

TM2020 Beginner Server Rules & Guidelines

Map rules

All maps MUST follow these rules.

1 General

1.1 - Author time must be **above 20 seconds** and **below 50 seconds**.

1.2 - Maps *must not* contain any **cuts or re-routes** (cuts/re-routes must be proven and actually driven).

1.3 - *Must* require a **GPS** or guide for how they can be driven.

1.4 - Maps *must* have **signs** that show the way and *don't* cause confusion.

1.5 - **Moderators** can *not* add their own maps, another moderator *must* review them.

1.6 - **Re-makes** of previous maps and maps converted from other games are *not allowed* unless they can reach a **70+ rating** after **30 votes**. However, maps with a few parts inspired by others are allowed.

1.7 - The tracks must be **Fullspeed**: no full slides (4 skid marks, or not an SD), breaking (except S4D), or release anywhere on any surface.

1.8 - A track *must* follow most of the recommendations and guidelines. Depending on the severity of the guideline violation(s), a map *may* not be accepted.

2 Map Difficulty

2.1 - *Must not* contain **speed checks** that are impossible to pass with big driving errors.

2.2 - Longer maps (35+ seconds) *must* be **re-spawnable** with double-respawn (stand-still respawn) near the end.

2.3 - If during peak time (17:00 - 00:00 CET) or player count is **more than 35** and **less than 65%** of the players **finish a map within 8 minutes**, it is considered too difficult for the server and *must* be removed.

2.4 - Maps *can* have alternative **risky routes** that ***don't* give more than a 1.5 seconds** advantage. They *must not* be random and *must* be doable for the average skilled player (Gimmick CE is a good example).

2.5 - Maps can have a **maximum of 1 blind turn** or transition, but they should be avoided if possible.

3 Map Quality

3.1 - The intended route and flow *must be* **calculated** for above-average players.

3.2 - No **troll maps** or maps purely intended for training.

3.3 - Maps can *not* contain **reactor boost** jumps that result in possible abuse of the boost (the “zoop jump”).

3.4 - Maps that have jumps or drops with a very hard and **unsmooth landing** are *not* allowed.

3.5 - There *must not* be any extreme **overslides** in wallrides, tubes, loops, or similar track parts.

Map Recommendations & Guidelines

These are guidelines and recommendations to help moderators during the review process to ensure that the quality of the maps on the server is as high as possible. This is also helpful for mappers to ensure their maps are of decent quality.

1. **Precision:** Avoid maps that require a huge amount of precision and any precision near the finish in order to finish the map. Risky finishes are fine as long as there is an alternative safe finish.
2. **Turnovers:** Avoid maps with many turnovers, 1-2 turnovers are fine, recommended is 1 or less. Turnovers are precise and difficult for beginners to comprehend.
3. **Transitions:** Transitions are fine as long as they don't require a very special or precise line in order to get them smooth.
4. **Magnets:** Magnets are a great way to ensure the safety of beginners to stay on the correct path. However, maps should not excessively use magnets to force the players on the path, there should be some skill involved.
5. **Tubes:** Tubes are fun and generally easy to drive. However, corkscrew tubes (tubes with a wallride entry or exit) can be difficult to enter and exit, and these should therefore not be too tight or precise.
6. **Technical routes:** Should not contain a route consisting of a really hard combination of transitions and turns that requires a high degree of technical driving to do correctly.
7. **Checkpoints:** Should be placed before transitions, loops, wallrides, tubes, etc., or more difficult parts of the map. This allows players that fail the part to respawn and try again, as well as practice those parts. Avoid maps with checkpoints placed IN a transition or loops/tubes/wallrides etc. Recommended is to place a cp before, but after is always better than inside if before is not possible.
8. **Ring effect blocks:** Similar to checkpoints, these should not be placed in wallrides, tubes, or any kind of loop.
9. **Map flow:** Avoid maps with senseless flow or parts that completely break up the flow. Examples of these are too big and open maps, they are boring, have bad flow, and don't really help with anything.
10. Avoid maps that have too many repetitive transitions and sections.
11. It's OK to test maps on the server if you are unsure whether it will work out or not.
12. Prefer shorter maps over longer maps.
13. Avoid maps with random elements.

Extended Guideline Explanations

This gives a more comprehensive explanation of why the guideline exists and helps with judging the severity of a guideline violation.

Guideline 1 “Precision”

For example, If a map requires a lot of precision to do a start consistently (eg. “Start Simulators”), this is a high severity violation of this guideline.

Having risky parts in the map does not necessarily mean a high violation severity, blind turns that require timing are fine as long as the map fulfills *Rule 2.5*. A zig-zag turn that requires some precision in the middle of the map is also fine. The main thing to look out for is more extreme cases of precision or a higher level of precision at a critical part of the map. Those kinds of maps should not be accepted.

Guideline 2 “Turnovers”

Turnovers are a really weird thing for beginners, they are not really intuitive and aren't easy to understand how to drive. Therefore, they should not have tight entries or exist. For example, a tight-ish turn after a turnover is a big no, since beginners always have an exit angle that makes it impossible to do the turn.

Guideline 3 “Transitions”

You can take any transitional only map as a baseline here. Most transitions in these maps are hard to get and require some precision. Go play one and see which transitions are easy or hard for you to do. You quickly realize that the more uncommon transitions are difficult to comprehend and drive. Those kinds of transitions should not be in any of the beginner maps. That said, there are a lot of transitions that work just fine. As long as they are intuitive, they should be fine.

Guideline 4 “Magnets”

If there are magnets that pull your car in non-intuitive ways or ways that make it hard to get an angle for a turn later, those kinds of maps should not be on the server. Having a magnet to help players transition to downhill or from an uphill to flat ground is fine, as long as it's obviously not needed. Maps that overuse these magnets for the convenience of the players are considered lower quality.

Guideline 5 “Tubes”

A normal tube is easy and fun for beginners to drive. Corkscrews can be a bit annoying and difficult. The entry of a corkscrew tube should be intuitive and have a clear path into the tube. Same with the exit, they can even be too large for players to understand how to take them. It is also important to note that some of these tubes can not be entered with too little speed, so look out for these “speed check” tubes.

Guideline 6 “Technical routes”

A technical route can for example a wallride into a turn into a jump into another turn with an sd into a loop etc. in quick succession. The point here is that they are not too quick and technical and have room for players to react. Players should have the ability to more easily adjust their car to have the angle for the next part. The maps from Firefox are good examples of highly technical Fullspeed tracks. They are more fun and interesting for experienced players to play, but can be way too difficult for beginners to drive correctly.

Guideline 7 “Checkpoints”

The main thing here to look out for is to reject maps with checkpoints placed so that they block the optimal driving line through a part of the map.

Guideline 8 “Ring effect blocks”

This guideline is tightly connected to *Guideline 7* as these should not be placed to block the optimal driving line.

Guideline 9 “Map flow”

Flow is an important part as it makes a map good, fun, and satisfying to drive. In a flowy track, there is something happening all the time, all the transitions and parts just work, and the map is intuitive to drive. It is fine to have some parts that break the flow a little bit, maybe one or two times within the map. But maps with huge or many flow breaks should not be on the server.

Guideline 10

This guideline kinda explains itself as maps that just have a bunch of turns, or for example, just wallrides are boring to drive and not very interesting. The maps should have a lot of variety. The level of repetitive things in the map determines the violation severity of this guideline. If there are too many repetitive things, the map should be rejected.

Guideline 11

Testing maps on the server is fine if it's done in a responsible manner. Don't just add anything. If you are REALLY unsure about a map, you can add it to the server to check, preferably not during prime time.

Guideline 12

Beginners often complain about maps being too long. It's extremely hard for beginners to keep the focus on something they have absolutely no experience in, or don't have any muscle memory for. Therefore shorter maps are almost always better for new players.

Guideline 13

Random elements in the maps are just frustrating and not satisfying. This is Fullspeed, not Kacky or LOL. That said, as Trackmania is a deterministic game, random things come from the inability of humans to be 100% consistent all the time. Therefore, random things are often introduced by uncommon, strange, or highly difficult elements within the track.

Map Ratings

Minimum amount of votes required to make a decision: **100**

Minimum rating for a map to stay on the server: **50**