

Become the Moon Next Fest Competition Rules

1. Link to the Become the Moon **Steam Demo**: [here](#)
2. Link to the Become the Moon **Discord server**: [here](#)
3. Link to the **Competition Entry Form**: [here](#)

COMPETITION DETAILS:

Today we're dropping the [Next Fest demo](#) early for players to enjoy from 16:00PM (BST) today and are announcing an exclusive demo competition on Steam!

Between 4th and 16th June we're we're inviting the community to complete the following challenges:

1. **Big Boy** – Beat the demo with the biggest minion (sum of damage and health stats)
2. **Perfect!** – Beat the demo without your leader taking a single hit
3. **Minimalist** – Beat the demo without taking a single relic

One winner will be selected from each challenge to receive a \$100 USD Steam gift card along with community recognition! If there are multiple winners with the same result we will select a winner at random from that group. Have fun!

SUBMISSION:

1. Submission is via form: [here](#)
2. You will be required to submit a YouTube or BiliBili video (public or unlisted are fine). This is just to confirm all runs are valid.
3. We will review all entries on the 16th and the winners will be contacted soon after!

RULES:

1. No glitches (bugs) should be used in your run please.
2. Video recordings submitted must be unedited playthroughs.
3. All forms of save scumming are will void your submission
4. We reserve the right to:
 - a. disqualify submissions based on suspected cheating
 - b. amend the rules and conditions during the competition if required.
 - c. Patch the game during the competition to fix issues that crop up.
5. Depending on the geographical region of the winner we may have to award the winner with a different prize of equivalent value.

6. You are welcome (but not required) to join the Become the Moon [Discord server](#) to share your runs and ask any questions about the competition.

AMENDED NOTES:

We will try to keep this section updated with any changes of patch notes.

05/06/25 - Added 'no save scumming' clarification to rules