

W3C Season 6 Update Notes 05.03.2021

New leagues:

With the merge of the different realms to one global ladder we decided it's time to adjust the structure of our leagues as well:

- The skill ranges in Diamond and Bronze were too big so with season 6 we are introducing **two new leagues**, namely **Adept**, which is a league above Diamond and below Master, and **Grass** league which is our new league below Bronze.
- We kept the entry points for the current leagues, which means that e.g. reaching Diamond/Platin/Gold/Silver now will be about as hard as reaching Diamond/Platin/Gold/Silver before.
- Kenshin also provided **new, much more beautiful and detailed icons** for all the leagues, which gives them a significantly more unique look!
- We also increased the sizes of Grandmaster and Master to adapt to the merge and to the amount of high skilled players joining from all over the world.
- This leads to the following league distribution (still based on RP):

-  Grandmaster - Top 50
-  Master - Top 51-150 (size 100)
-  Adept - Top 5%
-  Diamond - Top 5-20%
-  Platin - Top 20-40%
-  Gold - Top 40-60%
-  Silver - Top 60-80%
-  Bronze - Top 80-95%
-  Grass - Bottom 5%

Hard reset in all modes:

Because of the global merge, the introduction of new leagues, slight changes to the mmr formula (especially for team modes) and incorrect game results in our testing season (due to bugs/disconnects/spikes/..) we decided to do a **full hard reset** for all game modes for the start of this season to give everyone a fresh and fair start.

Improved server choosing algorithm:

We adjusted our server choosing algorithm to be **non-deterministic** now if there is no clear best server. This means that for example for US East vs EU West, the game will now be hosted with 50/50 chances between US East and EU North (exact percentages depend on the exact pings). EU and NA will both have the same advantage over all other regions, because they form the biggest group of our playerbase.

Ingame profiles:

Thanks to D2P, we are very happy to introduce **ingame profiles**! You can now check your match history, your winrates, your race mmrs and everything else all from within the wc3 client!

Video preview: <https://streamable.com/4jxhhq>



Reset zoom:

You can now type “-z” or press “F5” to reset the zoom to your preferred value after accidentally (or intentionally) zooming in with your mouse wheel (thanks to Gab)!

Season end tournaments:

As mentioned before, there will be **three (global) tournaments** after season 6:

- 1v1 tournament (still determining how many invites and format) with a prizepool of 2000 guaranteed and ability to raise 3000
- 2v2 tournament - likely 8 teams, 6 AT and then top two ranked RT players can pick a teammate. This may change. Prize pool 500
- FFA: Top 4 ranked FFA players will battle in a 100 winner takes all match

Donate to prizepool: <https://matcherino.com/tournaments/40600/overview>

New UI theme:

To go together with the season start, we also added a **new theme** to the w3c ingame UI with a different look and a new background (thanks to Kenshin).



Map spotlight Tidehunters:

Our recent 1v1 map pool addition *Tidehunters* got a **spotlight video** to give an official introduction to the map, highlight unique things and explain possible creep routes!

This overview should help players get familiar with the new map and show them how it plays out and what to watch out for. We hope to keep up this trend for other new maps so that they all get their own spotlight video to introduce them. Big thanks to everyone who participated in the making of this video!

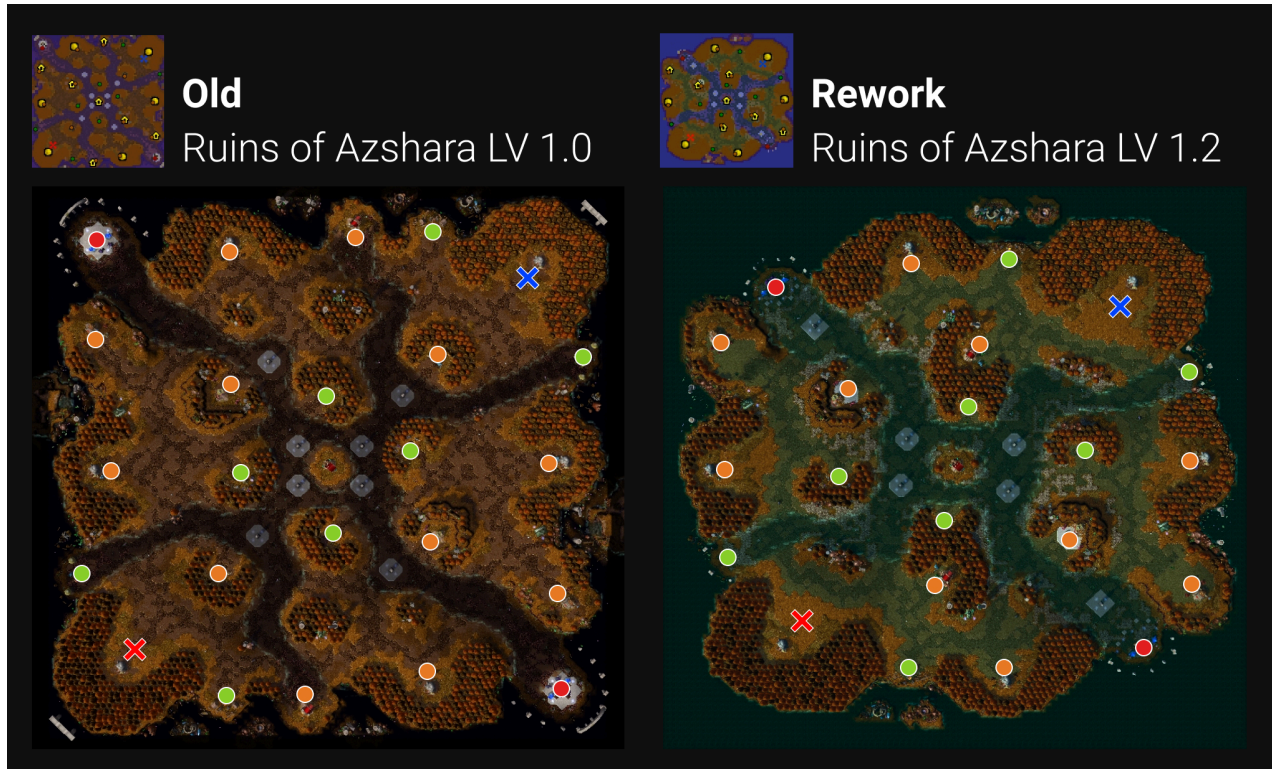
Watch it on Youtube: <https://www.youtube.com/watch?v=2Inqinn-mdw>



Mappool changes:

1vs1

- **[Massive Map Update] Ruins of Azshara** (by JaleVeliki):
 - Thanks to the help from the players and the community, we are able to continually refine the W3C experience so the ladder map Ruins of Azshara has been reworked and greatly improved in every aspect to better fit the current map pool



- reduced map size and rush distance to match popular 1v1 maps
- main bases are now closer to the enemy and to all expansions
- better creep routes and better aow creeping
- red creep camp is no longer in a dangerous dead-end and is now closer to other objectives
- reduced the number of paths, improved overall scouting
- greatly improved visual clarity, lighter colors, much less brown
- expansions are now easier to secure and defend
- rebalanced some creeps and items, relocated the Mercenary camp
- more info and pictures:

<https://www.hiveworkshop.com/threads/ruins-of-azshara-lv.319246/>

- *Tidehunters*
 - Laboratory camp:
 - Replaced the lvl 3 Sea Giant with a lvl 2 Troll. Despite being intentionally designed as a "high risk, high reward" camp, it turned out to be too inconvenient having to play around such a huge range of different spells at one camp.
 - Fixed a bug where the Troll High Priest would target dispellable units on low ground.
 - Slightly decreased the ramp length and repositioned the creeps to facilitate camp pulling.
 - Other camps:
 - Buffed the green camps next to the mainbase and next to the laboratory to enable more aggressive creep routes that don't involve expanding (i.e. any combination of two green spots now is sufficient for lvl 2).
 - Added poison Murlocs to the southern red camp to make it feel more "red-worthy".
 - Removed the tome+1 drop from the natural expansion.
 - Removed 1 Mud Golem from the northern red camp.
 - Slightly opened the terrain around the Goblin Merchant.
- *Twisted Meadows:*
 - Added forced cross spawn
 - We thought about removing this map given that it (together with TR) is by far the most vetoed map in the current pool (excluding our new maps) and disliked by many because of its size as well as its imbalances for certain matchups, but since it's still featured in a lot of the major tournaments we decided to keep it until there is a proper macro style replacement for it
 - Adding forced cross spawn got suggested a lot and while this probably won't fix the map entirely it should at least make it a lot more playable and less unfair or luck based. We'll see how it goes and adjust accordingly

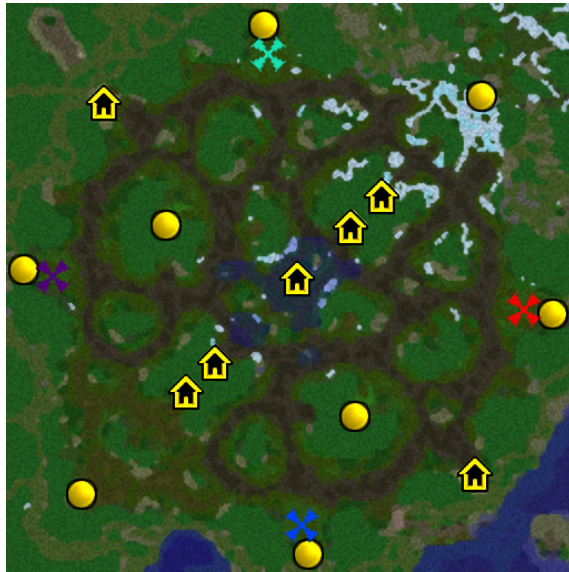
2vs2

- **[Removed maps]** *Dalaran Garden, Vile Reef, Featherville*
 - All three of those maps were by far the most vetoed maps in the pool and the addition and immediate success of *Fort Pearl* showed that the reason for that might not only be that those maps are relatively new, but also their size and general concept which is apparently not as popular. So we decided to move away from those maps for now and give a chance to other maps which might be more fitting.
- **[New maps]** *Shattered Exile* (by Mafe):
 - A hybrid 1v1/2v2 map with many contested creep camps between the teams.
 - For 2v2, the map aims for a gameplay comparable to Goldshire or Avalanche, with more options available to players right from the start.
 - In the long run, this map might replace AV or GS in the 2v2 pool and is also a consideration for replacing TM/TR for 1v1 (it has forced cross spawns for 1v1).



<https://www.hiveworkshop.com/threads/shattered-exile.299707/#resource-93070>

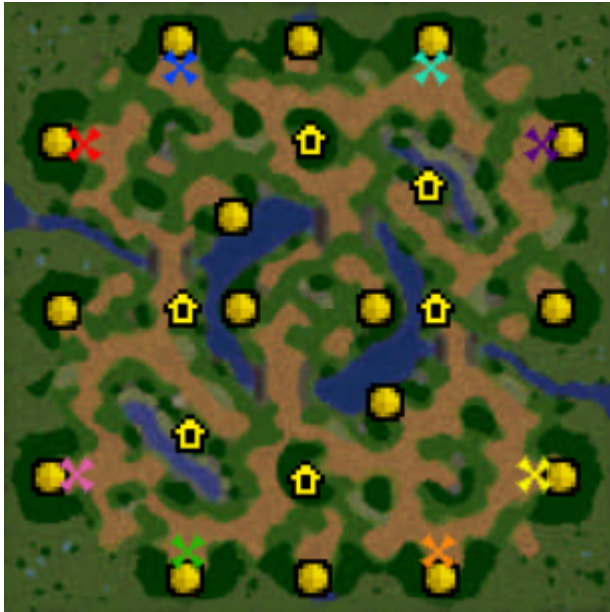
- **[New maps]** *Kal'drassil* (by Tenshi):
 - Medium sized map that tries to replicate the things that lead to *Fort Pearl* being this well received
 - <https://liquipedia.net/warcraft/Kal%27drassil>



- *Hillsbrad Creek*
 - The top-right and bottom-left high ground areas of the map are now unreachable both by land and air. This is to prevent abusive placement of towers and stalemates (thanks to Lovestruck)
- With the mentioned map changes we should have a very competitive map pool for season 6 and the upcoming 2v2 end-of-season tournament

4vs4

- **[New map] Arathor** (by Folderz):
 - Three way map with early marketplaces. Markets sell lvl 2-4 items. In the spirit of arathi basin there are no zeppelins for heroes to fly with.



<https://www.hiveworkshop.com/threads/arathor-1-2.330738/#resource-95860>

- **Royal Gardens:**
 - It is now easier / closer to collect lumber, added 18 trees to the inner treeline on each of the Main bases
(due to complains about it messing up some build timings and balance)

FFA

- Added a **90 minute timer** to each game
- At 85 minutes the map is revealed + players get a warning after that the game will end in 5mins
- At 90 minutes the game ends and the winner is the one with the highest sum of:
 - cost in gold and lumber of all player buildings and units alive at the end of the game
 - combined experience of all heroes alive at the end of the game
- “FFA with timer” vs “FFA without a timer” is a never-ending discussion and there are no simple answers. Arguably, it becomes a different game if you implement a timer and not always in a positive sense. Just to see if more players become attracted, we are trying out a 90 minute timer. With that, we protect people from 3 hour matches and incentivize an active play style early on.