

MMLC - New Year's Tradition

MEGA MAN MAKER CHALLENGE EVENT

NEW YEARS TRADITION
LEVEL CONTEST



Welcome, competitive Mega Makers! Dust off your Pointkuns, and get ready to build. Starting off the return of level contests, we'll be hosting a simple, **traditional style** level contest. With no restrictions on theming, enemies, or gimmicks, be free to create the best level you can imagine!

THE RULES

- No troll or kaizo stages.
- Text-editing and/or the MMLV editor is not allowed.
- Levels must be between 20 - 40 screens of length.
- Your level must have **at least two extra weapons**, besides the primary weapon.
- Your stage **must end in a boss fight**.

NOTABLE INFO

- Your level's primary weapon **does not need to be the character's default weapon** (Mega Buster, Roll Swing, etc.)
- Usage of commonly known community glitches such as one way teleporters, and minimap auto tiler manipulation is allowed.
- Your stage can have multiple boss fights.

SUBMITTING A STAGE

The building period for this challenge starts right now, giving you two weeks to build your level and playtest it to satisfaction. Level submissions will open on **January 24th**, and they will stay open for two weeks (meaning they'll close on **February 7th**).

When level submissions are open, please post the ID of your level the **#mmlc-new-years-submissions** channel.

You must be on the Mega Man Maker Community Discord Server to submit a level for this challenge.

<https://discord.gg/hdR29M6HJh>



EXAMPLE LEVEL



[\(Click here to play!\)](#)

PRIZES

The winner of this challenge will receive a **\$30 Steam gift card**... and your level will be added to Mega Man Maker as an **example level**. Nothing beats immortality!

The runner up will receive a **\$20 Steam gift card**.

(Please note, the MMM devs may ask you to change specific elements of your stage should it become an example level)

♥ Big thank you to Goldstorm for sponsoring our events! ♥

MEET THE JUDGES



SASHA

Hello everyone! Recently, I've seen so much creativity poured into this game again which really inspired me to put you all to the test. While the challenge this time around won't break your brain trying to use specific assets to your advantage, I hope the lack of restrictions can open everyone to interesting, dynamic levels. Personally, what I look for in a great stage is a well developed arsenal. I enjoy optimizing my gameplay to its fullest, and having level design be multiple choice thanks to a great weapon set is really what makes Mega Man what it is for me. I hope to see some fantastic, fresh levels coming from you all. Good luck!



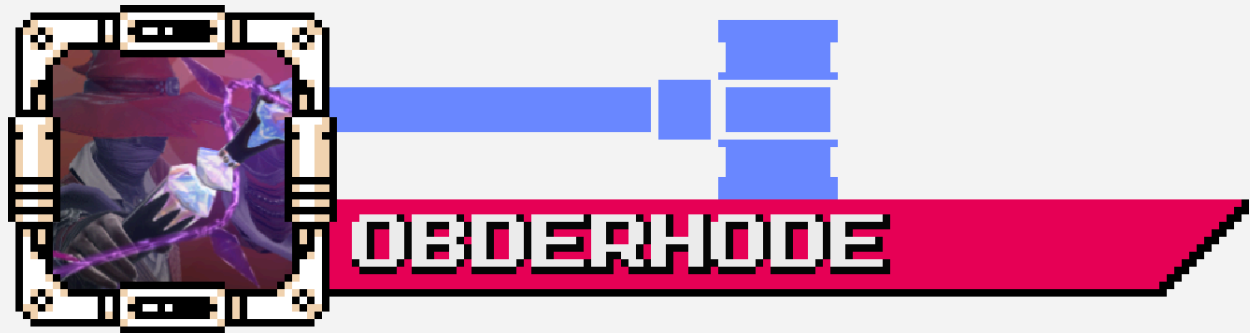
PHUN

Hiyas. That's right, I've awoken from my 100-year slumber after the previous

contest to put YOU under my personal scrutiny. You should be very afraid. The 1.9 update was honestly a game-changer in terms of level presentation and what can be done with the game in general, and being such an open-ended contest, I say don't be afraid to get creative with your aesthetic and theming! Get weird with it, make something you don't see too often, all that jazz. Keep in mind gameplay and visual clarity should still be a priority, though. If your level looks fantastic but sucks to play, I'm not really interested, so I'm looking for a nice balance of both. Now get out there and make something to be proud of, dangit!



Hello! I will be one of those people that's gonna judge your levels for this contest. As a player and a creator I expect to see some interesting usage of gimmicks and enemies. Levels should have their own identity thanks to the creator's creativity and the challenges should be clear to understand no matter the difficulty. So make sure to use the assets in your hands to their full potential without getting repetitive and too complex. And don't forget, limitation brings creativity, even an electric barrier can be used in an interesting way! But most importantly make sure that you enjoy your own level!



I've been a fan of Megaman games ever since I was little. I distinctly remember playing Megaman 3 with my dad and just getting hooked on the series. Ever since then, I've played almost every Megaman game that has been released. I absolutely love the series and I look forward to being a judge in this contest. When Mega Maker was fairly new, I got the chance to judge a contest then and it was fun to get to play levels created by the community and give feedback. With 1.8, I got back into Mega Maker with my twin brother and we have really enjoyed creating our own levels. While we have played each other's levels, I haven't really played too much from the community since my return to Mega Maker. As such, I am excited to play and give feedback for the entries in this contest. While aesthetics of the level are important, it is most important to introduce gimmicks fairly and use them in fun and interesting ways.



Don't ask me how I got here. Some things are best left unexplained like an enigma woven into the fabric of our experiences. One of those experiences being

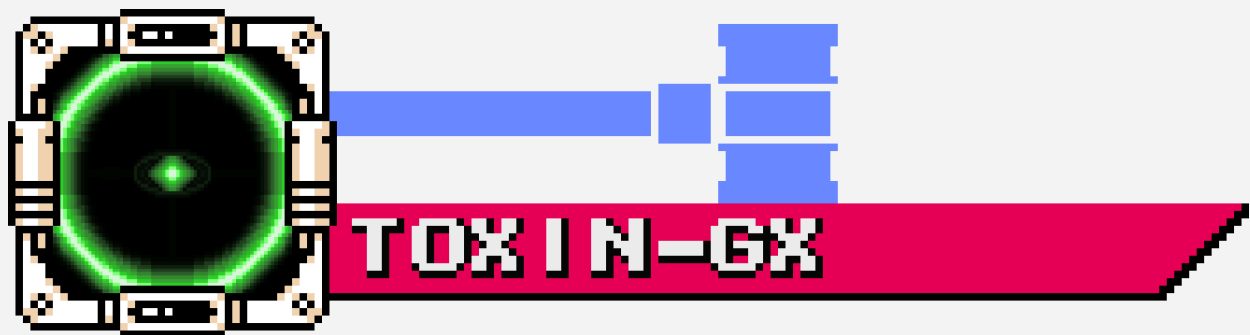
level making! Yes! I'm passionate about bringing creative visions to life. I attentively evaluate each level with a keen eye for:

Precision: Every detail matters. I ensure your designs are executed flawlessly.

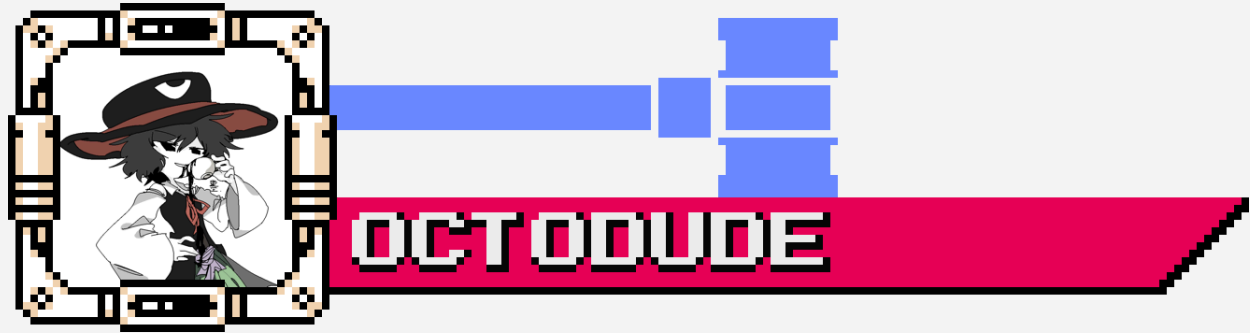
Flow: I seek levels with smooth, engaging gameplay that keeps players immersed.

Unconventional Choices: Innovation is key. I'm excited by unique, outside-the-box decisions that set your levels apart.

Ready to push the boundaries of level design? Let's create something extraordinary together!



Sup gamers, ever heard of me? No? Well you're about to learn. I'm the crazy uncle in the basement, importing illegal chemicals to invent a new biohazard. I somehow made my way into the judges seat this time, and you'd better be ready. I'll be checking your levels for things like asset introductions, development, and that sort of thing. However, this isn't 2021 anymore, we're in the future now, and that means using the engine to its fullest. I want some of that gourmet memorabilia, not yesterday's stale bread. Make your levels memorable, not at the sake of quality, of course. Now get your booty in the editor and make my jaw hit the floor, ya beautiful creatures.



Hello everyone, my name is Octodude! And I will be one of your wonderful judges for this challenge. I'm very easy going when it comes to reviewing levels, however, don't think I don't have standards. I expect a good understanding of level design principles which really make the level flow. Good theming with enemies and nice tile-mixing also really makes a level for me in my books! I've seen a lot of the level put out online recently and I'm really proud to see how the community has evolved with the introduction of these new level assets. Yes, you've been a little *too good* at making levels, haven't you? I wish you all the best of luck, and more importantly just have fun with it! Get creative!

...and SCENE!

Thank you for reading, and good luck on your levels!