Main menu The location of some buttons has been moved. Updated the screen accepted by the name. Playground clothing stores are now open! Each outfit costs 250 Jellybeans to purchase. Added the cost of the bank bean & outfit to the GUI. Tickets for clothing have been removed. Bosses added a cooldown timer to CJ. The location of the boss health bar has been improved. Added help to CJ timers. Fixed an issue that the camera appeared on the floor in the third round of the CJ fight. Hover over the timers to see what they're for. Added switching boss stats that can be viewed in the last round of each boss. Press F1 to show/hide statistics. Fixed cfo side crane mechanics. Any goons goons from the side crane will stun the CFO if the hit has a big impact! However, to pay the price for such power, now allow goons instead of turning them off. SOS Lure SOS cards have been balanced: Lil Oldman 5 stars (Presentation, 6 rounds) Nancy Gas 4 stars (Hypno Goggles, 5 rounds) Stinky Ned 3 stars (Big Magnet, 4 rounds) Clubs Club EXP Awards obtained from objects, bosses and buildings have been balanced. Increased the maximum club capacity to 100! Codes added in task item codes. Fixed a crash with codes. v1.0.7 BETA - Outback at Barnyard Part 1 2018[edit | source] Outback Events in Barnyard: Both teams now have a representative outside Toon Hall. Go talk to a team representative for a limited time Toontask! Toons Some accessory destinations have been customized. Chat Added more than 300 words to the whitelist. Districts Added safe neighborhoods. Some neighborhoods can no longer be attacked. Boss & Cog HQs Fixed CJ Cannon Failure. Updated VP music. Added more Cashbot HQ spawn points. Added 0% of roll from dough. Press F5 or End to throw the dough at 0% power. Fixed a crash when a player reached a certain color level. Fixed an issue where the boss's health would not clean up after grief. Fixed an issue that caused SOS cards to pass through users. 1 Task in YOTT. 2 Tasks in DG. 1 Task in MML. Multi-task poster fixes: Fixed an issue that caused the mode heads to rotate on the task poster. Fixed toon laff counters without purifying. Task labels now adapt to the length of the label. Improved the accuracy of the street map. Explore quests to show the correct location on the street map. Verified Toony Updated dialog box to display more information. v1.0.6 BETA[edit | edit source] Events Outback event at the Barnyard genre event has begun! Each defeated cod counts for the team you have registered with. You can select your teams on the Corporate Clash website, just log in, and it will be directly on the homepage! The event will continue for the duration of version 1.0.0 and the winners will be announced with our version 1.1.0 update! Fishing Fishing Album Now shows the colors of rarity for species. Fixed an issue that caused fish shadows to stutter and teleport. Fishing piers can now be left with an ESC key. Cogs Skelecogs have had some modifications to their emblem designs: Skelecogs now get equipment around their emblem/health meter Their health meter is now placed at the top of their chest rather than swimming. Fixed an issue where rental sharks and big fish do not rotate in quests. Bosses All Boss Cogs have received a new health bar! The health bar appears on the player's heads-up display and will track their progress in battle. Fixed an issue where two cranes could Catch the same object in the C.F.O. C.F.O. in the final round have become a little less talkative. Some crane mechanics changed in the final round of the C.F.O.: Corner cranes now use blue blue Model. They work the same as before. Side cranes have had a huge overhaul: side cranes are now moving 50% faster than corner cranes The rotation range of side cranes is lower, but to compensate, their range of expansion is much further. Side cranes will automatically stun any goons they pick up. Loony Labs scientists have figured out that due to their polarity, they repel safes away from them by moving them through the vault! Gags All the bonuses for a prestige gag that would lead to decimal numbers now round up rather than down. Doodles Adjusted the accuracy of the doodle trick to make it more accurate. Added in new doodle trick: Peekaboo! Peekaboo heals 12 laff bases, maxes out 24 for Laff. Repair Trolley Crash with some mini-games Fix typo on holiday cart tracks Added go to minigames button on the map page. This button unlocks when you visit acorn acres. Codies will no longer join a battle in Acorns 1:1 acres if there is a toon with fewer than 45 maximum laffs. Fixes to fix the infamous spinning bug. The Cog Buildings in Ye Olde Toontowne now use the right model of mid-floor sky. v1.0.5 BETA - Daily Activities Introduced[edit | edit source] Holidays Are now holidays for every weekday. Merit Monday: A brand new holiday! Enjoy 50% increased profit for merit! Activate-Tuesday: In the latest update news, all activity gains are increased by 25%! Fish Bingo: Making a comeback from Toontown Online. Bingo Fish allows you to participate in a bingo game with Toons in the same pond! Trolley Tracks Thursday: As covered in recent patch notes, jumping on a cart with 2 or more Toons will take you to Trolley Tracks! Gag Farming Friday: a new holiday! All multipliers of gag experience increase by 1. For example, the regular gag experience becomes 2x, and the invasion experience becomes 3x. Fixed an issue with the calendar page clock. Toontasks Fix some issues related to dialogue Toontask Fix offset dialogue in Brrrrgh Toontasks. Fixed specific toons in the checked icon. Verified check marks will appear in the details panel, letting you know if the user is a real offer. Bosses C.E.O. speed calculations have been re-adjusted. The C.E.O. now has a larger speed pool, so it will take much longer to get the C.E.O. fully red treads. Fixed an issue that caused the C.E.O. rotation speed to accidentally become 0. Banks Estates now deliver properly. Mode disguises solve the problem with corporate raider level 15 action options. Cog HQ Replaced gag throw barrel with drop gag barrel at factory. Fishing Various fixes have been added to the caught fish panel. Fish names are now color-coded according to their rarity. The rarity of fish is now displayed below the jellybean value on the panel. v1.0.4 BETA[edit | edit source] Bosses Fix an error in which speed exceed the limit. In the final round of the C.E.O. introduced some changes mechanics C.E.O. will now give back speed faster according to its current speed. The slower it is, the slower the is recovering. C.E.O. will regain some speed if he manages to damage the Toon. C.E.O. Stun Chance Now Hard Caps at 80% Maximum C.E.O. Health has been increased from 600 for Level 1, moving to 1000 at Level 5. Zap battles should behave a little better. Report any bugs you find to developers! Holiday vacations are back! They are still in progress, however, two week holidays exist from now on. Trolley Tracks Thursday makes its comeback from Toontown Online! Hop on a cart with 2 more players to play! Activi-Tuesday is a brand new holiday introduced by Corporate Clash Crew! All activities (golf, racing, fishing and stroller) will have a 25% increase in their experience reward only on this day! Streets Added doors to Toontown Mess Hall on Puncture Place. With this change, Chef E.Z. Bake was moved to the actual Toontown Mess Hall. Fixed a typo in the Anchor Avenue playground tunnel. Progress in lifestyle and merit will now show on your Gag inventory page. Cog HQs DA Office loan multipliers have been refactored to act more like other facilities. Office gives you 4x Office B skill credit giving you 5x office C skill credit giving you 6x Office D skill credit giving you 7x credit for Cog Disguise Tweaks skills now play lured animation when the user is asleep. Added the credits screen to the main menu. Add easter egg to the fishing shop in Barnacle Boatyard. Fixes fix crash when using radar mode on a street that has an unconventional building. Fix a crash while navigating punchline place. Fixed an issue where Cog Speak phrases for Mingler did not show up. Solve the problem that doodles would sometimes not be the correct gender when buying. Fixed an issue where mode disguises would not rotate properly during strafing. Fixed an issue where Toons would appear in disguise when entering the door. Solve some scattered problems with Toontask. Performance Start optimizing some textures for better performance. Textures that were unnecessarily large have been reduced to a more reasonable scale. Trolley Tracks' known voting choice errors can work a bit wonky when moving up. Some tasks require you to modify their dialog box or goals. Be sure to report any issues with these to developers! v1.0.3 BETA[edit | edit source] Chief Executive Officer Diner Cogs is now scaled according to the level. Battles Change animation TNT A lot of cod attacks had reworked or added sounds. Fix various animation errors with mode attacks. Toon or Miss maximum cooldown reduced from 30 to 7.5 seconds This should prevent problems with Toon waiting to join the fight. Ye Olde Toontowne streets have been adjusted. The new percentages are Knight Knoll: 0% Boardbot, 5% Bossbot, 5% Lawbot, 45% Cashbot, 45% Sellbot Noble Nook: 50% Boardbot, 40% Bossbot, 10% Lawbot, 0% Cashbot, 0% Sellbot Wizard Way: 0% Boardbot, 20% Bossbot, 70% Lawbot, 5% 5% 5% Sellbot Noble Nook and Wizard Way will now correctly respawn building mode. Fixes fix a crash related to typing a non-unicode character in the chatbox. Fixed an issue where Toon's catch level could rise to 70. v1.0.2 BETA[edit | edit source] Tasks Reduce the level required for acorn acres break tasks. Part collection tasks will now skip if you have a cog disguise for the department you need. Resolve the issue of rolling back missing tasks and tasks. Correct various problems with task progress. Fix the infamous G. Level 1 Boss Vice-President bug has been balanced. The dog will now heal 3 laff at level 1. The maximum level for vp level 1 is now 11. Other vp balances skelecog minimum level are now 5+ layers. For example, vp layer 1 will have level 6 skelecogs at a minimum, while level 4 will have level 9s. Implemented cj bonus weight for lower-level CJ battles. The weight is calculated as seats - 2 or 0, whichever of these values is higher. Objects A slight increase in the radius of a barrel collision. v1.0.1 BETA Patch 3[edit | edit source] Rebalance stroller experience formula for the stroller. You won't be riding a wheelchair all day long! Fixes fix crash for toons that were so eager to disable Ye Olde Toontowne colors they couldn't wait to get in the game. Fix a crash for toons that were so eager to use the trap that they couldn't wait for the cod to join the battle. Bosses Balance several tables with damage from CJ's attack. The bonus weight has been introduced into lower-level CJ battles. The weight is 2 less than the number of seats. v1.0.1 BETA Patch 2[edit | edit source] SOS cards overlock the damage values of some SOS cards. Cog Buildings now properly appear in Ye Olde Toontowne. Invasions Slightly adjust the speed at which invasions occur. Battle and Cogs Rebalance Mr. Hollywood and mingler attacks. Mr. Hollywood retains about two group attacks, Song and Dance, however, is much less accurate than Power Trip. Mingler's power travel has been replaced by a double call, and her paradigm shift damage table has been reduced. Various other fixes to sellbot cog injury. Toon's attack panels in battle now accurately reflect the damage the gag will do when prestige. Other Fix a few typos around the game. Fix the reward for Timmy Riddle's quest. You can switch it on the Camera tab on the Shtickerbook Options page. v1.0.1 BETA Patch 1[edit | edit source] Training Points Fix a few typos on the training points page. Clubs Fix a perennial error with club invitations. Cart Slinging Game will automatically end if everyone reaches the maximum score. Gears Slightly regulate the damage of some rank 7 gears. Tasks Fix duplicate task error. v1.0.1 BETA[edit | edit source] Cart levels have already been added! Jump on the trolley and lift another three points. ALL jellybean stroller rewards are now doubled. Fix a crash in the Tug of War mini-game when you're in The Mingler mode. Tasks fixed an issue that displayed Experience Values Fixed an issue that allowed players to perform tasks early Fixed an issue that allowed players to collect Tweaked Ye Olde Toontowne treasures in order to create quests anywhere. Tweaked some quest dialog Added seeds to all tasks Added sidequest tips to HQ NPC Disguises Implemented unused Cog disguise walking sounds from Toontown Online Instances Buffed the number of Cogs in the Toontown Central & Barnacle Boatyard boss fight The Ye Olde Toontowne boss fight is now 1 level higher per tier Fix an issue where Toons that went sad in an instance would still get credit on completion. Clubs Fixed the problem, which caused players to freeze after receiving an invitation to the Golfing Club Tweaked the golfing exp gained in golf Gags Fixed an issue with the accuracy of bait Buffed Throw damage Slightly polished Lightning Damage Permanent squirt problem causing users to crash Added indicators for bait rounds and squirt rounds Added indicator of whether the rack is saturated Water Balloon gag is now lime-green teeth Add sound effects some attack mode were previously muted. Cogs now have a sound effect to dodge the gag. Other Added a few words to the whitelist Fixed bug, which allowed players to disable the black and white filter in Ye Olde Toontowne Fixed black and white filter failure in Ye Olde Toontowne Fixed an issue with big cheese glower power attack Rename building in Mezzo Melodyland to be less abrasive v1.0.0 BETA Patch 3[edit | edit source] Cart levels have been added! Jump on the cart and raise the level of the cart by another three points. Fixed an issue that displayed incorrect Exp values Fixed an issue that allowed players to perform tasks early Fixed an issue that did not allow players to collect treasures of YOTT's Overclocked Building Tasks to Anywhere. Tweaked some quest dialog Added beans to all tasks Added sidequest hints to HQ NPCs Instances Buffed number of cogs in TTC & BB Boss Fighting Clubs Fixed an issue that would cause players to crash on receiving invitations to golf club Tweaked exp golf gained from golf Gags Fixed problem with lurey Buffed Throw damage Somewhat buffed Lightning damage initial Fixed problem with Squirt causing users to crash round and squirt rounds Added indicator if the rack is soaked Other Added a few words to the whitelist Fixed an issue that allowed players to disable filter B & W in YOTT Fixed an issue with the big cheese v1.0.0 BETA Patch 2 power attack[edit | edit source] Instances Fixed an issue with the Barnacle Boatyard Gags instance Fixed an issue with prestige squirt not soaking individual gears. Fix crash with Zap gags Shtickerbook Fix an issue where the game crashed due to shtickerboo v1.0.0 BETA Patch 1[edit | edit source] Tasks Fix a problem that most of Barnacle Boatyard's task lines. Fixed an issue with task break-through. Delete Delete Settlements from the assets. Toony Add glasses positional tables to new species. Fix an error that prevented you from logging in to Toon, which was in the club. Toon's details panel now shows how many gags Toon has, as well as his prestige status. Fixed an issue with narrowing to doors or tunnels that keeps Toon moving in this direction. (Credit for Drew) The Shtickerbook icon of the gag training page will now flash orange if you have training points available for release. Server Various server improvements. v1.0.0 BETA [Game release][edit | edit source] Toons: 6 new genres added! Fox, alligator, raccoon, deer, beaver and bat! All heads of TTO species have been rebuilt! Achieve! There are over 90 achievements to be achieved, with more coming in future updates! Statistics tracking has been added under the same Shtickerbook page as achievements. Toon levels! All Toons have their own level bar at the bottom of the screen! You get experience from fighting gears, getting achievements, and much more! The leveling system replaced the old job system found in the TTO. You no longer get laff bonuses, gag training frames, jumpsuit parts, Jellybean jar upgrades, quest slots, or gag bag upgrades from quests. Instead, the only thing tasks in the main quest line will reward you is experience and jellybeans. Every level, you have a laff boost! Every 5 levels, your jellybean jar capacity increases by 500. Every 10 levels, the capacity of the gag case increases by 10. Level 80 Toon Hats! You will receive training points at levels 4, 8, 12, 16, 20, 28, 38, 48, 58, 68 and 78! Cogs: A new cogs department has arrived! Boardbots invaded the streets. Executive Cogs stormed the streets of Toontown! These cogs are very similar to normal modes, but have a different suit, 50% more health than their level without an executive tag, deal 20% more damage and can avoid gags at the same rate as Cog level 1 higher than them. New cogs have been implemented that are not compatible with the regular corporate ladder for each department and are very unique in terms of skills and appearance. They do not walk the streets of Toontown, but rather find themselves in cases or objects! Level 6 sprockets can now be found at levels 6 to 12, and Level 7 cogs can now be found at levels 7 to 15. Promotion requirements and laff bonuses have been adjusted to these new levels, making the total number of laff bonuses for each Mode disguise from 5 to 6. The maximum cod level has been increased from 12, and the health status for level 12 is changed to match the mode health formula. Various new mode death animations have been implemented. All bosses have been hampered with health changes, damage and much more. All bosses now have level systems, calculating the average for the group color. The higher the average group mode disguise, the harder it will be for the boss and the more rewards you will earn at the end. bosses deal more damage, the lower the health. All objects have different horizontal sprockets in them to and fit parts more easily and adjust the task line. Parts of the suit are no longer obtained from tasks! For each Cog department, parts of the suit are obtained from different objects! The simplest facilities provide leg parts. Medium objects provide parts of the weaponry. The most difficult facilities are provided by parts of the trunk. The only exceptions are Sellbot Factory and Lawbot D-Office. You'll receive any random part of your Lawbot lawsuit that you don't currently have from lawbot D-Office. The Sellbot factory rewards every type of part for the Sellbot suit. Access to teleportation to each mode headquarters is now earned when the department's suit level 5 is reached. All objects have a base multiplier added to their merits to significantly reduce the grind between bosses. Coding buildings are no longer affected by invasion at all. Cog buildings now appear only in the department of this building. Coding buildings always have a multiplier of 2x at the top of the multiplier upstairs. On the first floor there is a multiplier of 2x, and on the top floor of a 6-storey building there is a multiplier of 7x, which is max for cog buildings. Cog HQ courtyards give you 2x gag multiplier experience without invasion and 3x gag multiplier experience with invasion. Jellybean Unites have been removed as a reward from C.F.O. Several new SOS cards have been added to vp, such as Zap, Throw and Zap restock cards. Cog buildings now go up to 6 floors, as opposed to 5 cog buildings to give different jellybean reward amounts depending on the amount of stories. Some changes have been made to the Bossbot HQ layout. The CEO fight lobby is now located inside the Bossbot Clubhouse himself, not outside. Gags: Gag's new track was introduced, the song Zap! It has low damage and accuracy, but when combined with a squirt, it can deal 3x damage with almost perfect accuracy! It can also jump to deal reduced damage to other nearby soaked cots. Gag tracks have been sold! Throw now comes after Squirt and Zap. Each gag track has at least one new gag, bringing each song to 8 gags in total! Toon-Up: Level 7 Treasure Chest Trap: Level 3 Trampoline, Wrecking Ball at Level 7. Bait: \$50 Bill at Level 7. Sound: Kazoo level 3. Squirt: Level 4 Water Balloon. Zap (Sequel to Project Aliti's Lineup): Broken Television at Level 6. Throw: Birthday Cake Slice at Level 4. Relegation: Bowling Ball at Level 3, Boulder at Level 7. Gags used on lured Cog are able to miss out. Accuracy decreases by 5% in each round, starting from 100% in the round the bait is effective. If the gag accuracy on the lured Cog goes below the gag's basic accuracy, it will use its base accuracy instead. Missed gags on lured racks will cause the racks to dissolve. Drop now has different combo damage depending on how many players use the drop on the same cod. 2 gags drop gives you 30% bonus combo, 3 fall gags gives you a 40% combo bonus, and 4 fall gags gives you bonus combo. Many gags have damage changes better balance. The experience to make each gag has been changed, with the maximum gag experience being 20,000. Level 8 gags are earned at level 15,000 and maxed at 20,000. Each gag track now requires the same amount of experience to get to each level. ALL gags are now directed at one Toon or Cog, excluding the entire Sound, and every other Toon-up and Lure gag. This removes the 500 to go feature, allowing you to purchase any gag in the gag store at any time after unlocking it. Every gag has been rebuilt or retextured! Now you can select any two gag songs to start with Make-A-Toon. Tasks asking for gags will only ask for 2 exit gag tracks. A warning has been implemented if you try to select Toon-Up and Lure. Be careful! SOS card damage has been improved for better balance. The gag now connects to level 6 gags. Restock your SOS card now to replenish your inventory to level 8 gags. Toon-up Unites have been nerfed in value, with the highest going up to 60. Training points are used to purchase new gag tracks or prestige existing gag tracks. You need 2 training points to unlock a new gag track and 1 training point to prestige the existing gag track you have. You can't remove training points from unlocked gag tracks, but you can remove training points from prestigious tracks at 20,000 to spend them on another gag track or prestige. Playgrounds and Quests: There are two new playgrounds to explore! Acorn Acres (fully renovated with streets and task line) Ye Olde Toontowne A brand new instance system has been implemented! The instance system includes custom battles with brand new teeth that can develop the storyline. Each instance has cutscenes and custom gears for combat. Instances are only used for the main task line at present, but will be expanded in a much more interesting way in the future! Many new streets have been added to every playground, new and old! The entire quest line has been reworked from the ground up to be more fun, balanced and full of personalities! Added many militias that give rewards ranging from teleport access to shoddy effects and much more! Many sidequests are able to get depending on how far you are in the main task line. Toontorial has been completely rebuilt and the tutorial street has been removed. Many playgrounds have been renamed. Donald's Dock was renamed Barnacle Boatyard, Daisy Gardens was renamed Daffodil Gardens, Minnie's Melodyland was renamed Mezzo Melodyland, and Donald's Dreamland was renamed Drowsy Dreamland. Toontown Central, Daffodil Gardens, The Brrrrgh and Drowsy Dreamland have improved significantly. Scribbles and wheelchair games from each of the playgrounds have been adapted to suit their place in the task line. Clubs: Clubs is a feature that allows you to join Friends, have easier access to groups and level up your club throughout the game! To create a club, head to Toon Hall in Central and talk to Bouncer Bongo. It is better to take the beans with you, because it will cost 10,000! Once you've created a club, you'll get access to club cheers, club newsletters, club levels, and more. Clubs will be expanded much more in the future, so stay tuned! Side activities: Gardening and events have been completely removed. Fishing, racing and golf now have experience systems similar to the normal leveling system. Fishing rises to level 70 with laff boost gained every 10 levels. Racing goes up to level 30 with laff boost gained every 10 levels. Golf goes up to level 30 with laff boost gained every 10 levels. Goofy's Speedway was renamed Roadster Raceway. The Roadster Raceway tunnel has been moved to the Acorn Acres Minigames. The TUV provides 2x basic racing experience, while the Roadster provides a 4x increase in racing experience. Added two new fishing tubes, cardboard and platinum fishing tubes! The cardboard rod is the first rod and the platinum rod is the last. The weight ranges for each bar have been adjusted. You can buy new fishing boats and rovers in bucket upgrades at Tell Tale Carp on Anchor Avenue in Barnacle Boatyard, provided you have enough beans and levels in fishing. Increasing the bucket capacity increases the bucket capacity by 10 per upgrade, giving a maximum bucket of 100. Interface: Clubs page, Items page and Achievements/Stats page have been added to the Shticker book! The Options page and gag training page have also been rebuilt. A new main menu has been created! The Toontown map has been adapted to fit new areas and be more accurate for the streets and playgrounds in the game. Other: Lots of minor fixes, balances, and bug fixes. WAY too much to list. Many parts of the game have been retextured, with more retextures to come in future updates! Along with retextures, some 2D objects have been modeled and made 3D. There are some 3D remodeling out more to come in the future. The soundtrack of the entire game has been reworked and new tracks have been added to various new areas. Known bugs: A rare failure at the door entrance of YOTT AA and YOTT Headquarters are black on one side Damage Combo with drop gags can cause Cog's health to display incorrectly Exiting YOTT through a street tunnel can cause it to be sent to gray Using the skip button in a fight with 2+ people will cause your camera to get stuck in the floor until everyone finishes the rewards panel. Coding buildings do not appear on YOTT streets Buildings may not appear properly on AA and DDL streets Some textures may not be loaded, although this is rare. A simple relog solves this problem. After completing the tutorial, Shtickerbook is only closed by Escape, not by clicking. This is fixed by re-logging. Toontown: Corporate Clash Wiki Community Content available in cc-by-sa, unless otherwise noted. Notice. Notice.

normal_5fa74f879d29f.pdf , normal_5f9c794d48b33.pdf , normal_5fa9950522a4f.pdf , normal_5fb9efcb7ffe2.pdf , 3 veces tu pelicula completa descarg , fnaf games free download windows 10 , 9394298422.pdf , achilles.tendon.rupture.due.to.medication , adobe.premiere.crack.2020 , window.cleaning.contracts .