

before we start

keep in mind that a score of 5 means that the level is normal. that is, if your level received 5/10, this does not mean that it is bad (in my opinion of course). this means that this is the usual normal level. and keep in mind that I'm... just a random person from the community. maybe I'm wrong somewhere or my opinion is strange. don't take it to heart. I don't want to offend anyone or say that anyone is doing something terrible. let's live in peace

(also sorry if I have errors in he/she/they)

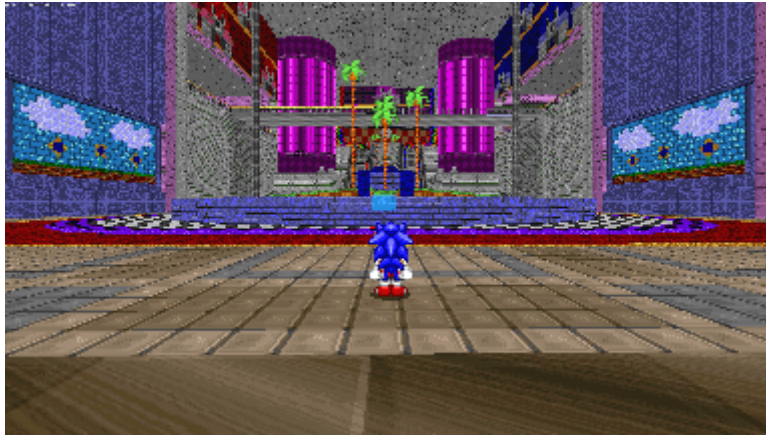
hugs and kisses

yfyfyfyfyfy

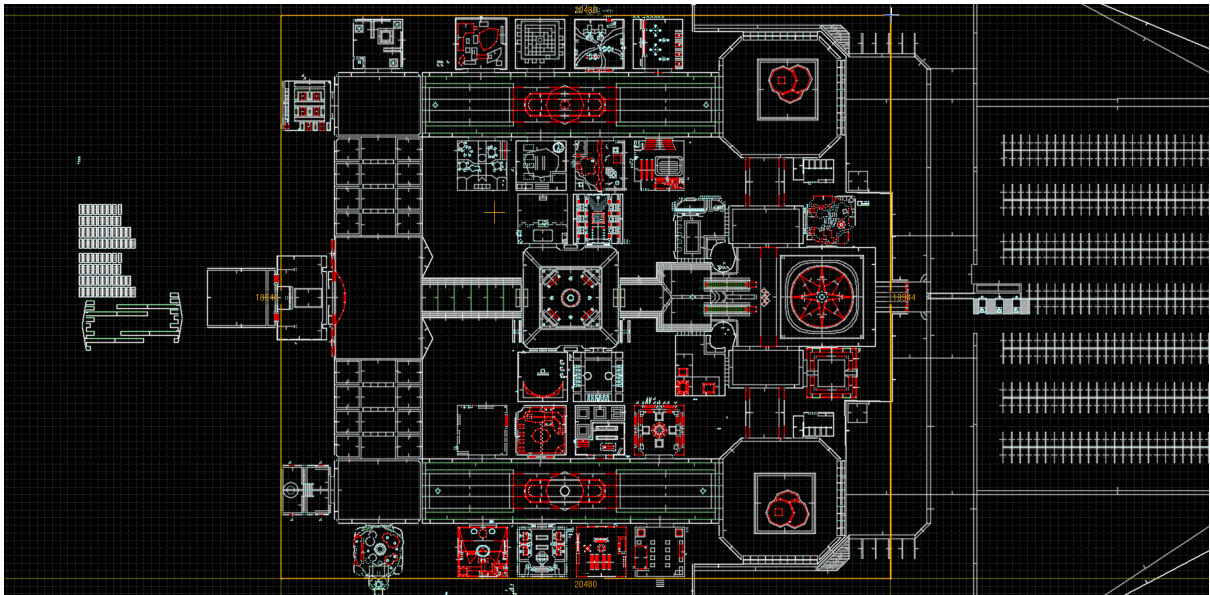
14.04.2024

HUB — 2/10

first of all, where is my fps? I've never had such lags at any level as here.



this hub is SO big. it's doesn't need it.

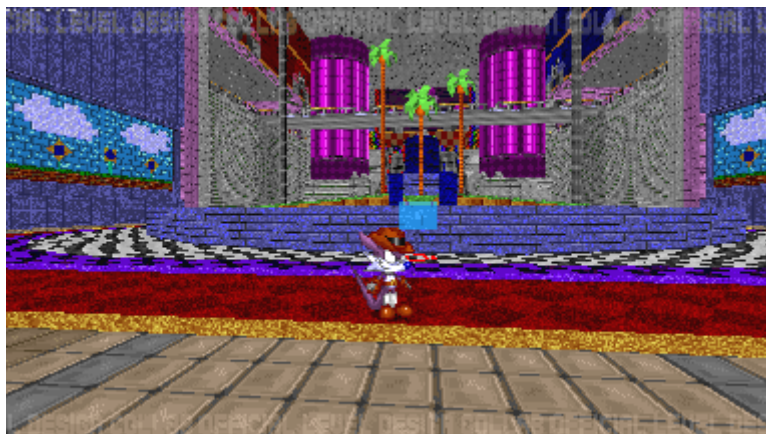


the purpose of the hub is precisely to quickly get to some level, but this hub is trying to be a handout (for what?).

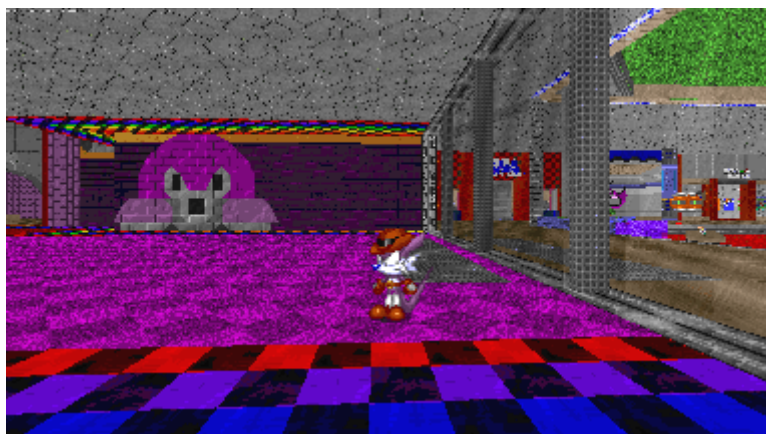
I liked that this time the organizers included Level Select, so the hub is not needed at all. and I don't remember who spoke specifically, but this person gave an argument that "if you are not satisfied with the hub, just use level select" but I WANT to use the hub because that's what it's for. then why do it at all? let's get by with just the level select in 2024R1.



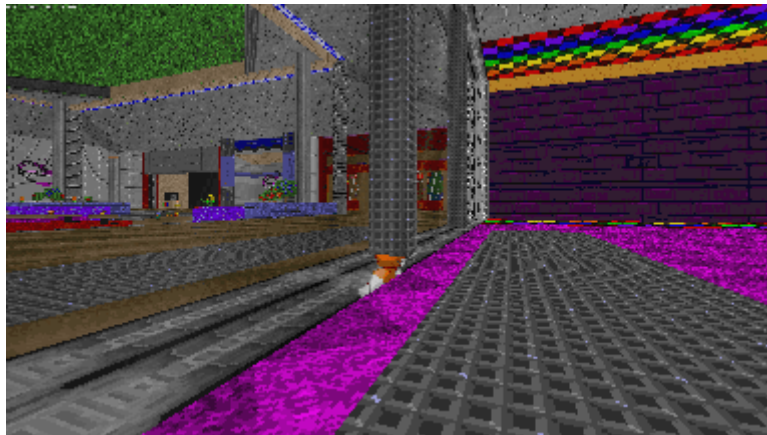
what is the meaning of this terminal? it just exists. and for playing oldc I don't use save files so nothing gets saved.



doors have different types of triggers



(and you can get stuck in them)



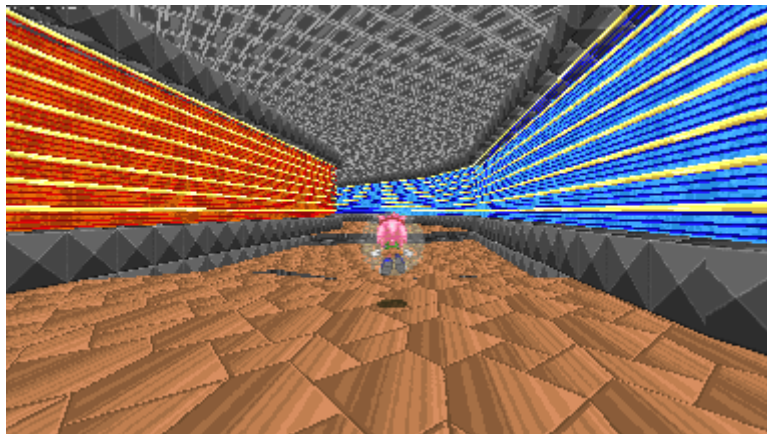
in general, the rooms for the levels look interesting, some are empty and meaningless. I understand that the members did it, so it's cute. but I would like just a small hub like in OLDC2020summer/autumn.

when I left a review on the forum, I said that I would like to release my own version of the hub. I'll do it, not now, but I'll do it (but, it probably won't be possible to upload this on the MB? I think I can't).

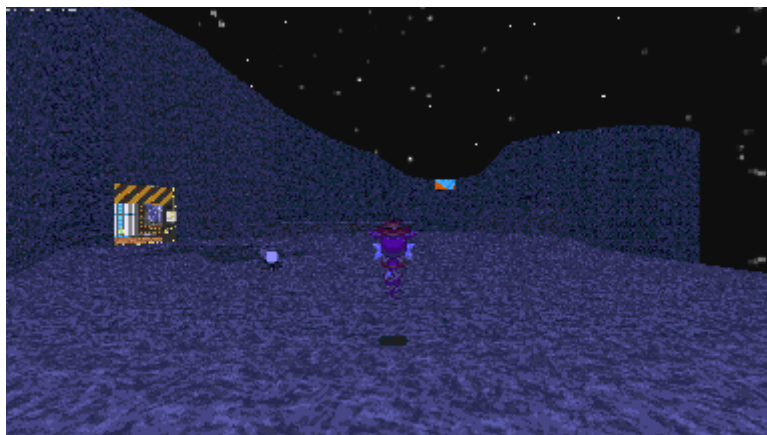
Circuit Rush Act 1 by Sketchzelle — 0/10

this level looks like trolley and it's bad. this is a rather difficult race with metal sonic that doesn't bring any new gimmick. the level is both visually and gameplay linear and too simple.

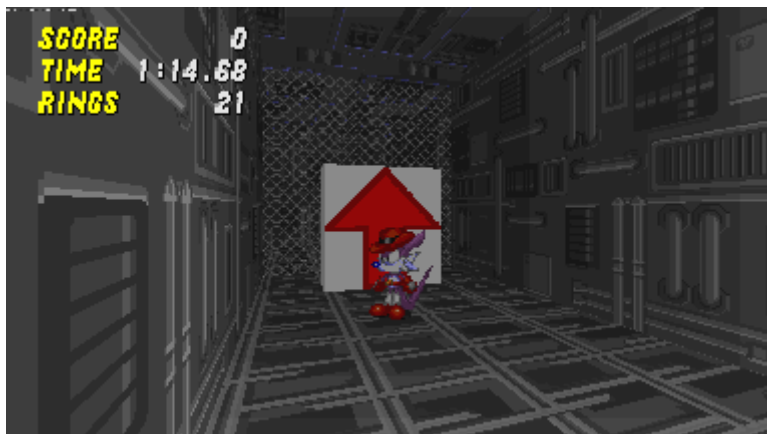
invisible walls? cry about it



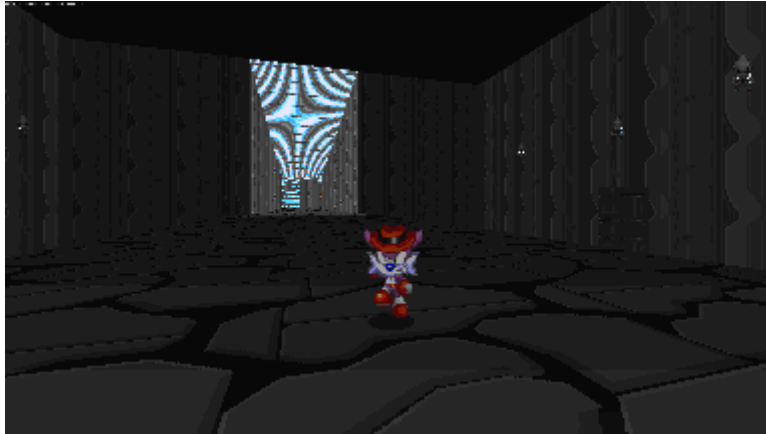
doesn't gravity change in space?



sure, why not lead a segment during the race where you just have to wait?



OH MY FU-



I don't know what the author wanted to achieve, but if his goal was to create a troll level, they did it!

Circuit Rush Act 2 by Sketchzelle — 1/10

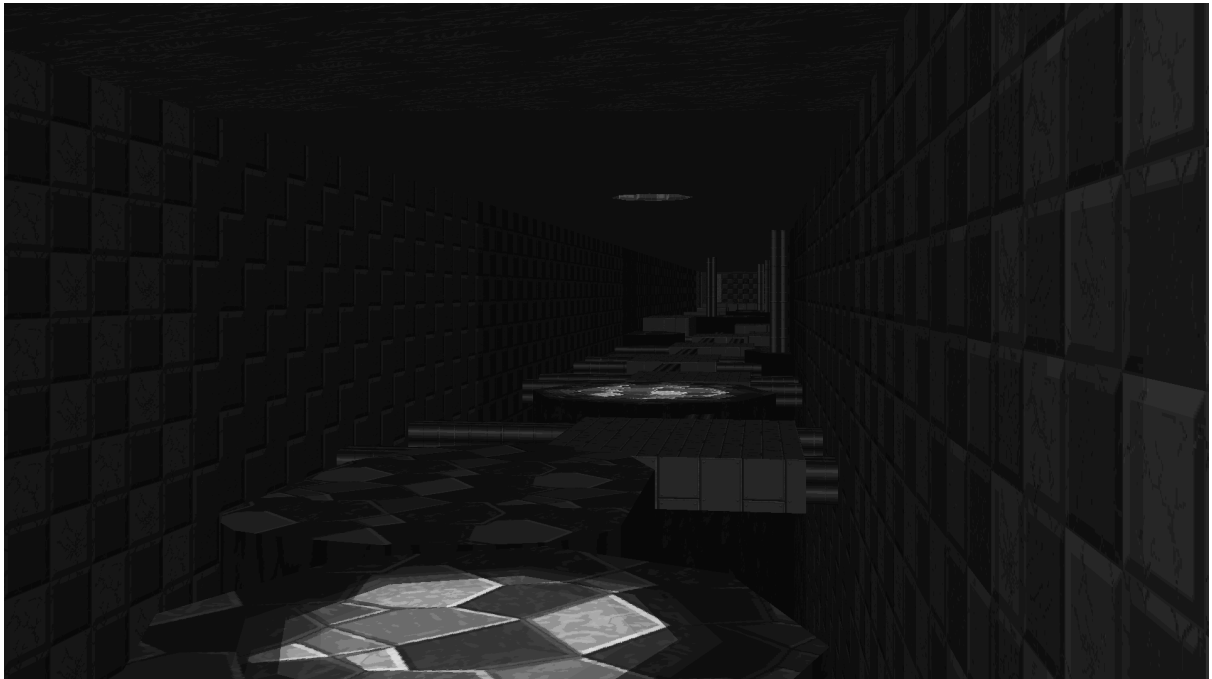
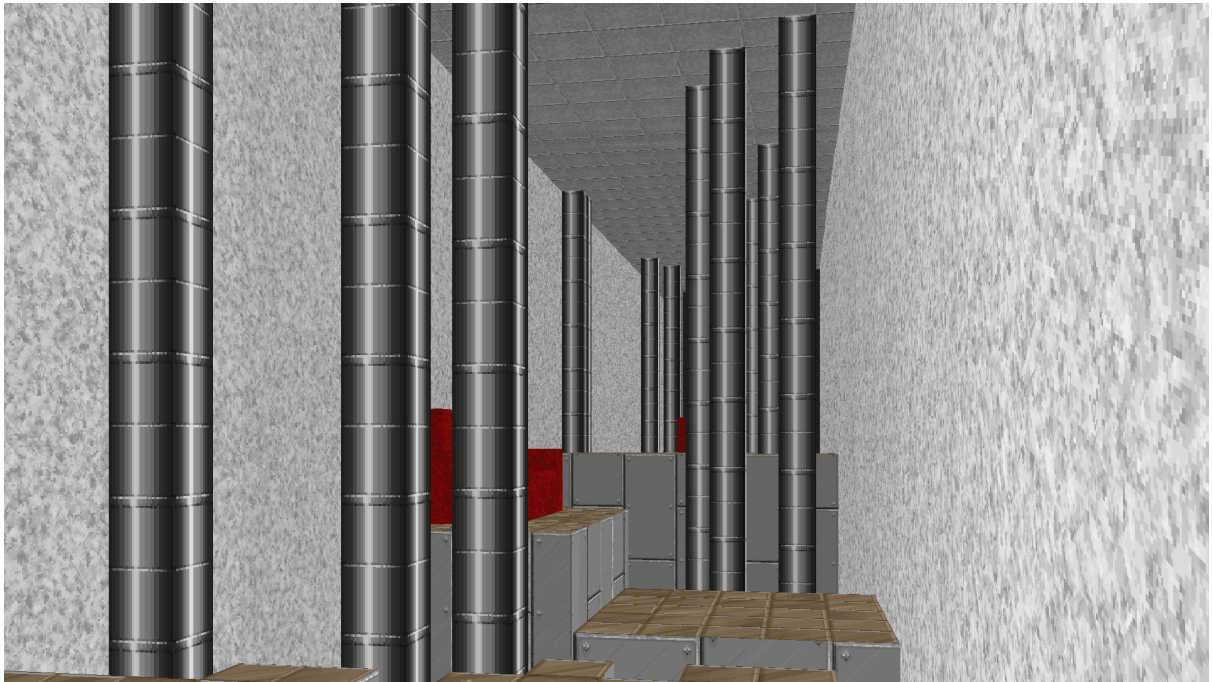
vanilla boss battle in another arena? boring. but I want to criticize the organizers for not giving any warning about the flickering red color when the boss enters the second phase. this is disappointing.

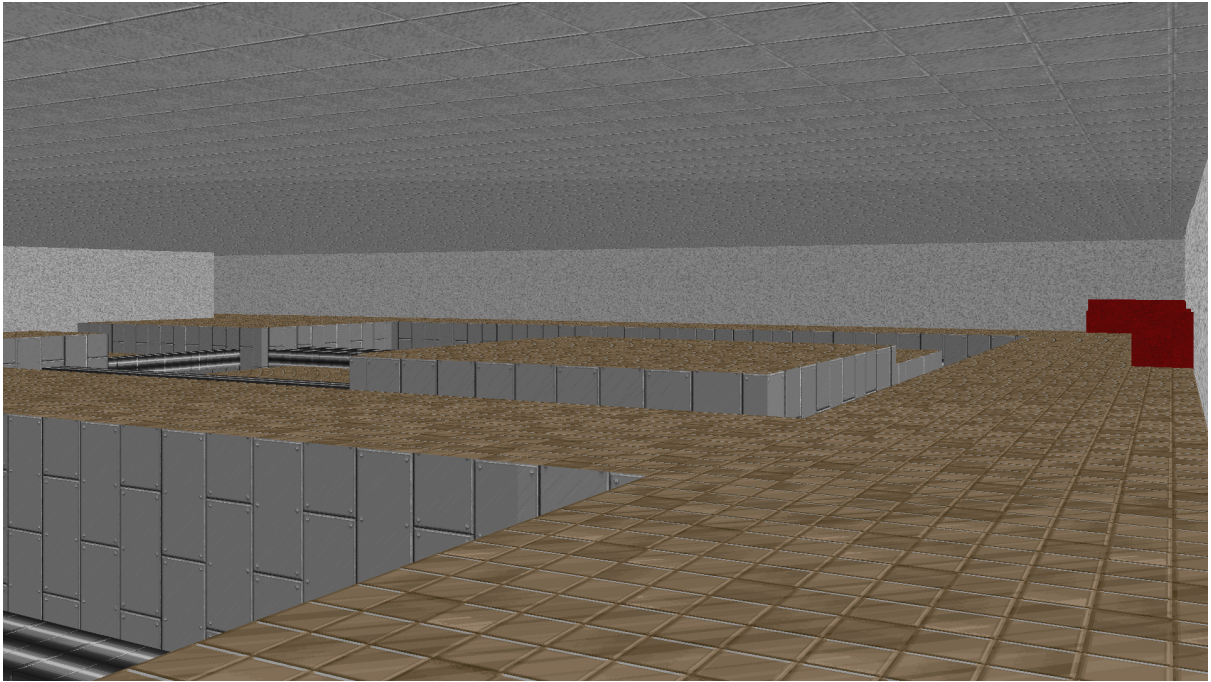
an interesting gimmick here is that the battle is limited in time, but still...

ColorVoid Chasm by Maverick — 5/10

sometime in 2020/21 I wanted to make a similar atmospheric level, but due to an error I lost it.

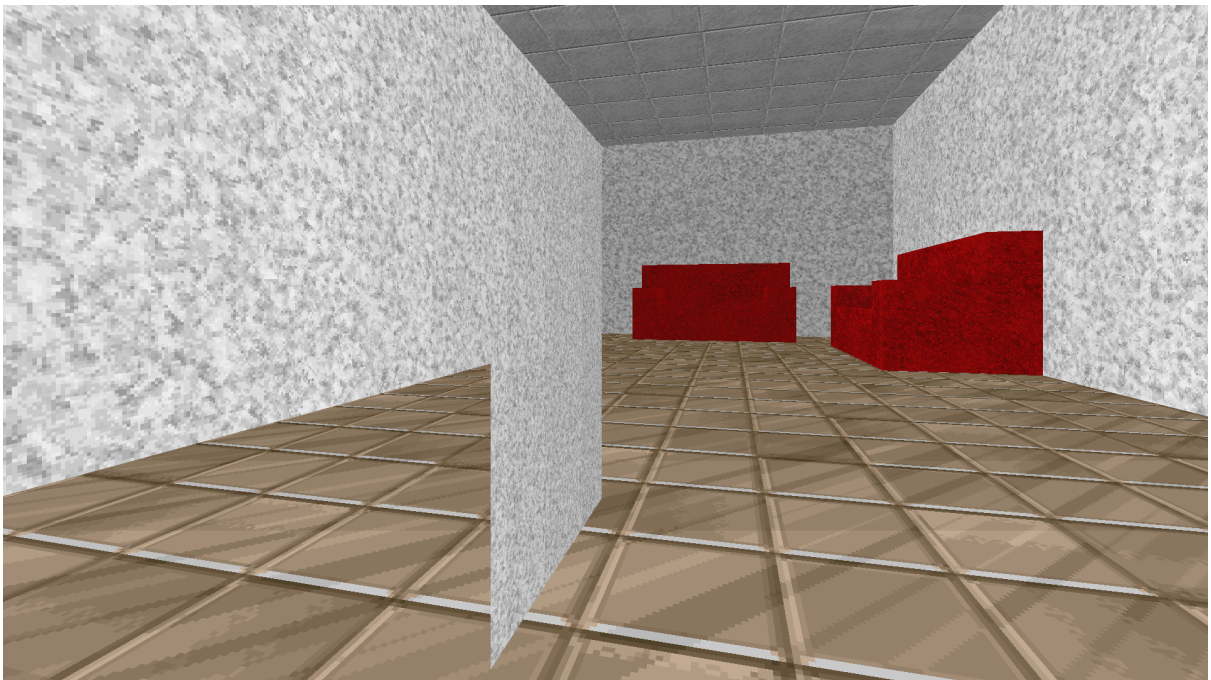
I like the backroom atmosphere

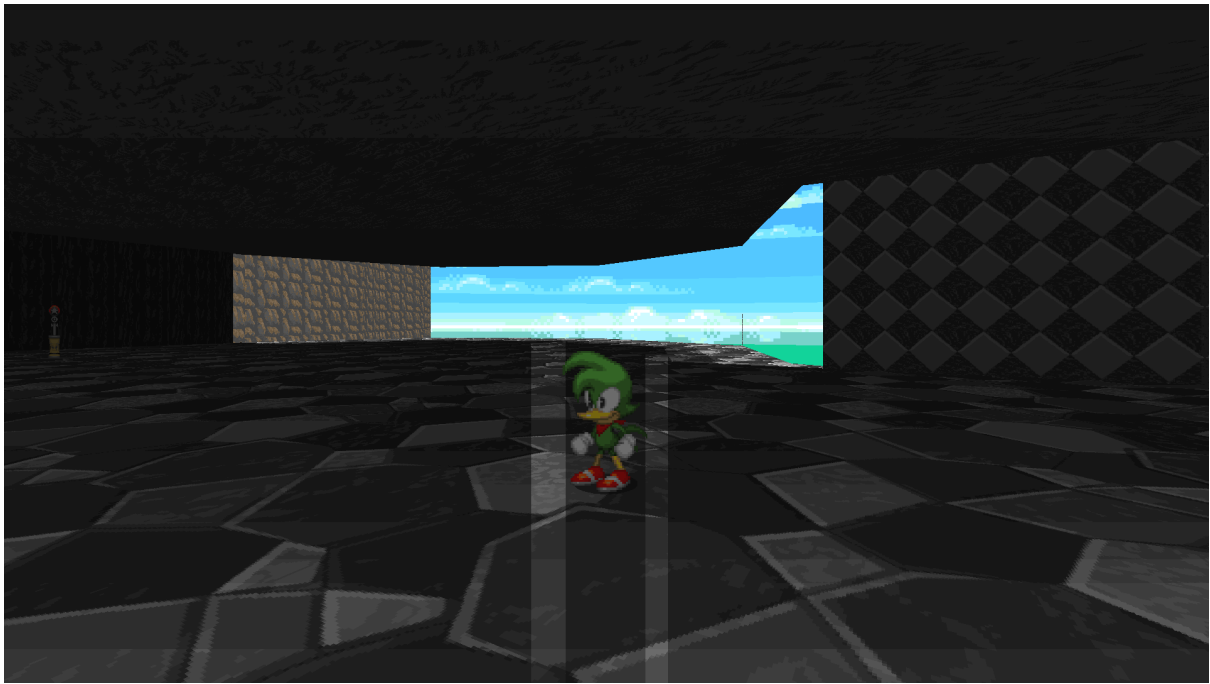




this is an interesting and empty level and I like it. definitely a special experience.

the only thing I don't like is the slime trails

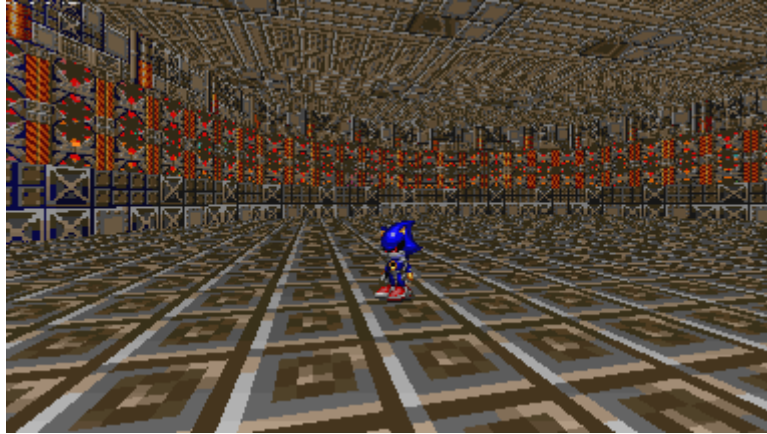




definitely one of the most original levels in OLDC. I would like to see more levels from this author.

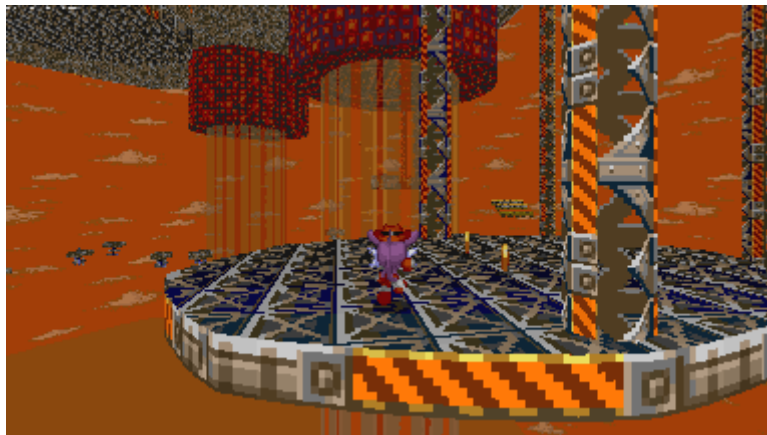
Egg Rocket by CILC — 6/10

at first it seems that this is an ordinary, not very solid level, but then...

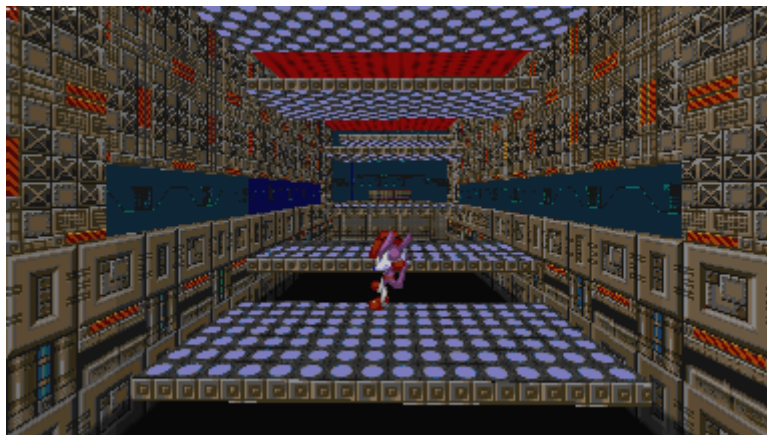


okay, this is one of the most exciting levels. I really like the situation, that everything is destroyed and you need to escape

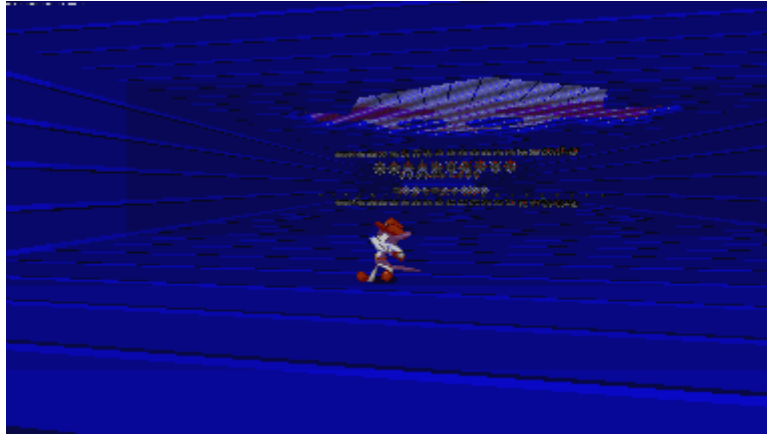
I liked this platform segment



and this is quite an original idea. nice job



I think this moment is a little messy, it's hard to know when to jump

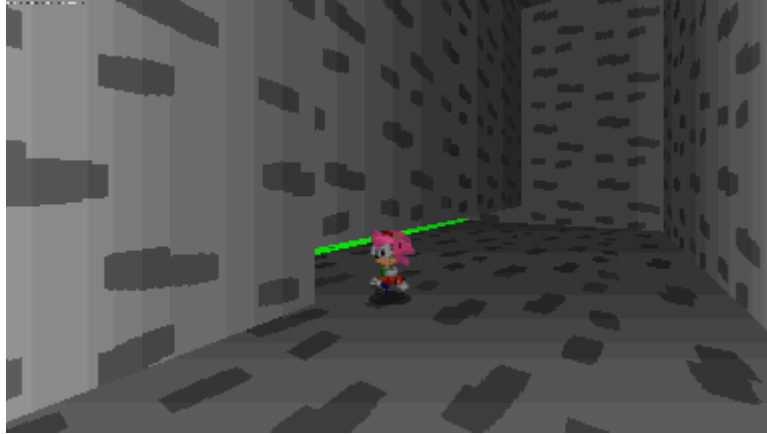


overall I really liked the level. The boss is good enough, but the second phase is too busy. the escape segment also gives adrenaline.

the only thing this level needs is a much better visual style. because 90% is just one texture that changes to another in another room, which is why the atmosphere is lost. the author definitely knows what he is doing, cool!

Omelette Farms by Bandder — 0/10

this level can't be completed by non-spin characters



the level feels gimmicless and unnecessary. there is nothing interesting on it.
badniks are just regular re-sprites of crawls.

there are some balls here, but they do nothing for level



I don't know what the author wanted to say/show with this level. I think the author needs to think about what kind of level they is creating and why, why it will be interesting for the player, etc.

Spleenik the Game 2 by dashdahog — 1/10

ok, I don't know what to say, I just don't like this level, it's even worse than the last round. it's just a mixture of zones and I don't know whether the levels are made in an ugly style on purpose, in any case, I didn't get the joke. the locations are also very small and low. I can give 1 for the music

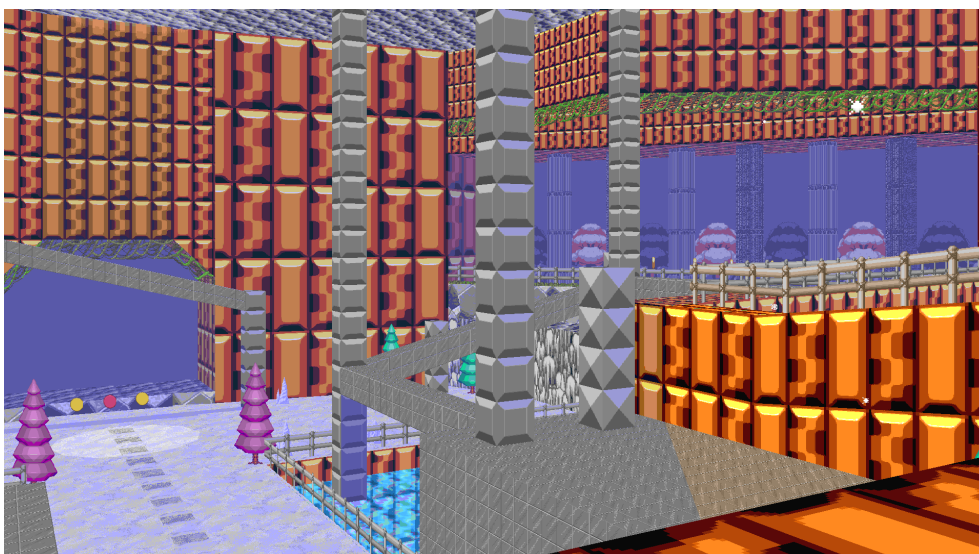
I don't know how to rate this, sorry :(

Magma Mountain by Sketchzelle — 2/10

I think the level is too difficult, cramped and small. it's uncomfortable to play. I liked the visual style. I found the moment where you have to dodge Fang's attacks interesting, but boring.

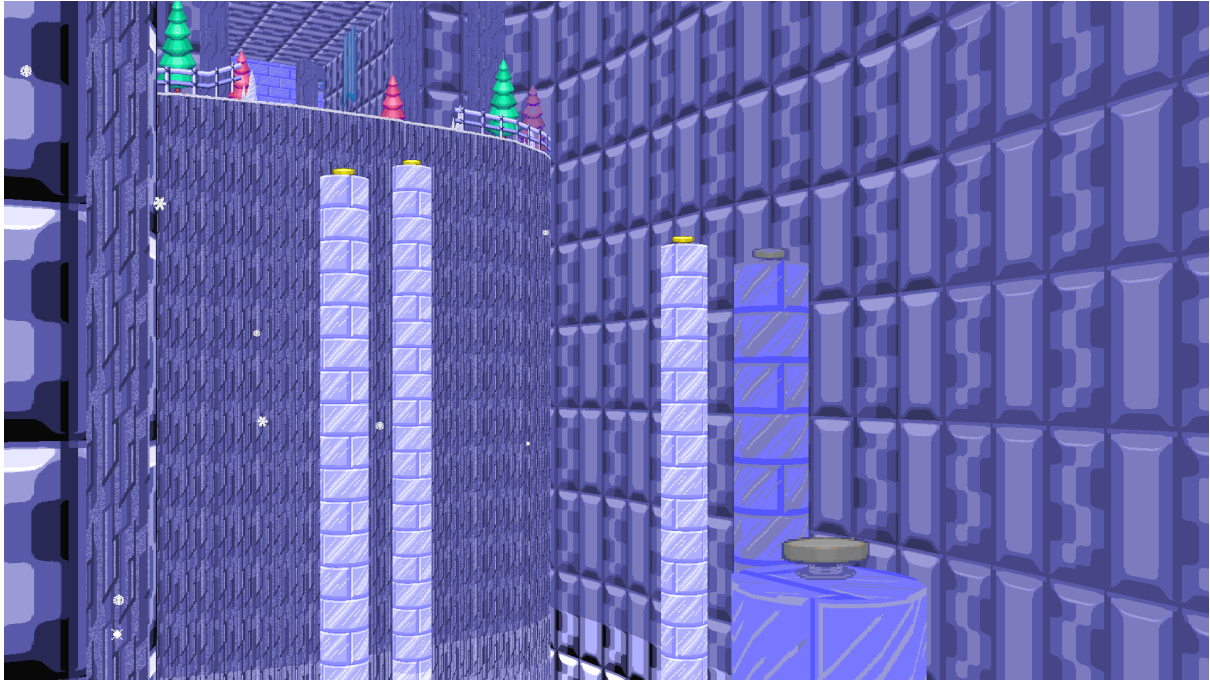
Snow Skies by starshy — 8/10

this level looks nice and cute



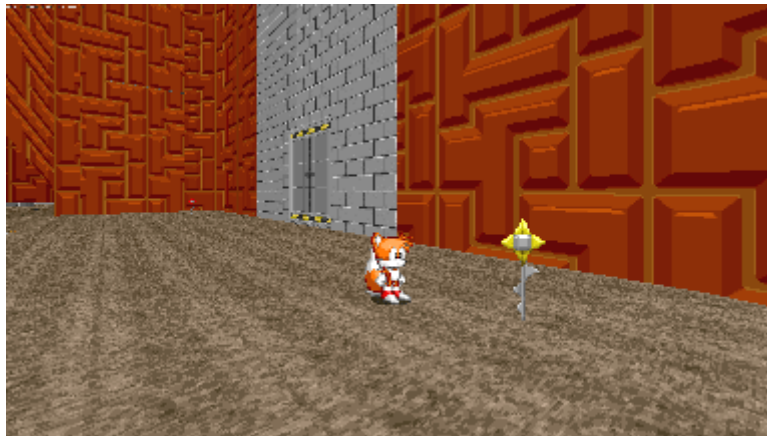
overall a simple and very enjoyable level. the author clearly put a lot of effort into how the level should look. the geometry of the level is also nice, I like that there are several paths, but I would like to have badniks-not-crawls.

the only thing I didn't like was this section. it's hard and unnecessary for the level. delete it and nothing will change

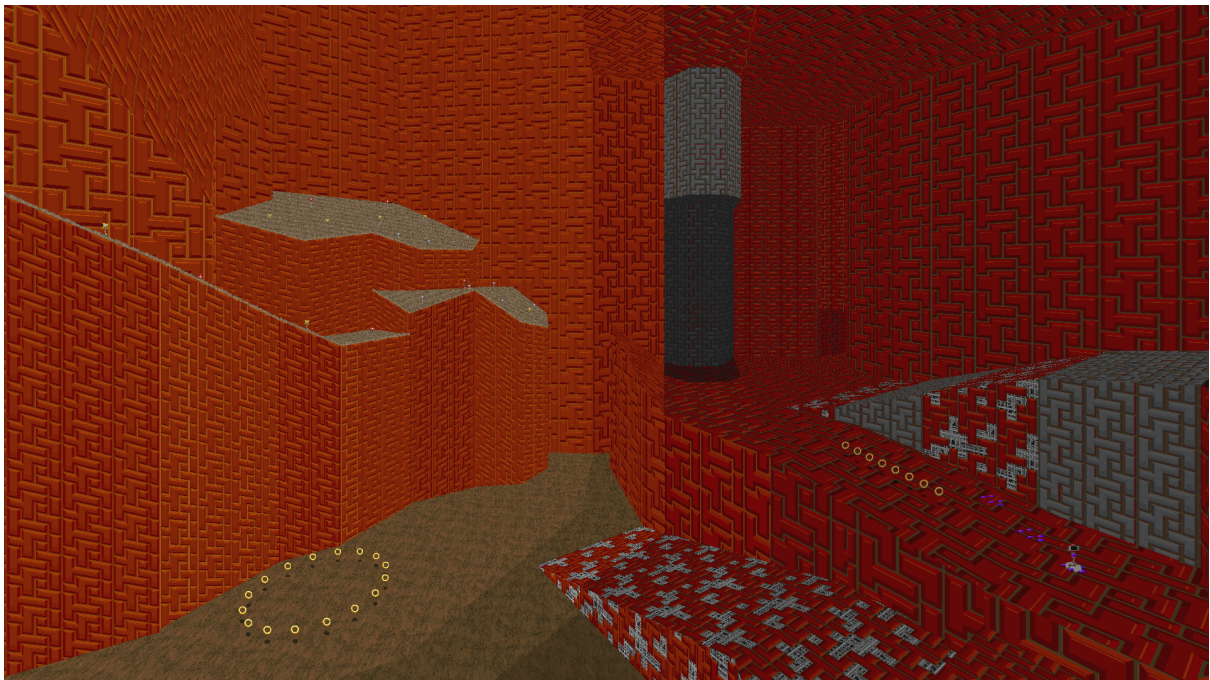


Chemical Base by S0nic1983, Othius, & Mr.FondusBroMan — 1/10

why make doors that only open when you approach them? it's horrible



the level looks very spontaneous because in one part everything is flat, but in the other there are a lot of slopes and open spaces.



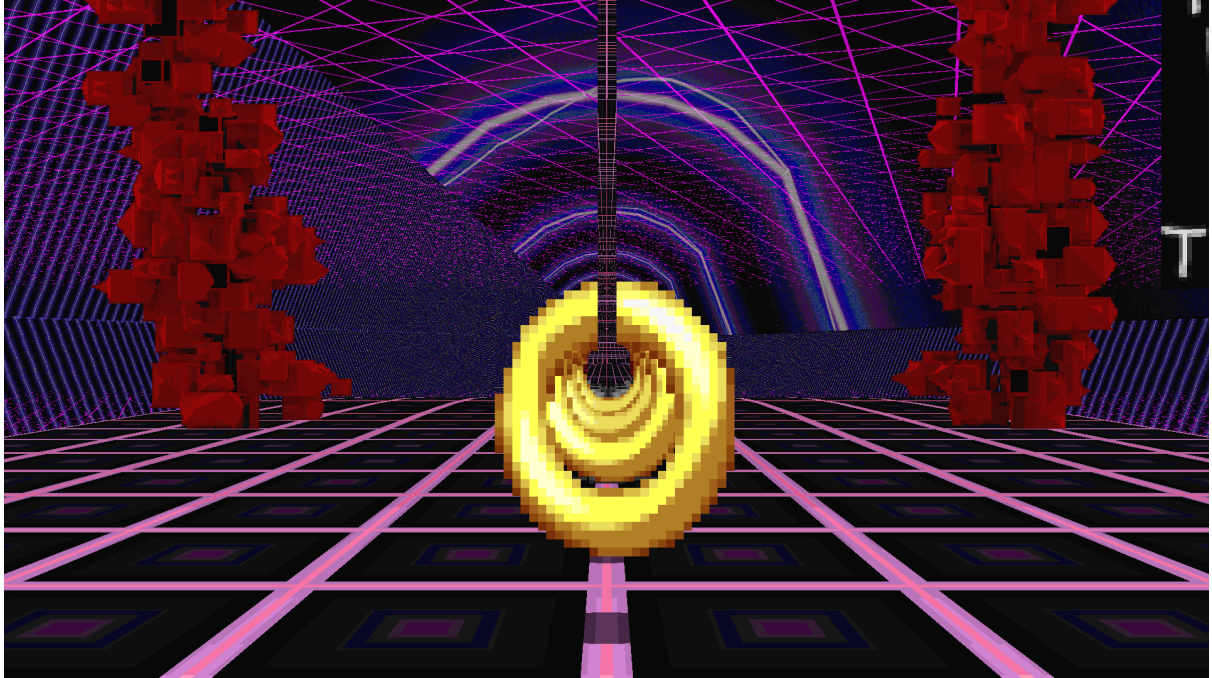
I also didn't like the new badniks, which are very slow and because of this do not pose a threat. the level doesn't add anything interesting.

Rainy Foliage by JABSphere94 — 3/10

the idea is interesting, the implementation is not very good. I didn't like that it teleports you SO far if you fall into the water. overall I can't say anything about it because I don't like racing with metal sonic. sorry :(

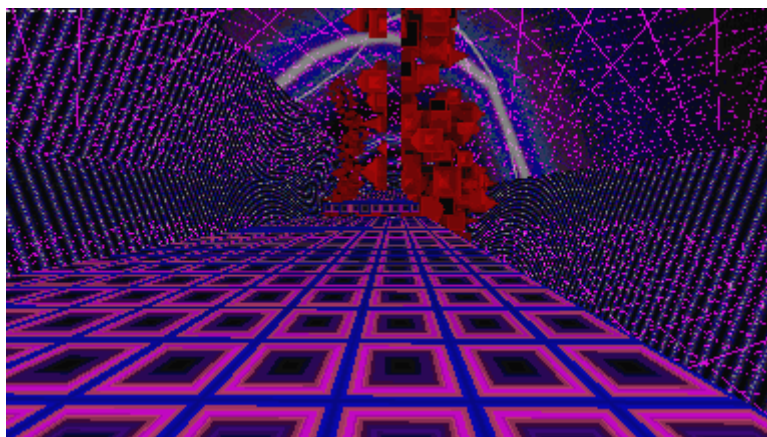
Null Space by bypigs2 — 4/10

the very first thing that catches your eye is that in software it's broken



the section itself is boring, especially because it is very long and there is no way to skip it if I want to replay the level

especially with software issues



gigachad moment



I can't say anything at all about this level. there are a lot of automated sections here which seems... well... strange to me. I would rather go through the level myself than have someone do something for me

the level is quite short, but looks decent. as I understand it, this level is more for modern Sonic? that's exactly what I don't like.

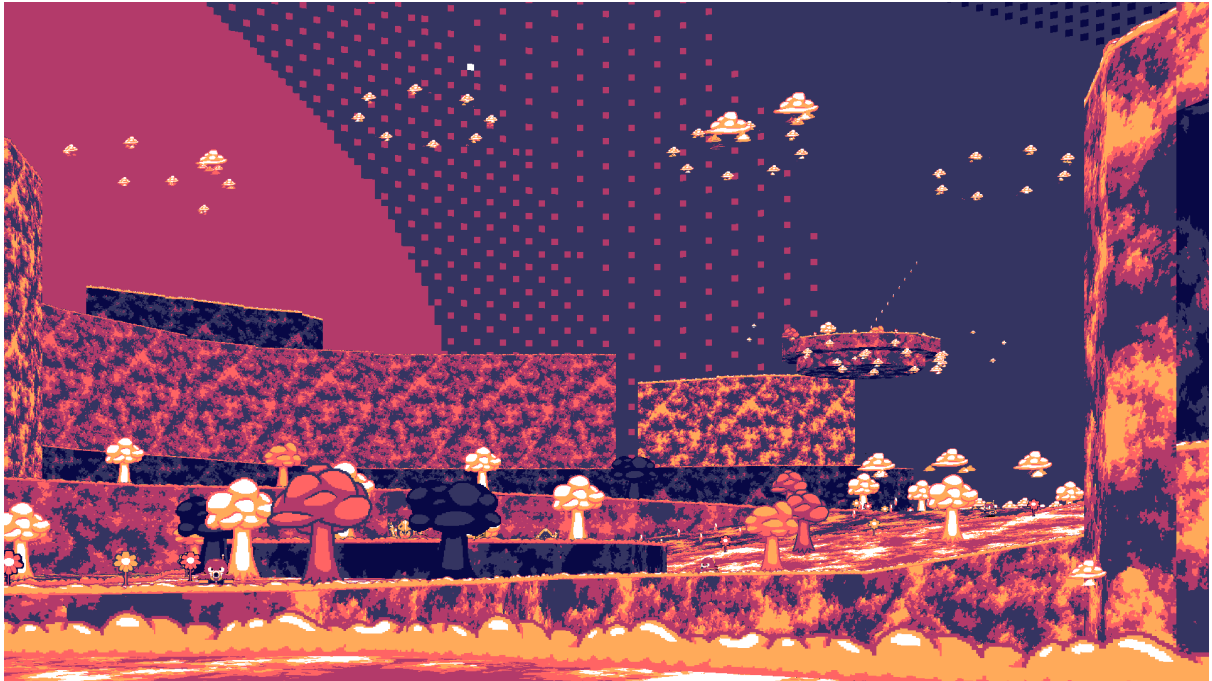
edit: was this done to make it look like sonic forces? as I know, there are also automatic sections there and I think that in srb2 they don't work/work poorly

Blue Mountain by rosie the racoon — 4/10

it looks like a level from 2.1 and there are a couple of interesting things in it, but overall it's a fairly simple level. I actually had fun playing it, but something was missing and I don't know what

Hexacolor Heaven by FAVman33 — 7/10

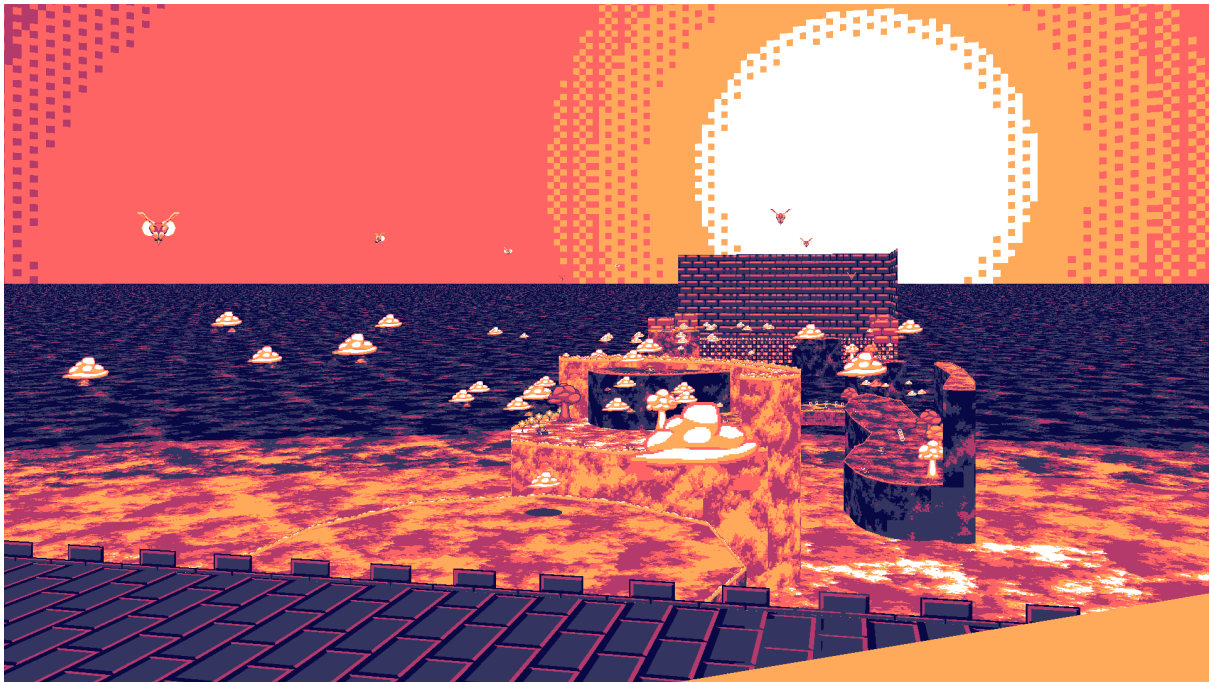
an interesting level where the author's handwriting is visible. I like how the palette looks and the new gimmicks.



this level definitely needs its enemies. because of the palette the turrets are almost invisible. I also think it was a strange decision to make the trees the same as the clouds. I might just confuse them



bizzes also spoil the whole atmosphere.

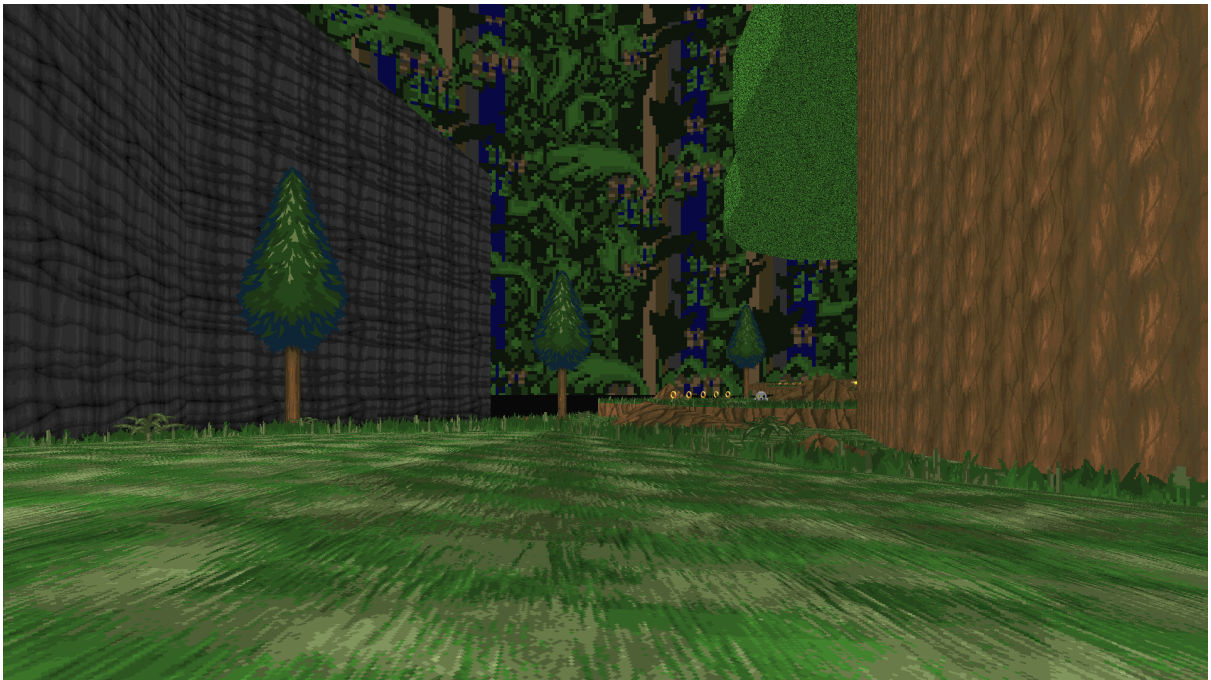
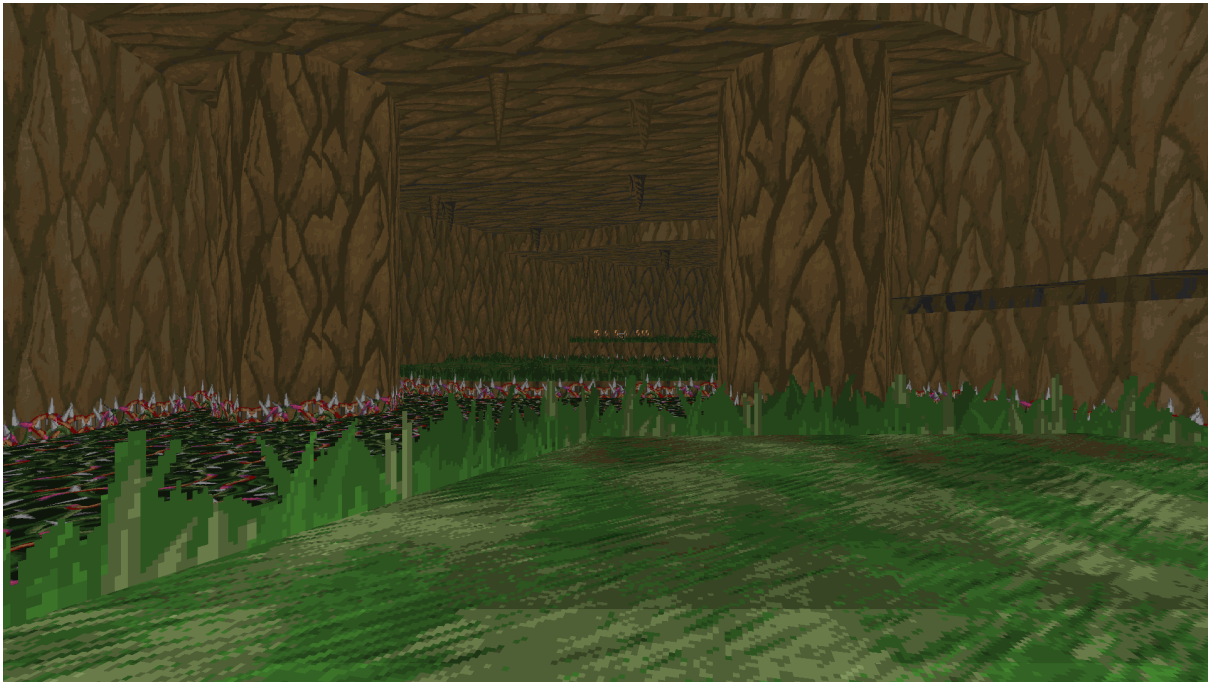


if all the issues were corrected, I think it would be strong, level 8-9 out of 10.

Windy Forest by Vixuzen — 4/10

I'll be honest: I never liked Vixuzen levels, I don't like those fireflies/or whatever it is, but I think this is the best level he's done.

the level is not detailed enough. it looks like basic geometry with textures overlaid



I don't like that the level is "jumping over a million spikes > three trees > jumping over a million spikes again > a small section with trees > the end"

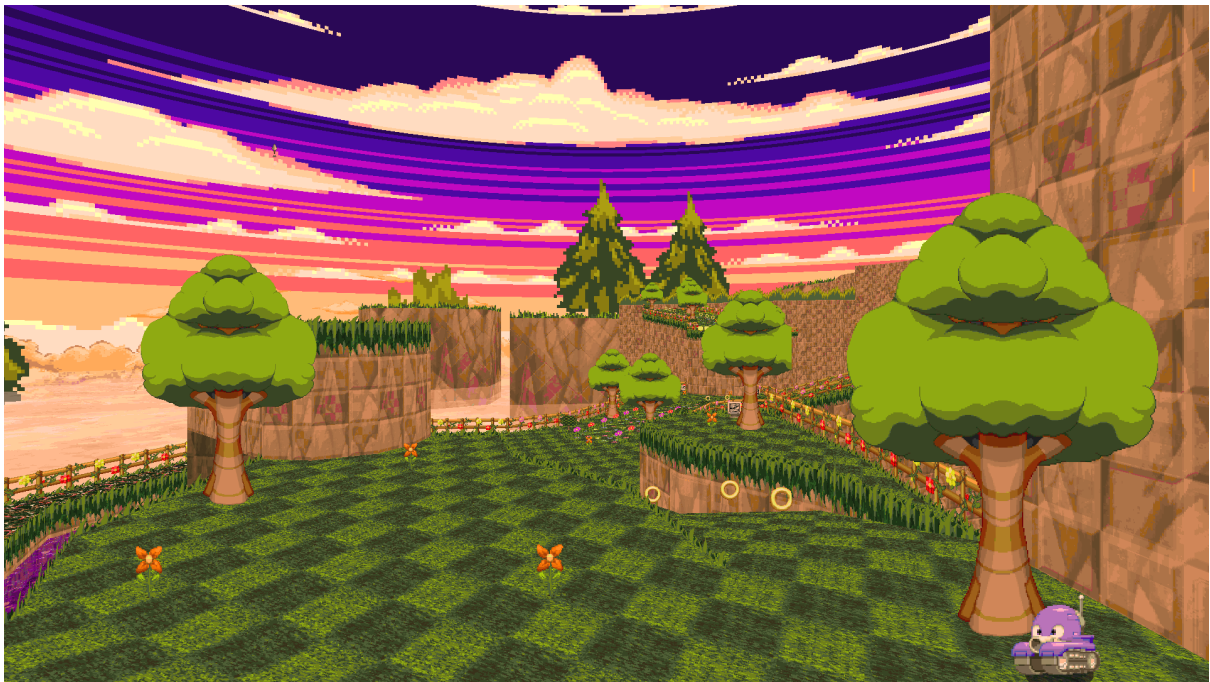


sorry author, I'm not your player

Twilight Hill Act 2 by csean07 ☆Kori☆ — 6/10

the level really keeps the player in suspense "what will happen next". I liked the hurricane section, it reminded me a lot of the Tails level from SA, but I didn't like that the drama ended so quickly. I would like it to be 80% hurricane and 20% normal level, not 10% to 90% as it is. or divided into 2 acts

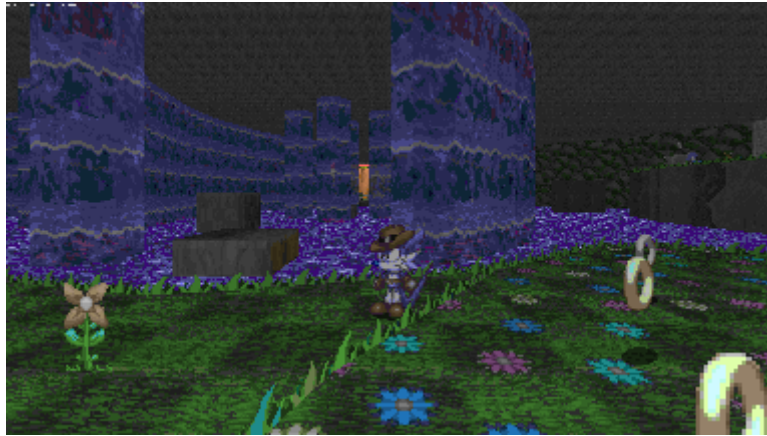
anyway, that's look cool



wha the



why does this water cause damage? of course, later on the level water and purple water will appear, causing damage, but due to the lighting here it is almost impossible to see it

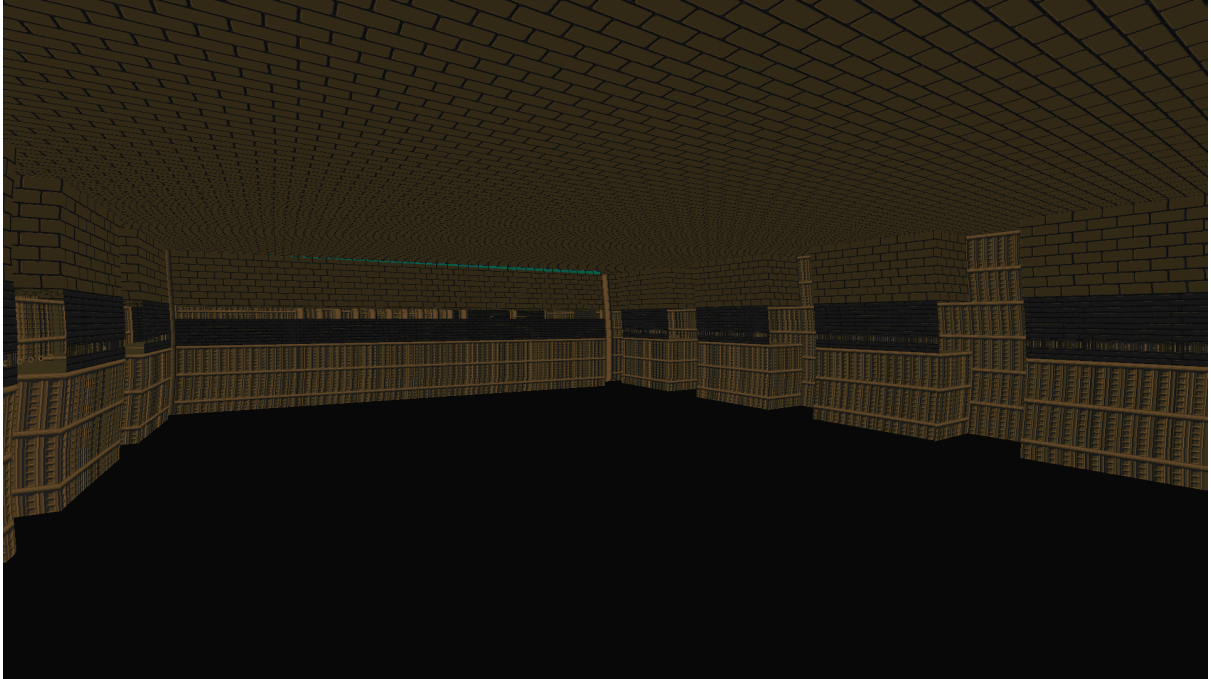


Doomship Act 2 by Avalice — 2/10

I do not know what is this? port or original level ported from 2.1/2.0? having replayed it more than once, I can say that this level is not so bad. the geometry of some points looks good and you have the feeling that you are on eggman's spaceship. but 2.0-likes and the spam of enemies spoils a lot in this level.

Pump Sewers by RedBun — 3/10

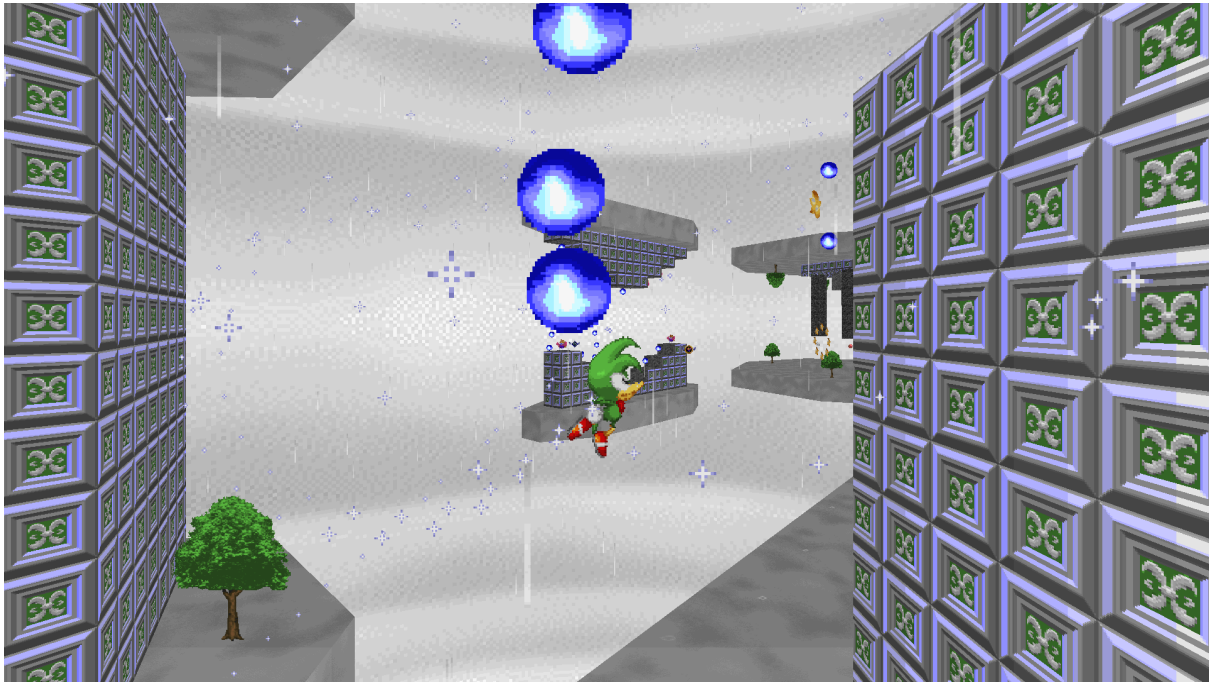
the level clearly lacks a variety of textures. choosing 2-3 colors (in this case blue and brown) can work well, but due to too few textures everything looks monotonous (especially the section in the water)



also, due to its rather large size, the level seems empty. there are definitely some mechanisms and moving platforms missing here.

Palace of NiGHTS by SonicHeroX45 — 5/10

I love Nights! And this level... is quite normal. I won't say I had a lot of fun, but it was interesting to play. In fact, if some issue were corrected, this would be an excellent Nights-levels, like



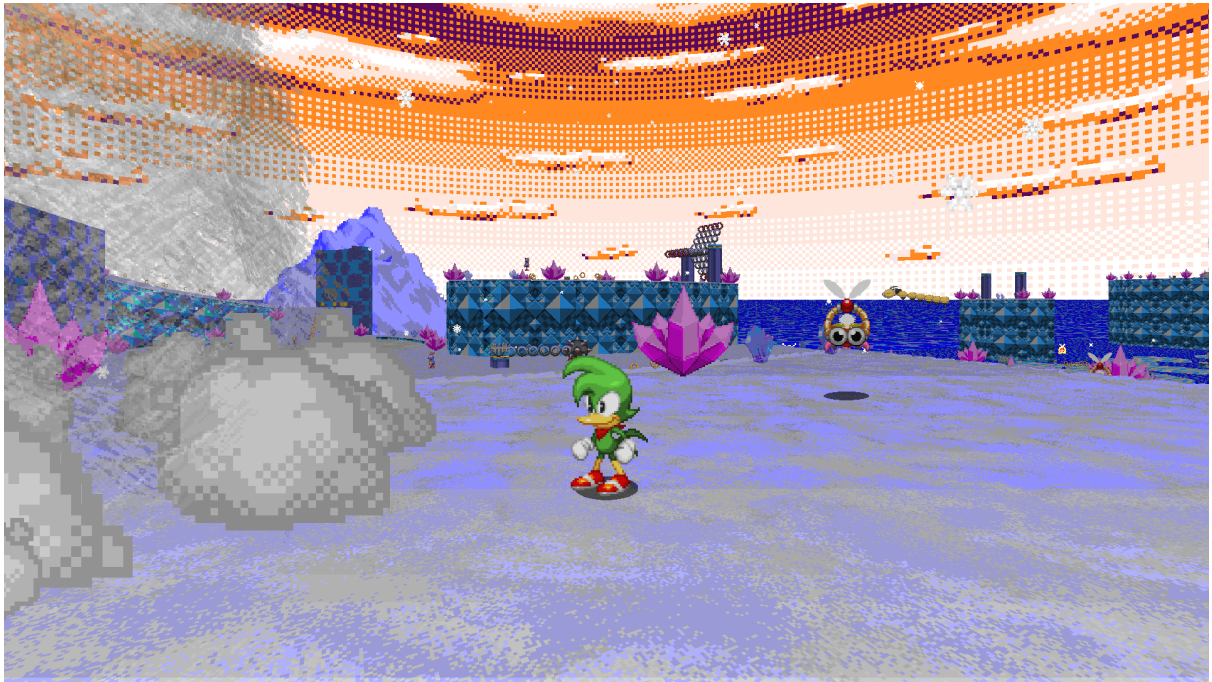
- mares cross each other too often
- not very “correct” placement of things
- visual and geometry (mostly it’s just 2 textures)

The NiGHTMARE by SonicHeroX45 — 1/10

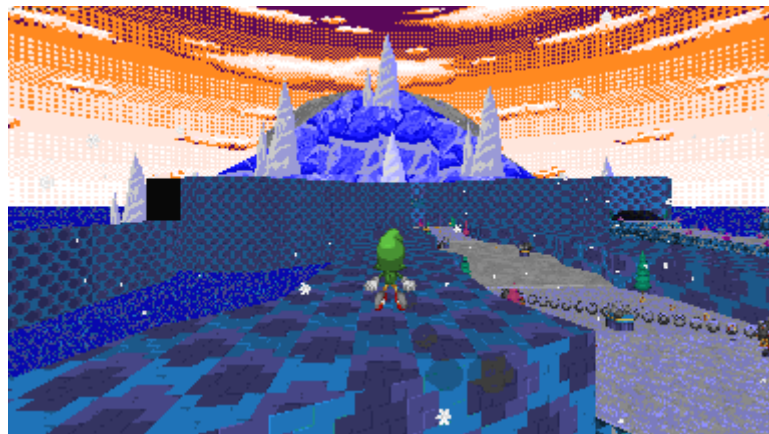
this level absolutely does not work for nights... I mean yes, it works, but it plays very crookedly and uninterestingly. nice try, but nights needs its own custom bosses.

Mount Majesty by Voidy2246 — 2/10

this level doesn't work at all. there are so many things from different zones and it looks weird in the ice level. it looks like porridge. there's a lot of work to be done here.

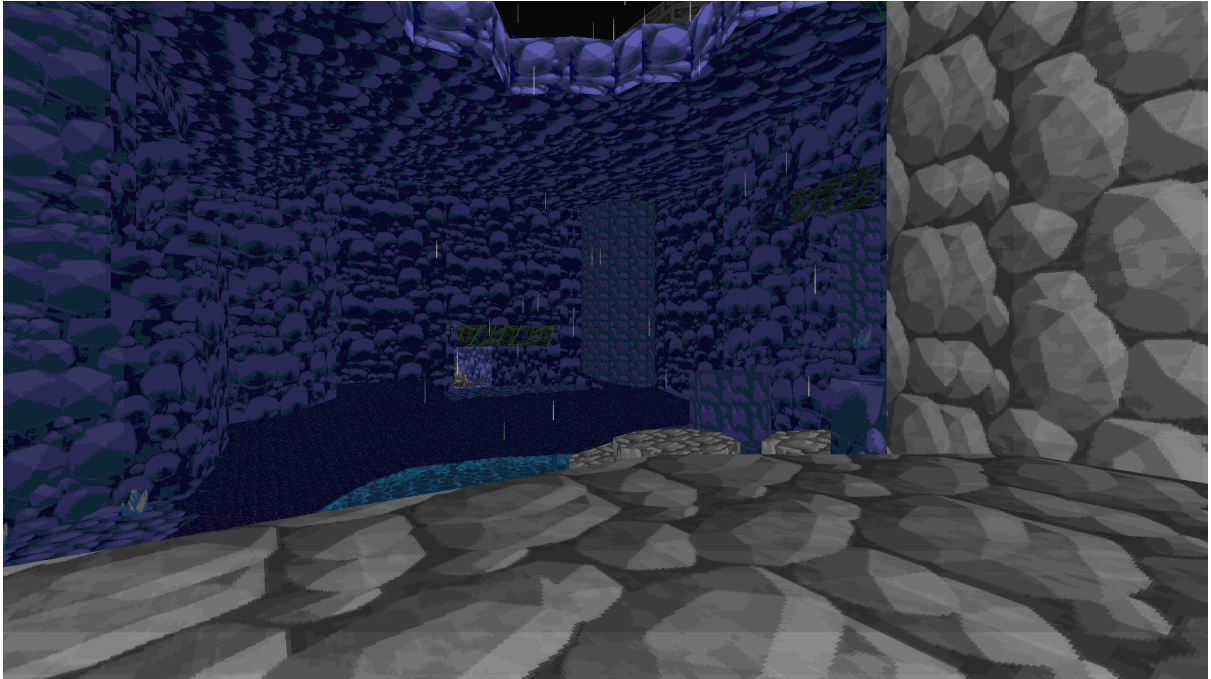


why is there an invisible wall here? why not just raise the mountain?

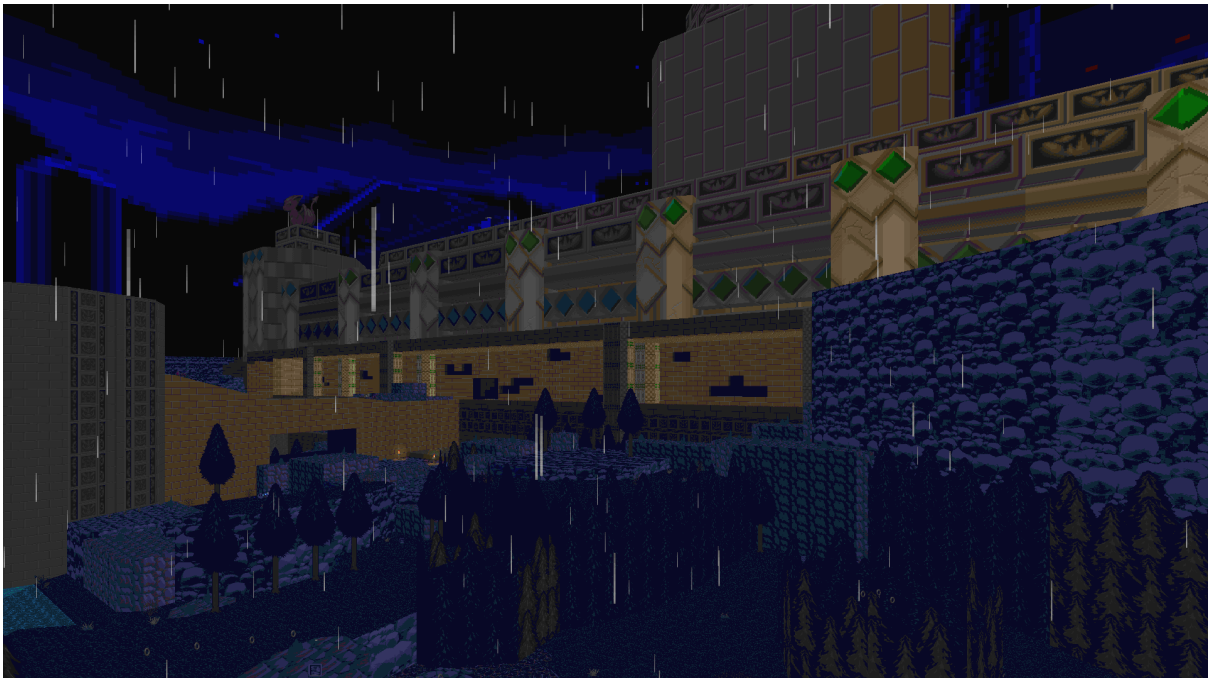


Temple Trek by Hejod — 4/10

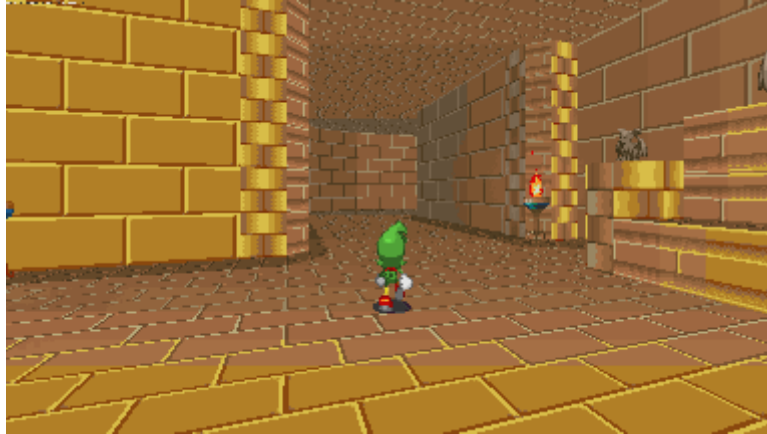
the theme of the level is interesting - an abandoned temple in the mountains, but in the first part of the level it looks like they tried to make a temple in the mountain or just random textures of the temple in the mountain, which looks strange. but overall the level looks nice



the second part of the level looks more beautiful, especially this temple

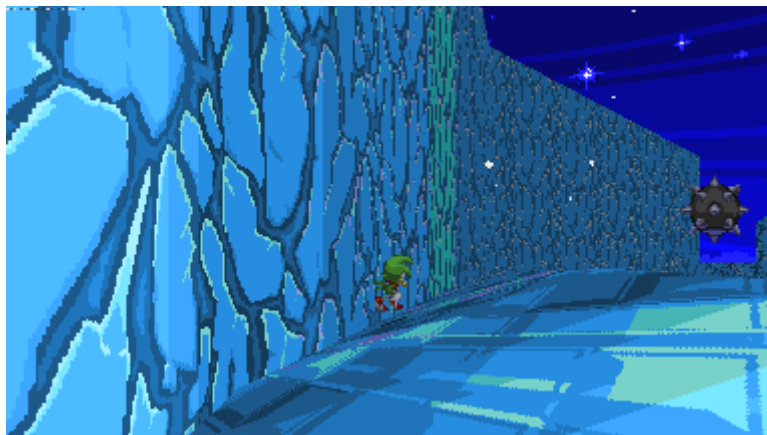
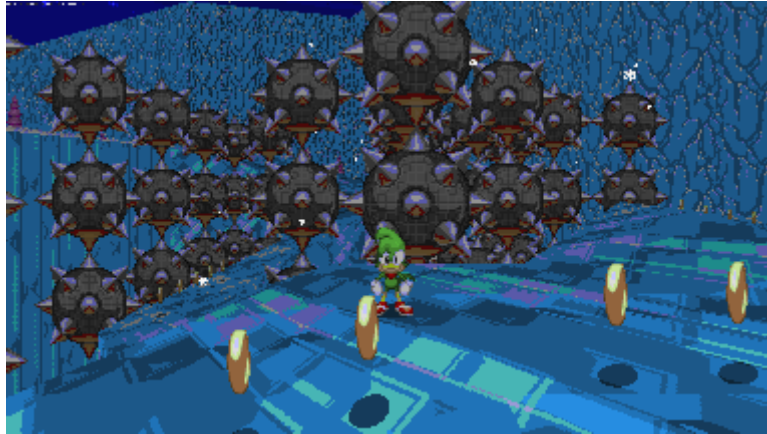


There's something missing in the gameplay, it feels like I'm just running somewhere. not many obstacles. I also don't really understand the moment at the beginning of the level where you need to open the door by pressing a button - cutting out this element and nothing will change



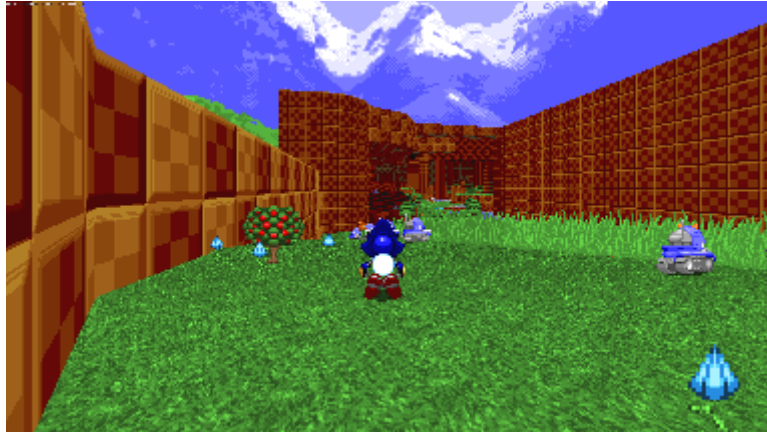
Sapphire Twilight by Vixuzen — 2/10

I think this level would work if it was in a fictional zone, like the tutorial zone, but it's strange to see a million spiky balls in a snowy valley. interesting challenge, but some aspects are not implemented very well. maybe I'd like to see this with the textures from the tutorial.



Zaxel's Garden by Zaxel Katsugyo — 5/10

I never liked Zaxel's levels because they are too flat and empty, but this level is probably his best level that he made. I like how (in my opinion shortcomings) he uses his style. the level looks interesting and large, but this makes it more fun to play. I like speedrunning this level.



Hanging Illusion by Pallaris — 4/10

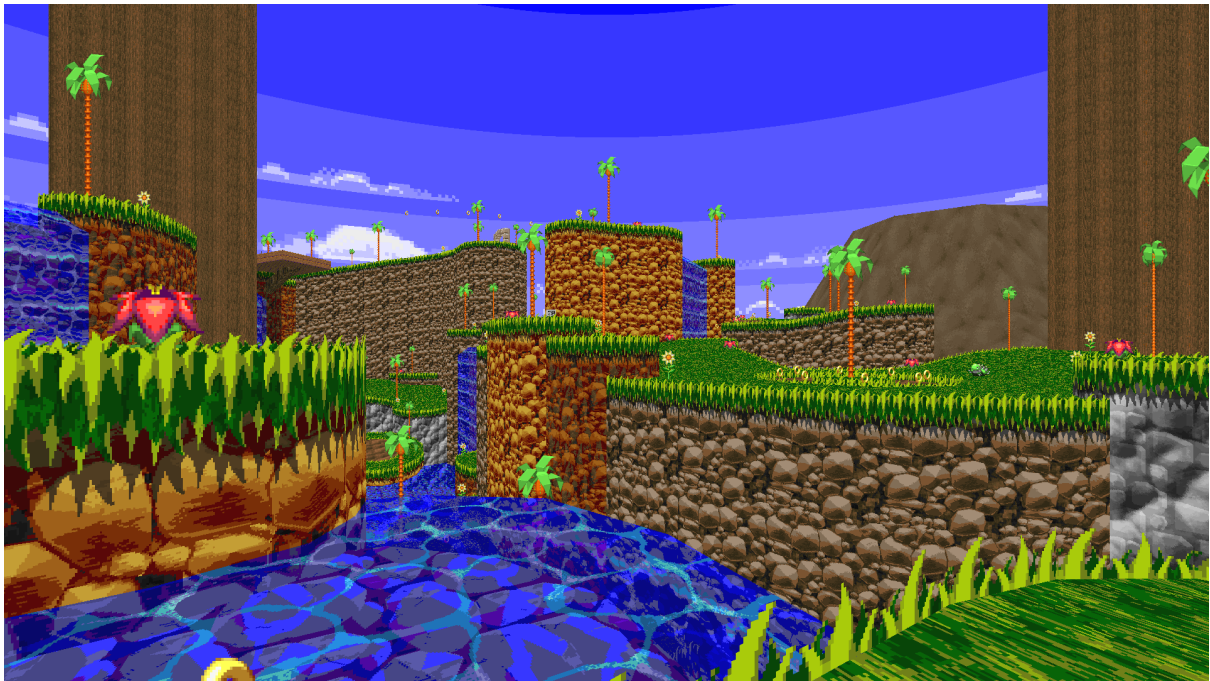
I'll be honest - 2D without axis2D is sucks. this level has some interesting ideas from Sonic Heroes such as invisible floors and gravity changes. but I was very disoriented when I fell and teleported. I didn't understand where I needed to go and when I finally got through... I still didn't understand what the author required of me. it turns out you need to jump into the pipe that leads to the second 2D section. the idea is interesting, but the level needs to be improved

Vermutlich ne Insel by Bewinus — 5/10

I like the first part of the level: it's beautiful and interesting to play, but... I didn't know what I needed to do and what the level wanted from me



the level looks VERY cool and alive! great job



...which I won't say about the second part. no, the level geometry is also good, but clearly something is missing here to create an atmosphere. maybe a skybox? there's clearly a lack of decoration. I don't know. but I didn't like the second part as much as the first.



Ground Veil Z by Zaxel Katsugyo — 2/10

unlike Zaxel's Garden, all the problems that arise at Zaxel's levels are present here, namely:

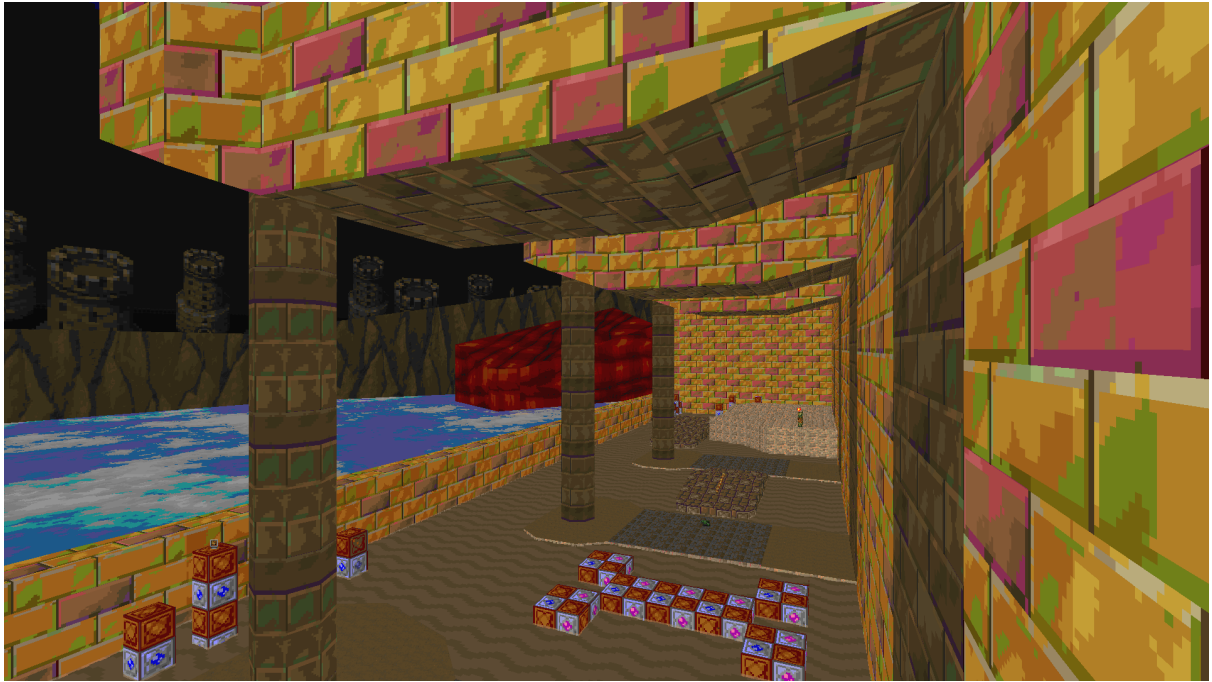
- large and fairly empty locations
- many many many badniks who just exist
- re-using what is in the level (rotating fire or whatever this, slowing water)
- there are no points of interest

the level is incredibly long and boring, there is nothing interesting here and it upsets me because Zaxel is capable of making excellent levels...just need to scale them down by 3 times

it does not make sense



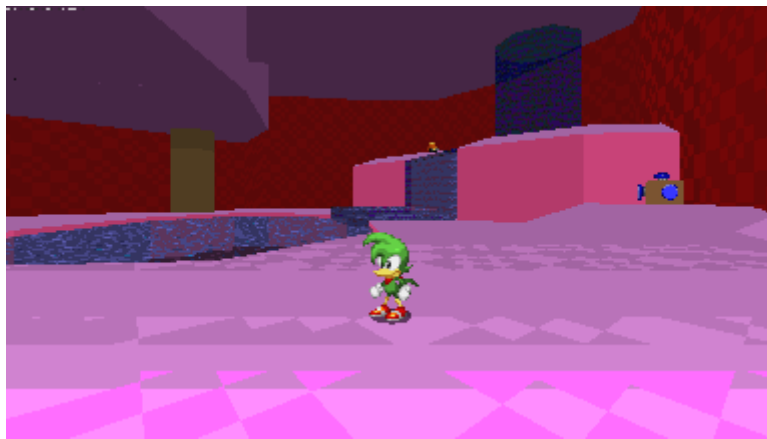
but at the same time, the geometry of the level in some moments looks... pretty normal



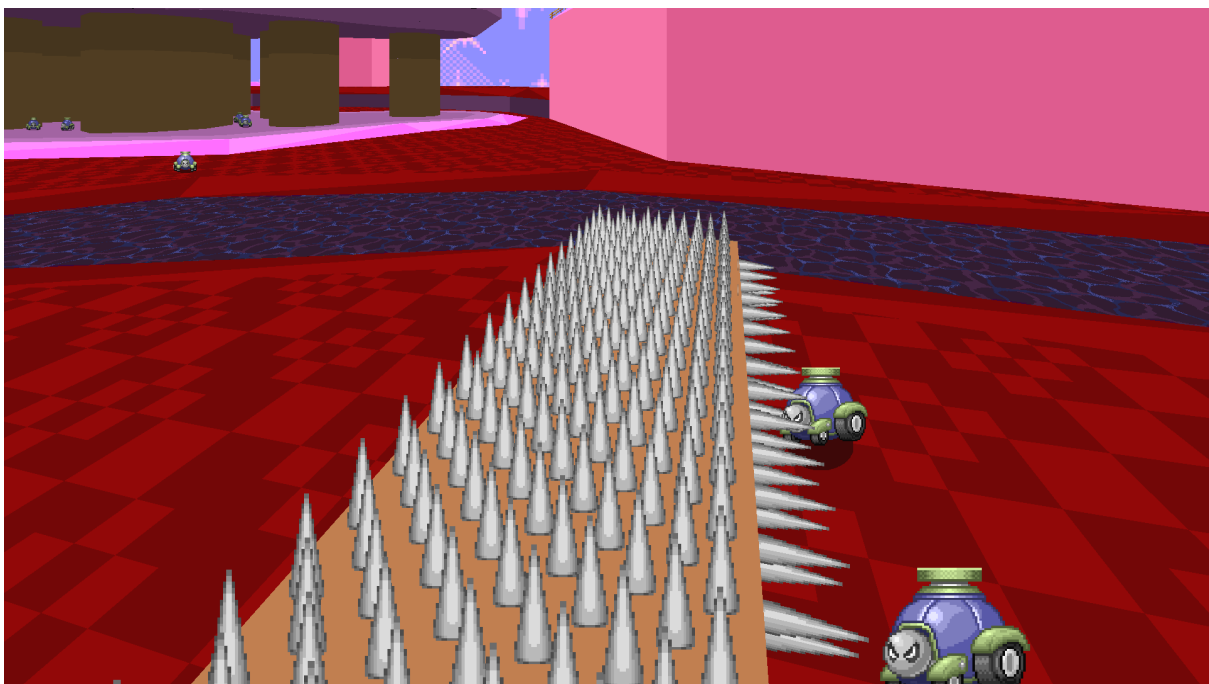
Blossoming Brushes by NeonSRB2 & Sonicn't. — 5/10

I really like the original visual style, it's cool! In terms of gameplay, this is a fairly simple level, but it doesn't let you get bored and there are some points of interest here. short but sweet moment. sometimes it's better to do something simple.

I probably would like the badniks to be arranged more meaningfully, because here they are simply arranged by level
this moment also doesn't work well, because the place where you need to go merges with the ceiling and you may think that you are at a dead end.



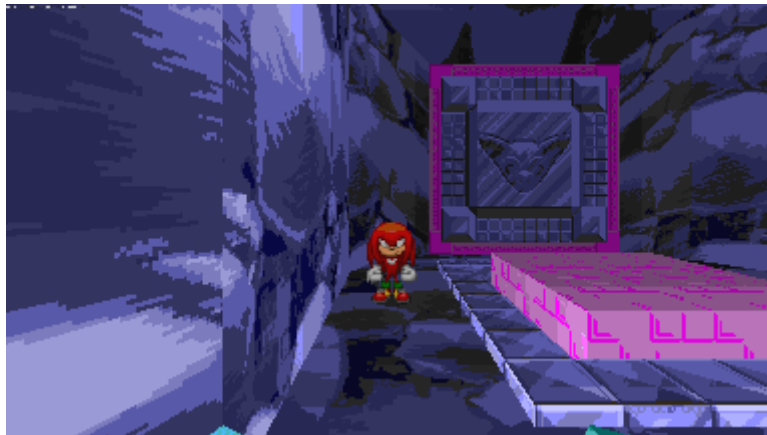
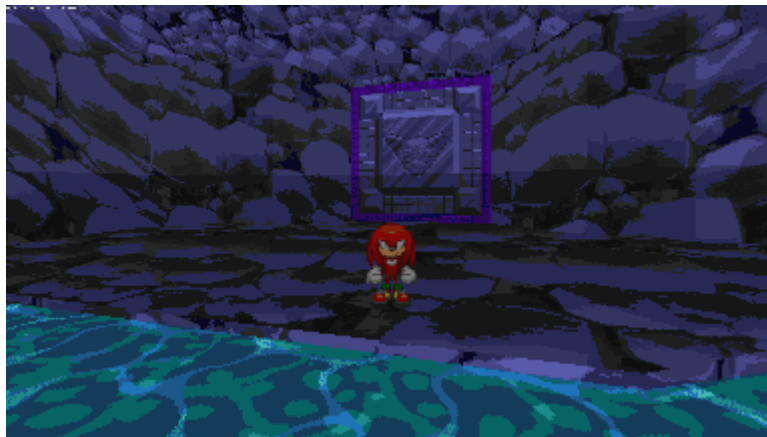
too many spikes!



Arctic Summit by Seaballer & Othius — N/A10

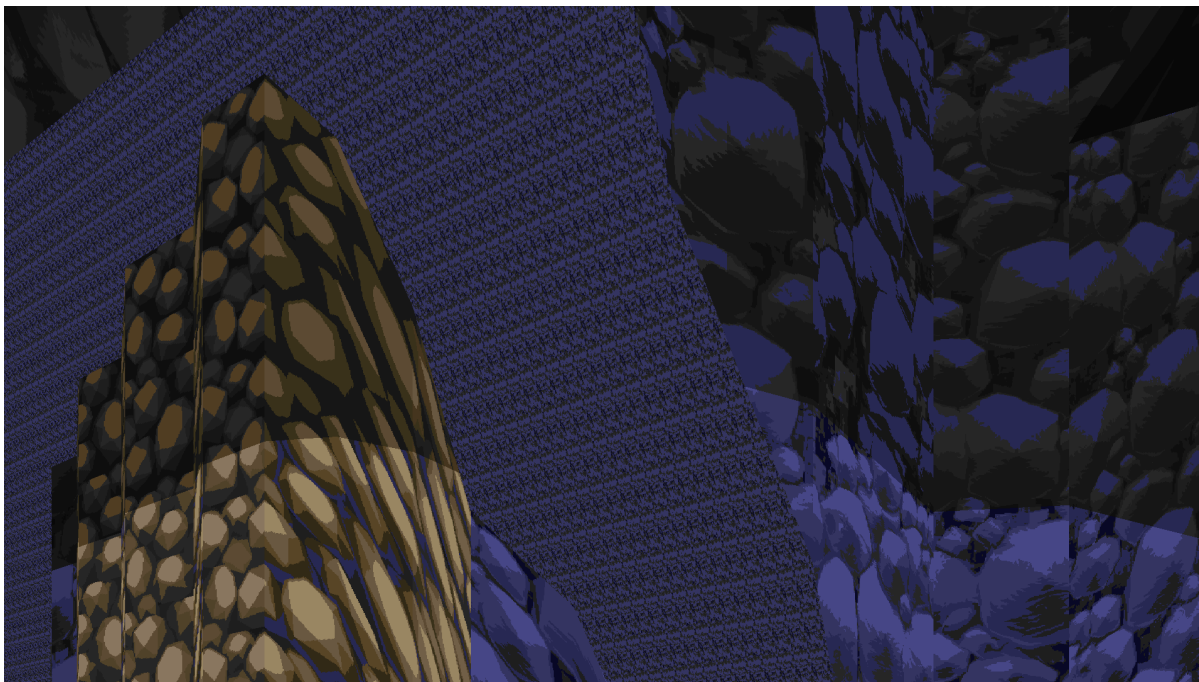
I think this would be a good level if all the spiked balls were removed because they are literally everywhere just because. not to say that they set some kind of difficulty, but I don't like that the level consists of them 50%.

I don't like doors either because they just exist because because



although in some moments I think that the level is too overloaded with details, it looks beautiful, but I won't say that I enjoyed playing it

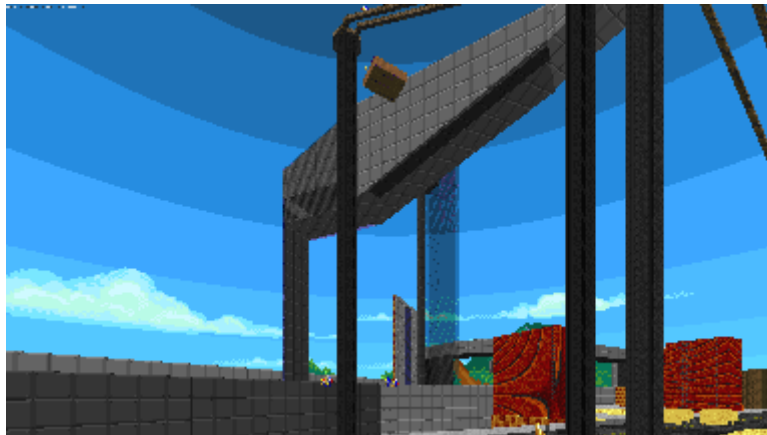
thank you srb2



Metallic City by StarManiaKG — 0/10

okay, everything is bad at this level:

- texture placement
- placement of badniks
- composition and meaning of the level
- trying to be a hangout at the same time (?)
- short and narrow corridors



Totem Tombolo by Ruberjig — 7/10

very interesting and enjoyable level. I like the detail, varied gameplay and texture work. Still, I think that the level is too filled with details, I enjoyed it.



Fortune Forge by Ruberjig — NA/10

I believe that this level absolutely doesn't work. to pass the level you need to collect 150 rings which you can lose in an instant, forcing you to wander around the level again and look for rings. in general, everything is confusing and you don't really know what to do. I think such ideas don't work, and then there are keys, cards, some crystals. lot of things that overload the already difficult level.