NoLimitsCentral

Prison Break Contest

Jun 10, 2022 ----------(**archived**)----------> Jul 1, 2022

- CrPijke, Sukkulents, **jpau**fsc



On a remote island, it's your job to turn this one of a kind prison into a new land for thrills - although the people you bought it off seem to be a bit picky about what rides you can use.

Your job within this contest will be to produce a suitable roller coaster within the setting of a remote island prison. The coaster can range from family to extreme thrill but must be built within the scope of a real manufacturer.

However, there are specific style requirements that the coaster must adhere to.

The contest will begin Friday 10th June 6PM BST (12:00 CT) and will run through until the deadline of 6PM BST (12:00 CT) on Friday 1st July. All entries must be submitted by this deadline (as an NL2 package file) or will not be counted.

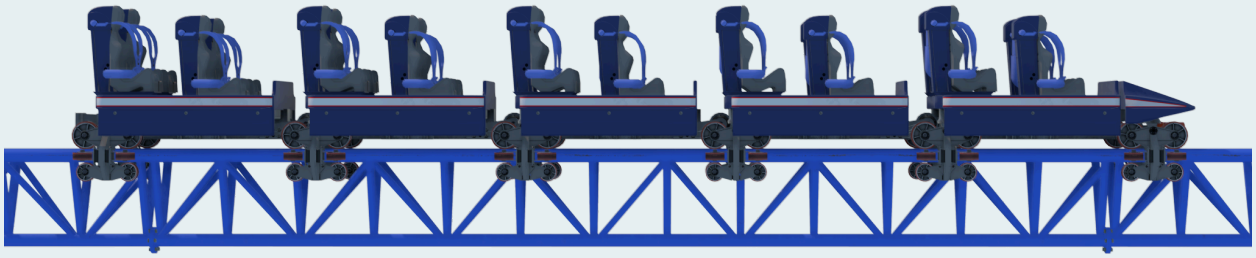
FVD++ Is allowed and a 2D top down template will be included for scale - however we would greatly recommend regularly importing the coaster while working to ensure it stays within the existing bounds.

Rules

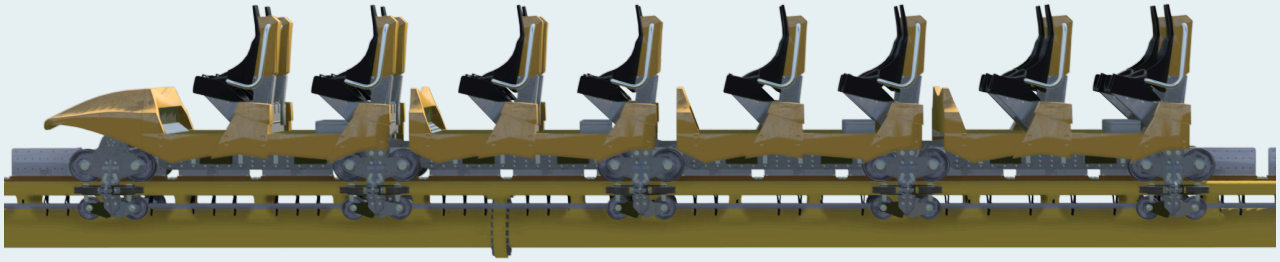
STYLES

The most important rule of all involves the restriction of specific styles in order to promote a more creative and diverse range of entries

The following coaster styles are **NOT allowed** -



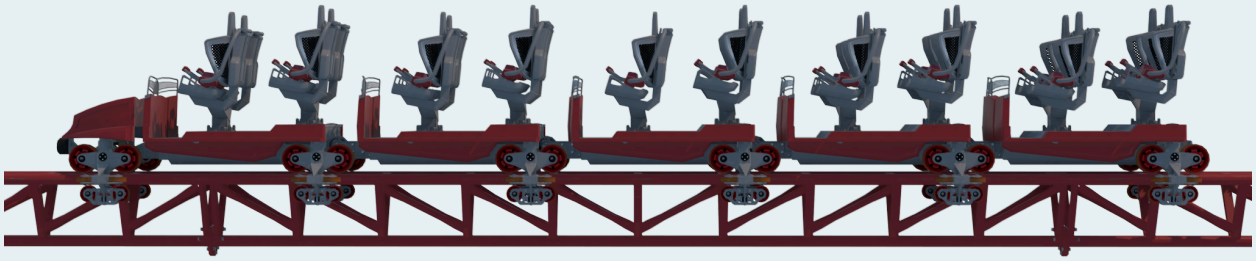
Intamin Rocket/ Accelerator



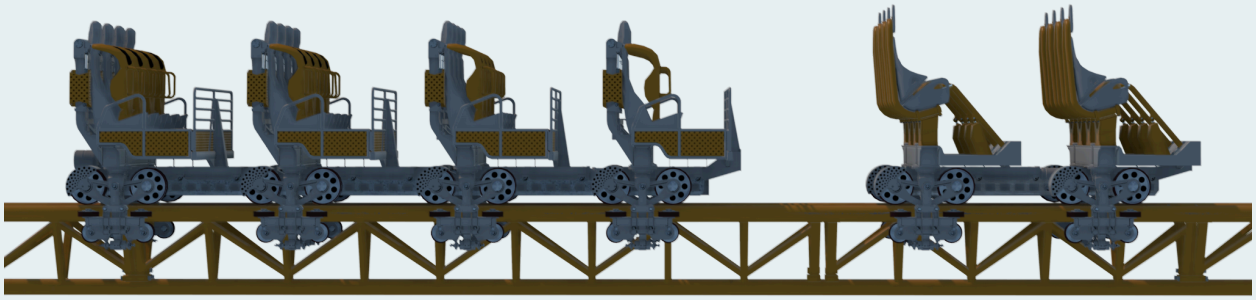
Intamin Blitz/ Mega Coaster



Vekoma Bermuda Blitz/ Space Warp



Mack Launch Coaster/ Mega Coaster



Gerstlauer Infinity Coaster (OTSR/Clamshell)

All other styles are allowed, including custom styles as long as they are produced by real manufacturers. Any mods required for the coaster must be disclosed within the submission form.

The purpose of restricting the styles is to encourage more creative and diverse shaping and elements - this will be reflected in the creativity score during judging. We would advise you to think outside the box when choosing your style and to show something that isn't seen very often in the NL2 landscape.

Wooden Coasters are allowed as long as they still adhere to existing rules

Wooden supports will be judged based on the attention to detail - autogen supports will not score high unless they are sufficiently customized to fit the style of the manufacturer and ride

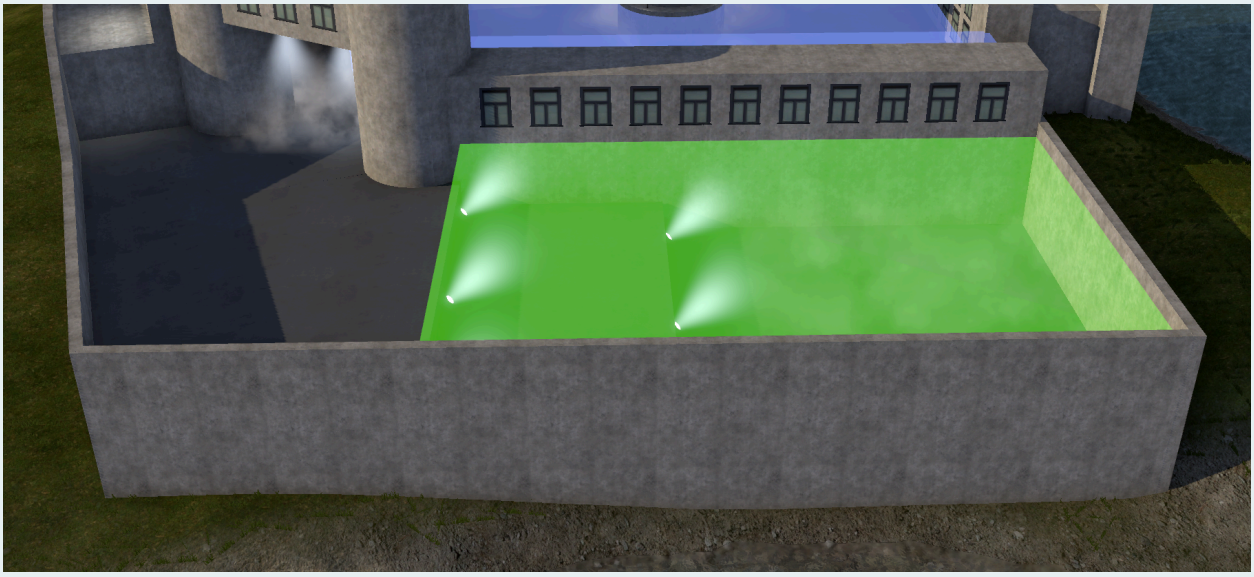
BUILDING AREA

While the building area allowed is fairly lenient, there are still certain requirements that must be met.

1) The station and enough storage track (1 less than total number of trains) for the coaster must be within the area marked in blue. No tunnels allowed

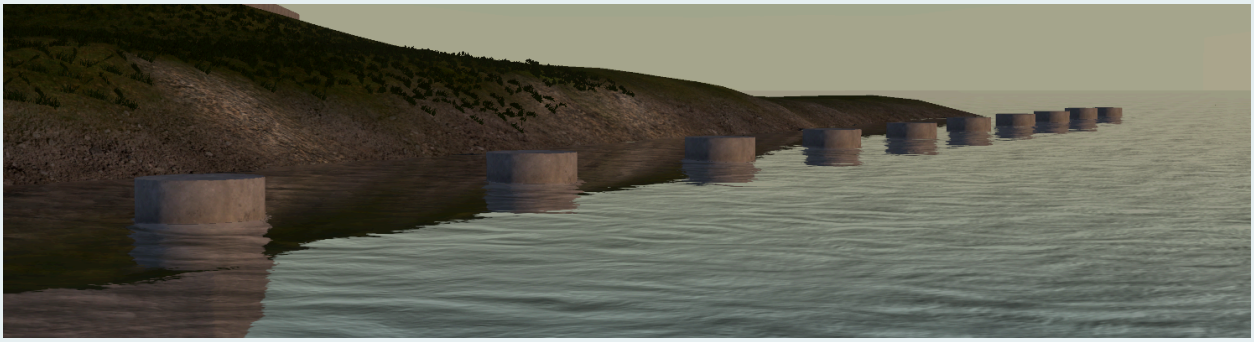


2) There must be some track within the area marked in green - there is no required length of track in green, as long as the track enters the green area at least once, this requirement is met



3) Supports are not allowed in any water and cannot collide with any windows. Footers are not required on existing concrete but are required on grass.

   The template includes a row of pre-existing concrete footers within the water; these can be used to create structures if you wish to build track over the water.



Not adhering to these three rules regarding build area will result in a penalty of 5 points each.

Judging

Judging will be based upon 3 factors:

- Creativity (*Diversity of elements*, *Interaction with environment*, *Style Choice*, *Aesthetic appeal*) **/10 points**
- Realism (*Trackwork shaping*, *Adherence to style*, *Forces*, *Smoothness*) **/10 points**
- Supports (Attention to detail, Accuracy, Structural viability) **/10 points**

The total score available for each coaster will be 30 points and the leaderboard rankings will be based upon these scores.

The contest will also include several extra awards that are separated from the actual competition leaderboard. These will include:

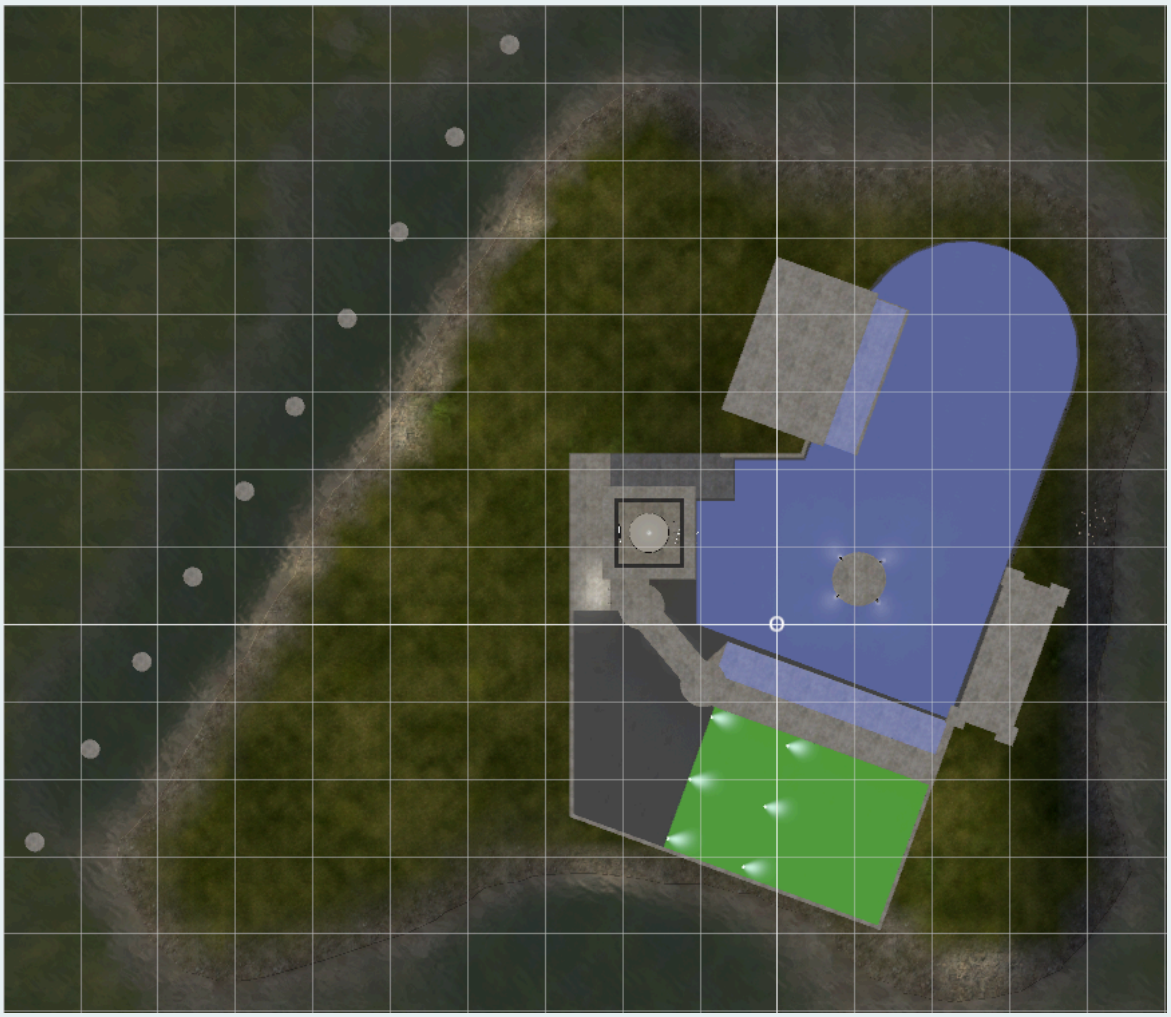


[Download Template]

[View Results]

Gallery

The following are images from your submissions. (This will be updated as the entries are uploaded)





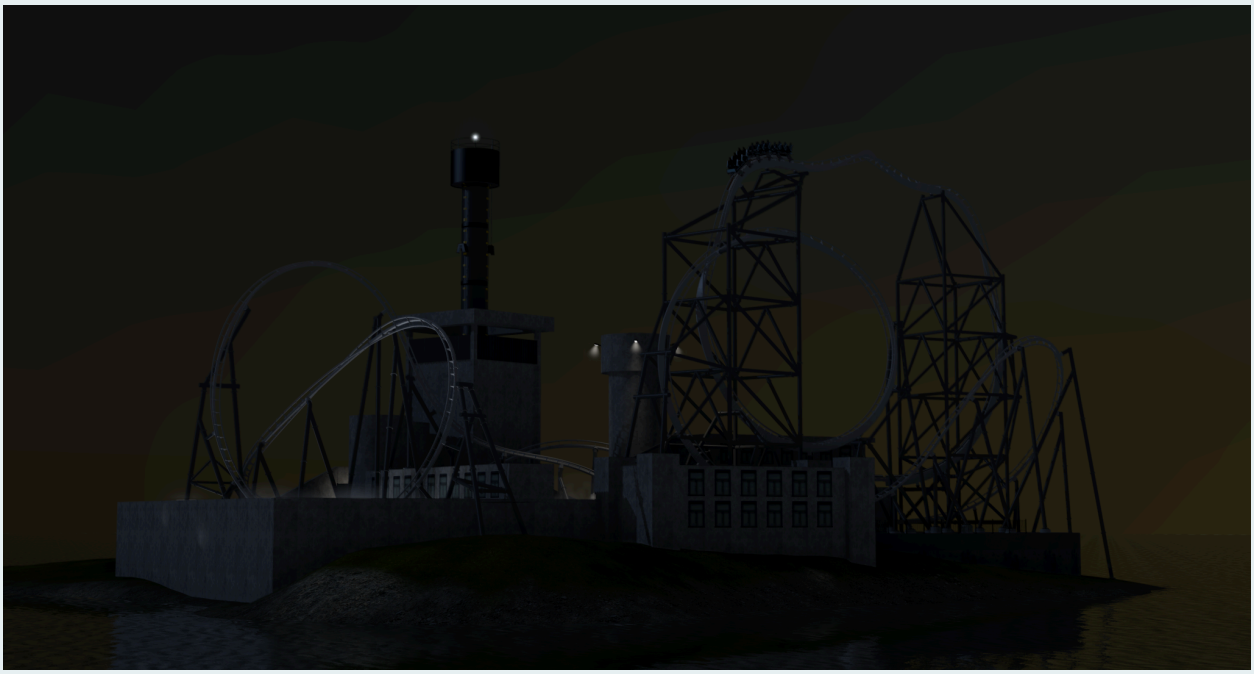










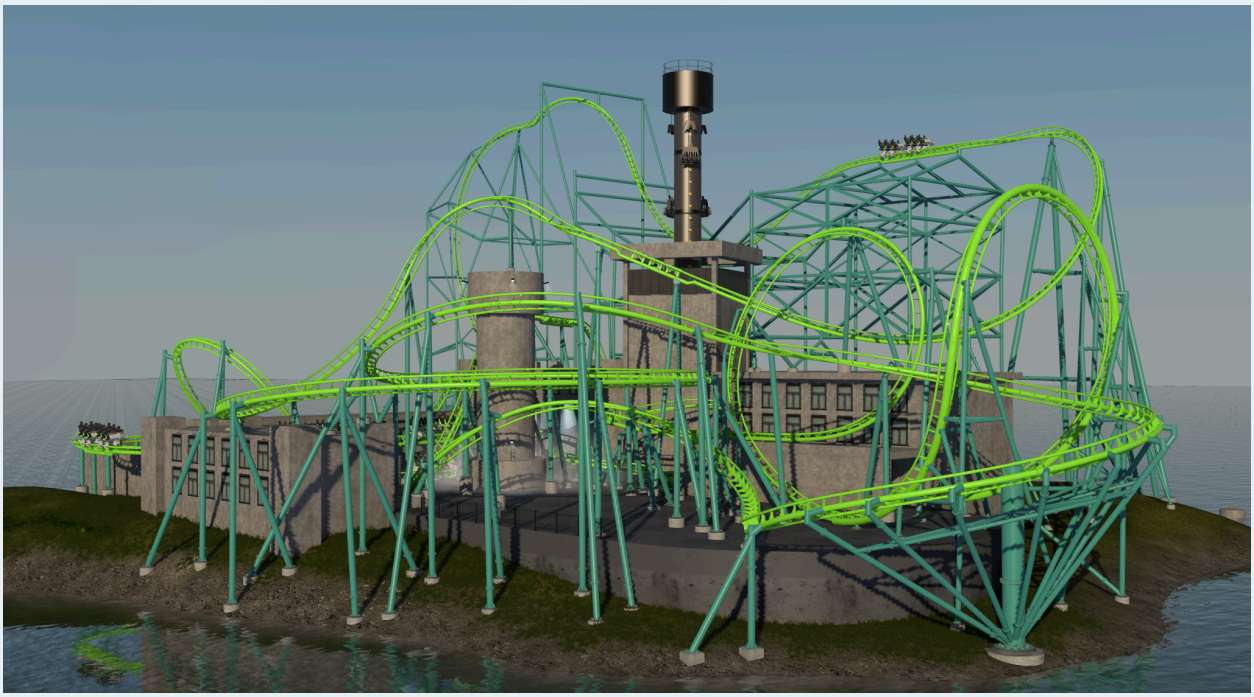








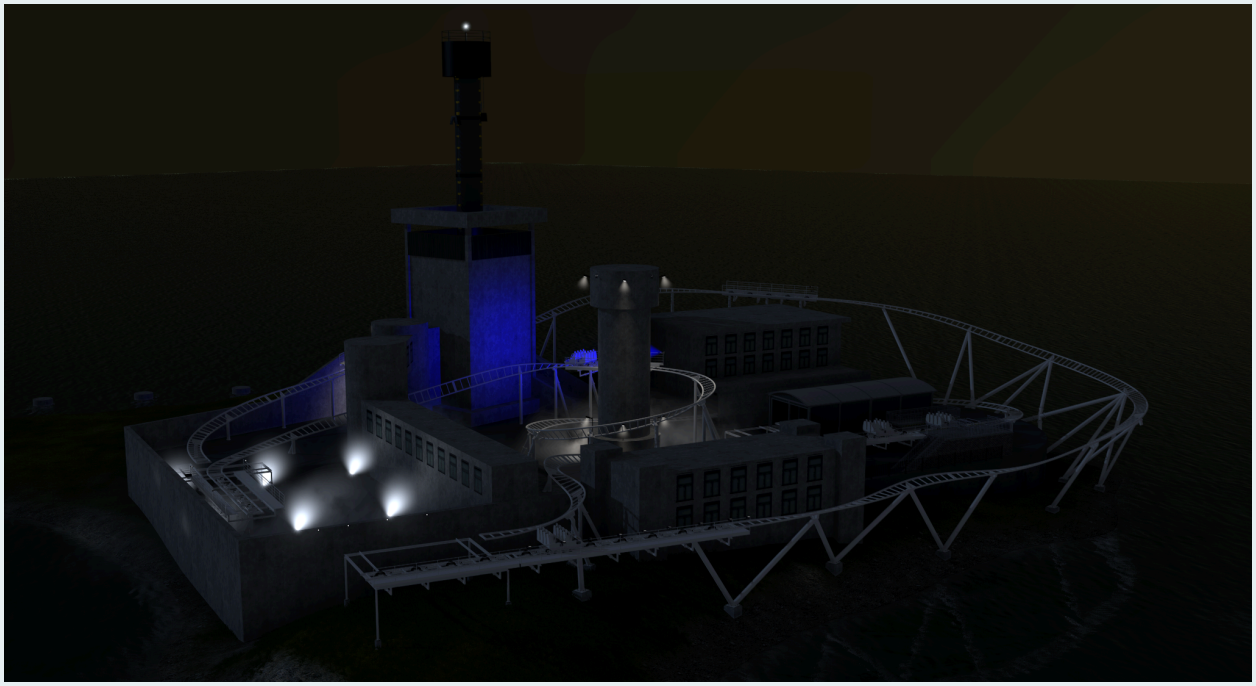




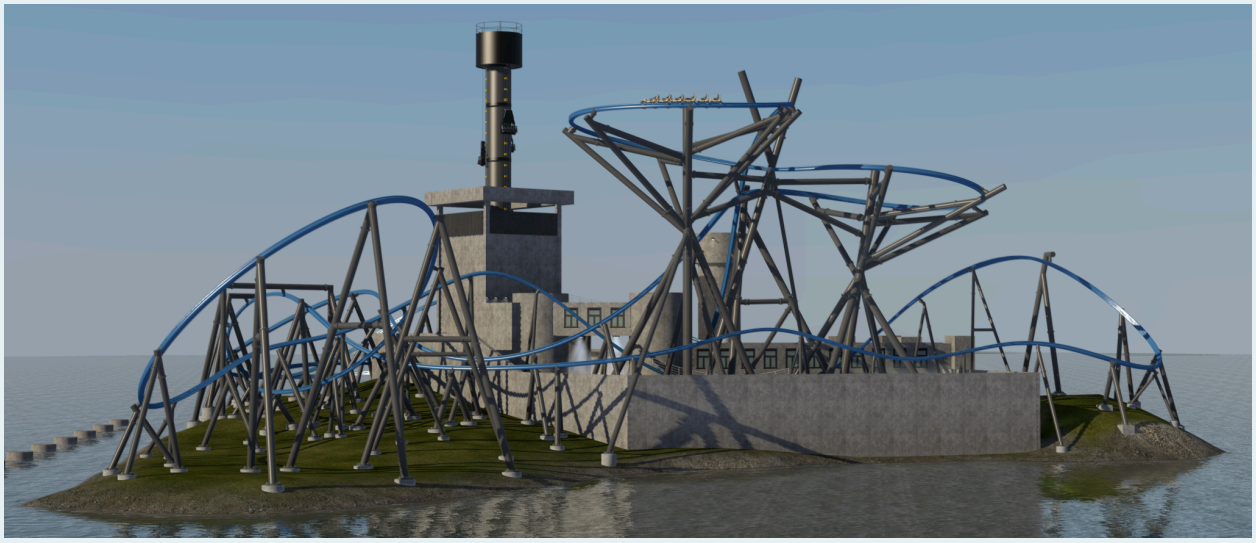













DON'T DROP THE SOAP!

