



Be the voice!

Welcome to the Community's Voice Contest, the first publicly judged Celeste Mapping Contest!

CONTEST OVERSEERS

HOST

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OVERSEERS

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UKiran

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You're probably wondering how this contest is going to work.

This contest is going to be held in two phases, the **Mapping** phase and the **Voting** phase.

For the mapping phase, you, the mappers are going to send the *overseers* your maps from DMs until the **Mapping Deadline**. In about a week or so, they will get compiled in a lobby and released to the public. (This will be a visually simple lobby for releasing quickly, expect no masterpiece!)

In the first build of the lobby, intended for voting, the mapper's name will be *anonymous* to avoid any strategic voting.

After the lobby is released, the **Voting** phase is going to start!

Anyone that plays the contest and sends in their **journal screenshot** to the contest overseers on DMs will get a voting form.
(You can vote even if you're a mapper! Just do not give any points to your own map.)

This is your chance to vote!

You will order the maps from 1st to last in the form, completely based on your own opinion!
Your votes will stay anonymous to the public but not to the overseers.

The point system will work like this:

Let's say there are **15** maps submitted to the contest.

Then, the voter's 1st place will get **15 points**, 2nd place gets **14 points**, etc.

More details on the pointsgiving will be revealed when all of the maps are done. Some of the point system is subject to change right now!

After the voting process and the deadline is complete, all of the given points will be **added to each other, not averaged**. The contest scores will be based upon this.

The map that gets the most points will win. Simple as that.

This also means that there won't be any categories such as Gameplay, Decoration and Creativity.

After the voting and the scoring are complete, a video will come out to reveal the scores, and there will be a second build of the Lobby released that will reveal the names!

This contest isn't meant to be an objective one! You might not get the placement you're hoping for, since the voters will vote for the maps based on their own initiatives.

All of the mappers and voters have to follow their specific rules to be eligible! Here are the rules:

MAPPING RULES:

1. Your map has to be a maximum of **Red Advanced** difficulty. Expert and higher difficulties will be disqualified from the contest. Please do not try to push this limit.
2. Your map's length should not be **Very Long**! This is obviously hard to judge, but a general common sense in how long a contest map should be can help. The preferred room amount is around 8-15. **This will be a bit more of a lenient rule**, but if your map is super long, it might be disqualified! (For reference, the length of an average Strawberry Jam Collab map can be an okay idea for the length!) **This and the difficulty rule is for the maps being able to be quickly completed for the voting phase, so please keep these in mind.**
3. **Attempts to circumvent the difficulty and length rules** such as pushing the limits, making very long puzzles etc. will be judged by overseers. Our advice is to not make your map with pushing these limits in mind, because we can not give a statement on if it will be disqualified or not.
4. **Since the mappers' names will stay anonymous in the Voting phase build of the lobby**, refrain from putting personal references and the likes of inside jokes in your map! Your name will stay anonymous, so please don't try to find any workarounds to hint it in the map itself. This rule doesn't count for mapping or art styles for maps! If you have a recognizable mapping style, you can still keep being yourself.
5. **This also means that you should keep your map's development a secret!** Do not post snippets or the development process anywhere! We obviously won't be able to track this in private, but we are leaving this to the mapper to be respectful about the rules. To work around this, we will have a thread in the #modding_events channel in the Celeste discord, where we will have a vague-posting system. (You should know how this works if you have participated in a Secret Santa Collab before). With this, you can DM the overseers with a snippet of your map, and it will get posted in that thread anonymously. As the name states, these snippets have to be vague and not give out spoilers for your map.
6. You **can** get playtesters to test your map, but keep them few!
7. There won't be a Heart-Side in the contest.
8. Your map has to have a **Collab Utils 2 Mini Heart and a Silver Berry**.
9. You still have to give any credits of the work done not by yourself in the map. The credits can not include your own name as gameplay, decoration and playtesting credits. For assets, music etc. that you make, credit yourself!
10. **Disqualified maps will not be included in any phase of the contest.** You will be free to release them as a standalone.
11. **The deadline for mapping is January 21st, 2025.** There is no specific hour-frame, send whenever is comfortable in your own time-zone.

Packaging Rules:

Maps should go in:

Maps/CommunityVoice/1-Submissions/<mapname>.bin

XML files should go in:

Graphics/CommunityVoiceXMLs/<mapname>/File.xml

All other assets should go in:

normal path + /CommunityVoice/<mapname>/Graphic.png

VOTING RULES:

1. **You have to complete all (but 3) of the maps in the lobby.** and send in your journal to the overseers via DMs to be able to vote. You have to write your discord username in the voting form. If your discord username doesn't match with a DM to the overseers, your vote will be invalid. Spreading the voting form on your own is not allowed!
2. **You have 3 pass chances for maps you struggle on.** You have to specify these maps in your DM and it has to match with your hearts in the journal. You will not be able to give any points to these maps. **You do not have to use these passes! It is recommended that you finish all maps.**
3. **Any cheating** detection in the journal screenshot (such as a very suspicious amount of time or deaths) will make you ineligible for voting. You will not have to full-clear maps (get all strawberries and collectibles) to be able to vote, but we highly encourage you to do so.
4. You can't give any points to your own map if you're a mapper. However, you will get a bonus amount of points for your own map if you vote! The point amount will be determined after the mapping phase ends.
5. You can only vote once.
6. Any high suspicions of an **alt account** (such as a duplicate journal with someone or no prior activity in the Celeste Community) will get you disqualified from the voting.
7. Any **irregular voting or detection of cheating** in the voting will result in the disqualification of the people involved, but we're hoping that this doesn't happen.
8. Getting disqualified from voting **will** disqualify your map from the contest if you are a mapper, and your map will not be included in the second build of the contest released after voting.
9. **The voting phase** deadline has been pushed by 10 days, and is now the **26th of March**

THE RESULTS:

The results will be revealed with a countdown video.

More details about the result video will be revealed soon.

If you have any other questions, please DM me on discord at
@phant_phant.
Have fun!