



Potato's MvM Servers Presents:

Operation Madness vs Machines

A hybrid 2019 Mann vs Machine Community Cooperative Contest-Charity-Campaign Event

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Medals by: **TF Team (Valve), NeoDement**

Judging by: **DaanBox, Interrobang, Jakapoa, kratos, Nuke, Sntr**

SFM poster by: **Mayor Rev (Revengineer)**

Charity fundraiser for: [Extra Life \(Children's Miracle Network Hospitals\)](#)

Codename: **MM (Madness vs Machines)**

Hosted by: **Potato's Custom MvM Servers**

Phase 1: The Contest

A community Mann vs Machine campaign event supporting



BENEFITING

**Children's
Miracle Network
Hospitals®**

Introduction

Mann vs Machine (MvM) is a co-op (cooperative) game mode in Team Fortress 2 – we all know that. However, our past MvM events have been more individual-based and less so cooperative in nature. It's about time we run an MvM event that really puts the **TEAM** in **Team Fortress 2**.

This campaign takes some of the Canteen Crasher contracts and re-implements them in a **co-op style**. **Every player contributes** to these community contracts and **every player** (*the community*) shares the **same** medal points (stars) score. For every milestone reached, **the community** (*every participating player*) will receive **an in-game medal**. Everyone works together, everyone shares the rewards!

Just like our past MvM events:

- **The campaign is completely free to play for any interested MvM player.**
- We're running a mapping & mission making contest to gather content to feature in this campaign.

For this hybrid contest-charity-campaign (CCC) MvM event, we want the community to submit to us:

- New MvM maps, unfinished/WIP maps or unused concepts that become finished MvM maps.
- New or old Intermediate, Advanced, and Expert mode missions on new or old MvM maps.

For this event, we are conducting a charity drive for [Children's Miracle Network Hospitals](#) through [Extra Life](#). We have set a community charity contract to raise **USD \$10,000**. Along with the regular campaign medals, **two special donor medals** are available for contributing to the charity fundraiser and completing the charity contract. **Donations are currently open.** [Click here for information on how to donate.](#)

This contest starts **right now** and has a deadline of:

May 15th, 2019 @ 11:59 PM ET

The campaign will launch on **May 17th, 2019**. We will spend all of **May 16th** installing the servers.

Memes and jokes aside, we want to make this launch **on time**, since we want most of the campaign to run during the **summer months** when most players are on vacation and *generally* have plenty of free time. Delays will greatly affect the campaign negatively so we want to make the launch on time **for once**.

We'll probably still miss and extend this deadline anyway, but at least hold off on the memes until we do.

Directions

1. (*Mission Makers*) From [the approved maps list](#) (maps we checked that, to the best of our ability, don't have major bugs), choose a map and create a fun, balanced, and appropriately-difficult mission for it. You can create an **intermediate**, **advanced**, or **expert** mode mission for this contest. You must choose a different community map for each mission you wish to submit.
 - a. **You do not have to start from a blank pop file for this contest!** If you have a WIP mission or a mission you finished a while back that wasn't featured in our previous MvM events, feel free to polish up and submit them for this campaign!
2. (*Mappers*) Create an MvM map with one functional mission (*intermediate or advanced mode*).
 - a. **You do not have to start from a blank VMF file for this contest!** If you have an unfinished/abandoned/WIP map, old/unused/abandoned layout concepts, or anything else pre-existing, feel free to start working from there! (*Cut & paste as you need to.*)
3. (*Donors*) Because this part involves money, [we put the charity details in another file](#). Please read it and follow the instructions carefully to receive your donor medal(s)! **Do not send us money.**
4. (*Players*) [The campaign information is in another file](#). You do not have to read this file at all.

Contest Rules

We decided to try something **daring** and **not establish** any contest rules, other than basic ethics and “common sense” requirements. Use your full imagination to create what you think would be an enjoyable MvM experience for the campaign players! The sky (your creativity) is your limit for this contest!

Just because this contest doesn't have rules doesn't mean you can steal someone else's work and submit it as your own, nor will a defunct (broken) entry be accepted. Use your best common sense and moral compass while partaking in this contest. Our intention is to lift boundaries to give creators full freedom.

Deadline

The deadline for all submissions is **May 15th, 2019 @ 11:59 PM Eastern Time**. We do not want to move this deadline since we want to give campaign players the summer vacation period to finish the campaign.

*That being said we **will accept** late submissions* to the campaign. However, they will become bound to our patch schedule (added to the campaign when a TF2 update ships or we decide to patch the campaign).

To best ensure your submission is featured in *[most of]* the campaign event, **please finish it on time!**

Gamedays, Testing & Judging

We are using the same judging procedure from Canteen Crasher. You can read [the judging protocols here](#).

Because this contest does not have any official rules, it is **imperative** that you read the feedback left during testing (watch the demo if you need to), as that is your only guidance to having your submission accepted into the campaign. There are no tricks to win this contest other than listen to the feedback given.

Contest Participant Prizes

Contest participants can earn up to five (5) medals for submitting content to this contest.

Medal*	Mappers	Mission Makers**
Tier I	One map with one nav file & one mission.	General participant
Tier II		1 advanced or intermediate
Tier III		1 advanced + 1 intermediate
Tier IV		1 advanced + 2 intermediate
Tier V		2 advanced + 2 intermediate

**We are still working on the medals. We will update the medal names as soon as they are finalized.*

Map Makers

- The bsp, nav, and mission (pop file) must all pass for the entire submission to pass judging.
 - We will award “partial credit” if the map submission isn’t accepted. The number of medals you receive is based on the number of pass votes your map received.
- **Only one map entry is allowed per participant.** We (and the players) strongly prefer **quality** over *quantity*. If you want/need to be exempted from this rule, contact a judge.

Mission Makers

- ****Due to player demand, we are allowing participants to submit 1 expert mode mission in place of 1 intermediate and 1 advanced mode mission.** [Read our expert mode guidelines](#) for advice on how to create an expert mode that will successfully pass our judging.
 - As a prerequisite, participants **must** have one lower-difficulty mission passed by the judges before their expert mode submission will be considered.
- No missions beyond the requirements listed above will be accepted from a single participant. (E.g. A single participant cannot submit 3 or more advanced mode missions; the limit is 2.)

Submission Acceptance Prizes***

Since content creators are **the essential core contributors** of the campaign (and thus the charity drive), all contest participants who have at least one submission accepted to the campaign receive these bonuses:

- **The campaign creator medal** for their submission being featured on our campaign servers.
- **The individual donor medal** for supporting this charity event with their accepted submission.
- **The co-op donor medal** for the same reason above (*if the co-op charity contract is completed*).
- The campaign tour points requirement to qualify for the player medals **will be waived**.

****The bonus medals are awarded after the campaign ends. We require all creators to support their submissions throughout the campaign, such as implementing rebalances and bug fixes. Failure to update (“patch”) your submission when required to will void your entitlement to the bonus medal drops.*

FAQ

Q: If this contest has no rules, how do I know if I'm on the right track to success?

A: Your only guidance to passing is the feedback the judges and other players on the gameday server leave for your entry. You should read it, watch the demo of the game (if possible), and use their advice to revise your submission. You have **unlimited resubmissions** so feel free to try something out, submit it for testing, and see how people react to it! **There are no penalties for failing the judging evaluation.**

Q: What exactly will the judges be looking for in my submission?

A: The judging rubric for this contest is so small that we can fit it in this FAQ:

- **(100%) Fun:** Is the map or mission generally enjoyable to play? (**Holistic Pass/Fail evaluation.**)

Any major bugs, exploits, and technical issues found will result in a failing score. If issues are found after the submission is in the campaign, the creator will have a chance to fix them before we remove the entry.

Q: How many people can I collaborate with on my submission?

A: As many as you feel necessary to successfully create and polish your submission. If you have an unusually large number of contributors, the judges have the right to question how each person contributed to the entry. If you are a large team group, get a judge's clearance in advance before starting your project.

Q: Since there are no rules, am I allowed to finish something I started awhile back and submit it?

A: Yes. If you have something WIP in the backburner, you may finish it up and submit it to this contest.

Q: Can I submit a finished mission I made a long time ago to this contest?

A: Yes, so long as it was not featured in a previous campaign (Titanium Tank & Canteen Crasher). However, be prepared to revise your mission as the judges feel is necessary. It is not an automatic pass.

Q: I have a map or mission from Canteen Crasher that didn't pass the judging. Can I continue working on my CC entry and resubmit it to this contest?

A: Yes.

Q: Can I start from a[n] [old] vmf I have and finish that up to a polished MvM map?

A: Yes. This is allowed since campaign players do not care if a map was made from scratch or not.

Q: Can I submit a "near-finished" map I made a while ago?

A: No, finished maps are not eligible for the medals, as they are part of the mission making contest.

Q: Can I take someone else's map and rework it to play well on MvM?

A: Absolutely not, this is stealing. You can do that to a map you made in the past if you want to, but you are not allowed to decompile and modify other people's maps. Please respect others' intellectual property.

Q: Can I use Sourcemod to add special extra functionality and features to my map or mission?

A: **Yes.** Send us the source files (no smx please) of your plugin. We will audit your source code and compile the plugin ourselves. We reserve the right to reject your plugin if it does anything questionable. If your plugin requires additional dependencies, provide links for us to download them.

Q: Can the server do something special for my map or mission?

A: Depends on what you want. File a feature request on the steam group chat and we can discuss it there. We are working on some new features for creators to leverage to do interesting things on the map.

Q: I have a question that is not answered anywhere here.

A: Ask your question(s) in the **official contest Q&A thread** and a judge will get back to you.