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Page 2 Warzone has just been updated to version 5.31.0! This update adds a new major feature called groups, as well as a bunch of smaller features and improvements. This blog post describes what’s changed. 5.31.0 is live now on the Warzone website, and this update will be coming to iOS, Android, and the Standalone clients in the coming week or two. Warzone Groups are kind of like a clan in that they allow players to chat and socialize together. However, unlike clans, you can be in multiple groups at a time, groups have no size limit, and groups are completely free. When you create or join a group, you'll get access to the chat room for that group, which will appear right next to the Global and Clan chat rooms that exist today. You also get access to a private forum that only members of that group can access. You can access groups on the Warzone website under the Community drop-down, or on the mobile app by clicking the head button in the top right corner. Here, any player can join or create a group for free. When you make a group, you'll be the owner of that group. You can promote any player to be a moderator of the group, or even promote players to be a group owner alongside yourself. When you make a group, you give the group a name, pick a color for it, and specify a few other creation settings. The groups settings can be changed at any time in the future (even its name) by a group owner or moderator. Groups can either be open, meaning that any player can browse and join it via the Open Groups button, or closed, meaning players have to be invited to the group to be allowed in. Any moderator or owner can invite players to a group. Warzone makes it easy to invite players by name, from your friends list, from a clan, or from any player's profile page. If you invite a player to join your group, they'll get a notification in via the envelope button in the upper right with an option to accept or decline the group invite (assuming they're running app version 5.31.0 or newer, which is required to interact with groups). If a group owner leaves the group, another player will be picked to be the new owner. If there are any moderators, they'll get picked first, otherwise a random player in the group will be picked as the new owner. This way, groups always have an owner. Groups can be used for many purposes, such as: Friends that want to keep in touch even if they're not in the same clan Players that enjoy the same type of games, such as diplomacy games Players that want to talk about specific features, such as map creation or mod development Players that are in a game together and want to discuss the game, such as a team that formed in a diplomacy game Players that want to have real-time discussion about Warzone's regulated topics such as politics The possibilities are endless. Ultimately it will be up to you, the Warzone community, to determine how groups are used. This update is just the first step in groups, and I hope to see them evolve over time. Feel free to use the Feature Requests forum to request new group features as you see them. The idea for groups themselves was a feature request posted to this forum! I know many players already use Discord for this purpose, and that's totally fine. If Discord is working for you, please continue using it. Warzone's chat room will never be better than Discord, but I know some people don't like or aren't able to install a separate app, don't like switching between apps, or they like the integration that comes with being able to open the Warzone profile of every person they interact with. If you start searching for an arena opponent, but no game is started after about a minute, you'll now win the arena and get the reward without playing a game. This helps reward people who are trying to find matches but aren't able to. When playing Warzone Classic games in no-split mode, there's now a "delete" button in the attack/transfer dialog. This makes it much easier to delete attacks if you've changed your mind, since previously you had to search for that order in the orders list to delete it. The forums now have a search feature! It's a pretty basic search, but it's better than nothing. When viewing a forum you'll now see a search button added to the top that lets you type in a search term and return forum threads that contain your search term. Clan wars is now slightly more generous in giving out free wins. Previously, players only got free wins if none of their clan-mates queued on the same template in the same timeslot. Now, players will get a free win even if their clan-mates are queued on the same template. It is limited to one free win per clan per template in each timeslot. When viewing the list of timeslots in a clan war, Warzone now properly sorts the latest timeslots to the top. When viewing all clan war games, Warzone now properly sorts the free wins under the day in which they occurred. In a Warzone classic game, when using the "View Opponent's cards" button, Warzone now shows you all cards on one page instead of making you click a button next to each opponent's name to look at their cards one at a time. This makes it much easier to view at a glance what is going on with everyone's cards. This Monday, December 23rd at 11am PST, Fizzer will be doing an Ask-Me-Anything session live on twitch! Feel free to drop in and ask any questions you have, or if you can't make it, you can post your questions to this thread and view the recording containing your answer after it's over. Classic: In the no-luck analyze dialog, the number you selected is now highlighted green. Classic: Added a "Game Start" line in the chat so it's easy to see what chat was sent before the game started versus after. Classic: Fixed the turn numbers displayed in chat, they were displaying 1 too high before. Classic: Fixed the "random slots" game creation option so it can't be used along with "let players pick territories" since that combination could result in errors when starting a game. Now, the random slots option is presented as a third distribution option when custom scenarios are checked, and the options were re-worded to make them clearer. To make this page cleaner, the custom scenario option was also moved to the top of the page, since the text below it depends on what is selected for custom scenario. Classic: Fixed invite-by-code games not allowing more than 24 players to join. Classic: Fixed deleted accounts showing up on quickmatch leaderboard. Classic: Fixed showing your current ladder rating in the end-game dialog of seasonal ladder games (it used to say "unknown") All: Fixed forum post creation allowing players to type in more characters into the subject than the subject allows. Idle: Fixed challenges not showing as completed until the page was refreshed. Website: Fixed large images in feature request forum so they're now sized down to the width of the page to be fully visible. Only fixed for posts created/edited after this update. Website: Fixed a bug that sometimes made the fog texture not appear in Firefox. Unity: Updated the Idle icon on the main menu so its style matches the others around it. Unity: Fixed back button/gesture causing all tabs to go back instead of just the current tab. Unity: Fixed showing too many decimal points when editing ladder data to show on your profile. Mods: Added support for modded templates to the CreateGame API Mods: Added proper support for neutral special units. Mods: Fixed GameOrderCustom.TurnPhase not correctly persisting in multi-player. Mods: Fixed lua global state not persisting in some cases on the website. If you like Hasbro's RISK® game, you'll love Warzone! Play alone or with friends. RISK® is a registered trademark of Hasbro, Inc. Warzone is not affiliated with Hasbro. Duo Open League 2025 Season Official Thread: 2025-01-06 19:18:44 DOL Admin Level 51 Report Duo Open League>Welcome to the Duo Open League, this is a group of single elimination tournaments that anyone can join each month. At the end of 9 tournaments the points will be tallied up for competitors who will move onto a playoff bracket BoS series that will determine the best 2v2 players!How do I join?That's the neat thing, a lot like the World Tour all you have to do is join the open tournaments. We'll open the tournament 2 days in advance for the top 64 players, then open them to the rest of the public. You don't have to have the same teammate across any tournament either.Do I have to have a teammate?No, you don't. If you wish to play alone by using an alt this is very much allowed. You must inform us by declaring your alt in this thread or by DMing this account. The alt will not be granted any points though, so it'd be best to play with a teammate if you can in order to guarantee that teammate makes it with you to the top 16.How will scoring work?Pretty straightforward:Top 64: 1 pointTop 32: 2 pointsTop 16: 4 pointsTop 8: 8 pointsTop 4: 16 pointsRunner Up: 32 pointsTournament Winner: 64 points!If the interest goes up then next year we'll expand to more tournaments and change this scoring scheme so that there's only a handful of "mandatory" tournaments you need to join to qualify for top 16.Do you need any help?We don't really need any organizer support or template support atm, but if you can show support on this thread by posting, and join our discord so that you can get updates as they come that'd be excellent as well! Duo Open League 2025 Season Official Thread: 2025-01-06 19:19:01 DOL Admin Level 51 Report Month Template Link January Guiroma February Timid Lands DF March China April Asian Wastelords May Gotham June Szeuropa July Landria Earth August GME September Biomes Edited 2/8/2025 18:33:58 Duo Open League 2025 Season Official Thread: 2025-01-06 19:19:18 DOL Admin Level 51 Report Duo Open League 2025 Season Official Thread: 2025-01-06 19:19:24 DOL Admin Level 51 Report Edit me senpai Duo Open League 2025 Season Official Thread: 2025-01-06 21:05:56 Master Cowboy Level 61 Report Eat me senpai Duo Open League 2025 Season Official Thread: 2025-01-13 19:46:08 Bodski Level 61 Report Can you all please vote for this feature which will make team tournaments better Duo Open League 2025 Season Official Thread: 2025-02-08 18:34:50 DOL Admin Level 51 Report February's tournament is up! decided to reduce bank time significantly down to 4 days! Please be patient as we monitor and find the right spot for our banked time. Duo Open League 2025 Season Official Thread: 2025-02-15 18:04:31 DOL Admin Level 51 Report We have a fresh new looking spreadsheet everyone! It'll update every 2 hours for rankings and every 6 hours for events special thanks to John and Chris for their collaboration! Duo Open League 2025 Season Official Thread: 2025-03-03 12:53:52 DOL Admin Level 51 Report We'll be delaying the creation of the March tournament until this Thursday. Thanks for your patience! Before posting, please proofread to ensure your post uses proper grammar and is free of spelling mistakes or typos. Warzone has just been updated to version 5.35.0! This update adds new features and makes improvements to the game. This blog post describes what's changed. This update is live now on the website at warzone.com and on the standalone clients. This update will come to the Android and iOS apps in the coming week or two. Warzone Idle has a new purchasable upgrade that gives a whole slew of new features and enhancements to Idle: Ad-watching benefits are permanently enabled. You'll never have to watch an advertisement again! The ad-watch benefits are additional army camp production, additional smelter speed, additional crafter speed, or additional ore production.One of these four benefits will always be enabled for premium customers, and you can switch between the four at any time instantly. They'll also work on platforms that don't support ads, like the website and standalone client. Free coin wheel spin every day, without ever watching an advertisement and without needing to win a Warzone Classic game! Like the above benefit, this also enables the coin wheel on platforms without ads like the website and standalone client. You get a tank in your idle levels! You'll see your tank appear on the territory you start on in the level. The tank can move to an adjacent territory once per hour, and whenever it moves onto an unconquered territory it instantly conquers that territory at zero army cost. This is a great way to take down those stubborn big territories. You can also queue up tank movement so it can move on its own while you're idle. Time warping can help you move the tank even faster.You can also name your tank, to give it a personal charm as it tears your enemy to shreds. +12 hours max idle time Hospitals upgrade 100 times faster Mortars load instantly Your artifact dig crews can dig for artifacts 20% faster +2000 free Warzone coins (one-time) +5 of EVERY Warzone Power (one-time) Access to the Standalone Client for the ultimate play experience on Windows, Mac, or Linux Idle Premium is available for \$9/month. Check it out at warzone.com/Idle/Premium! Warzone Classic now has a completely revamped page for browsing through Warzone mods! The new mod browser can be seen at warzone.com/Mods or by going to Multi Player -> Create Game -> Change Mods. The new mod browser can filter, sort, and search through mods. You can filter on tags, whether mods support tournaments/mega games, or you can search for mods by name or by creator. You can also sort mods, for example if you want to see newly released mods or newly updated mods. Mod creators can also now put an icon next to their mod to help show it off. Each mod has a view button that brings you to a new mod page, which presents the mod's details in a much more cleanly than the old mod info dialog did, and also lets mod authors show a larger image to show off their mod. Mega games (games with 41-400 players), now support some mods! This has been a common request from the players, so I'm pleased to finally allow it. Note that the mod list is initially limited only to mods that show great performance (execution speed). The reasoning for this is to ensure that mega games don't crash or time out, as if mods try to iterate over all territories or all players too much they can hit the timeout limit which would break the game. Breaking a game with 400 players is something I need to work hard to avoid as that would be a bad experience for everyone involved. Therefore, we need to be careful about which mods we enable for mega games. At this initial release, the mods usable in mega games are: AI's don't play cards AI's don't deploy Bomb Card+ Buy Cards Essentials Gift Armies 2 Late Gifts Private Notes Randomized Wastelands Read Game Settings Safe Start Spaced Out Starts Transport Only Airlift Where Am I? These were chosen by first looking at the most popular mods that are used in games with lots of players, and then filtering out mods that were very slow in those games. More mods will be added once we have more data on how well mods perform in mega games. Quickmatch ratings now start at 100 instead of 0. This applies to new players entering Quickmatch for the first time, or whenever a new template unlocks. The goal of this change is to help matchmaking match players more appropriately. Prior to this update, since ratings can't go below 0, very bad players or players that got booted frequently can end up staying at or near 0 for a long time. Then new Warzone players end up being more likely to get matched up against a player who will just get booted, which isn't a great new player experience. By having the initial rating be higher than the minimum rating, this creates separation between new players and bad players. This Sunday, April 20th at 11am PDT, Fizzer will be doing an Ask-Me-Anything session live on twitch! Feel free to drop in and ask any questions you have, or if you can't make it, you can post your questions to this thread and view the recording containing your answer after it's over. All: Obsolete achievements are now marked as obsolete in their descriptions. Obsolete achievements are old ones which aren't required to get to 100% and won't ever show up in Available Achievements. Being marked more explicitly helps avoid player confusion on why they see achievements on other people's profiles that don't show up on their Available Achievements section. Idle: The auto artifact swapper will now swap in Mercenary Discount artifacts when opening the mercenary dialog, instead of waiting until the purchase was done, so you get the discounted cost shown to you. Idle: More syncing and performance improvements. Mods: Territory annotations now show in a faded form on the map when the order is not selected. Mods: Fixed a bug that caused an error if a mod sent a custom message without having a custom message handler, and at least one other mod in the game did have a custom message handler. Mods: Fixed annotation font sizes. Mods: Fixed guilds so they're consistently converted to strings on different platforms. Mods: Fixed multi-attack games assuming no special units exist if commanders were turned off. Classic: The settings dialog now explains the icons in more detail, such as explaining what rounding modes are. Classic: Fixed a bug that prevented copying games with random teams. Classic: Fixed coin details in the settings dialog in games with prizes but no entry fees. Classic: Fixed "redo orders is null" error. Website: Added a border to tooltips. Website: Fixed slight alignment issue in the analyze no-luck attack dialog. Website: Fixed attack/transfer dialog not using the newly entered army number if you clicked before releasing the army number key. Website: Fixed memory leaks. Standalone: Fixed a bug that caused errors on Linux.