

Map Design Competition Info



Antarctican "Advanced" Continents:

14 continents, 92 territories, 67 Boni in total

Graham Island 6 territories, Boni 6	Snowland 5 territories, Boni 4
Southern Transantarctic Mountains 11 territories, Boni 9	Centralia 7 territories, Boni 5
Marie Byrd Island 5 territories, Boni 4	Maudar 8 territories, Boni 7
Northern Transantarctic Mountains 8 territories, Boni 5	Shard Peninsula 5 territories, Boni 3
Terre Archipelago 6 territories, Boni 3	Enderba 10 territories, Boni 6
Royal Land 9 territories, Boni 6	Souther Ocean Territories 5 territories, Boni 3
Coats Islands 3 territories, Boni 2	Ellsworth plains 4 territories, Boni 4

Important Information

What constitutes a viable Risk Map?

Recommended Optional features

High-level Optional Features

Make Your Own Map!
With Paint 3D

Countries/Cities Theme

Nations

Empires/Regions

Scifi/Fantasy

Continents

Battles

Important Rules

No Plagiarism

Tracing

Low-effort

No breaking TOS

No spamming for votes

Bonus Info

Important Information

- How to Enter? ✓

- Post your design in the #map-designs channel of the official Risk Discord server
- This season's 6 finalists will be selected by guest judges from SMG, who have created the maps in Risk: Global Domination that we all know and love. Then it will be up to you, the Risk players, to vote for the 3 winners. 🏆
- Submissions will be open for 6 weeks, from the 23rd October to 3rd December
- Voting will start on 11th December
- Each participant may enter up to 3 separate designs, but can include multiple supporting images in the thread for each design.

- What constitutes a viable Risk Map? ✓

(There may be some room for exceptions if you ask beforehand and give specific reasons)

- **19-100** territories
- **4-14** continents
- Continent bonuses need to be worth **1-13** troops
- Each continent needs to contain **minimum** of **2** territories
- Continent boundaries are either **visible** in the main image, or an accompanying one
- Map needs to have **a name**
- Map should have a **1-2 line description** that would display in the map selection screen of Risk
- Playable within the rules of Risk: Global Domination

- Recommended Optional features ✓

- **Continents** need to have names
- **Territories** need to have names
- It's recommended that you post **Rough sketches** from your design process
- Write **1-2 paragraphs** about your idea, theme, inspirations and map strategy
- **Accompanying image** displaying territory connections, if it's not visible from main image
- **Map pack name** for the Map/Maps you made (either an existing pack you'd like to see it added to, or a name for a new pack it could fit in)

- High-level Optional Features ✓

- **Card sketches** that match your theme
- An **Advanced** version of your map
- A **Simplified**, small version of your map
- Some **Artistic features** on the map, like the 3D great wall in Qing Dynasty, London Eye in 28 Turns Later or Trojan horse in Troy
- Other features from the Bonus Info section

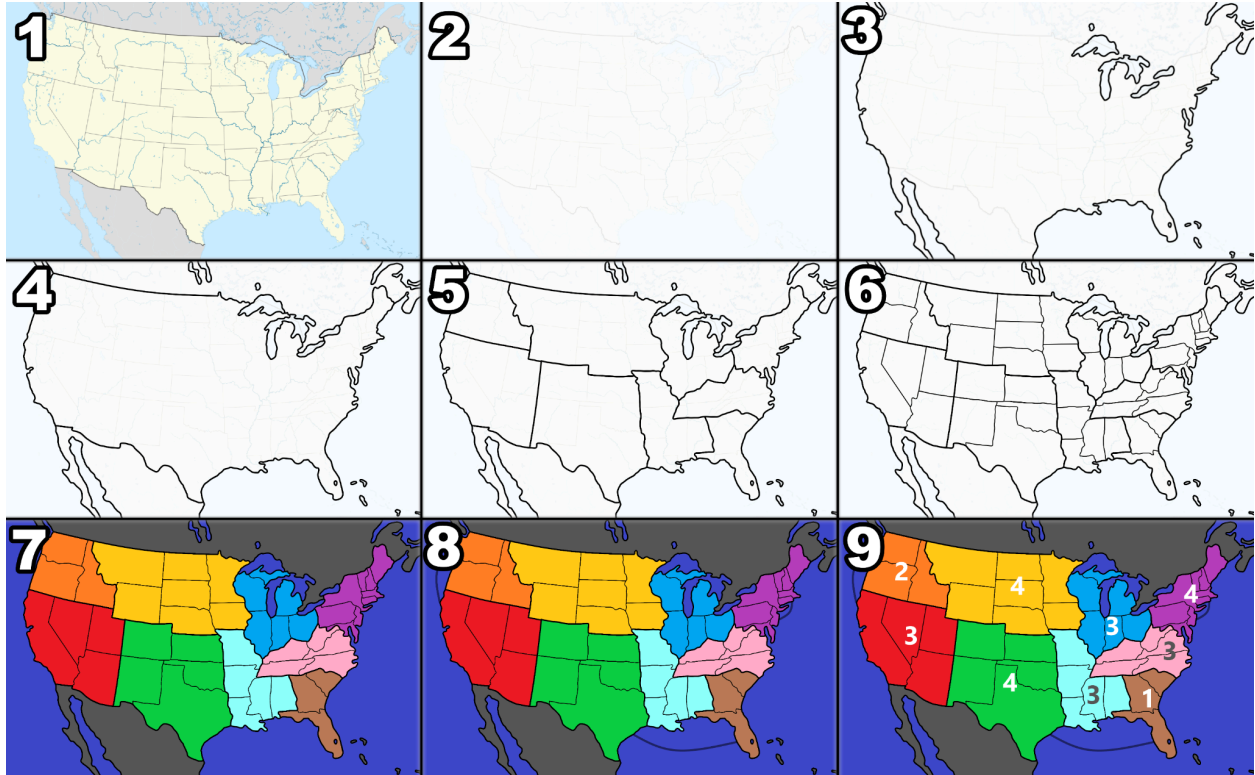
Make your Own Map! 🌍

Participants are welcome to choose their preferred software/software to design their map on, or even draw it by hand.

JamocMyName was here

- With Paint 3D 🌍

1. Find **either** a map of the place you'd like to make a map of, **or** if it is less of a geographic region, a rough sketch of your map idea (Make sure your map is **NOT** a Risk map already!)
2. Now, use your **paint bucket** and fill the entire image to an opacity where you can just **barely** still mark out the borders you will trace.
3. Begin by tracing the **oceanic borders** to your map.
4. Now, trace the **land boundaries** of your map,
5. Shortly followed by creating your **region borders**.
6. Last time tracing, I promise! Outline **your territories** for the map.
7. Here's the fun part! **Fill in** your territories with the colors of your choice.
8. Now, create your **ocean and land routes**.
9. Finally, it's **up to you** how you decide to show **continent bonuses** (Believe me, I've gone through alot of options.) The easiest is to show them by text boxes on the regions, but it's completely your choice.



Countries/Cities Theme 🌍

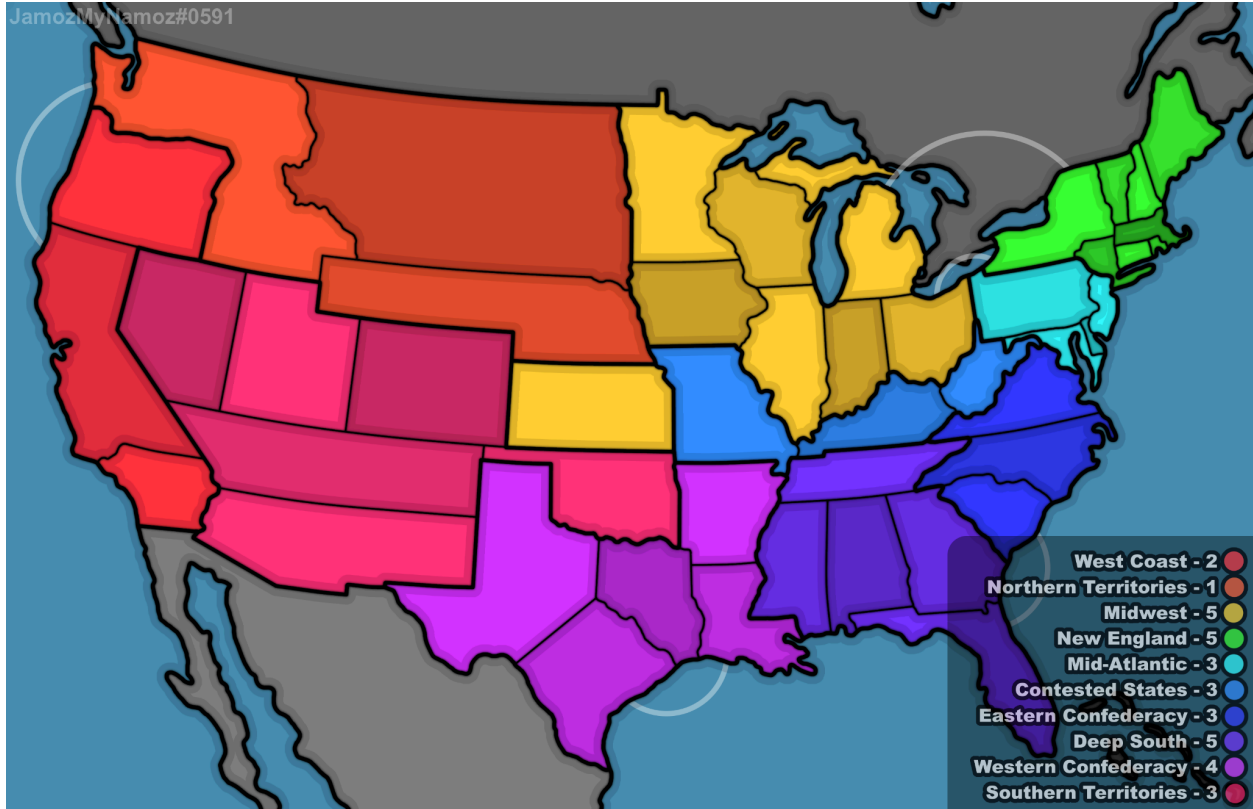
Designers are welcome to **interpret** the theme in their own **unique** way, and the overall theme is intentionally open, to leave plenty of room for **creativity**. Here are some examples of **sub-themes** if you're looking for a starting point 💡

Nations 🇺🇸

Map of (the) United States, 1861

DESCRIPTION

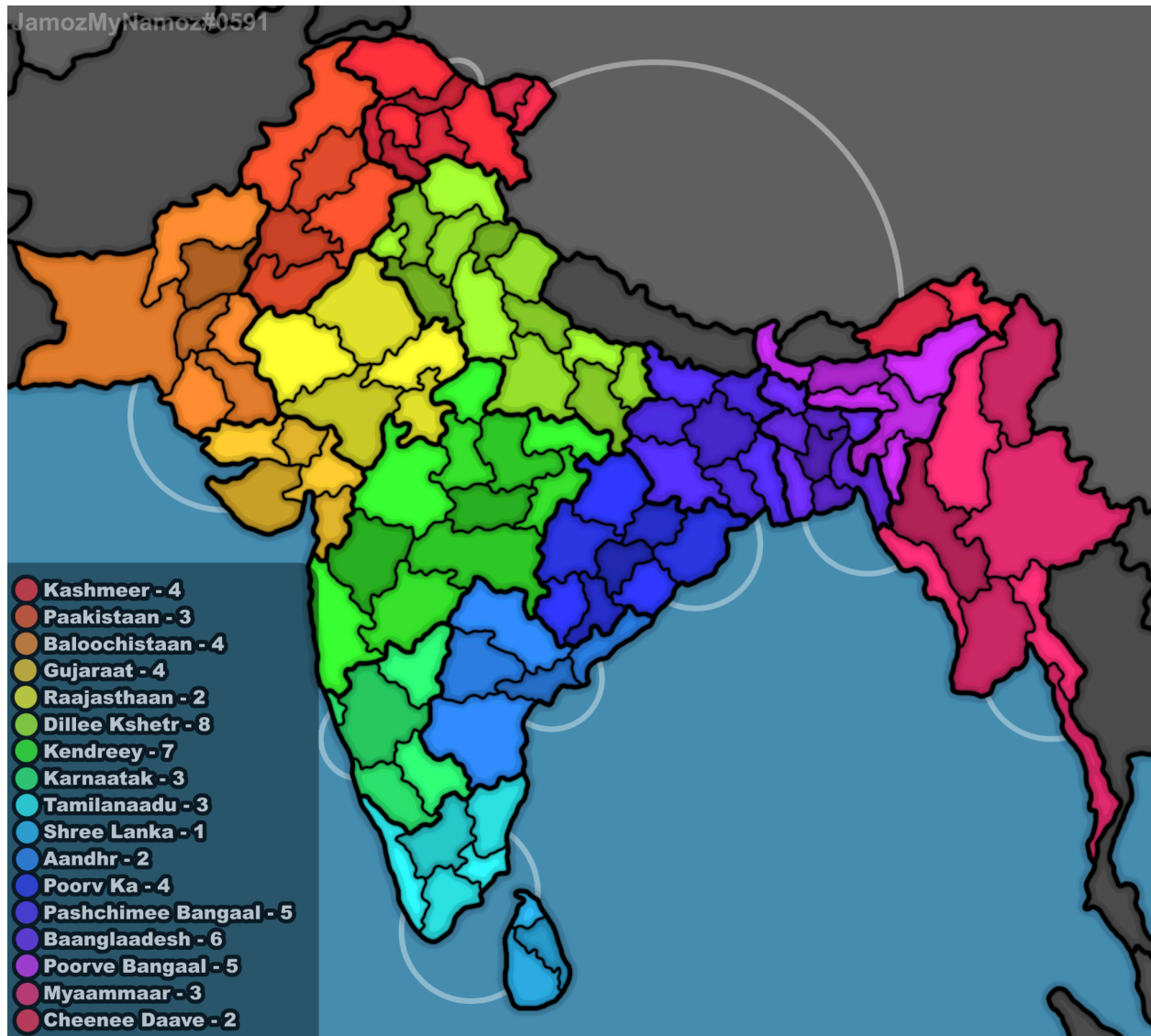
The United States in 1861 was one preparing for a conflict which would eventually outnumber the Revolution, the War of 1812 and the Mexican-American War combined in casualties. Will you reunite this torn nation, or focus your efforts on separating the states for good?



Map of India [Advanced]

DESCRIPTION

India and its border states are now compiled into one region for conquering! Instability is a large problem, however, and it doesn't seem this region will be united for long...



Map of (the) Mexican Empire | Americas Throughout Time Map Pack

DESCRIPTION

The Mexican Empire was set to be a dominant power in the Americas before the United States threw it into instability for the many years to come. Can you reverse the Mexican Cession - and keep stability from crippling the region yet again?



Map of China | Modern Asia Map Pack

DESCRIPTION

China, the second largest nation in the world according to landmass, has a lot to offer in terms of history, geography, culture, and.. We've been told we are not allowed to tell you about the last bit there.

SPECIAL MECHANICS

Beware of Mountains! This map has a "Mountainous" mechanic, meaning some provinces will not border each other as usual!

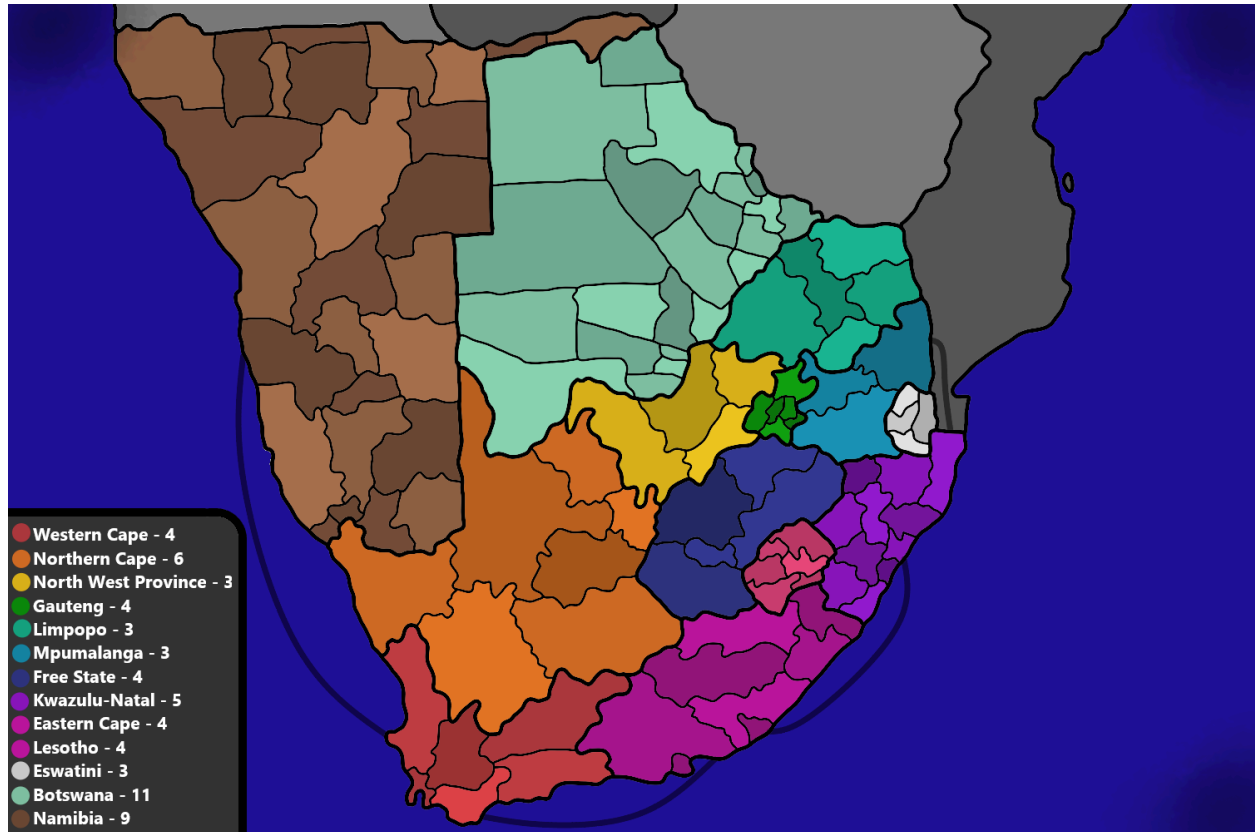


Empires/Regions ✂

Map of South Africa Advanced

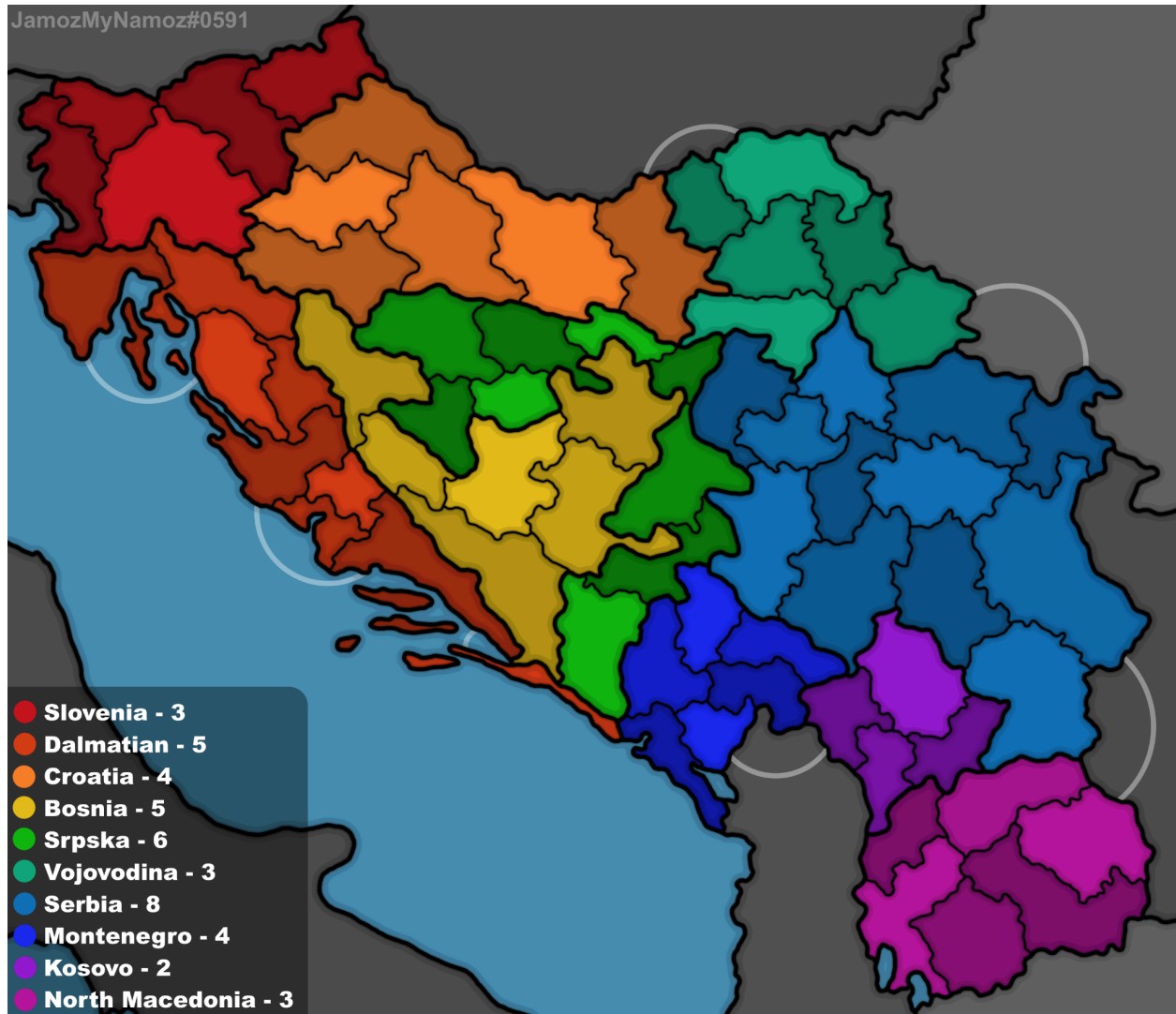
This map is part of a map pack being made as a part of a friendly competition with @SugaNOPE .

Prove yourself as the guardian of not only South Africa, but most of Southern Africa by conquering this challenging map.



Map of Yugoslavia

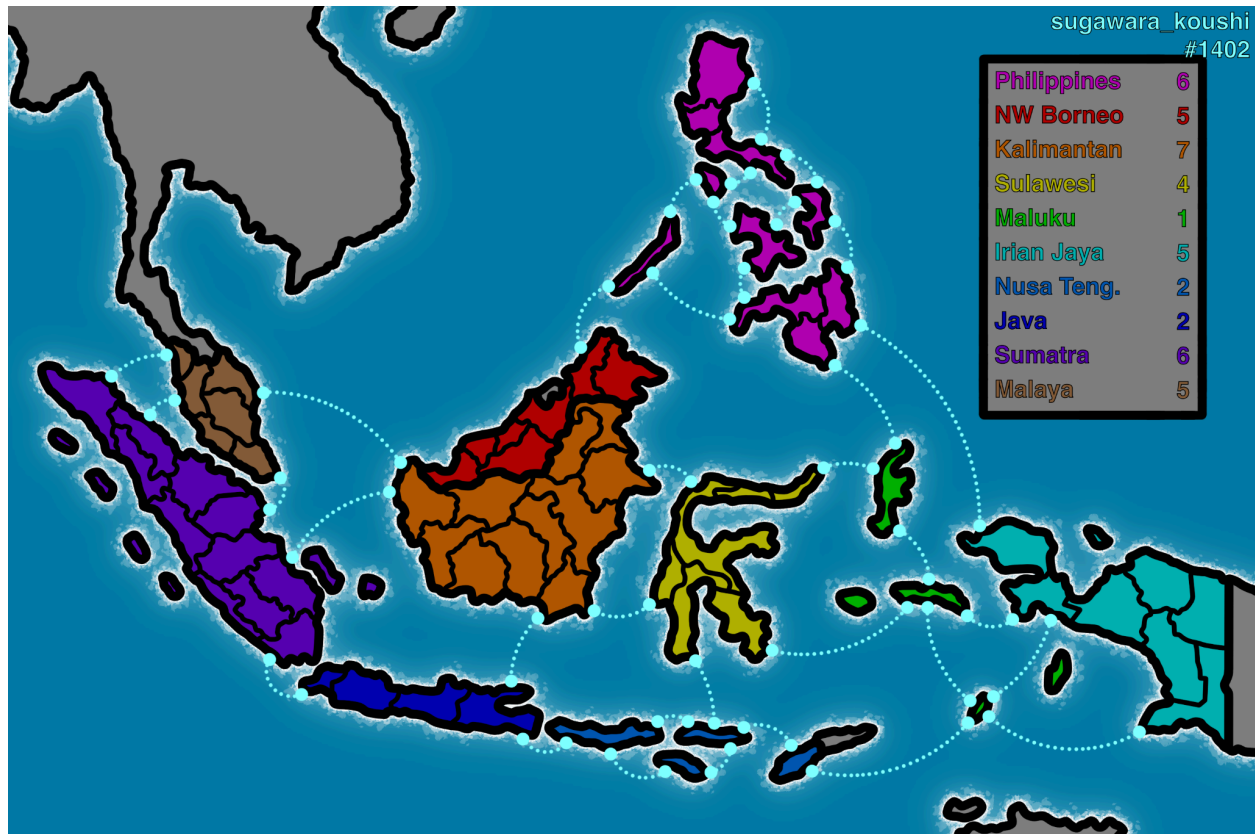
Yugoslavia, built on nationalism and unity, was taken down due to the same reasons for its original existence. However, another Balkan war has emerged and opportunity arises for its unification; Will you be able to reunite it, or is it doomed to stay in the history books?



Map of Maphilindo

After centuries of colonization, the Malay people have united... but was it just in name? Sure, a single consolidated nation in this archipelago sounds like a good idea, but there seems to be some friction between its three constituents. Can you bring all of the islands under your rule? Or was a sole Greater Malaysia just too great for our world?

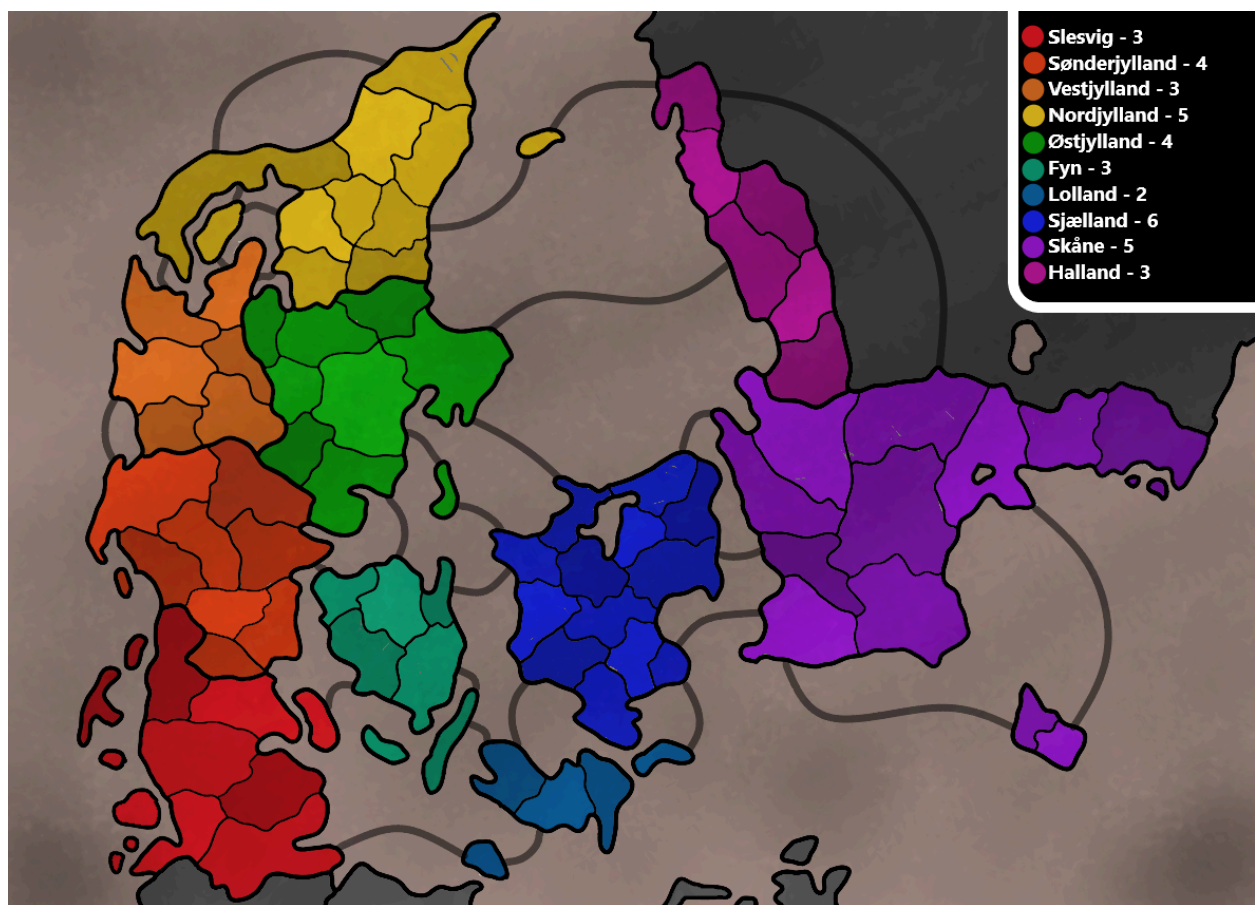
This map is part of the Designer Duel 3, made in collaboration with @JamozMyNamoz!



Map of the Danish Empire | Part of the Designer Duel 2 Map Pack

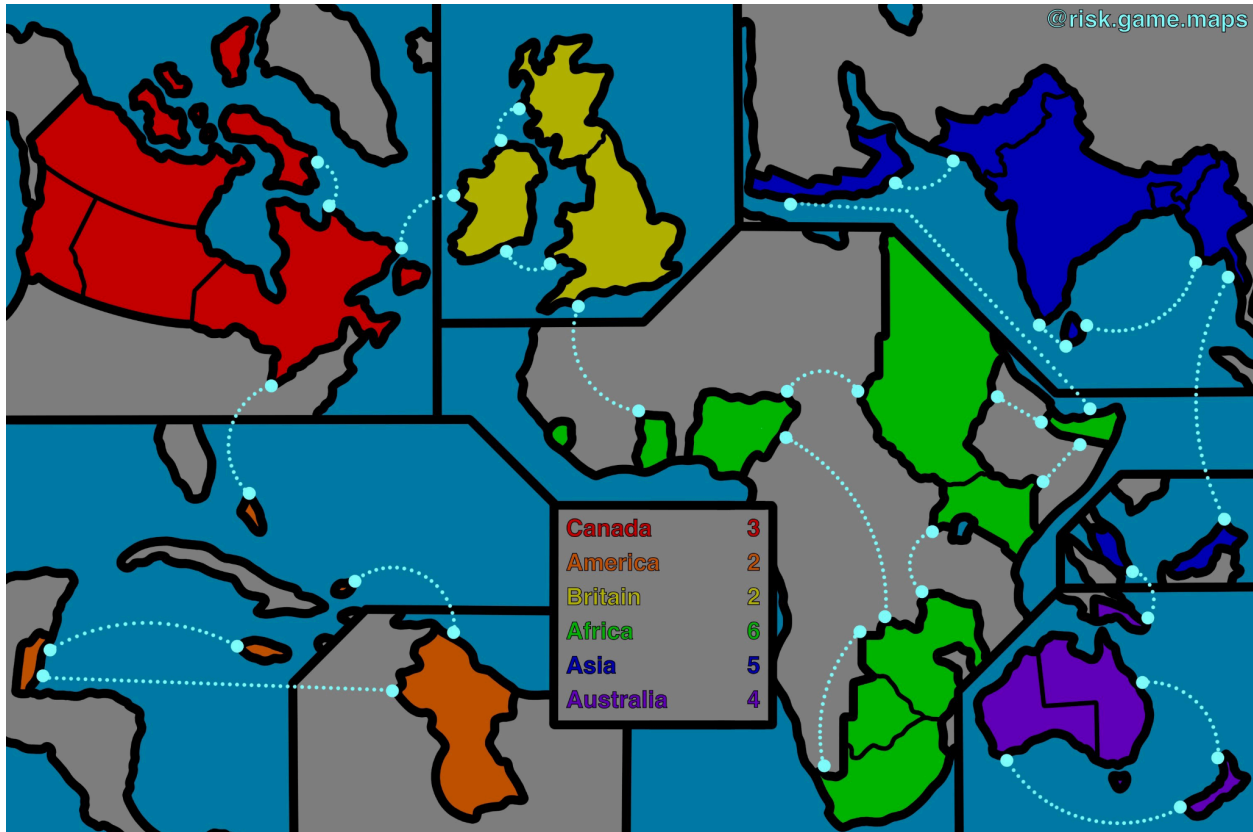
This map pack is part of a massive cooperation with @SugaNOPE with 8 map packs! 8 maps, not map packs. I just realized I said this 5 months later (Note: Sorry for the delay, I was dealing with a kind of viral virus... i think you know what I mean. I'm mostly better now, so I will be able to post more soon.)

One of history's most known Viking states - this map is naval route heaven due to the massive amounts of islands Denmark owns.



British Empire

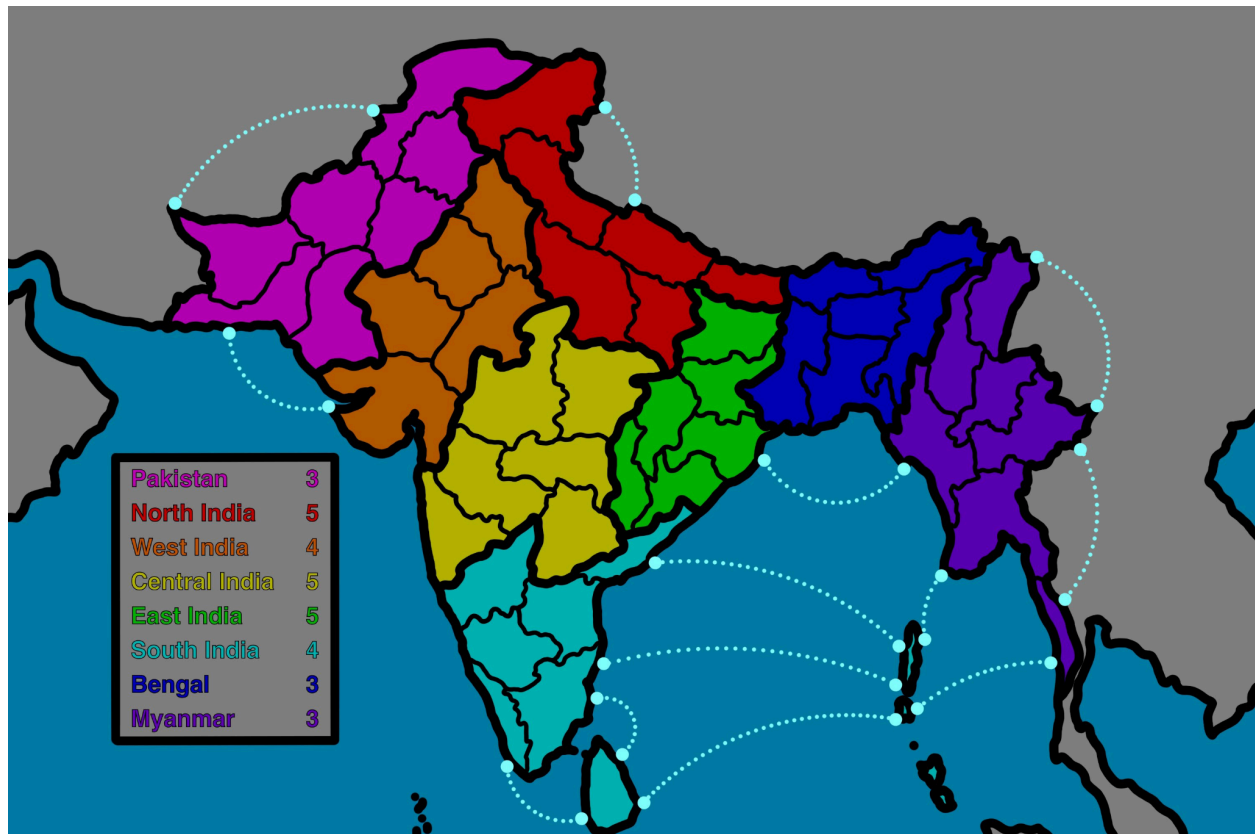




SugaNOPE — 02/02/2021 19:21

Here's a British Raj map I made

Also, I personally use Procreate, with a couple of custom brushes



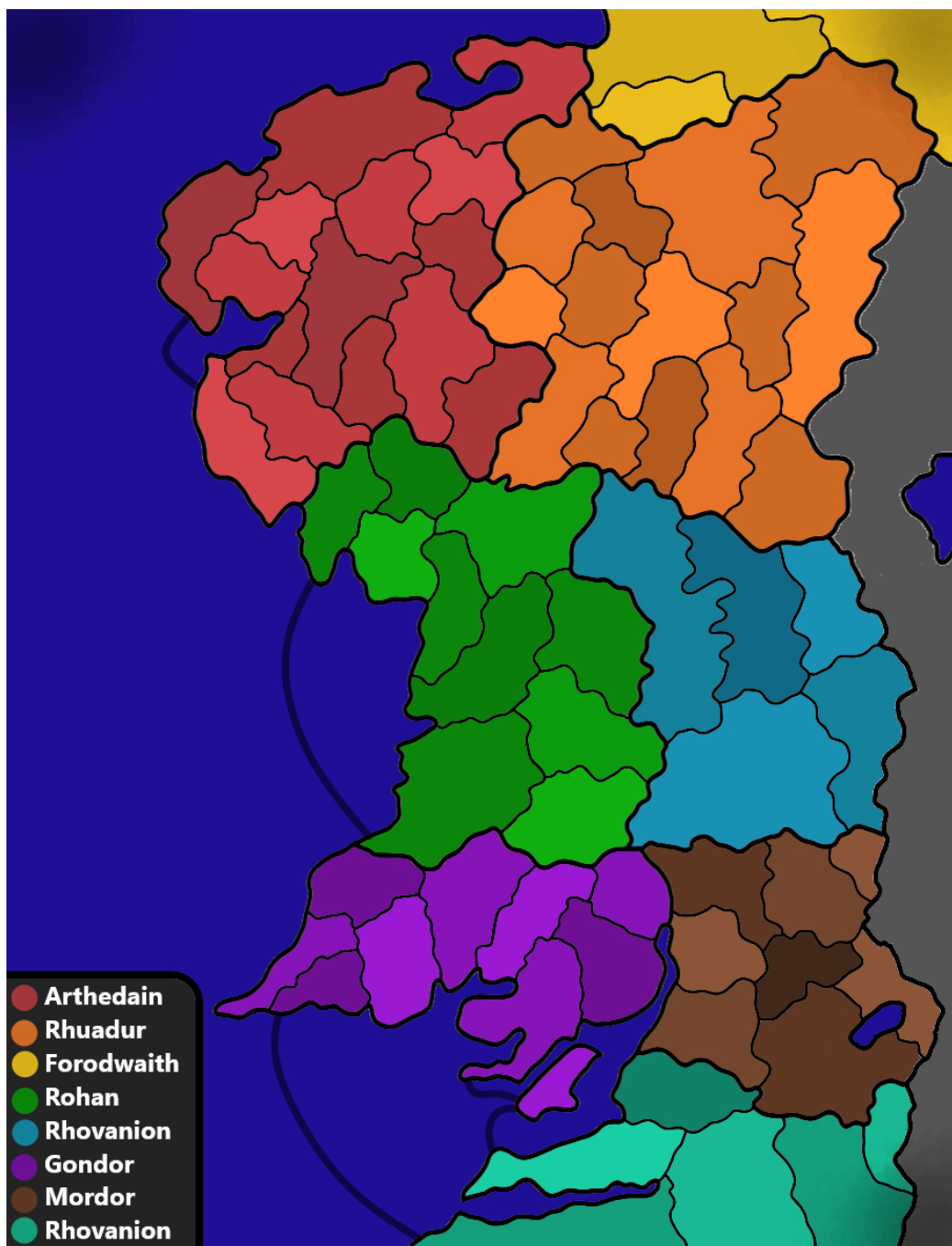
Roman Empire



Control the largest and most powerful empire ever, from the British Islands to Alexandria - Alea iacta est!

Scifi/Fantasy 🚀

Not Middle Earth



- Arthedain
- Rhoadur
- Forodwaith
- Rohan
- Rhovanion
- Gondor
- Mordor
- Rhovanion

Forsaken Lands



These fractured islands have been
unclaimed for far too long. The time
is now!

City in Space

MAPS

Look to the stars and take your global conquest to the galaxy with 4 new maps!

Without spoiling too much, here are a few sneak peeks on how our new Space Port Sigma map came to life.

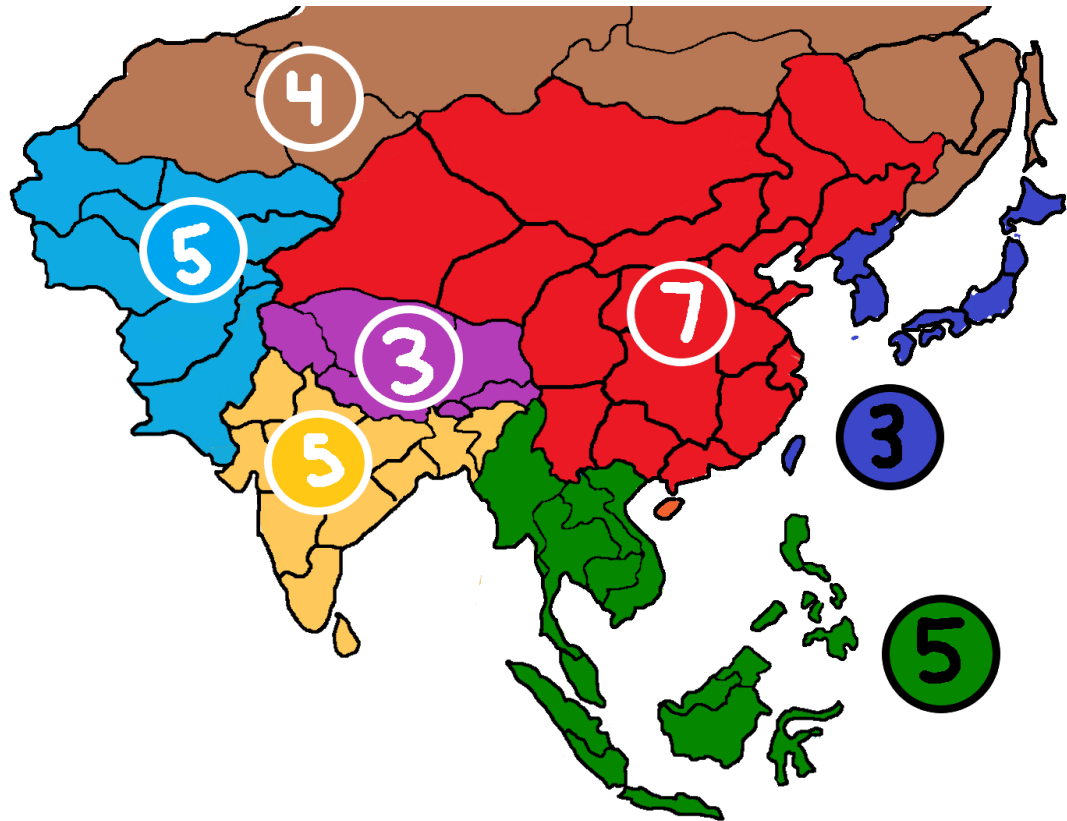


Continents 🌍

Modern Asia map.

And yes, an Asia map already exists. (Asia 1800s) I felt like doing this because it's modern and includes more. Btw @SugaNOPE your maps are awesome! I challenge you to redesign this and make it in your style. Feel free to change continent values, names, territory shapes and sizes, the whole thing.



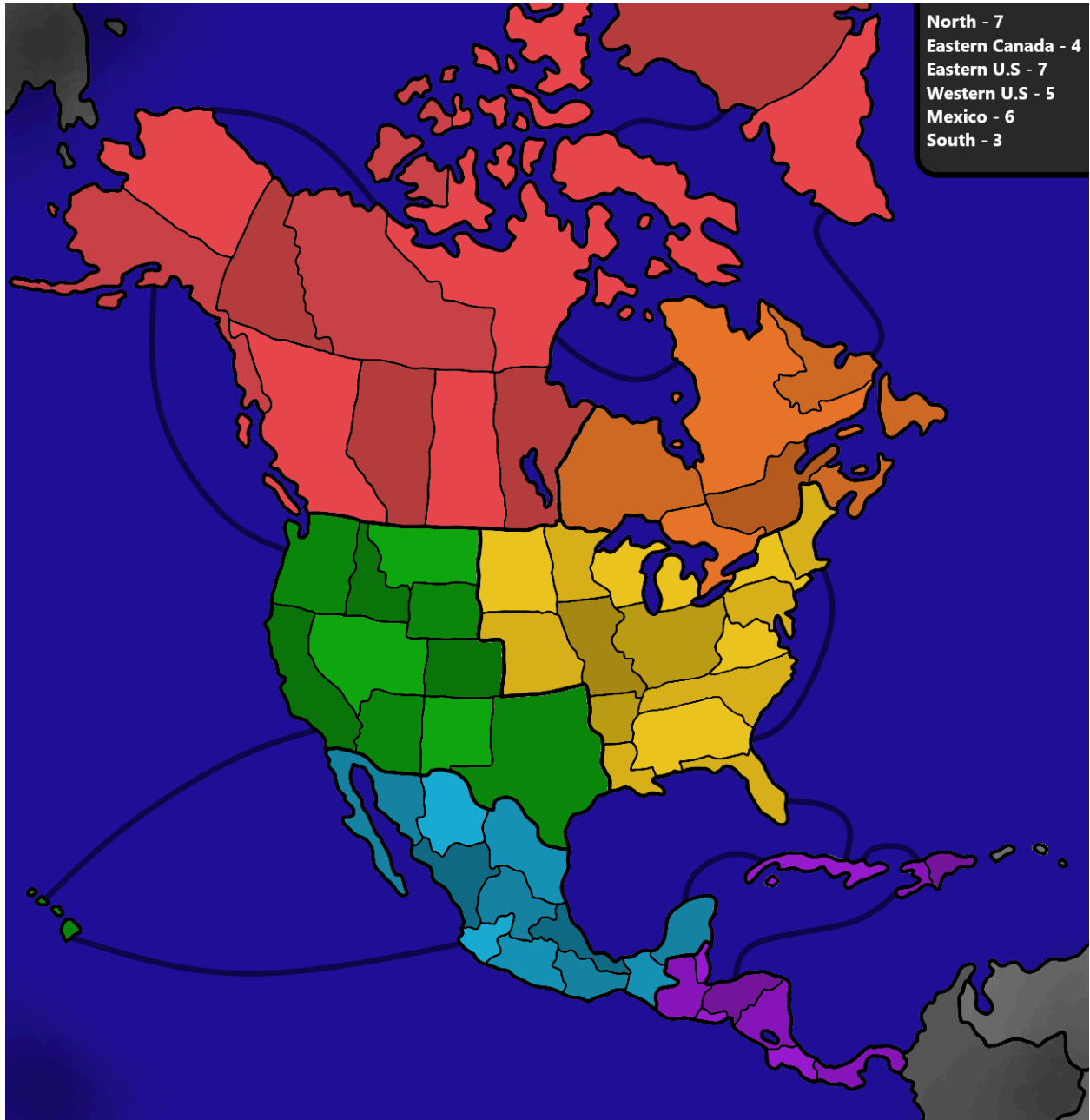


Antarctica Advanced



Map of North America - Credits to @Greene Triumph for the idea and the original map!

A large and diverse continent - Can you take it all?



South America



Map idea of Central Europe

Map boosts:

Czech Republic: 6

Germany: 5

Poland: 5

Austria: 4

Slovakia: 3

Hungary: 3

Slovenia: 2

Switzerland: 2



Africa



Fight for control over the cradle of
mankind!

City Battles 🛡️

Koenigsberg Siege

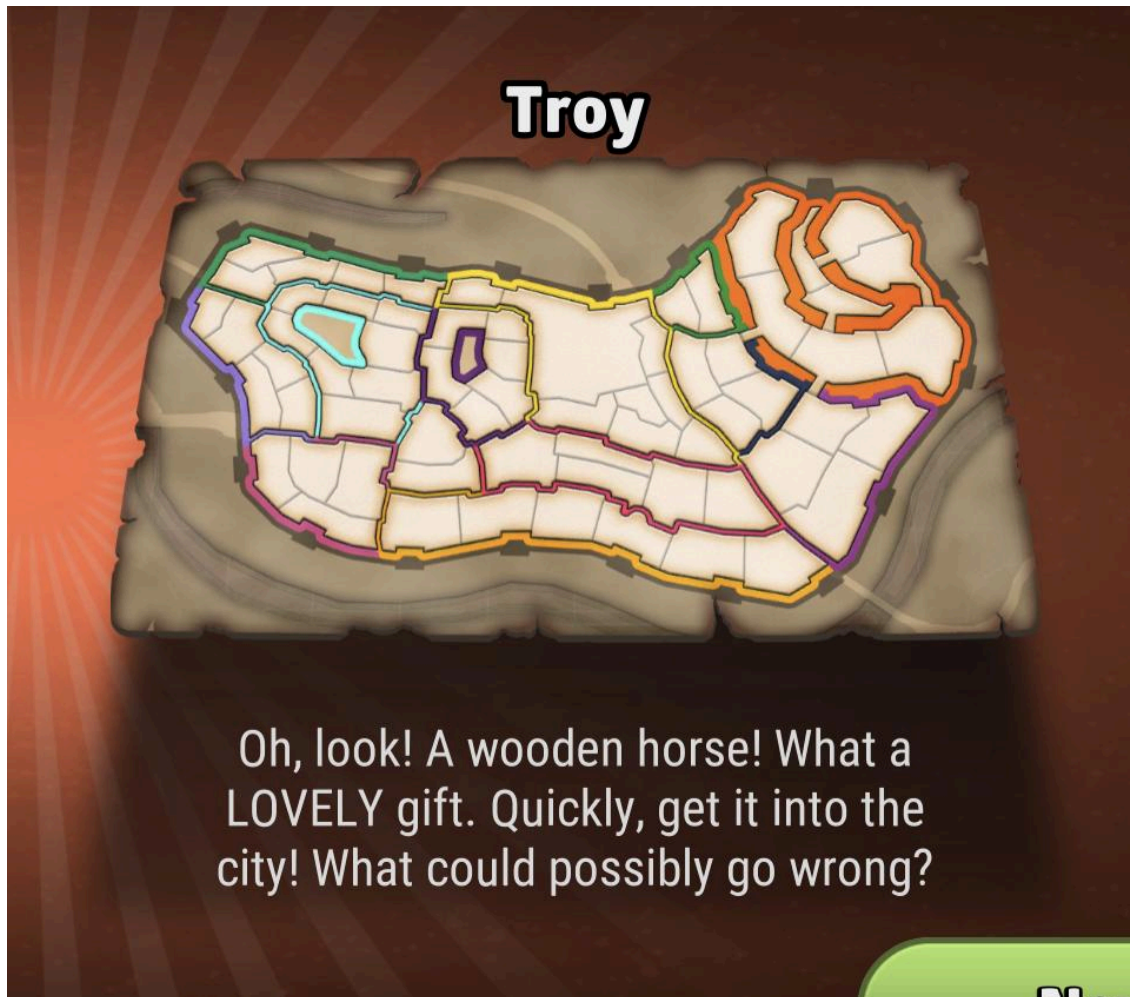


Only superior military strategy will
conquer this huge Prussian city

Battle of Lübeck



Neutralize your enemy strongpoints



Important Rules 📋

- No Plagiarism ❌

Any direct **plagiarism** is obviously **prohibited**, other **details** include:

- Using any kind of design that can be found somewhere else online is **not allowed**. (please avoid posting your design elsewhere until after the competition, to avoid triggering plagiarism checks)
- Getting **someone else** to design the map **for you** is against the rules.
- **Reposting** an idea you have already made for something else is not permitted.
- Any other **unfair** way of **copying someone** else's design to use as your own is not allowed

- Bad Tracing ❌

We recognise that **tracing outlines** of maps and photos is a **standard method** of starting a Risk design, but we will be monitoring it closely to avoid **plagiarism**

- Tracing from maps of real places is allowed, but avoid tracing other people's artwork or intellectual property
- Any **traced images** must be submitted to staff for checks, along with links
- No tracing a **Risk map**, or map designed for any game similar to Risk
- If tracing an image, your **final design** can't be excessively similar to the **source image**, e.g. you should change some lines, add your own colors, continent borders etc.
- **No tracing** images with large water-marks that clearly don't want to be **copied**
- When tracing, **do not copy** its name or description

- Low-effort ❌

- No low-effort posts that look like they took **less than an hour** to make
- **Not every entry** needs to be a masterpiece (and it shouldn't be), but pieces should demonstrate that the participant has at least made a decent effort to put up something of **quality** together, that's worth posting for community votes.
- Maps must be **viable** to feature in Risk.

- No breaking TOS ❌

Breaking server rules and/or TOS is not allowed

- Any form of NSFW content is **denied**
- Non-family-friendly content is **not tolerated**
- **Nothing** rude or insulting in the Server
- Any kind of **advertising** in the entry is prohibited
- **Troll** entries are not permitted
- Including any random **irrelevant images** as part of your design is against the rules

- spamming for votes ❌

- Don't **ping members for votes**, especially mass pings like Everyone, Looking For Game etc.
- Don't start new DMs to **solicit votes**. DMing a few friends that you already had ongoing DM conversations with before the tournament started is fine.
- No telling people **not to vote** for, or to **unvote** your competitor's designs
- No **requesting collusion**, e.g. by offering other designers that you'll vote on for them if they vote for you.
- No **adding alts** or other Discord accounts to the server for the specific purpose of upvoting your idea.
- No otherwise **shady** or **loophole** methods of gaining votes, that staff don't deem as fair.

- excessively controversial designs ❌

- Discussing politics in the Risk Discord server is against the rules, so if you see a design you think is politically charged, DM staff privately, and do not start a public argument about the politics of the map.
- Trigger warning: there may be some maps that you don't like or agree with. It's important to remember these are works of art by the designers, and their designs aren't officially endorsed by the organizers of this event.
- Maps of countries involved in especially controversial conflicts in 2023 may be removed, especially if they start arguments in the server
https://en.wikipedia.org/wiki/List_of_ongoing_armed_conflicts
- Other maps may be removed, if deemed inappropriate by staff for any reason
- Speak to staff if you're unsure whether your map idea is appropriate

Prizes 🏆

1st

- Mystery Risk Board Game
- 10,000 gems
- Design Competition Winner Role
- 1 month Nitro
- Blue VIP badge in Risk
- Map featured in the Risk Community Bulletin

2nd

- 5,000 gems
- Design Competition Winner Role
- 1 month Nitro
- Blue VIP badge in Risk
- Map featured in the Risk Community Bulletin

3rd

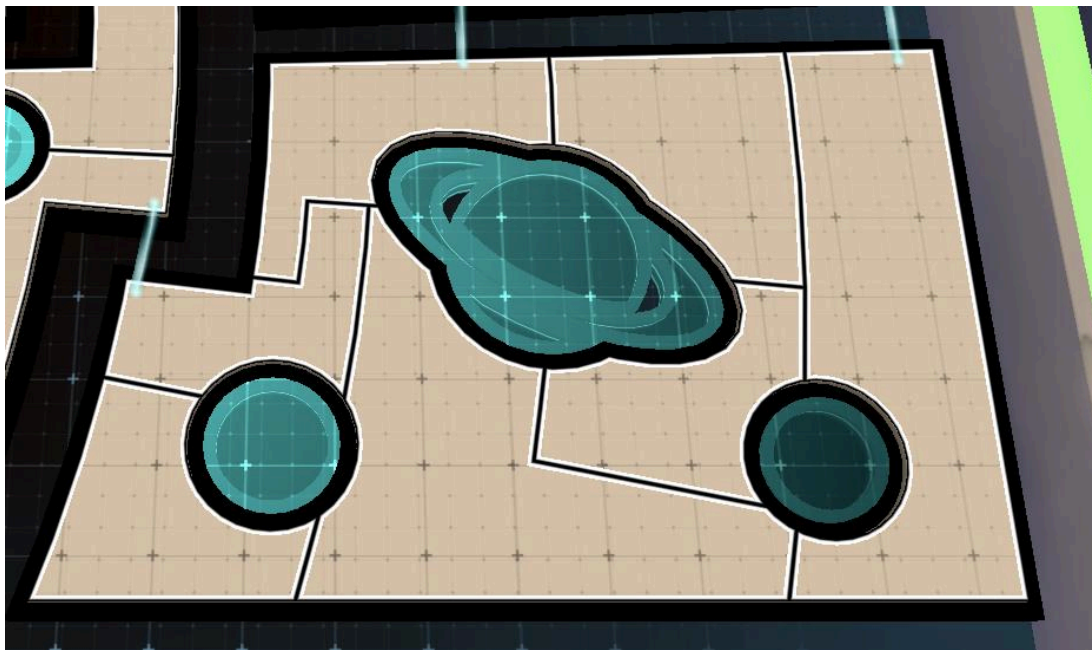
- 2,500 gems
- Design Competition Winner Role
- 1 month Nitro
- Blue VIP badge in Risk
- Map featured in the Risk Community Bulletin

Bonus Info

Inspiring Features From Risk

- Learning from the best, can help inspire your own ideas. Here are some of my favorite little that help bring maps to life:

Playing with Dead-Space: try getting creative with the shapes of the gaps between your territories

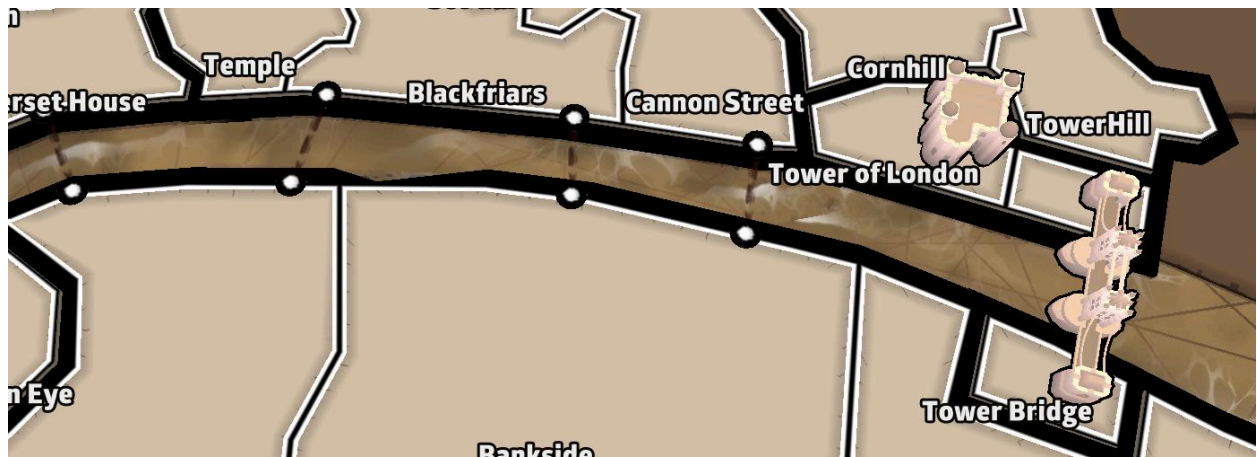


Using natural features to your advantage: Mountains, Rivers, Lakes and other natural wonders can create exciting chokepoints, and impassable areas, deepening the map's strategic complexity

Battle for the United States

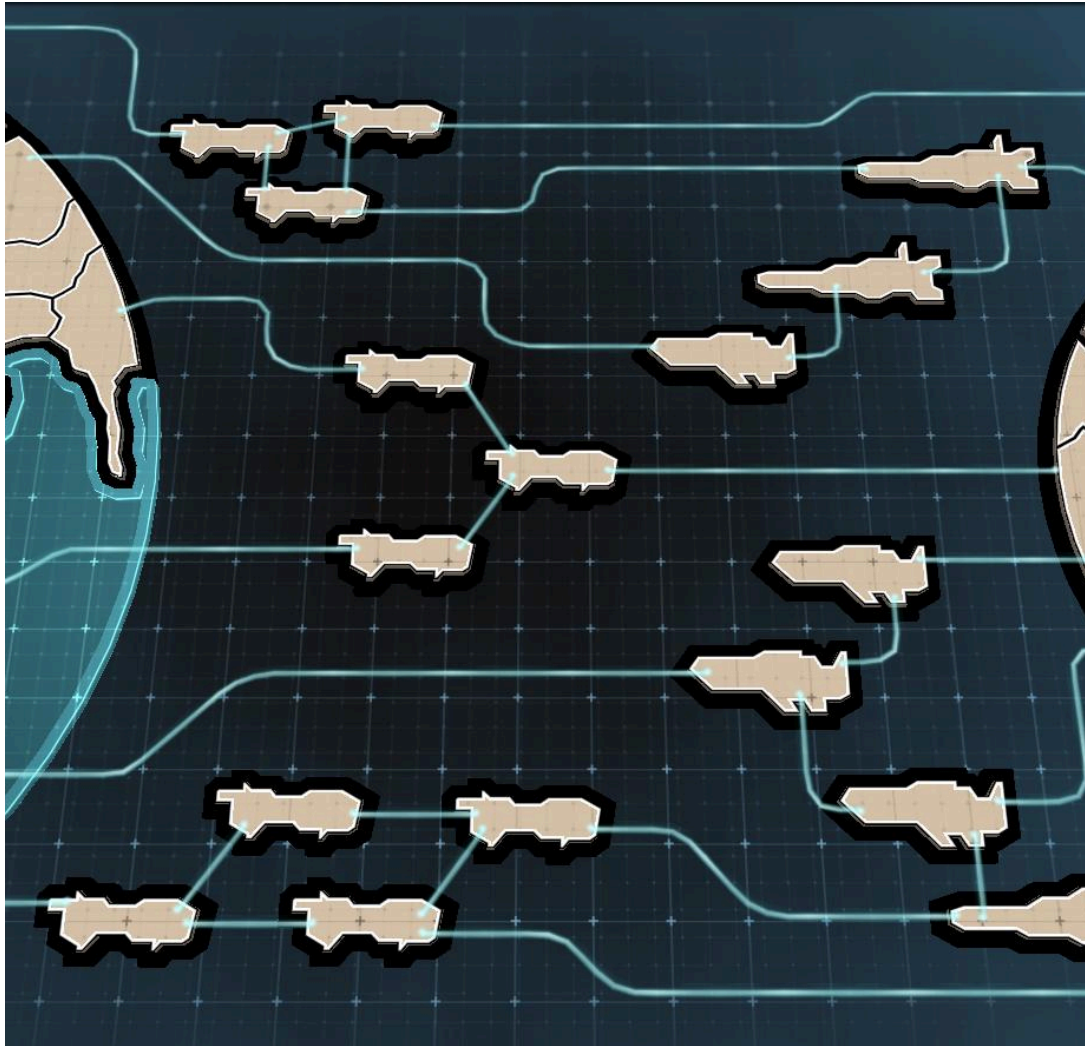


Bridges and river crossings add important bottlenecks on the map to control



Sea lanes, to connect islands and non-adjacent territories





Including background details, surrounding your map, adds context and style. On maps like the Ottoman Empire, I love how they've softly included the surrounding countries, and added a compass to give a real map feel.

End of the king is tucked snugly into a mountain and port.

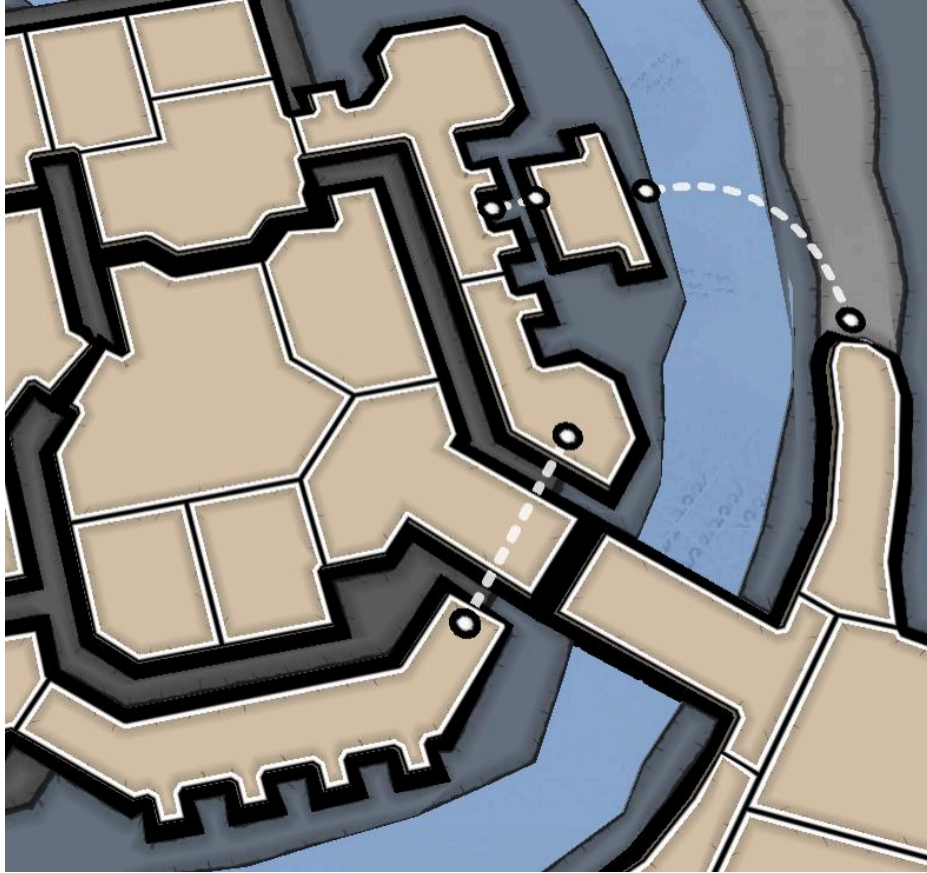
Ottoman Empire



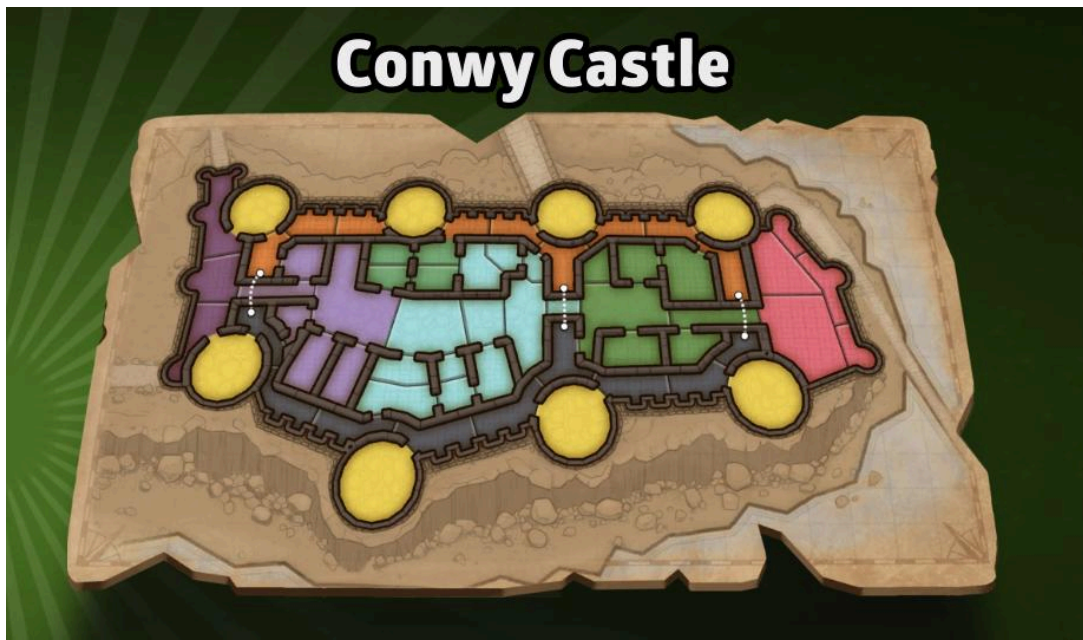
End of the King



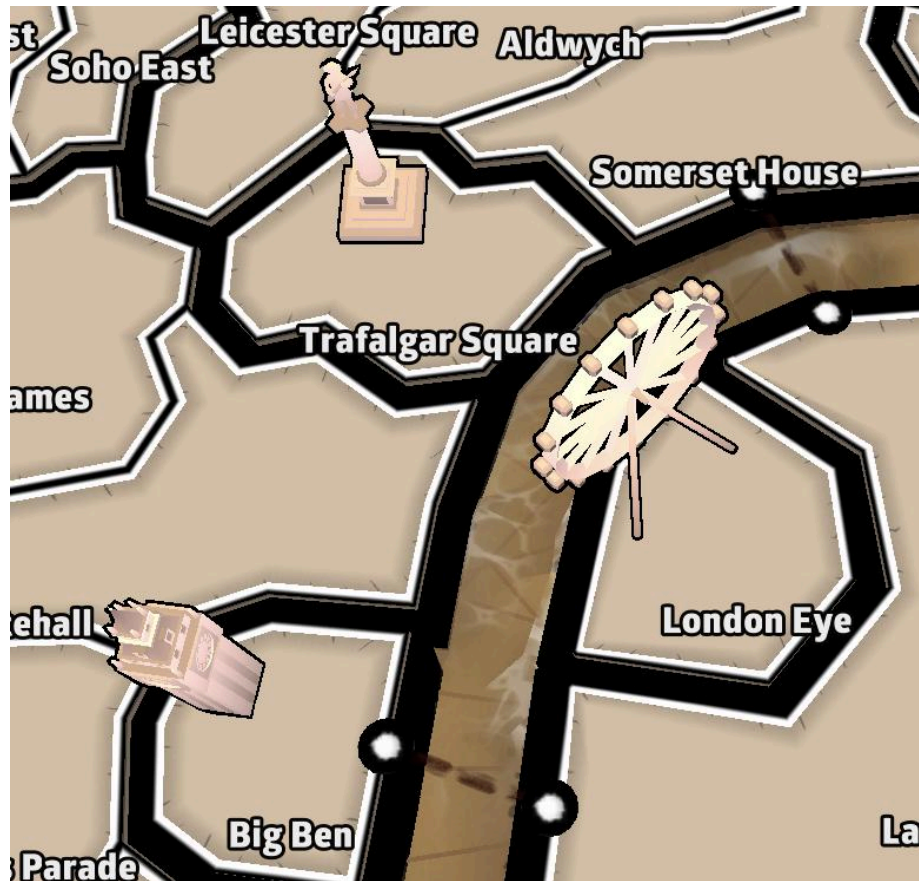
The drawbridge connection on Castle, making a connection between 2 territories, that jumps over another territory, really stands out as a simple but creative way to make this map strategically unique.



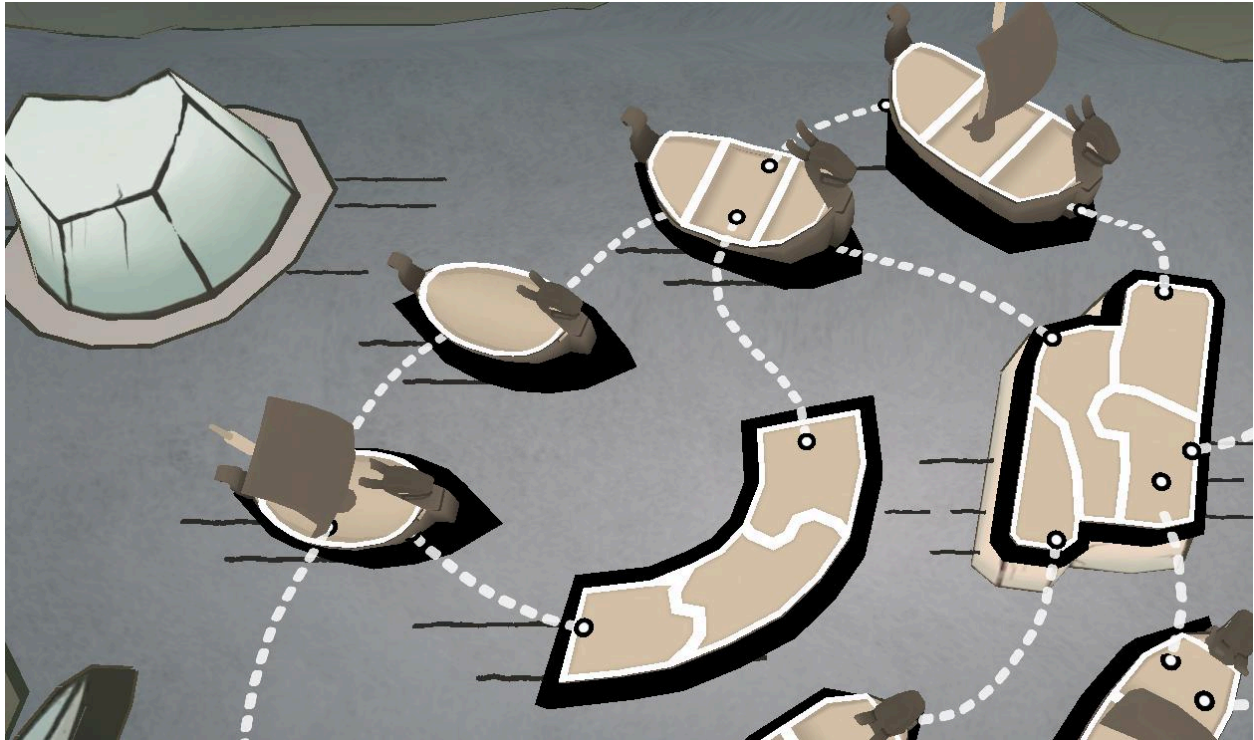
Bonuses made of separated territories, such as the Towers Bonus of Conwy Castle (in yellow here), introduce a very different strategy to connected bonuses, and give players something extra to think about.



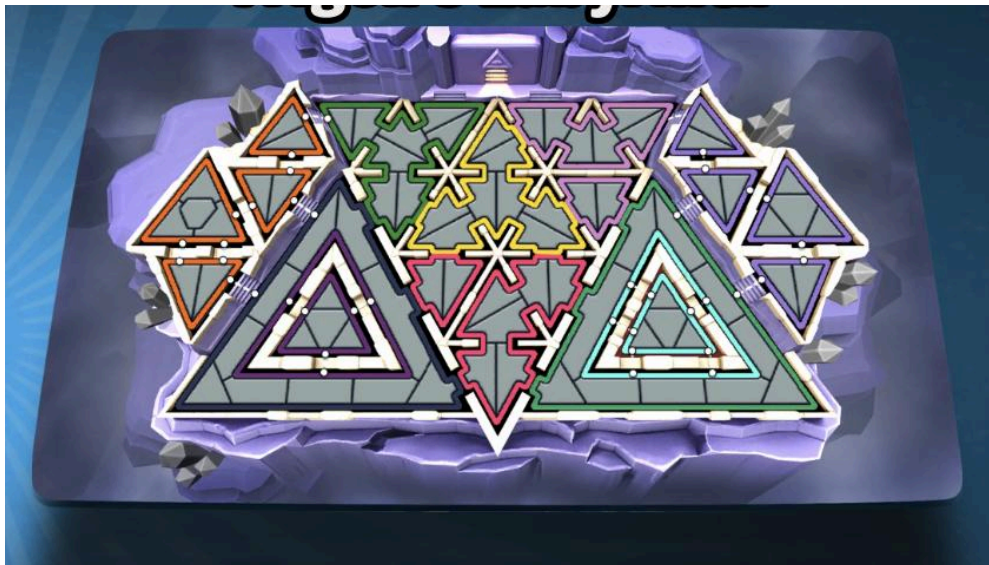
3D features, especially ones that match the theme of what the map's about, help to make the design pop out



A territory doesn't have to be a piece of land, even a boat can be a territory, so perhaps there are even more possibilities for what a territory can be



Visual symmetry, combined with tactical asymmetry. Maps like these have an eye-catching element of symmetry, but once you start to explore them, there's more little differences than initially meets the eye



Supermax Prison



Dead-Ends: Territories with only 1 connection can be very important as kill-guards, troop-splits, and places to hide.



Nexus points: Territories that connect to a lot of other territories, and often create chokepoints, can become key tactical areas of control. A lot of the best map designs not only include deadends, but contrast those with nexuses, and a range of territories with different connection levels in between.

How many different territories does this Brazil territory on Pangaea have?





Map within a map: very high level skill, to impress audiences, if you're putting together a whole map pack

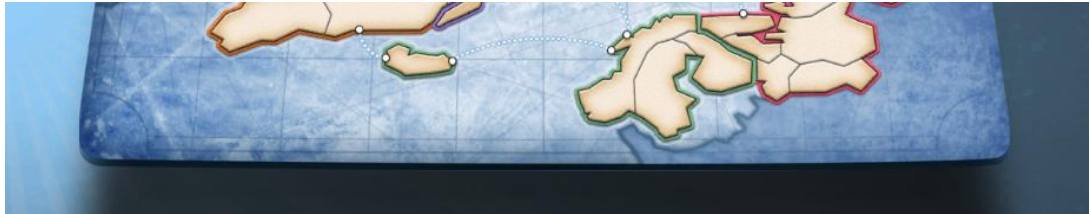
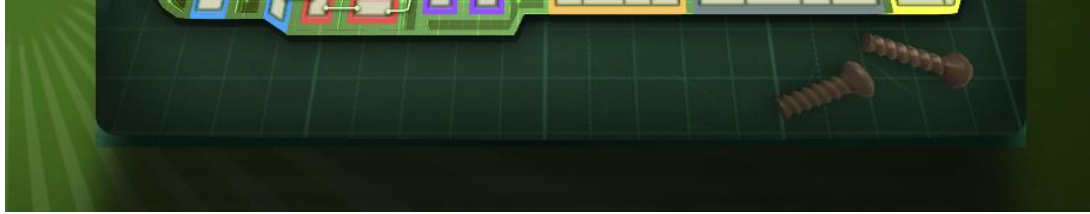
Take for example the Enchanted Realms Map pack. Can you find its 3 other maps, hidden as Easter Eggs inside the Overworld map? Do you know which other map pack has this feature too?



Seagrog's Fortress



Giving a fancy edge to your map design can style it to fit your theme. Consider how you want your map to feel: classic, ancient, cold, fantasy, futuristic, or something different?



Last but not least: Everyone loves a good description!

Troy



Oh, look! A wooden horse! What a LOVELY gift. Quickly, get it into the city! What could possibly go wrong?

Atlantis



Just a metaphor used by Plato or an actual lost empire in the ocean? Scholars still debate that, but one thing is certain: We reconstruct, you conquer!

Himeji Castle



It's not the last stand of the samurai
- but still an exciting battle! Who will
prevail in this Japanese landmark?