

PLEASE READ!!!

The pages below have your username and the week at the top. Please be sure to post your scores for the correct week and judge! Thank you.

Here is a spreadsheet to simplify scoring: [clicky](#)

WEEK 1

SOUTHPAW

Amibe---

Gameplay :: 10/25

Tileset :: 8/25

Subjective :: 0/5

TOTAL :: 18/50

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I understand your object set wasn't very populated. However, the gameplay in this is a bit lackluster and I feel as though you could have done more with it. In particular, the rocket-dodging doesn't put very much pressure on the player, and the gold collecting is rather boring. The bounceblock sections were the most interesting part of this map, but you could have put pressure on the player by allowing the rocket to still see you while trying to get past the right-side bounceblock section. That would have been a doable challenge that upped the gameplay. For this next week, try to think about ways to put pressure on the player to increase the satisfaction for completing the map.

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audrey (Tempus_Fugit)---

Gameplay :: 18/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 34/50

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Very neat map that plays closely to the original. I wish that the final locked door switch behind the exit was necessary to grab in this tho. I think that you would have scored more in the Tileset category if you had done that. The lower chambers worked well with the enemies given. Overall, it is solid, but as a retiler it doesn't feel like you tried to use the objects in ways they weren't intended to begin with.

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blacklef---

Gameplay :: 8/25

Tileset :: 12/25

Subjective :: 5/5

TOTAL :: 25/50

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I am conflicted about this map. I absolutely love the challenge but I wanted to be able to complete this map in a single run. I wanted to write haikus with flowery language about how ninjas can dodge bullets but it was hard to maneuver to the safe areas of the map. Gameplay suffered greatly because you made the ascent something that you had to do twice. For a challenge like that, once is enough. The tileset points were halved because I felt you could have opened up the map more. But I gave you 5 subjectivity points because out of all the maps submitted this week, yours was the most-talked about, the most-critiqued, and

I wanted to love it so bad I made some edits that fit how I thought the gameplay could have been opened up. Feel free to give it a whirl and let me know what you think:

<http://paste.droni.es/d7404a56d7a17d4333a0ed2a>

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ChrisE---

Gameplay :: 10/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 26/50

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I honestly like this map. I think it's a neat use of the objects, especially for how few there really are to interact with. Overall, it is incredibly short. I am a sucker for races and I think that they are incredibly fun. This works as a race until the end, and the spammed gold doesn't help for the finish. It might have been better if you tried to pass over that gold section twice so that the player didn't have to stand still for so long. Gameplay is lacking, but your use of the tileset with the given objects stood out the most to me. Well done in that regard.

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DaggaFork---

Gameplay :: 12/25

Tileset :: 17/25

Subjective :: 0/5

TOTAL :: 29/50

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You worked well with what you had. Obviously the lowest mines were not able to be incorporated into the map in a useful way for how you built it and unfortunately I had to drop your tileset score for that. I think for sparse object sets like this, making spaces where certain enemies shine works better in your favor. The floorguard was the best enemy usage. I wish the ninja had to interact with the gauss turret more. You may have been able to score more points in gameplay if you had created a couple more jumping puzzles for the ninja, particularly one that caused more interaction with the gauss. You and Amibe both have similar things to think about for this next week.

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DW40---

Gameplay :: 20/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 45/50

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To me, this was the most stellar map of the week. Gameplay is only dropped 5 points because of the sheer difficulty. I'd have to spend a long time to get this in one run. However, I think your use of the objects with the tileset kept me interested in completing this map in parts. There's an ambiguity to the intended route, and I appreciate that I had to find it on my own instead of having it spelled out for me. Fantastic start to the competition, however I would keep the critiques of the other maps in mind as we continue on to the next week.

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fingersonthefrets---

Gameplay :: 21/25

Tileset :: 21/25

Subjective :: 0/5

TOTAL :: 42/50

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This map is really well made. I wish it had something a little more... The segmented tiles would sometimes throw me off my intended path and I found that to be a little offputting. Overall, the map is filled with some great moments and I think that your use of the objects with the tileset and the gameplay were fantastic. The pathing of the laser to become a threat at the end of the level as well was such a nice touch.

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Hyteriux---

Gameplay :: 17/25

Tileset :: 15/25

Subjective :: 0/5

TOTAL :: 32/50

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While this map is beautiful, I think in some cases you chose aesthetics over gameplay, especially in places where aesthetics weren't as important as gameplay. In particular, the island to the left of the beginning - why is there a 7-tile on the top of that island and not an E-tile? It causes the ninja to skip and makes jumping across that chasm more difficult for no reason. Your aesthetics are beautiful, but don't let it ruin how the objects and tileset interface, and don't let it ruin your gameplay in particular.

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jasdanu---

Gameplay :: 14/25

Tileset :: 13/25

Subjective :: 0/5

TOTAL :: 27/50

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I was in the Discord chat when you were lamenting certain aspects of this map and so for me, I feel as though you were focusing so much on how to use the floorguards correctly that you forgot that there was a whole map of other things to focus on. Although I don't expect everyone to be good at floorguard puzzles, when you're given this many floorguards, even a mediocre puzzle can be fun. There seems to be a lot of emphasis in the community as of late in creating maps with extremely difficult jumps and requiring precision runs. For the next 4 weeks, focus on making something that allows for mistakes to be made without meaning death for the ninja.

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Kaylab---

Gameplay :: 15/25

Tileset :: 8/25

Subjective :: 3/5

TOTAL :: 26/50

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I don't mind nonlinear maps, but I felt like this map was pulling me in two or three directions at once. While there were sections that I felt were really great, the way that the mines were utilized with the tileset was not well done. I think that the connecting parts between the section of this map were great, and the way the enemies caused the ninja to be pressured was well-intentioned. Next week, think about how your tiles interact not only with the ninja but also with the tiles and how the ninja interacts with both. The mines on the corners of tiles or underneath 3-tiles make for a less enjoyable map. I added 3 points to your score because you nail the transitions between sections, but you could work on the tileset and gameplay of the main sections of your maps a bit more in the coming weeks.

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Lightning55---

Gameplay :: 19/25

Tileset :: 11/25

Subjective :: 0/5

TOTAL :: 30/50

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This map might be the best example of the differences between scoring for the tileset and scoring for the gameplay. I think the gameplay in this map is actually well done. You created a different space for the ninja to play around in. The rocket-dodging is fun, the left side with the drones is fun and overall I enjoyed playing this. However, you opted to use the drones as simply as possible. You didn't try to use the one-ways as anything but extra surfaces to land on and jump off. One-ways could have been used in many ways to make the drones more hazardous or something to keep an eye on more than I did. Like I said, I had fun jumping around in this but you didn't really do anything with the tiles that caused an interaction with the objects in a different way.

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PALEMOON---

Gameplay :: 17/25

Tileset :: 12/25

Subjective :: 3/5

TOTAL :: 32/50

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This being my object set, obviously I had to judge as impartially as possible. The original objects were fairly spread out and the laser was used much to the same effect as in the original map: only a threat when you move to the left side. Occasionally, if I spent too long in a section, the laser was able to travel lower and threaten me as I tried to make my way toward the exit. The rocket dodging was well done, and each section only had one or two rockets chasing you. The tileset played off the objects well, but I wish that you had done a little more with the floorguards and made the zap drone more threatening in particular. Overall, a solid map. I gave you 3 extra points because you were able to create a very cute tileset in addition to some wonderful gameplay.

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script---

Gameplay :: 17/25

Tileset :: 11/25

Subjective :: 2/5

TOTAL :: 30/50

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I liked this map and the simplicity. I think it's hard to grade the more simple retiles based on the rubric alone. Although I really like it, I think that the only use of the tiles was to create a path for the ninja and the zap drone. The zap drone was much more effective than I anticipated. It was a good threat up until the ascent to the rocket section. However, the only interaction the ninja has with the tiles is in the rocket section. I see this more as an aesthetic retiler. It is cute, and for that I give you 2 bonus points.

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ska---

Gameplay :: 23/25

Tileset :: 21/25

Subjective :: 0/5

TOTAL :: 44/50

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I'm quite surprised at how well this map is built. The minefield looks daunting at first, but is actually quite easy to pass through. The only complaint about the enemies is the lonely gauss turret on the right. But that turret is more than made up for by the gauss turret in the chamber. Even though that chamber feels chaotic, what I found when I played it was that it was all about timing. Once I made it past that room, I was initially confused. "Is this map possible?" Then I found that it was possible not 10 seconds later. Great use of the physics in N to create really cool gameplay at the end there with the tileset.

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Spackal---

Gameplay :: 16/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 32/50

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Based on your object set, I think that you did a very good job with this. Instead of the usual, you went for the unusual. I'm unable to think of a better analogy at the moment, but this map feels like the green bell pepper to DW's California Reaper. The points I deducted were for the parts of this map that were somewhat... lacking? I feel as though there may have been ways to create space for collecting some of the gold that was less-desirable to go for because it was so far off the path that I wanted to go on. The look is clean, but I wanted more.

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yahoozy---

Gameplay :: 20/25

Tileset :: 18/25

Subjective :: 0/5

TOTAL :: 38/50

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Overall, this map works wonders. The use of that bounceblock at the start was a wonderful introduction to the map. I think you understand what I meant when I said retiles can offer you the opportunity to rethink how objects can be used to create interesting gameplay mechanics. My main concern was with the lack of effectiveness of the second gauss turret, which wasn't entirely your fault. The route you were intending was very fun and intuitive, so I see why you blocked out those one-ways. The upper left was also a nice jumping area that left me feeling good. I'm not sure what to suggest you focus on for next week, but I feel

like there was something small missing from this map and I can't quite put my finger on it. Solid start, however.

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WEEK 1

PALEMOON

PALEMOON'S JUDGING FOR RETILE 3 WEEK 1 ::

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JET BLACK AND THE FISHBONES by PALEMOON

GAMEPLAY // +69

my cat has an unquenchable thirst for bread. I don't know why. one time he tore open a pack of king's hawaiian sweet rolls and ate two. After some mild panic, i found out while bread isn't bad for cats, it doesn't give them shit for nutrition - he's just getting fat on carbs. Same, little guy. Same.

TILESET // +420

Big chunky pieces of corrugated carboard have been freakin' godsend for me. Jet takes his scalpel paws and operates on those things like he's a 10 foot long primordial Smilodon chugging Bang energy drinks. After the cloud of cardboard bits has settled, my houses' walls, table legs, and couches are entirely scratch-free! He still tears up my arms, though (what can i say? the guy's adorable and i can't help but brave the claws and rub his belly). Perhaps a suit of cardboard armor is in order...

BOOST // +80085

Outside, there lives a spindly tabby. Occasionally he will walk right up to the my window and proceed to stare blankly, almost as if he's unaware that my cat is on the other side of the glass straight up wilding out. He knows, though. You can definitely see a little grin on his furry orange face as he watches the muffled yowling and scrabbling beyond. A bit of a bastard, to be sure.

TOTAL! // imagine this 8 is sideways yo

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I

IMPEPHO by FINGERSONTHEFRETTS

GAMEPLAY // +20

You've done some excellent stuff here. Gradually understanding the scope of the plan with the rocket and laser D and witnessing them sneak through some tile gaps when i thought i'd finally gotten away made for a great experience. The floorguard at the end was a fiendish roadblock right when fatigued players think they're moments from beating the map, i love it. I would have liked the blue drones to have been expanded, as they're secluded in one spot and not nearly as exciting as the other enemies. i found that some movements needed, especially when right nearby the rocket, to be clunky at best and irritating at worst.

TILESET // +12

I do love the planning that has gone into the tileset, allowing for that slick drone route. However, i thought that the overall tyle style(lol rhymes) sacrificed a lot of personality in favor of functionality and ended up looking out of order and bland. Some extra flair would make this map really pop.

BOOST // +5

Your intelligent gameplay design has earned you a nice paycheck of bonus points. Nicely done!

TOTAL SCORE! // 37

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II

OH YEAH by YAHOOZY_GUACAMOLE

GAMEPLAY // +17

i made these objects! How am i supposed to score that?! I find it interesting that in lots of ReTile maps, authors opt for free-floating mines rather than embedded ones. Skirting carefully around the contest restrictions? I appreciate how you handled the hidden trapdoor in the top left - relatively inoffensive but nevertheless irritating trapdoors are my kink (not so much feeling the bottom trapdoor when i forgot and ran into the deathtrap, but hey! I asked for this when i placed those bastards). I wanted a bit more aggression with the gauss cannons, as they are easily avoided and not even present in large portions of the map. Overall, the length of the map combined with a low-pressure environment had my enjoyment waning after several tries.

TILESET // +16

You always have some nice interactions with objects and tilesets in your maps. I especially liked that first climb up into the structure and the mine-camouflaged entry to the bottom right - very creative. Perhaps it's just the nature of ReTile maps to have broken-up and varied tilesets in order to deal with unfamiliar objects, but i felt that this tileset goes the same way as the gameplay - overall pretty good and with little to really complain about, but not able to hold attention for long. It seems sort of built to be a middle-level in an episode.

BOOST // +1

Although i am one to appreciate some a e s t h e t i c s, it is admittedly a clever action to hide some objects you don't want. I see you there, one-ways and middle bounceblock! you look good, but you don't do anything! I've given you a slight bonus for the sleight of hand, though.

TOTAL SCORE! // 32

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III

STORMY AND THE PRESIDENT'S FIRE by SCRIPT

GAMEPLAY // +10

Plunging through that cloud was quite fun! the shrouded enemies attacking you in there felt like a really great intro to the map. Unfortunately, the gameplay seems to fall off the wagon at this point, as much of

the map after this consists of a couple easy jumps over mines and an impotent rocket launcher. Although much of the map is accessible, a majority ends up being unused white space, seemingly forgotten. No love for the wall-jump pads down in the corner? tsk, tsk!

TILESET // +16

AS good as the tiles are at lending to the map's full theme, players don't end up interacting with them much during the map, as most of the movement takes place suspended on bounceblocks or in the upper section standing on one-ways. I wanted to see more incorporation of the tiles into the gameplay.

BOOST // +3

Nice job incorporating the lightning bolt mines into a full-map theme. an inspired choice!

TOTAL SCORE! // 29

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IV

FLOORGUARDS PROBED ME AND LEFT ME DEFEATED by JASDANU

GAMEPLAY // +15

So, floorguards. It's not that i'm overly bothered by the floating floorguards as a concept (in fact i think they were way more interesting than the stationary ones), I just wanted a LOT more interaction with them. ReTiling is all about the objects after all, even if you hate them! What little focus there was in the map worked great - i liked the corners of the map and that drop down through the top for the exit switch. However, I've taken off points because of your reluctance to use these objects to best effect - only 1 of the 12 floorguards actually, well, guards a floor. The gameplay suffers as a result.

TILESET // +8

Now, on paper, having a large amount of negative space and a breezy aesthetic is absolutely fine for maps (and in fact it's a style that's really popular right now). In the ReTile contest, though, I really want to see more work put into them. Here, the tiles don't exist where they should, and many of them function only to restrict how the floorguards function as an enemy.

BOOST // +2

Floorguards may have probed you, but don't count yourself defeated just yet! We've got a lot of rounds of ReTiling to go! I look forward to seeing your next entries in this contest!

TOTAL SCORE! // 25

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V

SCALLOPED by SPACKAL

GAMEPLAY // +19

This map is appealing to me because of the subtle difficulty it hides. Jumping around, it quickly becomes apparent that a lot more work and creative jumps are gonna be needed to get where you need to go. I found that puzzle aspect of the map to be quite cool. In addition, you didn't have very many active objects to work with. A lot of good design went into making that thwump a big part of the gaemplay. Something about it just felt good.

TILESET // +15

Now, of course the tiles were placed nicely to allow for all sorts of perp jumps and leaps, but what i really enjoyed was the channel with the thwump. Like i said above, it was great including that one weird thwump in the overall jump design. Functional tiles are great, but i feel that the relaxed nature of the gameplay could allow for some more extra design or spice to look at while planning that next jump.

BOOST // +4

This was the first map i've ever played from you as an author, and i thought you had a great understanding of what a retile's all about. I've given you some bonus points for the creativity used here to make an ordinarily boring object set quite fun.

TOTAL SCORE! // 38

[illegible]

VI

KIND OF DIFFICULT TO GO THROUGH by AMIIBE

GAMEPLAY // +10

A large amount of the map appears to be focused on blocking you from interacting with the rocket launcher in any way, i feel that it's barely a threat. This is unfortunate, as it's also the only active obstacle in the entire map. Admittedly this was a hell of a set of objects to work with, so i understand your troubles, but don't be shy! Some kind of greater focus on the threat of being trapped on the sides, or a retooling of the tileset could allow the rocket to do its job.

TILESET // +10

These tiles feel deliberately placed to block off any sort of danger for the ninja. Even those broken gaps on the right ended up being much less dangerous than expected. The top right switch really needed some pressure from that rocket, it was a perfect place to vice the player between a rocket and a one-way place. Okay, that was a bad joke. Sorry.

BOOST // +4

Getting an unfortunate object set is all the luck of the draw in this sort of contest, so oftentimes you'll just have to roll with the punches. I've awarded you a bonus due to soldiering on and giving it your best shot anyway. Good luck next round!

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total score! // 24
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[illegible]

VII

A8197BBD8FDF537B49D1502A28CBC98101B5F5BD by DAGGAFORK

gameplay // +19

The beginning of the map is all about boosting you to the coolest part: that jump through the mine channel. Finding the momentum to do so, both initially and on the return trip, felt really good. There's lots of opportunities to shave off frames in this map, but i'm not too particularly keen on that. i simply found it to be a quick, fun, and easily accessible adventure. As always, i'm slightly grumpy about authors sidelining some objects that prove problematic (like those mines at the bottom), even if they DO look good that way. Feel the ReTile. Embrace the ReTile. This didn't prove to be too large of a penalty this round, just something to think about.

tileset // +17

A lot of focus goes to that really neat intersection of tiles in the top left. Otherwise, the flat surfaces and brutalist angles look nice, but don't much contribute to the map at all. I'd say the most important tiles in the map are the ones framing the mine channel, and that's totally okay.

boost // +1

quite a minimalist set of objects for you! i think you did a fine job getting a good amount of gameplay out of it.

total score! // 38

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VIII

OUR FORTRESS HAS NOT YET FALLEN by TEMPUS_FUGIT

gameplay // +20

Spicy objects for sure. It's hard to subdue them, those giant pennants of gold kick major ass. You've done well in making both the trip to the gold and the act of collecting it very fun, and i have a soft spot for those sort of non-lethal falls that still pretty much end the run for players who make that mistake.

tileset // +5

WAAW. Easy to feel out-done against these objects, yes? I think you were right in playing to the objects' strength with some meek tiles, but I wanted you to break away from the iconic original map and try something new. As it stands you've mostly remixed the original into a slightly different configuration. ReTiles are about doing your own thing instead of emulating the other.

BOOST // +0

I haven't awarded any bonus points here. LET ME REITERATE: I'm not saying it is a bad map by any means (and in fact i had a lot of fun), i just feel that this design went counter to the spirit of the contest due to a really, really striking amount of similarities with the original, and the overall score in terms of this contest suffers because of it. On NUMA i rated it quite high as it was a blast to play.

total score! // 25

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IX

MODERN DECOR OR MESS by KAYLAB

gameplay // +20

Hyteriux left a very nice demo on your map and mentioned that he had more fun than expected. I think that's true. Lots of times we tend to give the map an "eye playthrough" of maps, and that doesn't really give off the whole story. Highlights include the green guy on the bottom of the map, and a suprisingly flowly trip up into the top chamber from the middle. I really wasn't interested in finding the gold on the sides and up in the chaingun room; it just was too far away and a bother most of the time. Problem: that 2/3 tile bottom left. Players can step on the top side of the tile and still trigger the bomb. Feels ungood.

tileset // +10

I've gotta lean to the "mess" side of your map title for these tiles. Definitely not exciting, more of a way to section off the objects into easy to deal with packages. That's not necessarily bad, but i always like to see greater interaction between those grey blocks of stone and our "friends", the enemies of the map.

boost // +3

I think you did really well with an above-average amount of objects. these bonus points are just a general "nice going!" boost.

total score! // 33

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X

COSMIC FRAGMENTATION by DW40

GAMEPLAY // +21

You have a history of some really brutal minejumpers, and there's certainly a crowd for that. In addition, i really enjoyed the variety of skills required to thrive in this hazardous environment - it wasn't just the same jump performed 100 times. Nicely made.

TILESET // +18

Was this an attempt to butter me up with the angular jagged triangle aesthetic? well, it worked, i think it looks pretty good. I would have liked to see more of those things up top to make the map more harmonious. those triangles really tie the room together. My other complaint is that while the tileset has a general vertical sweeping motion due to the direction of the triangles and upper walls, the horizontal mines clash terribly and hurt to look at, with floating 2/3 tiles adding to the strain.

BOOST // +0

although i can appreciate the occasional hardcore minejumper, after some cruel deaths at the hands of explosives i felt that i was wasting my time with a careful run just to die. I tried not to let my gaemplay skill show through in the actual judging, but i did not award any points due to gettin' mad. No hard feelings! Check out both Jasdanu and Macrohenry's demos on your map for some truly mad skillz.

TOTAL SCORE! // 39

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XI

I RUINED A GOOD MAP by LIGHTNING55

GAMEPLAY // +10

i see you were given no small amount of objects to deal with. Combined with a lot of open space, i had a hard time finding focus or a fun route through the chaos. Those drones milling around look like a zoo, right? There were a couple cool moments when i found some flow to zip around in, but mostly it was just too hectic and inattentive.

TILESET // +9

You said this map would function better without tiles. Perhaps. Like yahoozy, i have no idea how i would've scored that. Lots of authors are very sparse with tiles during a ReTile (in no small part because of object sets like this and the sheer amount of WTF), but with something this overwhelming maybe a very dense tunnel-style map is what's needed. As it is, the tiles you have neither looked good or added much to the gameplay.

BOOST // +3

I feel the pains you went through this round. as with others, it's all about what you do with what you're given. Work those tiles! I look forward to your maps in the coming weeks!

TOTAL SCORE! // 22

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XII

SHATTERED CONSTELLATIONS AND BROKEN STARS by CHRISE

gameplay // +15

I'm feeling sort of torn about this one. i loved the concept of repurposing the objects into a race - the gauss cannons felt particularly good at their jobs and really added to the player's haste as they try to find the route. My problem with races is that there isn't enough flexibility in routes - i jumbled around for a bit before settling on the intended path. Once i did that, the map was over in a flash! sort of a "welp, i guess that's it" moment. Not much replayability, either - the intended route is often the fastest one.

tileset // +13

i liked those decorative garlands of E tiles strung around, but felt that the awkward nature of the angles held me back from really jumping around the map and exploring. Then again, exploring's not really what this map is about.

boost // +2

leaving that patch of stacked gold until the last moment was a nice way to handle a bizarre quirk in the overall design of the objects. neat.

total score! // 32

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XIII

VIEW FROM ABOVE by HYTERIUX

GAMEPLAY // +22

A lot of this map revolves around doors. You've gotten all 3 (okay, 4 if you count the exit) types, and used them to their strengths! i love it. That first trapdoor is an omen of things to come - you get lured into thinking other traps will be nice and benign and then BLAM the exit's locked and you're not sure how. This is one of those times when a total re-start of the map is really cool: the new knowledge of those trap doors and thinking about how to avoid your mistake last time changes a player's perception of what strategies to use! Regarding the gauss cannons, i didn't really care about them. Not enough of an impact for sure. Not really what the map's about, anyway.

tileset // +11

I did not like these tiles. I found the excessive chunky 6/7 tiles both unattractive and not good for much other than the occasional perp jump.

boost // +4

your alternate names for the map made me laugh; FoldedPaper_Crocodile in particular is great (CrumpledHotelTowel_Gharial!). Mostly these hefty bonus points are due to how happy i was with how you handled the hidden trapdoors assigned to you.

total score! // 37

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XIV

WAFFLE IRON by ORIGAMI_ALLIGATOR

GAMEPLAY // +18

'twas the night before judging was due, when all through the house / all the gold and enemy variety were gone - not even a gauss. What a wild set of objects we have here! Luring the rockets around so you can bypass them was very intuitive, making most of the challenge focused on getting where players need to go, and fast. Your design has spaced out the rockets nicely, but if they're feeling particularly unruly you can get swamped quick. Being totally devoid of gold takes away a lot from replayability, but the open and breezy routes left a lot of room for shortcuts and other improvements. I found myself quite enjoying the simple but demanding task of avoiding rockets while keeping top speed.

TILESET // +19

I really like the bold repeated pattern here and how unobtrusive it ends up being in relation to the rest of the gameplay. You've really filled the map in with style and artwork while preserving the nice flat surfaces and wide-open areas needed for wrangling rockets effectively. This sort of elegance does come with a hidden snag, though: hitting the 6/7 tiles at the wrong angle or a slight mis-time can lead to an explosive death due to stuttering with a failed perp jump. It's always good to have lots of reliable options when dealing with multiple rockets, and at times i felt myself not even wanting to attempt some jumps just in case i got robbed by the game physics.

BOOST // +4

I like being generous with bonus points when an author gets a weird set of objects to deal with. You did an excellent job molding those unlucky 13 objects into something far greater than its minimalistic parts.

TOTAL SCORE! // 40

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XV

ZEBULON'S DESIRE by BLACKLEF

GAMEPLAY // +8

One must be thoroughly acquainted with the behavior of those ninja-sized tanks in order to succeed, and even then a single .50caliber will wreck you. The chaingun displayed here is a god-damned raid boss. In addition, a few mines in key "fuck you" positions were a problem players can really do without while dealing with the hail of death from below. Overall an intensely difficult map, and definitely not in a good way. It's quite a job to even unlock the path to the door, and players have to go up and down the main chamber TWICE! God damn do i love that first death-defying jump, though. I felt like such a badass timing it perfectly with bullets just a ninja scarf's breadth below. Thanks for putting it at the beginning of the map so i could practice! It's hard as fuck! Why, just why!!

TILESET // +8

Chainguns are a very trial-and-error enemy. Case in point: those bits of triangles floating up there at the top of the map. Due to quirks in positioning, the ninja's hitbox, and the shape of 2/3 tiles, quite a few bullets can slip by and paste you even when you're seemingly hidden in cover. Combine that with the effort and time it took to climb over the other weirdly-angled tiles to even get up there, and it's a combo for death. I was wanting more flat space to run or more safe space to hide, and to my dismay i found neither.

BOOST // +3

most of my complaints stem from how difficult the map is, and how easily a challenge like this can slide into frustration. However, I'm awarding you a bonus because of your ability to turn one single chaingun into an unbearable enemy that is beating down on the player throughout the entire map. Rarely was there a time where it wasn't either spitting hot lead at me, or spinning up for another volley. Deep down, we all both hate and love chainguns.

TOTAL SCORE! // 19

XX
XXXXXXXXXXXXXXXXXXXX

XVI

PLAYING THE CARDS YOU'RE DEALT by SKA

GAMEPLAY // +14

Hello, ska. Interesting design you've got here! It's like a buffet of N-maps genres. We've got the minejumper, we've got the metanet-esque (METANESQUE) section in the middle, and then as an digestif there's that jumper puzzle down below. Interesting. I found that middle section to be cramped and real irritating to move in, and it killed my vibe. For the large map size and amount of objects, there was striking little substance to any one section. Jack of all trades, master of none up in here.

TILESET // +15

i found these tiles to be barebones to the max!!! A lot of the style went into the jumper section, otherwise they're just there to stand on.

BOOST // +4

Sectioning off the areas into very unique parts was a great bit of thinking i really appreciate. you get a substantial bonus for the concept!

TOTAL SCORE! // 33

XX
XXXXXXXXXXXXXXXXXXXX

Thanks for playing, everybody! See you all next week for ReTile 3, week 2!!

XX
XXXXXXXXXXXXXXXXXXXX

CONDENSED SCORING SUMMARY BY PALEMOON RETILE 3 WEEK 1: RANKED

PALEMOON	-> a googolplex times infinity
ORIGAMI_ALLIGATOR	-> 41
DW40	-> 39
SPACKAL	-> 38
DAGGAFORK	-> 37
FINGERSONTHEFRETTS	-> 37
HYTERIUX	-> 35
YAHOOZY	-> 34
SKA	-> 33
KAYLAB	-> 33
SCRIPT	-> 31
CHRISE	-> 31

TEMPUS_FUGIT	->	25
JASDANŪ	->	25
AMIIBE	->	24
LIGHTNING55	->	22
BLACKLEF	->	19

WEEK 1

YAHOOZY

Amibe - Kind of difficult to go through

Gameplay - 7/25

The fun of this map comes almost largely from the clever bounceblock section, which, do to their nature, are relatively unchanged from the original map. There's just not enough here, and the rocket has been severely neutralized.

Tileset - 8/25

Very unattractive. With that out of the way, the function of the tiles wasn't all that bad. Easy to run around in, and the hole that allows the rocket to see you when you collect the key is clever. It's so barren, though, and not in a way that makes the level interesting enough to play more than once.

Bonus - 3

Even though you're a less experienced mapper, you have some good instincts. A good effort.

Total - 18/25

blacklef - Zebulon's desire

Gameplay - 10/25

This is entirely too difficult. I think that very first jump only has a window of a few frames? Would that you kept the chaingun in the initial area or gave more cover for the top exploration you'd have a more reasonable difficulty. I removed the chaingun to feel out the level with no enemy pressure and there are some interesting and fun maneuvers that I'd, unfortunately, never get to try in the actual level. I did beat it a few times, but could never manage an all-gold run.

Tileset - 7/25

At no point did it seem like the tiles were made to help the ninja traverse this level. Sometimes that can make compelling gameplay, but every part of this level felt clunky. I thought the floorguard area was cute, but even then I couldn't blast through that area like I'd wanted because you placed some obstructive tiles instead of just allowing the player to enjoy the level.

Bonus - 2

Couple of bonus points because I sympathize with how difficult it is to use a chaingun without it ruining the entire map.

Total - 19/50

ChrisE- Shattered Constellations and Broken Stars

Gameplay - 15/25

Truly did not expect to enjoy this to the degree I did. Perhaps the most obvious re-tooling in the first round, it still could be an original map from any number of authors who value open space and a breezy quality.

Tileset - 12/25

Given the start, seems the idea was to make the route linear, and I would have gone all-in with the race influences. Tried playing around with other routes but there's really no practical or interesting way to get to the top area without using the launch pad. Looks pretty good. I hate to recall my own maps when talking about someone else's but I just wanted to say that some of my early, earliest maps used that E-and-3-and-2-tile setup that makes a circle because it was the coolest shape I could manage to make in the editor. I don't think I've seen that in a long time.

Bonus - 3

Ambitious design.

Total - 30/50

DaggaFork - a8197bbd8fdf537b49d1502a28cbc98101b5f5bd

Gameplay - 17/25

Surprised me. The intention here was obviously to keep things minimal and so I've decided to grade it as such, and it does this remarkably well. Gauss was almost a non-issue. Every different jump was fun to pull off.

Tileset - 14/25

The route you've carved out for this map is so good that I wish there were more tiles in place to punish the player for not taking it, adding some stakes. Honestly very surprised that isn't the case because your levels are usually pretty devilish. Design is stark but interesting.

Bonus - 3

Daring to make something so potentially insubstantial. Great use of a small set of objects.

Total - 34/50

DW40 - Cosmic Fragmentation

Gameplay - 19/25

I appreciate the high-difficulty and repurposing the objects into a jumper puzzle completely distinct from the original. I thought some of the maneuvers were more awkward than I would like, particularly the jump over the 2-tiles parallel to the first set of gold. Impressive nevertheless.

Tileset - 17/25

The nature of the map means that the orientation of much of the tiles are absolutely necessary, though some are unnecessarily clunky. My complaints are mostly about what's left; I don't mind at all that most of the map is tiled off (in fact, there's a larger play area than the original level), but I'm really not up on the way this level looks. In fact I hate it. I would say it has a cohesive design that does not happen to flatter me in the slightest. This did not deduct many points from the overall score.

Bonus - 4

Bumping up the score because I feel this is a really great effort considering the only enemies were mines.

Total: 40/50

fingersonthefrets - Impepho

Gameplay - 24/25

Incredible. The persistence of the enemies is constantly impressive. I can't think of a thing to suggest. Just kind of amazed.

Tileset - 23/25

Again, honestly can't find much to deduct here. Some small areas where it feels like aesthetics took precedence (top rocket area with the switches could have been smoothed out, but I appreciated that it made me hesitate a bit), but every piece feels deliberately placed and the interplay with the objects is astounding. Bravo.

Bonus - 0

Not eligible.

Total - 47/50

Hyteriux - View From Above

Gameplay - 17/25

Right away, the first section is extremely fun to jump around in. Little transitional spot between the left and right was oddly very satisfying, pushing oneself against the E-tile and walking under the 1-tile gap. Next section was challenge-less but fun to explore. Decision to use the trap doors to block off the switch was a Bad Idea. Not a fan. Final area was good. Liked how distinct each section was, but they flowed into each other very well.

Tileset - 19/25

Very fun to run on. Well-worn territory with its design, which also does not appeal to me at all, but I respect its cohesiveness.

Bonus - 4

One of the most convincingly-original maps in the first round. Props for that.

Total - 40/50

jasdanu - Floorguards Probed me and Left me Defeated

Gameplay - 10/25

Honestly, this was kinda fun to jump around in. Needed to be able to go up the right side of the left tower, I think, but (I don't think?) it's possible with the nearer floorguard. Liked that there were so many ways to traverse the map.

Tileset - 5/25

Apologies, but these tiles truly have no interplay with these objects. Not being sarcastic, that is a pretty bold choice! Sometimes it's interesting to remove most of the surfaces of a level just to see how the objects act in empty space. There's something entirely more compelling in these objects, however.

Bonus - 1

A bonus point because I think you gave an honest effort despite the mental block this object set gave you.

Total - 16/50

Kaylab - Modern Decor or Mess

Gameplay - 14/25

Pretty fun. Lots of maneuverability, which is appreciated.

Tileset - 10/25

Similarly to Lightning55's submission, I like that you let the negative space work out naturally; just a few places for the ninja to launch off of are all that's necessary. Some questionable decisions to this end. Some of the tiles felt haphazard at best and very clunky at worst. An extra point deducted because I hate mines under 2/3-tiles; entirely too easy to get killed by the mine for stepping on the other side of the tile, and as a hazard it feels... disingenuous? It's something I always avoid.

Bonus - 2

A couple of bonus points because you really nailed the flow in a few sections of this map and I enjoyed the nonlinearity.

Total - 26/50

Lightning55 - I Ruined A Good Map

Gameplay - 11/25

I understand how you struggled with this layout—being absolutely inundated with objects might be just as tricky to deal with as being given a very barren set. I appreciate that you saw the objects worked well without much reassembly.

Tileset - 8/25

Unfortunately I don't feel that the tiles added much to this level but deciding where to use negative space is just as important, and the areas where tiles didn't really get in the way were the best parts of the level.

Bonus - 3

In the description you admitted that the map would have been better with 0 tiles. That would have been a radical submission. Can't speak to how well it would have done, but I almost agree.

Total - 22/50

origami_alligator - waffle iron

Gameplay - 14/25

Some exciting moments to be had for sure, but the rockets often felt unruly and left little room to innovate. For instance, the only way I could really manage to get the first key and back up to the threshold near the first rocket was to loop around the floating tiles twice and getting the rocket to follow me. Don't see a practical way to get the top switch coming from the bottom, would have definitely liked more choices.

Tileset - 10/25

Seems a lot of concessions were made to make this level eye-pleasing. I really love perp jumps, so I expected to do more in this level, but it never really utilized them that much.

Bonus - 5

What a harsh set to get in your first round. Geeze.

Total - 29/50

PALEMOON - jet black and the fishbones

Gameplay - 20/25

Very fun. Rockets were surprisingly persistent. The left side of the map is excellent and utilizes a technique you use in a lot of your oeuvre: completely optional, wide-open areas. Made even more interesting with the inclusion of the laser, which provides just enough pressure to not make going through that area trivial but can be dangerous once it makes its way down.

Tileset - 19/25

Tiles are, of course, beautiful. I like the amount of room there is to take wildly different paths. Love running up to the exit and that the area is inaccessible from the bottom.

Bonus - 1

Mreow

Total - 40/50

script - Stormy and the President's Fire

Gameplay - 13/25

Not bad, very breezy (appropriate given the theme). Wish it were more substantive. Beginning is silly but I like that you used the bounceblocks instead of just tucking them into an unexplored area of the map.

Tileset - 11/25

It's cute. I'm not sure how much it adds to the level, however. Like previous assessments, I appreciate that you let the objects do the heavy lifting in a lot of the map, but I think something more interesting could have been made.

Bonus - 1

Extra point for keeping with the theme of the tiles.

Total - 25/50

ska - playing the cards you're dealt

Gameplay - 15/25

The minefield at the beginning is great, really neat that you took what was an inessential part of the original map and made it integral. I have problems with the middle, which is entirely too cluttered and begged for more maneuverability. The gauss is in the exact deadliest location. That's cool and all, but the prospect of going through the area twice to get all the gold, which requires wall-jumping right into the gauss point blank, is more frustrating than fun. Jumps at the end were cute and fun.

Tileset - 18/25

Good use of tiles here. Safe, simple, but very deliberate and made for some compelling movement. Middle area needed reworking, possibly just more tiles in order to make different routes or reduce the enemy pressure.

Bonus - 5

Large bonus because, again, turning that minefield into something traversable and interesting was very cool.

Total - 38/50

Spackal - Scalloped

Gameplay - 19/25

Very clean, very fun jumps. Top section with the thwump changed things up and was really interesting. I have little complaints about the technical aspects of the gameplay.

Tileset - 22/25

Excellent. This was a completely different interpretation of these objects from their origin. You managed to find some engaging movements around the mines, which ended up being decently effective despite a relatively low challenge. Loved the squeeze at the end.

Bonus - 0

Not elligable.

Total - 41/50

Tempus_Fugit - our fortress has not yet fallen

Gameplay - 17/25

Interesting that you let a couple of the drones just roam around the entire map, but it actually worked. Plenty of exciting jumps. Some real fun here. One should BE so lucky to get these objects.

Tileset - 20/25

Hilarious how close this ended up to the original level. Great, effective tiles, if safe. Really liked the variety of entrances into the exit area.

Bonus - 1

One point because everyone else got them, but watch yourself counselor.

Total - 38/40

WEEK 1

AIDIERA

Ranking

Tempus_Fugit - 43
Fingersonthefrets - 43
PALEMOON - 42
Origami_alligator - 41
Ska - 38
Hyteriux - 36
DW40 - 36
DaggaFork - 34
Lightning55 - 34
ChrisE - 33
Script - 32
Yahoozy - 31
Amibe - 30
Jasdanu - 30
Kaylab - 29
Blacklef - 26
Spackal - 23

Amibe :: Kind of difficult to go through

Gameplay - 14/25 I enjoyed the bounceblock trick, and I liked the door switch placement, but I feel as if you could've used the oneway walls more.

Tileset - 15/25 I really like this one. It looks like a pirate ship Picasso would paint.

Subjectivity - 1/5 I very much enjoy the flag bit.

Total = 30 points

blacklef :: Zebulon's desire

Gameplay - 11/25 I really did not enjoy playing this map. The chaingun ruined any chance I had at having fun. It needed to be much easier.

Tileset - 13/25 No theme coalesced from the tiles. There should be some reason for the jagged look of the map.

Subjectivity - 2/5 I acknowledge that this is a very tricky objectset, and I too would have a hard time with it.

Total = 26 points

ChrisE :: Shattered Constellations and Broken Stars

Gameplay - 12/25 While I enjoyed the initial fall, I would have liked to see better use of the launchpads.

Tileset - 18/25 I feel that there is a bit of a dissonance between the wispy middle section and the jagged outer section though. I would've preferred if you had stuck to one style.

Subjectivity - 3/5 Based on the object set that you were given, I have no problem giving you an extra few points for the map you were able to come up with.

Total = 33 points

DaggaFork :: a8197bbd8fdf537b49d1502a28cbc98101b5f5bd

Gameplay - 18/25 I love how you transformed this into a puzzle. I recognize the objects, and the original was a little bit puzzly, but this is great.

Tileset - 13/25 It services the map, but doesn't add much else. I like the arrow though.

Subjectivity - 3/5 I appreciate your enthusiasm for puzzles.

Total = 34 points

DW40 :: Cosmic Fragmentation

Gameplay - 10/25 Way too hard. I could get maybe three of the tricky jumps, but there's no way I could ever finish the map.

Tileset - 25/25 It's beautiful. It fits the objects very well.

Subjectivity - 1/5 I'll give you a point for the tiles, but nothing else.

Total = 36 points

fingersonthefrets :: Impepho

Gameplay - 23/25 Holy shit man. How did you pull this off? Incredible use of these objects. I love this laser.

Tileset - 20/25 This feels like you carved the map out of granite; it's a good style but it's function over fashion.

Total = 43 points

Kaylab :: Modern Decor or Mess

Gameplay - 15/25 This map was very deceptively designed. I expected to be able to bounce around the map and collect the gold fairly quickly, but the enemies worked great to keep me on my toes.

Tileset - 13/25 It fulfilled the needs of the map, but didn't add anything special or have any flair.

Subjectivity - 1/5 The floorguards are my favorite part.

Total = 29 points

Hyteriux :: View From Above

Gameplay - 19/25 Really enjoyed the layout of this map. I loved how every part of the map felt different, but were still parts of a whole experience.

Tileset - 14/25 The rough-and-tumble aspect the tiles helped a lot with the atmosphere.

Subjectivity - 3/5 This map makes me enjoy playing the game.

Total = 36 points

jasdanu :: Floorguards Probed me and Left me Defeated

Gameplay - 14/25 Underwhelming use of the objects. I would have liked to see more exploration into the floorguard placement, perhaps as a puzzle or jumper.

Tileset - 13/25 The left side had a little flavor, but the rest was fairly bland and boring. I did like the single tile beneath the middle gold though.

Subjectivity - 1/5 As it stands right now, this feels like abstract art.

Total = 30 points

Lightning55 :: I Ruined A Good Map

Gameplay - 17/25 It was a little bit hectic, but it scratched my highscoring itch.
Tileset - 15/25 I felt I was exploring an ancient and mysterious tree. It was cool.
Subjectivity - 2/5 Excellent use of drone paths, my man.
Total = 34 points

origami_alligator :: waffle iron

Gameplay - 19/25 Excellent use of the objects. The rockets weren't too overwhelming and the map didn't take too long to figure out.

Tileset - 22/25 Clever. It works perfectly with the objects, and it's pretty. I would not mind borrowing these tiles.

Total = 41 points

PALEMOON :: jet black and the fishbones

Gameplay - 22/25 Fantastic use of the rockets. I also really enjoyed how you used the oneways.

Tileset - 20/25 It has a cat, what's not to love?

Total = 42 points

script :: Stormy and the President's Fire

Gameplay - 16/25 All of the individual parts work well, but it's very disjointed. I really like the bounceblock part though.

Tileset - 15/25 The lightning bolts were cool, but I wasn't a fan of the rest of the tiles.

Subjectivity - 1/5 Honestly, great use of those bounceblocks.

Total = 32 points

ska :: playing the cards you're dealt

Gameplay - 18/25 It's very hard, but it's very satisfying to beat. If the middle section could be a little bit easier, it would be perfect.

Tileset - 16/25 I love the slanted angles, but I wasn't a fan of the floating tiles.

Subjectivity - 4/5 I just want you to make more jumpers with this difficulty.

Total = 38 points

Spackal :: Scalloped

Gameplay - 13/25 I don't think that the gameplay fit the tiles very well, and I wasn't a big fan of the thwump section.

Tileset - 10/25 The tiles were not easy to maneuver, but not in a challenging way, more in a frustrating way.

Total = 23 points

Tempus_Fugit :: our fortress has not yet fallen

Gameplay - 23/25 I love everything that you've chosen to do with the enemies and the corridors. Such a great challenge.

Tileset - 20/25 The left and right edges could've been better arranged, but damn if this isn't a beautiful design.

Total = 43 points

Yahoozy :: Oh Yeah

Gameplay - 14/25 It was a fairly standard map, but I liked the beginning and the top left side a lot.

Tileset - 15/25 The Yahoozy brand is "goddamn gorgeous", and while this has the echoes of beauty, it was a little bit uninspired.

Subjectivity - 2/5 I like how you separated the groupings of gold.

Total = 31 points

WEEK 1

SCRIPT

waffle iron (<http://www.nmaps.net/238748>) by **origami_alligator**

Gameplay: 18 / 25

I like that perp jumps were a consistent gameplay element. You also varied the use of rockets (used in open spaces, used near squeeze points, and omitted on the right side).

Tileset: 20 / 25

I love this kind of tileset, and it works well here. I would prefer to see a little bit of greeble/variation in a few places, especially if you can use it to improve flow or allow more movement options.

Bonus: 2 / 5

Bonus for making a fun map without any gold and with so few objects.

Total: 40 / 50

jet black and the fishbones (<http://www.nmaps.net/238746>) by **PALEMOON**

Gameplay: 16 / 25

I found parts frustrating. Especially feel like you could have done more with the left side. The laser could be an interesting enemy but as-is it just makes you occasionally wait. You did control the rockets' power very well.

Tileset: 19 / 25

The cat head is adorable. And I like the tube on the left. But I don't really care for the movement options in the middle of the map. The very end is nice though.

Bonus: 2 / 5

Kawaii kitty and the face in the bottom right made me smile.

Total: 37 / 50

Oh Yeah (<http://www.nmaps.net/238747>) by **Yahoozy**

Gameplay: 22 / 25

I love the feel of this. Consistent challenge all the way through, and every section required interesting moves. No complaints here.

Tileset: 12 / 25

Plays fine, but doesn't really add much on top of the objects. The chandelier on the left is the only thing I like, visually.

Bonus: 1 / 5

I actually really like the trapdoors, so kudos for using them well.

Total: 35 / 50

WEEK 2

SOUTHPAW

Amibe---

Gameplay :: 20/25

Tileset :: 18/25

Subjective :: 2/5

TOTAL :: 40/50

-

Wow! This is a huge improvement over last week. I think that the minimal tiles worked well for this map. Overall, I really enjoyed jumping around in this thing. Lots of places to hide from the gauss turrets but every time one leaves those hiding spots, there's pressure on the ninja. There were only a few spots that I found strange and lacking in gameplay, particularly the start. That area seems difficult to work with anyway, though I think some of the flow was lost in certain sections for me. I gave you 2 bonus points for taking the judges critiques and putting them into practice! This map is definitely a winner for me, but keep those pointers in mind as we head into this next week. I think you'll continue to do well if you do. :)

-

audrey---

Gameplay :: 9/25

Tileset :: 8/25

Subjective :: 0/5

TOTAL :: 17/50

-

I feel like maybe you started this map on the last day? There isn't much to do or avoid in the map. :(

-

blacklef--

Gameplay :: 19/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 35/50

-

This map was very fun for me. I particularly enjoyed figuring out the route to beat the zap drone to the gold in the beginning. My major complaint, however, is that there are some parts where the tileset doesn't mesh well with the objects. Most of this map has very good flow, and then there are some parts where I felt stunted. I liked the corridor of 2-tiles near the end that you get to skip across if you're going fast enough, but I think you could have used a better setup for that area because it is easy to undershoot that corridor if you're going for an all-gold run. I found myself getting caught up in the flow and then abruptly coming to a stop to reassess my velocity and angle of approach, which kind of detracted from the experience. Overall, a great map, but there were a number of small things I didn't find particularly enjoyable.

-

ChrisE---

Gameplay :: 9/25

Tileset :: 10/25

Subjective :: 0/5

TOTAL :: 19/50

-

I found the beginning of this map extremely frustrating to play. The angle the ninja approaches makes it very easy for the floorguard to snag your feet as you try to make it over. The drone pathing works well to block the right-side exit from that area, but you already have the gauss turret doing its thing. I would have preferred the 2-tile to be removed and the 2-tile to the right of it (on the angled tile island) flipped so that I could walljump off that to avoid the drone and the gauss. I think that there were definite aesthetic choices that ruin the fun of this map in certain areas. Aesthetics are nice, but gameplay is core. I think the map would still look nice even with some small changes to the tileset, and it would play much better. You made those breaks to account for the drone pathing, so for your next object set I would think about making those same small adjustments for the ninja too. That trapdoor could have been incorporated better, maybe by having the floorguard protecting a tunnel to get to the exit, but you have to trigger it when you go for the trapdoor switch so that you have enough time to run to the end of its territory before it gets you. I didn't find the run to the exit particularly interesting or fitting for the map either. A pretty map, but looks aren't everything.

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DaggaFork---

Gameplay :: 13/25

Tileset :: 9/25

Subjective :: /5

TOTAL :: 22/50

-

I think that this map flows very well. I found a nice route that allowed me to kite the rockets for a while but overall it did seem like you were pretty uninspired. I think a vertical map was an interesting choice considering the one-ways were set up to offer more horizontal gameplay. I think it would have been neat for a small section where getting from one side to another required taking a short tunnel to get between the one-ways. It was a fairly open-ended object set and I feel like more could have been done with it to make playing it more compelling. Regardless, I had fun jumping around in it and avoiding twin dragons.

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DW40---

Gameplay :: 15/25

Tileset :: 10/25

Subjective :: 0/5

TOTAL :: 25/50

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The only reason I would strive to complete this map is if it were 88-4 in the next version of N.

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fingersonthefrets---

Gameplay :: 21/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 46/50

-

Let's talk about this map. How you managed to make something so ridiculously well made with so few objects is impressive. I have almost no complaints about the tileset and how it interfaces with the objects in this map. (Can you guess my one complaint?) The enemies here all serve a purpose in their area. Yeah, they could have roamed around more, but that doesn't stick with the theme of what you're doing. This map is nearly perfect, the gameplay score from me dropping a bit because I don't feel much need to run through this map again after completing it a few times. That doesn't mean I didn't greatly enjoy playing it. While the map is nearly perfect, there is one thing that we have to discuss and that is the chaingun. I presented the question of what we should do about it to some of the judges and our general consensus was that you broke a rule and although it doesn't change when the ninja interacts with the chaingun, I (and maybe others) couldn't see a legitimate gameplay reason for why the chaingun is covered. I removed the tiles that it passes through and didn't find any significantly better gameplay, so the choice seemed aesthetic. As such, your total score for this week will be dropped by 5%, rounded in your favor. It's not a significant number of points but I felt that we couldn't just let it slide.

-

Hyteriux---

Gameplay :: 17/25

Tileset :: 17/25

Subjective :: 0/5

TOTAL :: 34/50

-

I played through this a fair number of times (never completed it in one sitting) and I like it as a map. However, there are some aspects I don't like. Tiles feel a little jumbled here and there. In some places they really work and in others they really don't. I understand not wanting to be too similar to the original when you're familiar with it (I have received object sets I recognized immediately) but I think you went for gameplay that, at times, made me feel like I had no control over the ninja, particularly with the jump pads. I like that it plays differently, but I feel you could have cleaned up the odds and ends of the tileset to make a smoother experience for the ninja while still being different from the original.

-

jasdanu---

Gameplay :: 15/25

Tileset :: 10/25

Subjective :: 0/5

TOTAL :: 25/50

-

I think the biggest thing that needs to be addressed about this map is the differences in how you designed your tiles vs. how someone else might have designed their tiles in a similar way. Assuming someone else created the exact same path as you were intending for the ninja, I think it's obvious that the way it's built is quite choppy. While I enjoy the occasional precision jump or five, I don't quite enjoy a map where every jump feels like it has to be a precision jump. And while your objects were blessed with bounceblocks and a premade area to trap the ninja at the bottom, overall it is unenjoyable to feel like every jump has to be a perfect corner or perpendicular jump. This kind of tile aesthetic can work, and I would urge you to look at and play a few Losttortuga maps to see how they guide the flow of their maps with tiles and then use the excess to give it that choppy look. I can't see a flow in this that doesn't shoot

you into a mine if you miss a jump. Whether or not you intended to build a map that required precision jumping, I'd be more cautious with designing maps for such a niche part of the community, especially since none of the judges are known for their highscoring ability.

-

Kaylab---

Gameplay :: 18/25

Tileset :: 7/25

Subjective :: 0/5

TOTAL :: 25/50

-

When I first played this map, I thought it was a race. But I couldn't find a consistent path or the flow correctly. So I began to play it a little differently and finding my own routes. There are neat areas to move around in and it lends itself well to the ninjas movement. I think as far as gameplay goes, the tileset is easy to move around in, but I never feel threatened by any of the enemies. Because of that, the tileset wasn't really interfacing with the enemies or other objects all that well. You built a nice test level to see how the ninja could move around in it, but I think more work could have been done to create points of tension and interaction with the enemies more.

-

Lightning55---

Gameplay :: 20/25

Tileset :: 17/25

Subjective :: 2/5

TOTAL :: 39/50

-

RACE MAPS RACE MAP RACE MAPS I love them. They are so fun when they are done well and this map was done very well. The only things I found more difficult than they needed to be were the beginning and the end. The jump over the circular gold was a little roughly made. It felt choppy and kinda ruined my flow there often. The ending was also very difficult for me at least. Getting the jump off that E-tile (with enough speed) either messed me up or I would hit the thwump because I didn't have enough speed going into it. Otherwise, what a really fun map! I made some small tileset edits to show you how I think the beginning/end could have been slightly more flowy, but otherwise, well done!

<http://paste.droni.es/b004ddb4403e3586814b7f50> ... ps, that thwump glitch was a great idea on your part. Have a couple bonus points. :)

-

PALEMOON---

Gameplay :: 17/25

Tileset :: 20/25

Subjective :: 3/5

TOTAL :: 40/50

-

I didn't like how the one trap door wasn't really necessary to get. I liked the flow of the map and maybe that choice was because the flow worked better when you didn't block off the upper section and require the switch to move into the drone room. The pathing of the drones was well done, even though you were lamenting them initially. I like that they are confined, I think they wouldn't have been much of a threat otherwise. Where they are makes them predictable but still deadly. The tileset is gorgeous, as always, and

much easier to move around in than most of the other maps submitted this week. This map feels more like an adventure and something fun to play around in than something to get serious about. Very refreshing, so have some bonus points!

-

script---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

DID NOT SUBMIT

-

ska---

Gameplay :: 17/25

Tileset :: 19/25

Subjective :: 0/5

TOTAL :: 36/50

-

This map was pretty middle of the road as far as fun and tileset go. There were some areas I would have liked to be able to keep up my speed but the tiles prevented that from happening. I think my favorite part overall was the floorguard/exit area, and I wish that floorguard had maybe been put to more use, though I understand it would have also changed the design of the map quite a bit. I had fun playing it, but I wasn't blown away.

-

southpaw---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 5/5

TOTAL :: 5/50

-

I gave you 5 subjectivity points for plagiarizing my map.

-

Spackal---

Gameplay :: 22/25

Tileset :: 23/25

Subjective :: 0/5

TOTAL :: 45/50

-

It may not be a secret, but I love race maps. A well-built race, to me, is one of the most impressive ways to build a map. It requires a good amount of skill at the game, a well-planned route to follow, and requires the player to make quick, small adjustments to the ninja's movements. This map is incredibly well made. The experience is fun, the enemies are actually pretty dangerous, and this map makes the most of all this to provide a solid experience. The only reason I dropped your scores slightly in each category were for the upper-left floorguard/rocket section and the tunnel heading toward the rocket from the upper right. They

were the most awkward parts of the map for me and I died in those two areas because of the way those areas are built. I fudged with it a little to make death in those areas more based on the player messing up and less about the objects/tiles creating a death trap for the ninja. Let me know what you think!

<http://paste.droni.es/9b30984e6998092c14f497d4>

-

yahoozy---

Gameplay :: 25/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 50/50

-

There is absolutely nothing wrong with this map. I scored it a 47 initially. Then I played it again. Went to 49. Then I played it again. And again. And again. And then when the rocket followed me through that gap is when I gave this a full 50. Well done!

-

WEEK 2

PALEMOON

PALEMOON'S RETILE JUDGING WEEK2!!

PALEMOON WEEK 2 SCORES - RANKED

FINGERSONTHEFRET	+44
YAHOOZY	+43
DW40	+42
SPACKAL	+41
LIGHTNING55	+39
ORIGAMI_ALLIGATOR	+36
KAYLAB	+35
SKA	+34
BLACKLEF	+34
CHRISE	+34
JASDANU	+32
AMIIBE	+32
HYTERIUX	+29
DAGGAFORK	+26
TEMPUS_FUGIT	+19
SCRIPT	+0 (no sub)

Awedafjklaseghsgkjfdgasjg ksjets efjsekkk, thatnt aj ghaur. Twjath? yejagtmamabgt

STRONTIUM-90 HALF-AND-HALF by YAHOOZY

GAMEPLAY // +22

the rocket appears to be quite strong at the beginning of the map, but you did a nice job of allowing players to evade. I quite liked that stressful floorguard and the "can i really make it under that mine?" sprint up at the top. Pretty slick jump with the exit switch!

TILESET // +19

I thought this was a really good design for your map. The rocket chamber design and tile layout in the gauss section more than made up for the straightforward tiles. The primed warhead pulled the whole design together as a nice focal point.

BONUS // +2

These bonus points are due to how yahoozy-ish this map is. Very stylish tiles added a ton to the gameplay. Never would have thought it was a ReTile otherwise!

TOTAL SCORE! // 43

XX

LOST IN THE CITY by KAYLAB

GAMEPLAY // +17

i enjoyed the open choice of routes to take; both the bottom fall and the leap thru the thwumps at the beginning were great starts to the map. I felt that the mines in the center and the floorguard were underutilized, but the rest of the objects did their jobs well. I would've liked a little more challenge with gauss turrets after the initial rush.

TILESET // +17

You made sure players can do what they like in this map! most of the tiles were there to support my cool movements. I thought the overall look of the map was messy. I would've liked a little more cohesion in the tiles, even from chamber to chamber. sort of felt like 3 maps' tiles stitched together.

BONUS // +1

I gave you a slight bonus this round as this map was fun to play. I feel that with some adjustments to the tiles the gauss cannons could have been much more threatening, and would have given a little more challenge and structure to the map.

TOTAL SCORE! // 35

XX

MAN WAS BORN IN THE STARS by HYTERIUX

GAMEPLAY // +10

I thought the top tunnel section and blue drone worked super well. A path so confusing lends a bit of a puzzle aspect to the map, yes? I really had troubles in two ways! getting the launchpads to do what i wanted in this map, and attempting to reach the trap door top right. The spike in difficulty there wrecked me totally. Due to these problems i had trouble even reaching the rest of the map to enjoy it.

TILESET // +17

I love those designs. It's tough to get a fluid and curved aesthetic with these blocky tiles we use, so i appreciate the design a lot. The others sectioned off the map nicely. I have a suggestion that ties into the gameplay section regarding that trap door. Perhaps that bottom-right column used to jump up to the top could have a couple more E tiles stacked on it? it would help gain the chimneyspeed needed to get up there. The 8-tile at the top sometimes fails when you try to walljump out.

BONUS // +2

You mentioned in the descript and in-IRC that you were maybe intimidated by objects sets once you knew the author. it's okay, but know that once the object set gets handed over to you in this contest, it's yours!

Don't get too hung up on impressing others, and just make a fun map you enjoy - you are the designer after all. That's where the best gameplay comes from.

TOTAL! // 29

XX

SHATTERPROOF by FINGERSONTHEFRETs

GAMEPLAY // +21

A lot of this gameplay score is due to your objects this round and how well you handled them (like last round). super creative! This map really came out of left field for me. I do not like that rocket spacing at all, but it's certainly fun when you finally nail it.

TILESET // +25

This tileset is super cohesive through the entire map and is visually stunning to escape from admittedly ugly objects - and escape it does (at terminal velocity). Nicely done.

BONUS // +0

Have some bits of bonus points for the creativity used here to stretch those ridiculous objects out into a whole map of gameplay. I do, however, have to subtract a bit from you hiding the chaingun in tiles at the beginning of the map. It's the rules! Everybody's gotta follow em, even if you did bend the rule in a fun way.

TOTAL! // 44

XX

MESSING ABOUT THE RAFTERS by JASDANU

GAMEPLAY // +18

This map is very claustrophobic with the rocket - that initial path is brutal. I enjoyed the change in locales with the suspended bounceblocks for sure, but wish that the rocket would jsut take a damn break or something, its pressure was intense in other areas when coupled with the map duration.

TILESET // +12

I really thought this tileset was ugly! Many of the spiked tiles made traversal not fun with a rocket on your tail. But, they get the job done. I suppose i'm just a little harsh on trial-and-error things like this. Not that they're bad, really. Once i found the path i understood.

BONUS // +2

I'm giving you some bonus points for pushing on past round 1 and utilizing your tileset more! Perhaps such a thing has gone too far the other way, instead - many of the spikey tiles directly impeded even simple movements - and simple movements are very important when dealing with a rocket!

TOTAL! // 32

XX

REMODULATED DISCOMBOBULATION by SKA

GAMEPLAY // +20

Again, i'm reminded of Metanet maps a lot with your gameplay this competetition. I thought this was a pretty good way to practice a variety of moves. i enjoyed the sudden difficultyw ith the exit switch afterso many other ez places you collect stuff. YOu worked with the objects you had quite well (except for that pretty lame gauss cannon...)

TILESET // +14

We don't see a lot of filled-in maps for a retile! it was an interestign choice to go for a small map. Not a lot else to say about it!

BONUS // +0

i bet you thought i'd forgotten about that pile of junk in the top-left corner. I laughed when i saw you just accept the defeat and block them off totally. A fun way to deal with the "why was this designed?" quality.

TOTAL! // 34

XX

THOUGHT I HEARD RAIN by DW40

GAMEPLAY // +24

This was an intense experience. To be entirely flip-floppy I really liked the difficulty level throughout, it felt a lot different than your previous map. The drones can pop up at unexpected times but with careful progression you can usually escape and try again. This map felt like a neverending dungeon crawl in a good way.

TILESET // +16

We've got some classic DW40 tiles here - not elegant and pretty brutal. You used 4 and 8 tiles to great effect here with many technical movements needed.

BONUS // +2

I was complaining a lot about the difficulty of your last map but this time around i was prepared for the challenge. I still haven't beaten it, but played it a ton, so mission accomplished!

TOTAL! 42

XX

THE PATH WE TAKE by LIGHTNING55

GAMEPLAY // +18

I really liked the thwumps usage, even if they were a bit clunky. Making a race was a great idea for these objects! I had some problems with that final jump to the exit, and sometimes the thwumps just did me wrong. (maybe i did me wrong with my poor n skillz)

TILESET // +18

Not pretty, only functional! But, i felt that it was for the best. Races are one of those map types that require function over form, anyway.

BONUS // +3

I made these objects! It was really great to see how you used them.

TOTAL! 39

XX

ESCAPE by AMIIBE

GAMEPLAY // +18

It's true what you said about difficulty. Just how the game developed i suppose. I think you did a great job keeping your same general style while amping up the difficulty for sure. That's a lot of gauss cannons to use out in the open, but the tiles and routes did a good job of keeping them threatening and not quite overpowering if you stay calm and quick.

TILESET // +14

You went for the minimalistic look again here. It worked out okay with the gauss cannons but i felt like some more places to step on around there would have been great.

BONUS // +1

I thought this was a big improvement over last week! You used this set of objects in a great way.

TOTAL! 32

XX

AFTERNOON LINES by SPACKAL

GAMEPLAY // +18

So i don't play a lot of races, this was a cool week to be a judge. The rockets here felt super dangerous and led to a lot of re-plays at first. I felt that some of the loops around mines and things could have been a little smoother to move through, but it overall wasn't that big of a problem.

TILESET // +21

The tileset works with the objects so well it was like they were made that way to begin with!

BONUS // +2

Some extra pointage just for making a fun map

TOTAL! 41

XX

HARPAGON'S PLASTICIDE by BLACKLEF

GAMEPLAY // +16

The map looks very intimidating but was broken into very nice sections. I really liked the drones and rocket room.

TILESET // +15

Those checker patterns with the 2-3 tiles make for a weird look - in a good way. It makes the map appear pretty bewildering to look at but in the end i thought it went down smooth.

BONUS // +3

Yeah this was cool. Honestly i hope you get chainguns in your next object sets - i'm still thinking about last round

TOTAL! 34

d0fb169ff430e7d73d05edf0798cefdb68955cff by DAGGAFORK

GAMEPLAY // +14

I thought this was a pretty straightforward map. Not too much to do here despite the cool-looking object set this week! I wanted some more spicy haps. Speaking of spicy haps, Raif's demo is ridiculous!

TILESET // +12

This tileset was totally barebones! I wanted some more to do...

BONUS // +1

TOTAL! // 26

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

MAELSTROM LEAVES by TEMPUS_FUGIT

GAMEPLAY // +10

WAT is this!! I just didn't have the patience to find the KRA route after a little bit - The map just felt like i needed 200IQ to decipher and then the payoff was... nothing! also, the door is in a tile! I'm just...

TILESET // +5

These tiles were entirely unhelpful in every way.

BONUS // +4

So. I watched your demo and it was WAY more fun to watch than to play. The route is admittedly very slick once executed correctly.

TOTAL! // 19

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

LIGHTNING STRIKES, THE PLUMBER COMETH by CHRISE

GAMEPLAY // +15

The center section of this map was way too crowded most of the time. I thought the bottom section with the floorguard was pretty silly, and the upper gold loft made for some fun jumps. RealyI did not like the drones or getting out of the center.

TILESET // +17

it really had an oldschool-feel somehow. The chevrons made for a very nice repeated design.

BONUS // +2

You get a bonus because i tried to get to the exit through the top and was smashed by a floorguard. Made me laugh when i realized how far i had to run to actually end the map. Bold move, jerk! I'm still mad about it :D

TOTAL! // 34

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

ITHACA by ORIGAMI_ALLIGATOR

GAMEPLAY // +17

You sure did complain a lot about these objects! This map has a good design. I like the optional detour around that top gauss tunnel if you don't feel like goign through there. The right side was boring!

TILESET // +18

This map changed a hell of a lot of times. I though earlier iterations of the tiles were more interesting for sure, but in the end they did the job pretty well.

BONUS // +1

Be more confident yo

TOTAL! // 36

WEEK 2

YAHOOZY

Amibe - Escape

Gameplay - 16/25

Very cool. Last week had a few submissions in which I appreciated that the author let the objects do the work, but it didn't always make compelling gameplay. This has just the right amount of tooling. Enjoyed the tight section with the two gauss right before transitioning into the large area.

Tileset - 20/25

Utilitarian design, nothing really superfluous and it works well. Happens to look attractive, too.

Bonus - 4

You really took critique of last week's map in stride and made big improvements this go around.

Total - 40/50

blacklef - Harpagon's plasticide

Gameplay - 15/25

This is an improvement over last week's. I think this object set was more tenable for you and played to your strengths. Beginning was awkward and not in a great way. Gauss and rocket rooms were both fun.

Tileset - 10/25

Those gauss and rocket rooms were fun but like, they could have been MORE fun if all of the tiles melded with the objects instead of just some of them. It seems you have an auteur's sensibilities when it comes to how you craft your tiles, which is great, but I would really love to be taken by complete surprise.

Bonus - 5

Last week's map was by far the most controversial in our judges' chat, and it's one of the few I went back and played more. My initial criticism stands, but its longevity and the relative harshness of last week's score coupled with this week's improvement has earned you max bonus.

Total - 30/50

ChrisE - Lightning Strikes, The Plumber Cometh

Gameplay - 9/25

This plays like it's very undercooked. I feel like a lot rests on the beginning moments of a level and the start to this one is kind of awkward. The map as a whole feels clunky to move around in. Door was underused. Run to the exit, though cute, was uneventful.

Tileset - 14/25

I think this looks really nice and something gripping is like right there on the surface, it just didn't mesh well with these objects.

Bonus - 1

Bonus point because I actually managed to go the wrong way at the end.

Total - 24/50

DaggaFork - d0fb169ff430e7d73d05edf0798cefdb68955cff

Gameplay - 12/25

Left right side was a lot of fun to route, and the optional middle section was cute, but holy crow were these objects underutilized. Right side is a vacuum.

Tileset - 8/25

Tiles here were incredibly low-stakes. Easy maps are great, but I think this is an instance where closing up the level more, tightening the areas would have made a more interesting level.

Bonus - 2

Three bonus points minus one because of the late submission. These objects are sparse and that's tough.

Total - 22/50

DW40 - thought i heard rain

Gameplay - 11/25

Jesus Christ man. I mean, what I can complete in one go is pretty cool, but this is ridiculous. I have 17 maps to judge; do you have no sense of decency?

Tileset - 19/25

I like the way this looks, and I like how it interacts with the objects. This basically feels like an original. Was just cumbersome enough to make me really want to nail this map, which I didn't. I never beat this map, and I probably never will!

Bonus - 1

Bonus point for making a great level, like, 388-4.

Total - 31/50

fingersonthefrets - Shatterproof

Gameplay - 21/25

Damn a lot of this is so great. Seekers are kind of funky, but that didn't detract much. Chaingun section is kind of inconsequential. Areas where the rockets can see you are obviously where this map shines. Perfect difficulty.

Tileset - 23/25

Visually stunning. Interacts with a relatively stark set of objects creatively and the pressure is constant. Very impressive.

Bonus - 0

You fool! You oaf! Again you make a map too good to qualify for bonus points!

Penalty - -2

We decided to enact a 5% (rounded down) penalty for the hidden object.

Total - 42/50

Hyteriux - Man Was Born In The Stars

Gameplay - 12/25

Kinda baffling. Running up the right to get to the trap door switch initially seemed like an impossibility, but now I can do it consistently. Just seems like an odd choice to make that part of the gameplay. Some of the objects felt underutilized, namely the top right minefield. Enjoyed parts of it.

Tileset - 9/25

Doesn't seem to pay much mind to the objects. Some parts I was lost in the openness of the level, wanting a surface I could hang on to.

Bonus - 3

Sorry I stressed you out so much with these objects!

Total - 24/50

jasdanu - Messing About the Rafters

Gameplay - 16/25

This surprised me, I thought it was very enjoyable. It's very similar to its origin, but I think that's mostly due to the nature of the objects, with the hanging bounceblocks and bottom sectioned off.

Tileset - 14/25

Rough, but that was to the map's advantage, as it created a lot of fun and varied maneuvers. A bit of an eyesore though.

Bonus - 4

Gigantic improvement over last week's entry.

Total - 34/50

Kaylab - Lost in the City

Gameplay - 13/25

This map was in dire need of some direction. There were some flash pan moments, but so much of the level is just void in an uninteresting way.

Tileset - 8/25

The tiles really aren't do much here, and I don't find them particularly attractive. Strangely, the way the open areas are built neutralized the gauss just as much as the closed in area in the bottom right.

Bonus - 1

Some playful ideas. Just need to flesh them out some more.

Total - 22/50

Lightning55 - The Path We Take

Gameplay - 18/25

Totally impressed that you managed to create a competent race map out of this. Top part with the two parallel thwumps was my favorite. Tunnel above the chaingun and the right side were a little rough.

Tileset - 17/25

It all works well enough but could have used some sandpapering. Little crevice with the 5-tiles and two mines was cute. Touches of flavor were a little flavorless.

Bonus - 4

Another huge improvement over last week's entry.

Total - 39/50

origami_alligator - Ithaca

Gameplay - 22/25

After all the complaining you did about this week's objects I honestly expected something wholly less captivating than this. This is really, really fun. Empty areas in a level are great if you can pass through them quickly. This map is never that difficult, but the small breathers add a lot of character to the gameplay. Feels like an adventure.

Tileset - 18/25

Looks pretty. Could have used more tile-object interaction, but, as stated, that didn't detract from the gameplay.

Bonus - 0

Ineligible

Total - 40/50

PALEMOON - Drone Intelligence

Gameplay - 14/25

Slow and deliberate. Feels like a beehive I shouldn't be in, which might be to its detriment: map doesn't seem to really care that I'm in it.

Tileset - 18/25

Excellent-looking, of course, and it's nice to explore. I like that you used the tiles to give the map a more breadth, letting the player relax around the inessential top part.

Bonus - 1

Bonus point because I know it's supposed to look like something, but the figure is too vague for my brain to figure it out.

Total - 33/50

script - (No submission)

ska - remodulated discombobulation

Gameplay - 7/25

I'm really not understanding the go here. There's just not much gameplay at all.

Tileset - 12/25

For better or worse, it melds well with the objects.

Bonus - 3

Extremely rough set to make a compelling map out of.

Total - 22/50

Spackal - Afternoon Lines

Gameplay - 23/25

Wow, two races in one week! This one is incredible. It's actually one of my least favorite genres of map, but I have to temper my judgement on the type of map it is because being able to pull this out of an object set is very impressive to me, and this one plays particularly well.

Tileset - 24/25

This doesn't look in the slightest like it was a retile. Very impressed.

Bonus - 0

Ineligible.

Total - 47/50

Tempus_Fugit - maelstrom leaves

Gameplay - 9/25

Trying to be as impartial as I can here: some of the maneuvering was fun. I liked jumping over that first clump of mines and collecting the first set of gold.

Tileset - 5/25

:grimacing:

Bonus - 3

You tried something here. Not being sarcastic, I think that's charming.

Total - 17/25

WEEK 2

AIDIERA

Amibe :: Escape

Gameplay - 16/25 The gaussens were overwhelming but you didn't really have a choice about that. I liked how there was a little flow as well.

Tileset - 12/25 The chamber on the left side was great, I would have loved to see more of those.

Subjectivity - 2/5 Good job with the gaussens, man.

Total = 30 points

blacklef :: Harpagon's plasticide

Gameplay - 14/25 I liked the tricky parts on the bottom, but the top was not that good.

Tileset - 18/25 I loved the aesthetics and they fit with the objects well.

Subjectivity - 1/5 You should make more maps with this style.

Total = 33 points

ChrisE :: Lightning Strikes, The Plumber Cometh

Gameplay - 21/25 Other than not liking the exit door tunnels, this map is great fun.

Tileset 20/25 These tiles work really well with the gauss and the drones.

Total = 41 points

DaggaFork :: d0fb169ff430e7d73d05edf0798cefdb68955cff

Gameplay - 16/25 It's definitely not as bad as you made it out to be, and I liked how the double rockets worked.

Tileset - 14/25 I feel like you could've used the oneways better, but this tileset does the job.

Subjectivity - 2/5 I think you did well with this.

Total = 32 points

DW40 :: thought i heard rain

Gameplay - 14/25 I liked the idea of this map, but it could have been like 10% easier. I liked the floorguards though.

Tileset - 14/25 It's very pretty, but not that functional.

Subjectivity - 2/5 Given the tough objectset, I think you did a good job with this.

Total = 30 points

fingersonthefrets :: Shatterproof

Gameplay - 14/25 It's hard and not enjoyable enough to be replayable, but I liked the idea of it. I feel like the original map will be the same.

Tileset - 17/25 I like these explosive tiles, but they end up hindering the gameplay.
Subjectivity - 1/5 I liked the first jump a lot.
Total = 32 points

Hyteriux :: Man Was Born In The Stars

Gameplay - 20/25 If you had made the middle gold easier to collect, this would be the perfect map.

Tileset - 17/25 I love the wispieness of the tiles, but it hinders the gameplay in places.
Subjectivity - 4/5 The fact that you can make a retile out of /this/ says a lot about your skills.
Total = 40 points

jasdanu :: Messing About the Rafters

Gameplay - 10/25 I really didn't like how you used the mines. This would be good if the mines weren't floating.

Tileset - 12/25 They're rough. They look like angry clouds.
Subjectivity - 1/5 I liked jumping up to the exit.
Total = 23 points

Kaylab :: Lost in the City

Gameplay - 17/25 Very good use of gausses, but nothing else really stood out.
Tileset - 13/25 Parts of the tileset felt like a city, but in general they were just there.
Subjectivity - 2/5 I liked the bottom right room a lot.
Total = 32 points

Lightning55 :: The Path We Take

Gameplay - 25/25 Phenomenal. I've never been into races, but I loved this entirely.
Tileset - 20/25 The fact that you carved a race out of these tiles is amazing. They do the trick for sure.
Total = 45 points

origami_alligator :: Ithaca

Gameplay - 14/25 Even with the abstract objectset, I still feel like you could've utilized the enemies more.
Tileset - 19/25 This map makes me feel like I'm exploring some alien temple, and the tileset works.
Subjectivity - 3/5 I'm very impressed with this. Good job.
Total = 36 points

PALEMOON :: Drone Intelligence

Gameplay - 19/25 Gotta love those drones. The pathing is cool, and I really like the use of the mines.
Tileset - 16/25 It adds a little flair, but parts of it feel unfinished.
Subjectivity - 1/5 This is a good highscoring map.
Total = 36 points

ska :: remodulated discombobulation

Gameplay - 15/25 I can see that you tried to add some challenge to this map, but it's so basic and lame that it made me sad.

Tileset - 12/25 It's not much, but it's fine.
Subjectivity - 1/5 I liked the floorguard a bunch.
Total = 28 points

Spackal :: Afternoon Lines

Gameplay - 19/25 I liked this less as a race and more as a normal map with flow. Great use of enemies.

Tileset - 20/25 This is my favorite style of tileset.
Subjectivity - 3/5 What a nifty map, man.
Total = 40 points

Tempus_Fugit :: maelstrom leaves

Gameplay - 11/25 If you wanted to make it a KRA, you could've gone about it better.

Tileset - 14/25 I really like the tiles, I just wish they worked better with the objects.

Subjectivity - 1/5 This was a rough objectset, and I feel sorry for rating so poorly.

Total = 26 points

Yahoozy :: Strontium-90 Half-and-half

Gameplay - 18/25 I loved running around this map, outsmarting the rocket and dodging the gauss.
Fun layout too.

Tileset - 15/25 There are several styles in this map, but they work together pretty well.

Subjectivity - 3/5 This doesn't even look like a retile, which is the best type of retile.

Total = 36 points

WEEK 2

SCRIPT

Ithaca (<https://www.nmaps.net/238784>) by **origami_alligator**

Gameplay: 19/25

This map called me out way too hard. I think it's very, very modern; which contradicts its oldschool mouthfeel.

Tileset: 15/25

4 tiles are nooby. But the play around one-ways was masterful.

Bonus: 0/5

Total: 34/50

Drone Intelligence (<https://www.nmaps.net/238778>) by **PALEMOON**

Gameplay: 20/25

Fun. Nothing got in the way of the fun.

Tileset: 18/25

Extraneous tiles were great. Core mechanics tiles were serviceable.

Bonus: 0/5

Total: 38/50

Strontium-90 Half-and-half (<https://www.nmaps.net/238780>) by **Yahoozy**

Gameplay: 24/25

The gold was like another language. The rocket was just superb. Like it was speaking the native tongue.

Tileset: 18/25

The tileset forces a few moves that are natural but not elegant. The overall effect leaves a lot to be desired. The bomb is bomb and the section just before and during the exit switch acquirement is superb.

Bonus: 0/5

Total: 42/50

WEEK 3

SOUTHPAW

Amibe---

Gameplay :: 9/25

Tileset :: 13/25

Subjective :: 0/5

TOTAL :: 21/50

-

This map was actually a lot more fun than it looked. I enjoyed jumping around in it - most of the navigation felt smooth and there were multiple ways to move to different areas of the map that I liked to try. I think the laser drone room was my favourite. The top gold would have been better if you had surrounded the gold with tiles, rather than making the tiles be surrounded by gold. The zap drone was really inconsequential in the grand scheme of things. I think you have put a lot of our advice to use, but you still are having some trouble executing it consistently. While tricky and precise jumps are nice, in a large open map like this, large aerial jumps from one area of the map to another are preferred. I think if you had made more jumping aspects like in the laser drone room, I would have scored the gameplay quite a bit higher than I did. Try to be aware of how the ninja moves throughout the majority of your map and allow that same style of movement to be done for the rest of it.

-

audrey---

Gameplay :: 11/25

Tileset :: 8/25

Subjective :: 1/5

TOTAL :: 20/50

-

This object set is so cool and I have half a mind to retile this myself after the competition is over. I think that there were a lot of neat opportunities you could have gone for if you had spent a little bit more time on it. I like the areas where the thwumps would come down when you weren't expecting an enemy. I think if you had closed off the one-way section a bit more to create a sort of path to follow, it would have felt much more cohesive. Getting all the switches was fun because why not? But in the end they were superfluous in this design. Fun to jump around in, but a lot of missed potential. Bonus point for it being enjoyable at the very least.

-

blacklef---

Gameplay :: 11/25

Tileset :: 8/25

Subjective :: 2/5

TOTAL :: 21/50

-

This map is a jump pad jumble and you did an alright job with it. It's a map, not one that works particularly well in any area. The gold that is in tiles is pretty gross to try to get, especially the ones on the corners. I did like jumping off the jump pads and I think there were parts of this that were really neat. I like the tunnel to the exit for some odd reason, and the two subjective points were given because I like how you set up the trap doors to be something you go through to get the exit switch without having to backtrack through the whole map again. Not sure if this is just your mapping style or what but I think that it's a good idea to rethink how the ninja moves throughout the map and try to make your tiles match that. The gauss was great, but the rest of the map is just kinda odd and I didn't really like it for the most part.

-

ChrisE---

Gameplay :: 19/25

Tileset :: 21/25

Subjective :: 0/5

TOTAL :: 40/50

-

Wow! I went into this thinking that it might be kinda hard - the comment from blacklef on your map and some other comments from a couple of the other judges made me think this map wasn't really going to be much fun. I think it took me a minute to really plot out the route and after being able to start pulling it off consistently, this map was quite beautiful. Although the laser is very scary at the beginning, hitting those thwumps and collecting that top-most gold was a lot of fun. I don't know what the couple of bounceblocks on the right were doing, but as far as the rest of the map goes, pretty much everything else was working in your favor. I would have maybe liked the tiles at the beginning to be opened up a little more so that you could also take a path down to the tunnel above the gauss so that it provided more options for less-skilled players. Overall, a huge improvement. I would have given you bonus points if I could but you already scored 40 points. Congrats!

-

DaggaFork---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

No map submission this week, but looking forward to what you might pull out of the hat this next week!

-

DW40---

Gameplay :: 17/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 42/50

-

This map is super interesting and I think serves as a good example of why I love retiles so much. Laser drones are a difficult enemy to use and trying to use them when making a map where you can't control their pathing or their placement is difficult. There were so many small details I loved about this map: using the thwump at the start to get to the upper area; making the mistake of getting the upper-left-most gold when the laser drone is passing right by there; the one-way glitch getting you to a new area but then

backtracking up through those one-ways again; this all came together very well. My only complaint and something I would have loved to see is forcing the ninja to time the activation of the locked door. At first I thought I had trapped those zap drones in there by luck, but it would have been neat to force the player to think ahead a bit first. Gameplay could have been a little more strong, there were parts that were just frustrating to play (like the laser pointing down the tunnel where the zap drones and one-ways are) and maneuvering was difficult at times. Regardless, this map is an incredible use of premade objects. Well done.

-

fingersonthefrets---

Gameplay :: 19/25

Tileset :: 13/25

Subjective :: 0/5

TOTAL :: 32/50

-

I like the version where you have to hop on top of the two little triangles in the top right to get to the exit switch. I think that one had a lot of promise if it were cleaned up a tiny bit and the move up the left side of the map were made a bit more smooth. The map you submitted feels really... out of place? The last two weeks you've managed to make some incredible maps from some difficult objects. While it is fun to run around in and has mostly solid gameplay, I didn't feel like there was any point to running around in it. The tiles don't really do the objects justice, they seem to just be things the ninja can jump off of. The enemies seem deadly as a consequence of how the map was built and not as a reason for how the map was built. I'm looking forward to your next maps, as I think that this week was a slump for a lot of us.

-

Hyteriux---

Gameplay :: 21/25

Tileset :: 23/25

Subjective :: 0/5

TOTAL :: 44/50

-

AMAZING - sorry, I had caps lock on because I was just playing your map. What a neat and interesting use of these objects. At first the map seems so empty but what you've done with the gameplay was nothing short of great. I like how you utilized the one-ways for a glitch and to punish the player for not realizing they have to go under them at the end there. The only thing I wasn't the biggest fan of was the jagged tunnel, though I think aesthetically it looks very appropriate for this map. You did well utilizing all of the objects in a way that the player has to be aware of pretty much all of them in order to be successful. Good use of a single rocket without making it overbearing. Keep this up into the next week!

-

jasdanu---

Gameplay :: 13/25

Tileset :: 15/25

Subjective :: 2/5

TOTAL :: 30/50

-

Right off the bat, it is incredibly annoying that the ninja doesn't activate those 4 switches just from running around that mine cluster. I think that PALEMOON mentioning the "backtracking" issue would

easily have been solved by removing the E-tile below and between the last locked doors, so that the ninja would have to go around to get to the exit but could start the map from the beginning and go around again if they wanted to. But even moreso, I think this map would have worked better as a horizontally-traversed map. Big ledges that you can jump back and forth from, and the lower you go the easier it is to hide from the gauss/rocket. More importantly than that, I really think this is your best attempt at a retiling thus far this competition. Yes, the objects kind of forced you into doing a specific thing but they also had some room to budge to maybe have tried something different than your initial gut feeling. Even so, it seems that you're on the right path to doing something incredible in the next couple weeks because you have taken all of our advice and really seem to be applying it as best you can. You've made good improvements over the course of the competition thus far! (2 bonus points for improvements.)

-

Kaylab---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

I'm assuming the map would have been so good that I would have declared the competition over and you didn't want to ruin everyone's fun. You are a kind soul. (Sorry you didn't see the pinged message sooner ;-;)

-

Lightning55---

Gameplay :: 4/25

Tileset :: 6/25

Subjective :: 0/5

TOTAL :: 10/50

-

...where to begin? I cannot stress how difficult getting past that gauss is without triggering the trap door. I finally managed to do it but that space is so ridiculously cramped that moving within it feels sticky. The rest of the map is okay. I think the zap drone pathing was my favourite part, but I wasn't a huge fan of that either. Yeah, working with doors that another author has placed and trying to figure out how to use them effectively is one of the more difficult things in retiling, but I think that you could have opened this map up a lot more and ignored some of the doors if they were giving you that much trouble. Although I do appreciate when an author makes as much use of the given objects as possible, there are times when it can make more sense to just ignore an object in favour of better gameplay in other areas of the map. I think opening up the tiles on the left side so that both gauss turrets could see the ninja, and then smoothing out this map a bit (because it is quite choppy) would have given you some gameplay options that this map is in dire need of.

-

PALEMOON---

Gameplay :: 3/25

Tileset :: 7/25

Subjective :: 5/5

TOTAL :: 15/50

-

I know you were super busy this week and it really pains me to give you such a low score. I gave you 5 subjectivity points: 2 for submitting something even with how busy you were, 2 for what seems like a difficult object set, and 1 for making what kinda looks like it could be a race because I love races. <3

-

script---

Gameplay :: 23/25

Tileset :: 22/25

Subjective :: 0/5

TOTAL :: 45/50

-

What a cool map! I enjoyed figuring out the jumps a lot. I think I only dropped the gameplay points because there wasn't much interaction with the rocket, although I appreciated that you made the descent into a KRA tunnel. I managed to do it on my first attempt which was neat. Really good use of tiles, but again, the rocket didn't really do much overall so that was a little bit of a bummer. Might have been cool to let the rocket see you while making the perpendicular jump off the 2-tile to get to the upper middle gold slightly easier? Regardless, fantastic map and fantastic setup.

-

ska---

Gameplay :: 17/25

Tileset :: 17/25

Subjective :: 2/5

TOTAL :: 36/50

-

I liked jumping around in this map but I kept finding myself in odd situations when trying to get some of the locked door switches or piles of gold. The map is very open and very fun to jump around in - it feels like I'm jumping around a place with lower gravity. But those awkward moments of trying to grab certain switches or gold piles kept pulling me out of the fantasy enough to make it a little difficult for me to score this map any higher. I think gameplay and objects are about the same. Nothing spectacular in either department but they came together to create something that I found fun at least. Bonus points for making me feel like I was on the moon at times.

-

southpaw---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

-

Spackal---

Gameplay :: 19/25

Tileset :: 23/25

Subjective :: 0/5

TOTAL :: 42/50

-

Your maps have intrigued me since the beginning of the competition and this one is no exception. I found that there were small things I enjoyed a lot. I thought that the gameplay was fun, but there were times I was a little frustrated with how the ninja moved around the map, particularly with collecting the gold above the gauss and the fact that hitting that sloped tile to the right of the exit switch wasn't high enough to have the ninja activate it while maintaining good downward momentum. However, you did such an amazing job with allowing the zap drones so much freedom to move around. I haven't been casually chased by a zap drone like that in a long time and it was very fun. Keep up the good work!

-

yahoozy---

Gameplay :: 15/25

Tileset :: 18/25

Subjective :: 2/5

TOTAL :: 35/50

-

It's hard for me to grade this map after achieving a perfect score last week. I'll begin with the things I like about it: The uppermost area was fun when jumping into the tube on the left side and then hopping across the tiles to the switch on the far right; the middle/bottom right area is awesome, and was one of my favourite parts of the map; using the thwumps as a deterrent and as the method for getting into the main areas of the map was an interesting choice, and earned you one of your two subjectivity points for a thoughtful use of objects. Overall, I had a very tough time with this map. What I found particularly upsetting was falling back to the bottom of the map before gathering all the switches above, since climbing up the back of the thwumps was really only fun to do once during a playthrough. The rockets were relentless, even if I was able to avoid them consistently enough, and when they did get me, having to restart this map was not something I was looking forward to. A couple things I think would have made this map more enjoyable: allowed the three switches closest to the ninja to be accessed from the beginning of the map, while blocking off a path to the rest of the upper area and still forcing the thwump maneuver; the right-most rocket did not have much effect on the gameplay in the upper area, so it would have been nice to have forced the gold to the left of it to be part of the final chamber after passing the floorguard, that way that rocket could have been a bigger threat. (The paste link at the end of this comment shows what sort of changes I was talking about. Not that they would have looked or played like this, but a general idea of what I would have liked to see.) Overall a good map, but one that I would have liked to see a little more intuitive and much less punishing. The second subjectivity point is for having consistently unconventional tilesets each round and still making maps that work well. Here is that paste link: <http://paste.droni.es/aab8878a39d94e85307c8473>

-

WEEK 3

PALEMOON

PALEMOON RETILE JUDGING WEEK 3!

INDICATIVE OF NOTHING by SPACKAL

GAMEPLAY // +22

This was neat. Felt pretty different than your last entry. the trip across the top and the laser were highlights for sure. i thought you did a good job including all the objects in a wide-open but involved way.

TILESET // +18

i'm feeling this style as far as the overall structure goes. the columns made for some very flexible walljumping.

BONUS // +2

i was thinking about your previous entries as well and decided to give you a bit of a bonus for being overall very consistent and fun this contest!

TOTAL! // 42

A MILE UNDER by HYTERIUX

GAMEPLAY // +16

Quite a trick to get this much gameplay out of your objects! this minimalist set lent itself well to the puzzley jumping required here. I thought the upper section was a bit wasted by using most of it for that empty tunnel when that previous rocket chamber was so interesting. AS soon as i left that room i wanted to go back

TILESET // +21

SUPER stylish. the repeated pattern on the top tight was really slick. You really made the map your own!

BONUS // +2

bonus for using your object set in a great way

TOTAL! // 39

FAT GHOST FACILITY by SCRIPT

GAMEPLAY // +18

that first jump was so cool! I liked the window you set up for the rocket to shoot at you all the way from downtown. Such weirdo mines can only be a Yahoozy thing, yes? The restructuring here was fun. climbing up or that gold was another "wow, i'm really doing this!" moment like the mine channel at the beginning.

TILESET // +16

These tiles were sensible and did the job well. There wasnt really a lot of super stylish bits to them, but they didn't get in the way of a good time, either.

BONUS // +4

Glad to see you mapping again! congrats on the graduation!

TOTAL! // 38

LIGHTSPEED CHAMPION by ORIGAMI_ALLIGATOR

GAMEPLAY // +18

THAT CENTER DRONE IS ANGRY! unpredictable moves got me a couple times (also it moves under the gold, wtf). I thought the overall chamber setup was nnicely done. I wanted to see a little more action with that top gauss cannon, since the bottom one was so exciting. Maybe some backtracking after the exit switch would have helped wrap up the ending.

TILESET // +16

This felt a lot like an OG map from 2009ish to me. Not a lot of flat land to run on in favor of big perp jumps. I think drones work a little better when there's some flat space to predict where the drones are gonna go. perhaps thats just my personal preference.

BONUS // +1

TOTAL! // 35

PERFECT FORM ELEANOR by YAHOOZY_GUACAMOLE

GAMEPLAY // +17

Most things im gonna say here are just what fingersonthefrets commented on your map - he stole a lot of my thunder! You're right that a lot of your maps end up looking like this, but the object sets have been pretty varied despite that so i think it's just a case of you adapting and being comfortable with the retile concept. I had troubles moving around the bottom section and often felt like the rockets were in JUST the wrong spots.

Aefasdf

TILESET // +18

BONUS // +3

The overall design was really smart!

TOTAL! // 38

FREEZEFRAME: MY HOME by TEMPUS_FUGIT

GAMEPLAY // +22

So i admit, i looked at this map and was prepared to be grumpy with it. However, i took it slow and treated it like an open playground map and was nicely suprised. These objects were definitely jackson-pollocked EVERYWHERE but you embraced the weirdness that made for a fun time. The tile squeeze and little oneway chamber in the bottom left were highlights for me.

TILESET // +17

What was ugly last round really worked here. They somehow matched really well with the objects. I liked the structured patterns up top and wanted to see more of that in the gameplay section.

BONUS // +3

this is a bonus for pushing through some rough times earlier in the contest and making a fun map this round!

TOTAL! // 40

WINTER FOREVER by DW40

GAMEPLAY // +19

Where are your red mines, man?! I wanted another hellish bomb dungeon. Instead, it's a hellish laser dungeon! I appreciate the careful design here to make the lasers powerful but not just totally OP in the cramped confines of this map. You've done it again with a real gauntlet of challenges here. Nice job using a wide variety of objects to great effect, but again i found myself REALLY wanting a checkpoint object or something because damn dude.

TILESET // +17

Looked much better than your previous maps. i always like seeing little tricks with tiles comboed with objects, like the one way glitch used on the left side.

BONUS // +0

TOTAL! // 36

WARPDRIIVE by FINGERSONTHEFRETTS

GAMEPLAY // +23

i love the choice of movements in this map. I thought that you and Spackal had a very similar object set/tileset style this week, and i was really loving it. Many of the dangerous-looking areas had a very quick route through them. I felt that this map was pretty unfocused and hard to find a path for, but that was point, yes?

TILESET // +18

Agasin, not a lot to say about the overall theme other than it was really well set up for wall jumping. i did like how you included all the objects in the overall setup even though the rest of the room was pretty empty (like the top left)

BONUS // +0

TOTAL! // 41

ITS BEEN A BUSY WEEK by AMIIBE

GAMEPLAY // +16

The top section of gold + rockets was great! I felt that the rest of the map was not very exciting, however. Maybe including all the gold up top with line of sight blocking tiles was not very effective - i wanted the rest of the map to be a little more engaging. Nice work with that laser drone thru the tile gaps!

TILESET // +10

These tiles were unfocused, not overall very helpful, and frequently awkward to move around upon. Some more cohesion would have made this map pop !

BONUS // +3

I think your maps this contest have been steadily getting better with retile practice. Nice job!

TOTAL! // 29

NAMED BY GOLFKID by LIGHTNING55

GAMEPLAY // +18

The structure of this map is very confusing! I appreciate the little tricks and things, especially the movement around the mines towards the center. That trap door was not exactly the best thing in the world - being able to take a second path around the center mine was clever, but then the trap door locks you out anyway! welp. the lower gauss cannon room felt a little bland, too. Overall i had fun but didn't want to re-play it too much.

TILESET // +13

You've always been pretty resolute with your purely functional and pragmatic tiles, and i appreciate that. Some spice now and then never hurts, though!

BONUS // +1

TOTAL! // 32

ONCE A TEMPLE, ALWAYS A TEMPLE by CHRISE

GAMEPLAY // +12

i thought this map was deceptively annoying and awkward despite its slick looks. Really did not like that floorguard and laser combo up top, and navigating around just felt bad. However, i thought the gauss cannon center and taking that rightmost thwump up to the top was cool.

TILESET // +18

This map looks so nicely designed, with a specific place for each object. I wanted some less awkward movements required to get where i wanted to go, but overall it was functional and a very ChrisE design.

BONUS // +0

TOTAL! // 30

ATREYU'S INDECENCY by BLACKLEF

GAMEPLAY // +23

GREAT use of launchpads i loved it. Some weirdo things like the switch stuck on the tile and the lower sections ended up working out super well. I felt like getting an all-gold was an OK and possible thing to do, and the sparse use of the rocket worked out here. That was a really intense route to the exit, i got faked out several times. It's impossible! no, it's not. Oh, but it IS impossible! oh wait no i'm looking at the wrong exit.

TILESET // +20

YOU've got a consistent blacklef-style going on across your entries. It's really been growing on me. Some smart engagement of the tiles and objects together here.

BOMBUS // +0

i'm giving you a boost because of your bold design choices and overall solid gameplay! SOUTHPAW
EDIT: boost taken away because this map is already boosted yo.

TOTAL! // 43

LESS IS MORE... MORE OR LESS by SKA

GAMEPLAY // +19

you've got a real knack for making maps that look like they're right out of the original game episodes. I expected to dislike the deliberately open design of the map but the difficulty was just right.

TILESET // +10

These tiles were not remarkable really. It's always lucky to find an object set that works well by itself, but I wanted to see more engagement with the player and the tiles instead of just letting the object set ride without doing much work to it.

BONUS // +2

TOTAL! // 31

CHAMBERS by JASDANU

GAMEPLAY // +17

that big loop felt like an appropriate intro to the far more time-consuming center. Not sure how happy I am with having to backtrack ALL THE WAY BACK AROUND, after a couple tries I just hit the switches to get in the left drone room and called it a day. The center works all by itself with those bounce blocks, and the gauss cannon + drones are a tried and true combo. Felt way better than the gold on the right side.

TILESET // +10

MY concern here is that this map plays extremely similar to the original just due to how bold the objects are. Taking some more risks to build an entirely different gameplay structure would have paid off a lot to make the map your own. Left side was a bit of an afterthought to deal with some forgotten drones.

BONUS // +3

I was looking at your past entries and I still feel like you've been improving steadily despite some rough luck concerning your object sets. Lots of practice, yeah? THIS is a "good job!" bonus.

TOTAL! // 30

CONDENSED SCORING SUMMARY

BLACKLEF	43
SPACKAL	43
TEMPUS_FUGIT	42
FINGERSONTHEFRETTS	41
HYTERIUX	39
SCRIPT	38
YAHOOZY	37
DW40	36
ORIGAMI_ALLIGATOR	35
LIGHTNING55	32
SKA	31
JASDANU	30
CHRISE	30

WEEK 3

YAHOOZY

Amibe - It's been busy week

Gameplay - 11/25

This map doesn't have a whole lot of cohesion. There's nothing separating the areas in the main section, but it doesn't feel like anything is gluing them together. Right-most gold is passable, but none of the other gold is fun to collect. Laser was cool.

Tileset - 9/25

I thought how you used the tiles with the laser was pretty brill, but everything else was pretty nil.

Bonus - 1

Bonus point because the face is cute.

Total - 21/50

blacklef - Atreyu's indecency

Gameplay - 17/25

You took your penchants for chaos and resistance and made them manageable. I think this is wholly more fun to play than your previous entries.

Tileset - 15/25

Structure is great. Some spots where traversal is hindered because of how you do tiles, but I didn't really mind it. I wouldn't want you to be less you.

Bonus - 4

I think you've gotten at least some brunt of my criticism because I think you can make really good maps, this is a big improvement.

Total - 36/50

ChrisE - Once a Temple, Always a Temple

Gameplay - 9/25

Yikes almighty is that laser overwhelming. I played through this dozens of times and I could never get it to feel right. A lot of the design was asking me to improvise quickly, but the pressure was far too heavy.

Tileset - 14/25

The tiles are eye-pleasing, but I thought they functioned well *in theory*, which is why I rated them higher. Also forms an interesting structure.

Bonus - 1

Bonus point for letting me exit the level without opening the normal door.

Total - 24/50

DaggaFork - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

DW40 - Winter Forever

Gameplay - 17/25

Okay, the mechanics of this map are sick. Using that first thwump to get up to the higher level is so much fun. Parts of the level are disorienting in a good way, like a maze. My biggest problem is that playing the first half of the map quickly is kind of compulsory, because you're at the mercy of the lasers. Once they reach a certain position, getting past that point unattainable.

Tileset - 24/25

This is absolutely stunning. I love how it looks and I love its construction. The way the objects communicate with the tiles is really wonderful. Might seem slightly contradictory to my previous comments, but the design of the level really left an impression, even if I didn't think it was always a blast to play.

Bonus - 0

Ineligible.

Total - 41/50

fingersonthefrets - Warpdrive

Gameplay - 19/25

Hectic in a good way. Very few points where I felt the level's design had worked against me negatively.

Tileset - 17/25

Felt a few concessions made for visual appeal, which made crossing through some sections awkward (for the most part, the playground philosophy of this map was successful, but I did feel there were areas which were only meant to be passed through one way)

Bonus - 2

Two bonus points because you've really made a point of creating something very different week-to-week.

Total - 38/50

Hyteriux - A Mile Under

Gameplay - 22/25

This rules. Perhaps the sparsest map of the competition which I still found totally engrossing. Loved the use of the one-ways and the rocket was actually not entirely trivial in that first room, giving the level some depth.

Tileset - 20/25

Very good. Jaggedness of the upper section worked heavily in its favor, providing an interesting sub-challenge to the level by asking the player to make it through smoothly.

Bonus - 0

Ineligible.

Total - 42/50

jasdanu - Chambers

Gameplay - 11/25

Okay, obviously the objects are doing all of the heavy lifting here. Unfortunately, they don't do a lot to prop this up. Fairly stale, though traipsing around on the bounce blocks can be fun.

Tileset - 6/25

This is another case of a tileset which doesn't alter the gameplay of the level in any kind of convincing way.

Bonus - 2

Two bonus points because this was such a difficult set to really mess with.

Total - 19/50

Kaylab - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

Lightning55 - Named by Golfkid

Gameplay - 8/25

I think this has so many problems, and each small change would make the map so much more playable. Why can't I go around to get the top door switch? Why is the trapdoor so aggravating? Good parts were the bottom with the small areas with the exit switch and the door switch with the half-circle of gold that leads you into those mines which are placed to slip through perfectly, but everything else feels anti-fun.

Tileset - 6/25

You planned and carved out a route for this level, which is great, but none of it was really fun to play.

Bonus - 0

I can't think of an excuse to give bonus points to this level. Looking forward to what you can make next week, because there are some interesting ideas buried here, and I know you're capable of capitalizing on them in a fun way.

Total - 14/50

origami_alligator - Lightspeed Champion

Gameplay - 14/25

First gauss area was a ton of fun. I greatly disliked the drone(s) in the center area, but the way they functioned was cool. Didn't feel worth it to beat the second drone into the area, because it's still so claustrophobic with a single one. Skipping that section made the level trivial, so one's mileage hinges on that part.

Tileset - 19/25

Whole thing was fun to run around on. I liked the relative emptiness of the outside tunnels. Pretty uninteresting visually, but not offensively so.

Bonus - 1

Even though I hate the drones, again, the use of the drone which travels into that center area is mechanically sound.

Total - 34/50

PALEMOON - secondary ash zone

Gameplay - 10/25

Bizarre. I don't think this ever clicked for me. Some parts were fluid enough to move through, but nothing made me go "Ah, this makes sense."

Tileset - 13/25

I can't remember the last time I've seen you make a map with this many tiles. That feels special.

Bonus - 4

Big bonus because you really went for it.

Total - 27/50

script - Fat Ghost Facility

Gameplay - 22/25

Lovely jumps, perfect difficulty and a great difficulty curve. Some, namely the ones off of the 2-tiles, are always going to be finicky because of the nature of 1.4's physics, but the map had a length that didn't make hiccups especially punishing. I thought the rocket was used very well, getting it to follow me into the tunnel was fun.

Tileset - 17/25

What was required was excellently-placed, but everything else was pretty boring.

Bonus - 1

My favorite of yours so far!

Total - 40/50

ska - less is more... more or less

Gameplay - 20/25

Of the open-air entries we've gotten so far, this is my favorite. Effortlessly fun to run around in. Almost seems incidental, but you're such a seasoned player of the game that I have to believe you conducted it as such. Favorite part: Jumping up the top right wall to get all that gold, going over top of the mines and hitting that 3-tile to make a big leap across to the other floating structure. I also actually enjoyed the tricky jump to the exit.

Tileset - 15/25

Would have really liked some embellishment. Pretty unexciting to look at, but it's very functional.

Bonus - 3

Sooo much better than last week's entry.

Total - 38/50

Spackal - Indicative of Nothing

Gameplay - 17/25

Love the openness. Plenty of room to create new gameplay, which always felt tight but not constrictive.

Tileset - 12/25

Served to make fun gameplay but it didn't feel like it interacted with the objects in a significant way. The fun felt almost incidental because the tiles felt haphazard, and that kind of tempered how the fun the whole experience was.

Bonus - 1

Bonus because making a compelling and open retiling like this is tough.

Total - 30/50

Tempus_Fugit - freeze: my home

Gameplay - 14/25

What a weirdo map. I don't think I ever got into a good flow, but its construction was so intriguing, and little bits of the map had me feeling like tomb raider. Plenty of different ways to play this.

Tileset - 10/25

Man what is EVEN going on here. Your last two submissions look post-woodchipper and play like they're full of splinters.

Bonus - 2

Bonus because this is way better than last week's entry, which I'm looking at even now in bafflement.

Total - 26/50

WEEK 3

AIDIERA

Amibe :: It's been busy week

Gameplay - 14/25 I liked the top section with the rocket, but the lower section was a letdown.

Tileset - 10/25 It really looks thrown together in a bad way.

Subjectivity - 1/5 If you find a style that works with you, I would like you to focus on that.

Total = 25 points

blacklef :: Atreyu's indecency

Gameplay - 16/25 You've have some real doozies for your objectsets. This is rough, but I like the wackiness of some of it.

Tileset - 16/25 I like this style a lot. I wish it could have been more compact though.

Subjectivity - 1/5 That tile motif is great.

Total = 33 points.

ChrisE :: Once A Temple, Always A Temple

Gameplay - 16/25 Each individual section was good on its own. They don't work well together, and that's a bummer.

Tileset - 22/25 Great tiles as always, but it could be more refined.

Subjectivity - 1/5 I really like the rocket section.

Total = 39 points

DW40 :: Winter Forever

Gameplay - 17/25 I didn't see the drone trap until I got to that point in the map, and I'm happy that it was forgiving. Long maps are cool.

Tileset - 13/25 Clunky. I get that there's a lot going on, but this could be significantly streamlined.

Subjectivity - 2/5 Map props for pulling this off.

Total = 32 points

fingersonthefrets :: Warpdrive

Gameplay - 20/25 I played it for over an hour. It's crazy how well everything works together.

Tileset - 16/25 It's fine. You worked with what you had.

Subjectivity - 4/5 Impressive use of vertical movement.

Total = 40 points

Hyteriux :: A Mile Under

Gameplay - 17/25 While you were very limited with the choices, I think you did very well. I also really love running through those tunnels.

Tileset - 14/25 If the whole tileset had been more jagged and rough I would've loved it.

Subjectivity - 3/5 Very impressed with how this turned out.

Total = 34 points

jasdanu :: Chambers

Gameplay - 13/25 This is not a fun map. You didn't have a choice, but it's rough.
Tileset - 11/25 You were basically forced to arrange the map exactly like this, which is a bummer.
Subjectivity - 4/5 I'm sorry.
Total = 28 points

Lightning55 :: Named by Golfkid

Gameplay - 13/25 I hated the constricted nature of this map. Perhaps if you just made it an open cave-type map it would work better.

Tileset - 12/25 Much like Amibe's map, I didn't like these tiles at all. Too unorganized.

Subjectivity - 3/5 This is a hard objectset, and I can't fault you for that.

Total = 28 points

Lightspeed Champion#origami_alligator

Gameplay - 18/25 I am very impressed by these drone paths. If the middle gold was easier to collect, this would be fantastic.

Tileset - 16/25 I like the corridors, but they felt 'off' to me. Like, not aligned properly.

Subjectivity - 1/5 I enjoyed racing the drones until they trapped me every time.

Total = 35 points

PALEMOON :: secondary ash zone

Gameplay - 14/25 This could've been a really good cave map. But as it is, it's underwhelming.

Tileset - 13/25 It's wonky.

Total = 27 points

script :: Fat Ghost Facility

Gameplay - 23/25 If the top right gold was a smidge easier to collect, this would be the perfect map.

Tileset - 20/25 Some of the tile placement could be better, but it works well with the objects, especially the left side.

Total = 43 points

ska :: less is more... more or less

Gameplay - 17/25 If it wasn't such a bitch to get to the exit door, this would have been rated higher. I love how you used everything else though.

Tileset - 12/25 It's an interesting design, but I don't think it fits well with the objects.

Subjectivity - 2/5 The drone paths were very interesting.

Total = 31 points

Spackal :: Indicative of Nothing

Gameplay - 25/25 Hey, I love everything here. I'm proud of you.

Tileset - 21/25 The aesthetic is perfect, however the lower section was lacking.

Total = 46 points

Tempus_Fugit :: freezeframe: my home

Gameplay - 17/25 It was a little frustrating at times, but I think that you used the objects very well. Perhaps you could have utilized the locked doors better.

Tileset - 18/25 This is a good style for the objects, and I like the little flourish on the top.

Subjectivity - 1/5 This gauss is wickedly effective.

Total = 36 points

Yahoozy :: Perfect Form Eleanor

Gameplay - 23/25 A few bits were clunky, but I am amazed at how cool this map is. You've been improving rapidly.

Tileset - 18/25 I really enjoy the style you've chosen for these retilers. Didn't like the 1-tile column though.

Total = 41 points

WEEK 3

SCRIPT

Lightspeed Champion (<https://www.nmaps.net/238809>) by **origami_alligator**

Gameplay: 22 / 25

Loved the drones, and how the decision at the beginning is so important. If you get the switch first, the drones make it hard to get gold later. You also got the launchpad, gauss, and floorguard to work together very well. Fun!

Tileset: 18 / 25

Pretty and consistent. The tiles were mostly fun to move on. Especially nice flow at the end.

Bonus: 0 / 5

Would be a bonus for having the ninja take a nice relaxing trip down the right side after the level ends.

Total: 40 / 50

secondary ash zone (<https://www.nmaps.net/238796>) by **PALEMOON**

Gameplay: 18 / 25

I love the laser drone. If the whole right side of the map were gone, the score here would be higher. But unfortunately, you had to incorporate a bunch of objects that worked together as a poor combination of puzzle and race, and it just wasn't great. But seriously, I love the left side with the lazer, and I hope to see that in another map.

Tileset: 17 / 25

With tiles this ugly, you've got to own it, and you're good at that. The tunnels work surprisingly well with the objects, creating a challenge that isn't frustrating.

Bonus: 0 / 5

Extra comment: Watch out for mines like the bottom right. TeChNiCaLLy that's 75% covered by tiles.

Total: 35 / 50

Perfect Form Eleanor (<https://www.nmaps.net/238804>) by **Yahoozy**

Gameplay: 17 / 25

I can see the appeal but this isn't for me. It feels too haphazard. Love the thwumps though.

Tileset: 16 / 25

Like your last map, I feel like there's 1 pretty thing and the rest is just vaguely geometric filler to make the gameplay work. I do appreciate how you used the tiles to limit the accessibility of the upper section.

Bonus: 1 / 5

For making the doors not all required.

Total: 34 / 50

WEEK 4

SOUTHPAW

====
WEEK 4
=====

Amibe---

Gameplay :: 10/25

Tileset :: 7/25

Subjective :: 0/5

TOTAL :: 17/50

-

There's one thing that you said in Week 2 that you keep seeming to go back to these last couple weeks: that the v1.4 community likes maps that are difficult. While that may be true, it doesn't seem like there is an understanding of what "difficult" is. This map reminded me a lot of the first column of v1.4/v2, in that it doesn't really present a challenge more than it presents an inconvenience. The drones are an inconvenience and the map never forces you to interact with them directly, only avoid them. The route, if there is one, doesn't provide meaningful interaction with the mines and they are more of a nuisance in this map. Difficulty isn't about making a tileset that is hard to jump around in and splashing a few drones to make it feel difficult, it's about crafting moments where the player has to think twice before barging into an area. I would check out this level from St. Atilla's College for Ninja to see what I mean about being forced to interact with zap drones, and then play the whole pack (in v1.4, some levels don't work in v2) because it is immensely helpful: <http://packs.drone.es/881fdc269f48015867#16>

-

audrey---

Gameplay :: 17/25

Tileset :: 18/25

Subjective :: 3/5

TOTAL :: 38/50

-

I have absolutely no idea how you came up with this map and I am at a loss for coming up with any semblance of an all-gold run. I like this map a lot. I found it funny that on my first 5 or 6 attempts, I thought maybe this was a jump-only map and I was kind of excited. Turns out it is not, but how cool would that have been? :P

Overall, I think you did a great job using the enemies to their fullest extent, maybe even too good of a job. The gauss and rocket both killed me an equal number of times, which is in the 20's or 30's from the number of times I've tried to replay and complete this map. You get three bonus points because fuck is this cool, even if I can't complete it.

-

blacklef---

Gameplay :: 18/25

Tileset :: 17/25

Subjective :: 4/5

TOTAL :: 39/50

-

This map is super neat! I like the way that it is crafted, allowing for two separate paths. Both ways around the map are fun, but the more difficult initial start definitely feels like the intended route, particularly since you don't have to backtrack to get to the final gold room. Although the initial route-splitting earned you the majority of your gameplay points, I do wonder how this map would have worked if built a little different. The tileset works well for the most part, but some odd maneuvering around mines at times made the tileset feel oddly placed at times. I wish the routes had split with specific difficulties as well. I really wanted the uppermost bounceblock to strictly require a double-bounceblock-jump in order to clear that lip above it. That way only a skilled player wouldn't have to go around twice for an AGD but would have still been okay for more casual players to complete. Overall, I really enjoyed it and something about this map made me want to give you four extra points. It's probably the routing and how neat this feels.

-

ChrisE---

Gameplay :: 12/25

Tileset :: 5/25

Subjective :: 0/5

TOTAL :: 17/50

-

I know that you were a bit rushed to submit this and I understand that. For someone who "spends no more than 20 minutes per map" I think either you spend more than 20 minutes on your maps or you had a lack of inspiration this round. A couple things stood out to me: getting that single piece of gold, riding the thwumps up to the top area, the fact that the lower gauss can see you all the way down that stretch. A couple things I wanted: less slanted tiles for such a linear map, for the thwump section to trap you, for the beginning moments of that map to be way less stressful. The tileset really didn't play off the objects well in this and I think that it was mostly due to a slanted map that either wasn't polished, or the fact that slanted tiles weren't the appropriate choice for horizontally and vertically placed gold. Hopefully you have more time in Week 5 to polish up your map submission.

-

DaggaFork---

Gameplay :: /25

Tileset :: /25

Subjective :: /5

TOTAL :: /50

-

DID NOT SUBMIT

-

DW40---

Gameplay :: 16/25

Tileset :: 16/25

Subjective :: 1/5

TOTAL :: 33/50

-

"Welp, another race. It's odd that they keep making races, I'm the only judge that has a weird love for them. Dang, what a flowy start... oh, multiple routes? Fuck yeah, I'm into this. Okay, so I don't really see the route for the exit switch, maybe I'll - huh, also the gold isn't really all that easy to obtain for a race and there - what? Oh, I see, it's /not/ a race. Huh."

That's a paraphrase of my thought process. Bonus point for making me think you were only trying to get more points from me this round :P

-

fingersonthefrets---

Gameplay :: 21/25

Tileset :: 18/25

Subjective :: 1/5

TOTAL :: 40/50

-

This map feels so effortless at times and then so difficult at times. I think it presents a neat challenge for the player, and the additional challenge you added in (getting all the switches) was well made in that every switch is along the ninja's path and is often beneficial to get because getting the switch provides cover from the chainguns. The only downside I had with this map was that I was hoping the locked doors would be put to an even more interesting use than simply collecting the switches. You had a moment near the end where getting a switch removed both cover and a landing point for the ninja when collecting the last square of gold. I would have liked to see more stuff like that from this map. Bonus point because it's still incredibly fun to play and you planned the route for the ninja very well.

-

Hyteriux---

Gameplay :: 23/25

Tileset :: 23/25

Subjective :: 5/5

TOTAL :: 46/50

-

FUCKING FINALLY someone did it. You made the map I've been waiting for this whole competition. Guess who got stuck in the section after the jump pad and DIDN'T get the exit switch first? It was me. I also thought the drone room with the floorguard was so simple and elegant and perfect for the atmosphere. This map feels so classic. I was getting vibes of SkyRay, Riobe, flagmyidol, mintnut... etc. Not exactly like any of those authors, but small bits and pieces from each of them and more. It feels so much like it was made in 2008 that I can't even begin to describe how nostalgic I am playing this. Very well done. I'm giving you 5 bonus points even though they don't even count for anything. (The only reason I dropped points from full is because the climb to the exit was an odd difficulty spike and there are parts where the tiles seem to work against the flow of the map. Otherwise, I like it a lot.)

-

jasdanu---

Gameplay :: 14/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 30/50

-

I keep finding it frustrating week after week because I feel as though you have this untapped potential that could really send you into the upper echelons of N authors. I keep seeing you submit very unpolished maps - maybe my idea of "polish" is not the same as yours - but I hope you understand what I mean. Both you and ChrisE seem to want to rush through the process of making a map instead of letting it simmer for a little bit, trying out a different layout, taking a piece from a prior edit and working it into your new edit... If you approached map making the same way you approach cooking, I think you'd really let loose some truly amazing pieces of work. These being my objects, I'll give you the most objective reasons for my scores: many of the drones are not really threatening after grabbing the first switch; the layout of the one-ways doesn't make the gold all that exciting or interesting to get; I think this would have worked much better if you had made the switches lead the ninja out from the middle gold area instead of making it about the exit switch. I would have much rather gone for the switches to get an AGD than to get the exit switch with how this is set up. In trying to keep this map in the spirit of how you had set it up without completely turning back into my map, I think this kinda shows one possibility in which the drones could have been much more of an enemy that you have to deal with:

<http://paste.droni.es/e95fe798fd124b0e4536254d>

Kaylab---

Gameplay :: 15/25

Tileset :: 19/25

Subjective :: 1/5

TOTAL :: 35/50

-

Not quite sure what to say about this map. I really liked the gameplay but I knocked you down a bit because I felt that it was very repetitive and I don't really know how you could have fixed that. The start was neat, but once the ninja gets to the middle chamber, it's pretty basic. Considering the object set you have, you did a fine job with the tileset and meshing the tiles and objects into a map. I am giving you a bonus point because this map is perfect for double-jumping off the bounceblocks and it's a lot of fun.

-

Lightning55---

Gameplay :: 13/25

Tileset :: 16/25

Subjective :: 0/5

TOTAL :: 29/50

-

So I know that I love races... but I wasn't really in love with this. I was happy that I was able to complete it, albeit after seeing your demo. Usually I like to find the route for races myself but I was having trouble doing so with the way the tileset was crafted, which is the biggest demerit to your gameplay score for this one. I wish that I didn't feel like I had to rate this as low as I did. As for your tileset score, it's where it's at for a couple reasons. First, the drone pathing is really neat and I like how they move throughout the map. It definitely does justice to the name of it. Second, I think there are a few spots along the way where I feel like the tileset was working against the flow and asking the player to make such specific jumps and maneuvers that it causes the player to lose time, or run into objects that prevent them from completing the map as a race, or just straight up die. It's a super neat concept and I think that if you had any control over the drones, a race map like this would be in my favorites. As it is, this may have possibly worked better if you had fleshed it out into an action map.

-

PALEMOON---

Gameplay :: 12/25

Tileset :: 8/25

Subjective :: 5000000000000000000/5

TOTAL :: 25/50

-

I feel like you have the benefit of the doubt with me from all the time we used to spend making jokes and having fun messing around when I was admin of NUMA. I know that this map isn't necessarily supposed to play super well. I know that overall this is supposed to be cute and fun to move around in, like a lot of your maps are. I really like that you have kept up with your approach to style and gameplay throughout the years as an author. To top it off, you "chanted" bonus points in the #nreality channel, so have 5 quintillion of them, rounded down to 5.

-

script---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

-DID NOT SUBMIT-

-

ska---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

-DID NOT SUBMIT-

-

southpaw---

Gameplay :: infinity/25

Tileset :: infinity/25

Subjective :: -infinity/5

TOTAL :: infinity/50

-

damn, you did well this week.

-

Spackal---

Gameplay :: 19/25

Tileset :: 21/25

Subjective :: 0/5

TOTAL :: 40/50

-

Two object sets of mine in one week! I think you did a really neat job with this. I played it when you first posted it, and after playing it again I think I may have figured out how best to run around in this map. The drones are many and they are hectic. This was one of those concept maps I made forever ago and I was very interested to see who was going to retile it and how they approached it. I like how open it is in the center, as it makes for some potentially interesting drone dodges. The only drawback is that most of the drone dodging happens on the edges of the map. It would have been neat to have added some tiles and a way to get into the top area without having to brave the sides if you didn't want to while still having to dodge drones. Regardless of that, I would have made one small edit: the 6- and 5-tile to the right of the left-side gold, I would have changed the 5-tile to a 3-tile so that running over the 3-tile opposite it was a nice flow back to the upper area. Otherwise, a very neat take on this object set.

-

yahoozy---

Gameplay :: 20/25

Tileset :: 22/25

Subjective :: 0/5

TOTAL :: 42/50

-

The beginnings of this map were odd to me and I was having trouble trying to figure out what you were intending for this map. The floorguard part was cool and immediately made me feel tense. And as I continued to play I kept feeling more and more tense. The atmosphere as you move from one section to the next keeps building on the atmosphere from the last section. The gauss was a very neat room and I enjoyed jumping around in this. I originally had your tileset and gameplay scores swapped, but realized that my gripe about the tileset was how it affected gameplay and not how it interfaced with the tiles. Squeezing through that 1- and 5-tile was fun and forcing the player back around again, as well as giving them cover with the locked door when making that jump from the trap door to the upper part was a very neat use of the objects.

-

WEEK 4

PALEMOON

CENTRAL PROCESSING UNIT by SPACKAL

GAMEPLAY +21

Wow! cool concept with the drones. I thought that the trip upwards was a little clunky with so many drones threatening the player. A better or more reliable route up there would make everything flow a bit better, but after i slowed down a little bit and played this like a puzzle it all came together. This was a very technical design to make from a retile and it worked out very well.

TILESET +22

a lot of the tiles placed here are unassuming or ugly but work SUPER well with taunting the blue guys. I liked the outside pattern quite a bit, it matched the triangles of gold and mines.

BONUS +0

TOTAL 43

XXXXXXXXXX

MANTRA IS REPEATED by FINGERSONTHEFRETS

GAMEPLAY +20

This was really slick. Those doors are used SO well here. Sometimes an obstacle, sometimes helping you find cover. This map has a lot of subtle jumping and falling tricks that make moving around very fast if you're brave. I thought the lower left was pretty awkward to navigate.

TILESET +17

Loved how the tiles can let you safely fall through the center of the map in a lot of different ways. Perhaps some more solid tiles could help with the left side's restricted movement options.

BONUS +3

Excellent use of your object set!

TOTAL 40

XXXXXXXXXX

OVERTIME (OR, IS A BAD MAP BETTER THAN NO MAP AT ALL?) by CHRISE

GAMEPLAY +14

Some neat movements with the gauss turrets kept my interest to start, but i really thought that this map was just missing the action.

TILESET +13

Some more focus with the tileset could have made the map a lot smoother and interesting to move around in. I did like the amount of perp jumps, but wished that a lot of the tileset could have fit the gold better.

BONUS +1

TOTAL 28

XXXXXXXXXX

OBLIVION THRIVES by YAHOOZY_GUACAMOLE

GAEMPAY +25

All of the action involving that center chamber makes the map. Lots of the jumps and movements needed here are intimidating at first but really fun if you keep your speed up. The trap door and normal door form a badass combo rarely seen from such random objects - barely making the jump to hide in that room while the rocket detonates outside was amazing.

TILESET +18

I think these tiles clash more than your last entries. The chamber above the bounceblock had some really cool tile design. After such an intense intro it was fine to cool off but i felt that the right hand side was an afterthought.

BONUS +0

TOTAL 43

XXXXXXXXXX

METH VALLEY by ORIGAMI_ALLIGATOR

GAMEPLAY +14

Interesting setup. I think that the center section has too many active rockets at once. Combined with the drones it made for a seriously discouraging time going for an all gold. Some hasty movement and good prediction skills are needed to get thru there and when you manage to do it, it feels great.

TILESET +19

You're really good at these repeated patterns! I thought the hybrid tunnel / open area was a good fit, and they really did look like the hills and rocks of meth valley. Go there for the meth, stay there because of the meth.

BONUS +2

Two extremely fun moments worth some bonus pointage: Racing up to the top through the chute to barely make the jump over the seeker drone, and doing a loop off the thwump near the exit switch with tons of rockets on your tail.

TOTAL 35

XXXXXXXXXX

30TH STREET STATION by HYTERIUX

GAMEPLAY +15

This was a weird-feeling map to me. A lot of the rooms are not very exciting or threatening to the player but that rocket chamber can suddenly become deadly if the laser drone is in the right place (and your comment on the map is right, too. Difficulty can vary widely). I thought the upper left chambers were bland and more of a chore to complete by that stage of the map. Overall i felt pretty good about the map, but didn't want to try it more than once or twice.

TILESET +16

you provided a lot of cover and safe areas with these tiles. I thought the design was pretty good but maybe a little safe - maybe opening up some areas to make some enemies like the laser more threatening in the late stages would have helped make the player move with some urgency, and without really ruining the tileset either.

BONUS +1

TOTAL 32

XXXXXXXXXXXXXXXXXX

HOUNDS OF BASKERVILLE by JASDANU

GAMEPLAY +19

We've had some really cool chaser drone usage this week! I like the design of this quite a bit. Chaser drones were applied in just the right amounts with those doors. Moving back up to the center tunnel was fun!

TILESET +14

Very metanet - the tiles are 100% functional. They have a job, and do it. No extras.

BONUS +2

The building pressure combined with a lot of backtracking worked suprisingly well together in this map. It had a definite X-4 end-of-the-column feeling.

TOTAL 35

XXXXXXXXXXXXXXXXXX

aaaaaaa by DW40

GAMEPLAY +10

So, everybody likes jumping around really fast on tiles. That makes races fun. But yes you have ignored many of the objects. That super-focused area of gold was really great! This was a spicy object set and i think it had a lot of potential!

TILESET +15

The race aspect of this map has looped out of control! All of the enemies are blocked off or easily avoided and there's really only one way to play this...

BONUS +3

Yeah this looks radical though. hit me with that pareidolia

TOTAL 27

XXXXXXXXXXXXXXXXXX

CONFUSED by AMIIBE

GAMEPLAY +18

well this one was certainly confusing! The sprawling paths of the drones and a lot of different paths were quite fun to run around in. i found some transitions between areas awkward, like the first jump and right-side tunnel with the four mines. Overall it was really pretty fun, and had a variety of challenges to keep things interesting.

TILESET +15

This definitely had a Look despite being very barebones - almost metanetty. Maybe some more work with the tileset to make the drone paths more predictable would have helped keep the blue drones more focused.

BONUS +1

TOTAL 34

XXXXXXXXXXXXXXXXXX

CYBERG MELTS by TEMPUS_FUGIT

GAMEPLAY +19

slick usage of THWAMPS. That One Jump past the rocket launcher into the right side of the map was tough for me, but i did like the shift into a minejumper afterwards.

TILESET +18

i thought the overall path of the level was really sort of secret-feeling and liked exploring around figuring out what to do. Great use of 6/7 and 2/3 tiles near the exit, that falling minejump section was great.

BONUS +2

General "gj" bonus

TOTAL 38

XXXXXXXXXXXXXXXXXX

RICKY'S SECRET STASH by BLACKLEF

GAMEPLAY +18

Really weird things going on in this map. This was a crash course in doing bounceblock tricks for that great shortcut (i had to watch your demo to figure it out). ALthough really difficult i thought it was fun to acheive a normally impossible-looking jump.

TILESET +16

i really enjoyed that strange looking bottom chamber with the launchpads. these tiles are probably your most tame out of all your entries. A lot of the focus went into the lower half of the map.

BONUS +1

TOTAL 35

XXXXXXXXXXXXXXXXXX

CORNFLAKE MADNESS by LIGHTNING55

GAMEPLAY +16

I thought this was maybe a little too strict on the route and inputs needed. A tough map to play the first time through without knowing the very obscure path.

TILESET +10

You mentioned that this was an action map and one point and i think you can kind of see how the route carved out huge sections of the tiles to an unattractive effect.

BONUS +1

TOTAL 27

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

TWO DOORS, ONE GAUSS by KAYLAB

GAMEPLAY +17

A single gauss can really put a lot of pressure on. Lots of power in one tiny boi. The bounceblocks supported well and i liked that leap up to the completely bizarre exit door thing going on up there.

TILESET +18

really intense tileset! that pattern really fills up a lot of space in the map and looks great doing it. I felt that a lot of the available surfaces were a little clunky to move around on, and opted to go for the bounceblocks every time. Maybe some smoother edges could help keep the gameplay moving as an extra option.

BONUS +2

this is my favorite of your entries. YOu really made me get the switch up top FIRST for that single gold behind the locked door? ha!

TOTAL 37

XXXXXXXXXXXXXXXXXXXX

SPACKAL	43
YAHOOZY_GUACAMOLE	43
FINGERSONTHEFRETs	40
AUDREY	38
KAYLAB	37
JASDANU	35
ORIGAMI_ALLIGATOR	35
BLACKLEF	34
AMIIBE	34
HYTERIUX	32
DW40	27
CHRISE	28
LIGHTING55	27

WEEK 4

YAHOOZY

Amibe - Confused

Gameplay - 14/25

Pretty leisurely map. Felt aimless at times, but I thought it was fun to just wonder around in it.

Tileset - 9/25

I felt this was a very strong object set which wasn't used to its full potential.

Bonus - 2

That said, interesting interpretation.

Total - 25/50

blacklef - Ricky's secret stash

Gameplay - 16/25

I thought this was really neat. Multiple routes were a good addition, going over the top felt like a treat for being able to pull off that first corner kick. Central area which opens up to the bottom felt clunkiest.

Tileset - 19/25

Very inventive. I really like how this looks, and it plays well despite feeling completely separate from its objects, which creates a unique sensibility.

Bonus - 3

Completely, utterly unlike its original, which is what I like to see most.

Total - 38/50

ChrisE - OverTime (Or, Is A Bad Map Better Than No Map At All?)

Gameplay - 10/25

Favorite part was the top area with the gauss couched between two mines; perp jumps off of 3-tiles are my favorite. Never been a fan of skulking over corners in order to hit a straight trajectory like the two bottom lines of gold require you to do. Especially disruptive because the rest of the level was pretty languid. Drones were basically nonexistent.

Tileset - 14/25

Again, looks excellent, but, if I were to calculate how much of it was a great benefit to the gameplay, I think the percentage would be kind of low.

Bonus - 1

No, never!

Total - 25/50

DaggaFork - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

DW40 -

Gameplay - 19/25

Very cool! I don't think it's entirely ingenuous to suggest this isn't a race; it more than vaguely plays like one, its nonlinearity is the only real separating factor. This didn't affect my score. I thought it was very neat and a clever twist on a genre from which I've seen an unexpected number of entries during this competition.

Tileset - 17/25

I kinda like the roughness of its shape but smoothing it out would've made something extremely fun to rocket around in.

Bonus - 2

Creative.

Total - 38/50

fingersonthefrets - Mantra Is Repeated

Gameplay - 17/25

This might sound a little regressive, but I'm often not a big fan of extra challenges, especially in a retiler, where, to me, the platonic ideal is to find a practical utility for each object. All that said, this level pulled the extra challenge off quite nicely. Most of the doors are in the direct path of the gold, and the doors that aren't are pretty fun to get.

Tileset - 13/25

This is where my previous critique carries more weight, because I don't feel like the tiles are in complete harmony with the objects in this level. I also thought the geometry of the tiles were a bit safe for you. That said, the construction is really neat. Jumps needed to get to the exit were a highlight.

Bonus - 3

I love how many iterations this went through for it mirror most closely the first thing you made. I also love how wild this is.

Total - 33/50

Hyteriux - 30th Street Station

Gameplay - 15/25

Another example of a level which impressively betrays its retiler status—unfortunately, this is the kind of action map of which I'm not particularly a fan. All of the disparate parts work together fine, it's just kind of middling, overexplored.

Tileset - 15/25

Similar complaints as above, plus a small discrepancy with the doors being unnecessary because of how the tiles were placed. Smartly constructed otherwise.

Bonus - 2

Two points for a humble attitude because early in my “career”, if I made a mistake mapping, I would just be like, “Actually I meant to do that, because of my cool imagination.”

Total - 32/50

jasdanu - Hounds of Baskerville

Gameplay - 21/25

I’ve been waiting for a tunnel map like this! Very fun, a solid medium difficulty but still capable of putting on a little pressure. Perfect length, and its method of completion allows each of the drones to become a priority.

Tileset - 13/25

Extremely utilitarian but very uninteresting, and unfortunately very similar to its predecessor. Still, purposeful.

Bonus - 3

Your best entry so far.

Total - 37/50

Kaylab - Two Doors, One Gauss

Gameplay - 18/25

Maybe a little run-of-the-mill, but I thought it was a lot of fun. Great use of a single enemy. Left and right alcoves were fun little areas to get through.

Tileset - 12/25

Kind of a strange eyesore. Tiles I interacted with were nicely placed, everything superfluous was odd. Perhaps, these old eyes, they just can’t see the beauty of youth.

Bonus - 3

Gotta give a bonus for managing a fun (and sometimes tense!) retiling with a single active enemy.

Total - 33/50

Lightning55 - Cornflake Madness

Gameplay - 8/25

Wow this is one cryptic-ass race. Would not mind that but the solution is so unelegant all the way through.

Tileset - 11/25

I kinda dig how this looks, and you seemed to really pay attention to how the drones would navigate the level.

Bonus - 2

Points for getting really weird here.

Total - 21/50

origami_alligator - Meth Valley

Gameplay - 20/25

So much fun. Love the opening little challenge, the middle area is hectic but includes enough cover to never make the player feel hopeless, and I like that there are multiple

ways to enter the ride to the exit. Some of the stuff on the right side felt a little funky, but it was never really unsatisfying.

Tileset - 23/25

I love the look of this thing so much. You blew up the relative symmetry of the original and found something really fun to move in.

Bonus - 0

Ineligible.

Total - 43/50

PALEMOON - i saw a ghost on TV

Gameplay - 15/25

So many ways to get through this! That alone makes it a pretty fun endeavor. You really had a great philosophy going into this one, every path one could want to take is possible. Left side with the drones wasn't great, often becoming a choke in which the only feasible way through was to perform the dreaded Wait. And, as seems to be a tendency with retilers that value multiple routes, some are just not unfortunately uninteresting.

Tileset - 20/25

Impressively-constructed and imaginatively-made.

Bonus - 1

(SKULL)

Total - 36/50

script - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

ska - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

Spackal - Central Processing Unit

Gameplay - 21/25

Exciting and challenging. I really, really love how this happened to come out similar to its original but is a completely distinct iteration with different principles.

Tileset - 19/25

My biggest gripe is that, with levels like this, I prefer that the tiles have a kind of block logic to them. I like puzzles to exist in a vacuum detached from aesthetics. I realize that's not very justifiable when you're trying to gain score in a competition like this, but there were a few times where I was up against the tiles in kind of an awkward way and I felt it detracted a little from the challenge.

Bonus - 0

Ineligible.

Total - 40/50

Tempus_Fugit - cyberg melts

Gameplay - 22/25

I think this is one of the most unique challenges anyone has submitted yet. Elegant drop to the first gold, fun to wrangle the gauss and rocket among the thwump scaffold. The rocket saw me in the right corner and became an actual nuisance. Minefield in that area was a little ungainly. Final gold, also great. Excellent.

Tileset - 25/25

Stunning and rife with careful planning and inventive placement. Clearly your best effort so far.

Bonus - 0

Ineligible.

Total - 47/50

WEEK 4

AIDIERA

Amibe :: Confused

Gameplay - 11/25 I'm not a fan of this. The drones could have been so much better utilized.

Tileset - 10/25 It's kinda lazy.

Total = 21 points

blacklef :: Ricky's secret stash

Gameplay - 12/25 It's close to being a good jumper, but man is this gameplay poor.

Tileset - 15/25 It's very nice. I like the bottom platforms a bunch.

Total = 27 points

ChrisE :: OverTime

Gameplay - 16/25 These gausses are great, but I didn't really enjoy the drones.

Tileset - 15/25 I like the big branch in the middle. I wish that the rest of the map looked like it.

Total = 31 points

DW40 :: aaaaaaa

Gameplay - 14/25 It's rough as a race. It would be better as a jumper.

Tileset - 12/25 It hurts to look at. I like the angry face in the bottom right though.

Subjectivity - 2/5 Sorry for getting a bad objectset.

Total = 28 points

fingersonthefrets :: Mantra Is Repeated

Gameplay - 24/25 Amazing.

Tileset - 17/25 I know it was hard forming the tiles around so many doors, but I feel like some of them could have been arranged better.

Total = 41 points

Hyteriux :: 30th Street Station

Gameplay - 19/25 I'm pretty sure these are Kaylab's objects, because this is his style. It's chaotic good.

Tileset - 18/25 It's fun and I like them.

Subjectivity - 2/5 It's a symphony of enemies.

Total = 39 points

jasdanu :: Hounds of Baskerville

Gameplay - 18/25 These drones are great. I wish that the middle corridor was more trap-like though.

Tileset - 14/25 It's rather bland, but I like the design of the level.

Subjectivity - 2/5 Drone dodging is the best thing.

Total = 34 points

Kaylab :: Two Doors, One Gauss

Gameplay - 13/25 Fun little map, but you didn't have much to work with.

Tileset - 16/25 I like the wonky eyes.

Total = 29 points

Lightning55 :: Cornflake Madness

Gameplay - 10/25 This did not appeal to me.

Tileset - 12/25 It's strange.

Subjectivity - 1/5 Rough go at it.

Total = 23 points

origami_alligator :: Meth Valley

Gameplay - 22/25 Well-crafted. Excellent use of all the enemies.

Tileset 25/25 This oozes style. I loved the little tunnels and spiky bits.

Total = 47 points

PALEMOON :: i saw a ghost on TV

Gameplay - 21/25 Very impressed with how this turned out with the launchpads. The bottom section was my favorite.

Tileset - 16/25 That skull is cool. The corridors work well with the objects.

Subjectivity - 1/5 It's a fun puzzly challenge.

Total = 38 points

Spackal :: Central Processing Unit

Gameplay - 20/25 I really enjoyed these drones and how the paths collided. Good job.

Tileset - 17/25 Some parts were annoying to maneuver around, so if those bits were more polished this would be better.

Subjectivity - 2/5 Sweet map, this.

Total = 39 points

Tempus_Fugit :: cyberg melts

Gameplay - 16/25 The rocket and the gauss were horrible together. If they had been separate areas this would've been great.

Tileset - 19/25 Very nice tiles. I liked the spindly towers.

Subjectivity - 2/5 I'm a sucker for puzzles.

Total = 37 points

Yahoozy :: Oblivion Thrives

Gameplay - 17/25 I love the rocket section, but everything else is subpar.

Tileset - 13/25 This one felt really underdone. There was no real theme to the map.

Total = 30 points

WEEK 4

LORD_MOTHERFUCKING_DAY

origami_alligator - Meth Valley

Gameplay (25 pts) - 18.

Tileset (25 pts) - 20.

Subjectivity (up to 5 pts) - 2.

Total - 40.

The gameplay of this map felt inconsistent at times. Some runs were unfun, the enemies jammed up too close together and it made it impossible to get a good flow going. However, when the map did hit, it hit strong. Those runs were extremely fun to play, and lead to many thrilling moments. The fact that this map was short helped in this regard - if I died in a frustrating way I could quickly jump back into it and try again.

Visually the tileset is great. For the most part it seamlessly integrates with the object set and made me feel like I was playing an original map, not a retile.

PALEMOON - i saw a ghost on TV

Gameplay (25 pts) - 12.

Tileset (25 pts) - 13.

Subjectivity (up to 5 pts) - 1.

Total - 26

This map had some nice individual moments, my favourite part was climbing the left most tube when the drones were also in it. There were quite a few different routes one could take when going for either a completion or all gold run. However, I'm afraid I didn't really understand the structure of the map - none of the routes made sense to me. In this regard, some of the objects, especially the doors, didn't seem very consequential. I love the skull, a classic PALEMOON touch.

Yahoozy - Oblivion Thrives

Gameplay (25 pts) - 15.

Tileset (25 pts) - 14.

Subjectivity (up to 5 pts) - 1.

Total - 30

For the most part this map played reasonably smoothly. At the same time, it felt like it was constructed a bit too safe - nothing stood out or left any lasting impression in my mind. The only moment of real tension was the minefield to the left of the rocket. However, I find this more awkward than enjoyable to navigate (though satisfying once done). The tileset looked ok and integrated well with the objects with respect to the structure of the map. Visually, the objects and tileset lacked cohesion, certain elements looked out of place and others weren't even used.

WEEK 5

SOUTHPAW

Amibe---

Gameplay :: 9/25

Tileset :: 13/25

Subjective :: 0/5

TOTAL :: 22/50

-

I'm glad you stuck with the contest and I hope you had fun! I like some of the things that you did in this map, and some other things I didn't like so much. Obviously the object set was a little odd to work with, so let me start with some things I liked. Your use of the one-ways was great, especially when I'd get chased by the rocket and try to dodge the gauss at the bottom, only to jump into the rocket because of the one-ways. I also liked how you used the bounceblocks in the rocket area and running through them in the tunnel toward the exit was good. Now for some things I wasn't too keen on. I think the trap door would have been better used if it were a platform the ninja was supposed to jump off of to get to the final tunnel to the exit. The thwump was a little odd to deal with, and I think by its placement this map maybe would have worked differently if the route was clockwise instead of counterclockwise. Most of this map was difficult to play and I found myself frustrated at times. Would have been interesting if the floorguard could move into the gauss room since the mines would have forced the ninja to go over the top of the structure anyway. Not sure what else to say.

-

audrey---

Gameplay :: 23/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 48/50

-

WHAT IS THIS MAP AUDREY, where were maps like these earlier in the competition??? The title is so cute with the little fox heads you've put in there, like they're really blessing you from the beginning. This is so well put together and I have nothing but praise for it. I gave you full points on tileset SIMPLY because you took your object set, which had a sort of stopgap and turned the objects around so that that stopgap was actually a way out. This was amazingly charming and so fun to find the routes, which weren't hard but were also unexpected. After I got the exit switch, it took me a minute to realize I could get out of that area from the top. Not to mention that it involved a neat little jumping technique! Great finish to this competition.

-

blacklef---

Gameplay :: 15/25

Tileset :: 18/25

Subjective :: 0/5

TOTAL :: 33/50

-

This is indeed an interesting map. I liked the setup and the route was nice. Even with the top right area being a place to go into and come out of, it didn't ruin the flow or the pacing at all. My biggest gripe is with the tunnel below the rocket launcher, as it feels very out of place with how smooth the surfaces of the rest of the map are, even though visually it fits with the style of the tileset. Wasn't sure what you could have done with the gauss turret you encounter before the rocket launcher to make it more relevant. Overall a great route that you have carved through these objects, but I felt like it was missing panache.

-

ChrisE---

Gameplay :: 20/25

Tileset :: 18/25

Subjective :: 2/5

TOTAL :: 40/50

-

I don't know why I like this map so much. It's got flair, it's got personality. I liked the path and the way in which it asks you to take big leaps to get from one place to another. At first glance it looks like something that is maybe tricking you into believing there's some secret or special jump you have to do in order to get through it. I think that the design of this is clever in that aspect, because none of the jumps, save the first one, are really much of a challenge at all. The rocket area might be the most difficult part of this map but I was able to glide through it with relative ease. In fact, have two subjectivity points. You done good.

-

DaggaFork---

Gameplay :: 0/25

Tileset :: 0/25

Subjective :: 0/5

TOTAL :: 0/50

-

NO SUBMISSION MEANS NO POINTS, AND THAT IS FINAL, YOUNG MAN. D:

-

DW40---

Gameplay :: 15/25

Tileset :: 12/25

Subjective :: 2/5

TOTAL :: 29/50

-

I wasn't so sold on this map. You did a fine job of making a chaingun that wasn't terrible to avoid, and there were some very neat moments in this, particularly the gauss/floorguard area. It feels as though a lot of this map was forced into fitting a style that maybe didn't work best for it. There was a significant amount of gameplay areas where I felt like the map was punishing me when trying to do very simple jumps to get from one area to another. There didn't seem to be any direction to this map either, as it took me a while to figure out where I needed to go and what to do first. I think this would have worked better if you had sectioned it differently so that it was still open and had a couple ways to get to the first two switches, but didn't ask you to go up and down and through multiple small areas to get all the gold. To use a silly analogy, this map is full of side quests that are unnecessary for the main plot, and the reward doesn't seem to match the time and effort one has to put in to complete the quest.

-

fingersonthefrets---

Gameplay :: 21/25

Tileset :: 23/25

Subjective :: 0/5

TOTAL :: 44/50

-

You've done extremely well this whole competition. Being a seasoned author definitely gives you a leg up, but even some seasoned authors have difficult times with retiling. Your submissions were never sub par and it shows that you seem to just have an eye for how to approach a map in the best ways possible. It's neat to see you utilizing the "cheat" here in a way that is aesthetically pleasing and allowed you to ignore utilizing the floorguards. This map was just enough of a puzzle to keep me entertained and just enough of an action map to keep me pressing forward. Wonderful job.

-

Hyteriux---

Gameplay :: 18/25

Tileset :: 17/25

Subjective :: 5/5

TOTAL :: 40/50

-

Wow, this map is fucking cool. As an author that was only somewhat familiar to me before this competition, you've shown that you have a knack for making really interesting gameplay with the objects you've been given. Reading the description on NUMA, I can see that you definitely were low on time; this doesn't feel unfinished, only unpolished. I had a difficult time with the lower gold in the rocket chamber, but what fantastic room for avoiding a rocket while slipping between zap drones. The column that takes you to the attic was fun to jump in, and those mines forced me to think about how best to get up there. My favourite thing about this map was how each section had its own thing to do, and you offered two routes to get to each room so that no matter where you ended up you could progress through the map. You've earned the full five subjectivity points from me because this map doesn't need a whole lot more work, and what you have here is already amazingly fun.

-

jasdanu---

Gameplay :: 9/25

Tileset :: 10/25

Subjective :: 0/5

TOTAL :: 19/50

-

This map is... so hard. I can barely complete it without getting gold and even when I do it just isn't all that fun. It wants to be a minejumper and a rocket-dodger at the same time and those two don't really go well together, especially for a retiler. There were a number of jumps that I thought were terribly planned, particularly jumping up to the right of the first rocket (I hit that mine more than I care to admit) and jumping in almost every section of the second rocket area. In places where the mines and gold are so close, you had a rocket staring you down every time, which made that gold undesirable. I would have scored this much higher if the rockets posed a threat when moving from one gold area to another, but then having the gold areas being more about precise jumping and maybe specific jumps that helped make it

easier to collect the gold. My favorite part of this map was getting the exit switch and hitting that jump pad. Regardless, I appreciate how excited and into this competition you were throughout the whole thing, so thank you for joining!

-

Kaylab---

Gameplay :: 17/25

Tileset :: 12/25

Subjective :: 0/5

TOTAL :: 29/50

-

Going under that thwump is pretty neat, but I am not entirely sure about the rest of the map. I felt like I had to score this differently because there isn't all that much going on with the object set. I like how simple it is, but at the same time it doesn't grab my attention at all. The little islands taking you to the top gold were cute and then it was all kinda lackluster. I think for having something so lacking in objects, it would have done you good to throw in a few objectives for more seasoned players. Making the top gold require jumping off the upward-facing thwump, for example, or using the mines on the floor as a hazard and making a few sections where the ninja has to jump off the edge of a tile (a didgeridoo jump, as Hyterix puts it) before falling to their death in order to make the jump. A cute map but it left me wanting more to do.

-

Lightning55---

Gameplay :: 13/25

Tileset :: 12/25

Subjective :: 3/5

TOTAL :: 28/50

-

Moderately fun to jump around in. Was hoping for more things to do with the thwumps but I realize you were making this and another map in the same week before you went on vacation. Don't really have anything much to say about it, unfortunately. I'm glad that we could accommodate your trip and I hope you had a good time! Thank you for being part of this competition!

-

PALEMOON---

Gameplay :: 19/25

Tileset :: 20/25

Subjective :: 1/5

TOTAL :: 40/50

-

I THINK THIS MAP IS SUPER COOL AND I KNOW YOU LOVE BONUS POINTS SO I GAVE YOU A BONUS POINT ONLY BECAUSE YOU LOVE BONUS POINTS AND NOW THAT YOU HAVE A BONUS POINT I HOPE THAT YOU FEEL LIKE YOU DID A GOOD JOB WITH THIS MAP BECAUSE IT DESERVES THE BONUS POINT EVEN IF YOU DIDN'T LIKE BONUS POINTS SO WITH ALL THAT SAID I HOPE THAT YOU HAVE A NICE DAY <3

-

script---

Gameplay :: 21/25

Tileset :: 20/25

Subjective :: 0/5

TOTAL :: 41/50

-

The aesthetics of this pale in comparison to the well-structured nature of this map. The laser drone does its very best job of keeping you moving from one area to another. I think you've given the laser drone a neat purpose here where it isn't trying to kill you so much as motivate you to go faster. It seems to be telling the player to shuffle on down the street, while the ninja dances blissfully between obstacles in a drunken stupor. What I mean to say is, great job.

-

ska---

Gameplay :: /25

Tileset :: /25

Subjective :: /5

TOTAL :: /50

-

nothing to see here...

-

southpaw---

Gameplay :: 25/25

Tileset :: 25/25

Subjective :: 0/5

TOTAL :: 50/50

-

This map is probably one of your best, even if you didn't make it from scratch and all you did was add some diagonal tiles to it. I think that all the detracting comments about that rocket section come from the inability for others to see the beauty of the chaos in the center. You have truly created something ineffable. I wish I could give this 51 points so that it scored better than that damned yahoozy map from Week 2.

-

Spackal---

Gameplay :: 12/25

Tileset :: 18/25

Subjective :: 3/5

TOTAL :: 33/50

-

I'm a little surprised with this map because you have been so strong throughout the competition. I think because of that I thought I was playing your map wrong somehow? But I realized I wasn't and the chaingun really is that difficult of an enemy. A couple things were working in your favor: that floorguard not moving and getting the ninja stuck in that area because of it, that was great; the little path down below to get back up on the left side after taunting the floorguard, also great. But what I can't understand is why you weren't able to make the chaingun an effective enemy but also leave more options available to the player. As it is, I died a lot trying to go for the gold below and right of the chaingun. I think it would have been nice to have either given the chaingun space to roam around or block off its sight from that central

area. That part really ruined the map for me, especially since it was so early on. Everything else was wonderful to jump around in and the tileset worked wonders for the rest of the map, so I gave you three bonus points because I don't think I could score you higher in gameplay with the beginning being so damn frustrating.

-

yahoozy---

Gameplay :: 19/25

Tileset :: 18/25

Subjective :: -37/5

TOTAL :: 0/50... okay, okay, 37/50

-

For all that this map has in it, and the stuff that you were having trouble fitting in, this is really smooth. You've always had a knack for unconventional pathing and so that drop from the top to the bottom feels so much like something that is part of your repertoire. And again, with the little jump over the triangle to get that switch. That lower-left area looks incredibly difficult to have retiled and I think you did a fine job. I died more than once to that seeker drone as I was falling toward the back of the dead head. The vault from the bottom right was the main part of the map that I didn't find particularly fun because it was often difficult for me to jump correctly through there. I definitely enjoyed this, but it felt odd at parts and wasn't my favourite of your maps. I gave you -37 bonus points for doing too well in the competition.

-

WEEK 5

PALEMOON

FULL DAY OF LOSS by FINGERSONTHEFRETs

GAMEPLAY +20

this contest certainly has been mind-melting. especially for you! your entries have all been quite good. This map is no exception. The sectioning of an overwhelming amount of enemies here is by itself very good, but incorporating some of the tricky puzzles floorguards are good at really shows nice planning and design. On a negative note, i found that the routes required to get around the rockets effectively were jarring and not apparent at first glance.

TILESET +15

a lot of my points here are going to how well this thing is laid out so that the floorguards can remain an interesting enemy in huge amounts. I felt i was yawning in the second half, but that's just because of the absolute mob of floorguards you had to deal with.

BONUS +3

Your maps this contest have been great! Well done!

TOTAL 38

KITSUNE'S BLESSING by TEMPUS_FUGIT

GAMEPLAY +19

well, i love the freaky launchpad. This is a really bizarre map. i was trying to climb up the left side at first and getting stuck in that central rocket chamber. The first jump was so secret im not sure if it was good, makes the player's interest wane a little bit at the very start of the map. Was admittedly very clever though. love it when there's no cover and the chaingun makes you be brave to avoid it. interesting note: the bounceblock lets you through on the right side, but if you climb up and try to get through on the left you can't do it.

TILESET +14

These tilesets have not been pretty at the best of times, and have had a wide variety of effects on the gameplay. Here i think they were used just to get by.

BONUS +3

Overall your maps displayed a ton of creativity but could have used more focus and user-friendliness. Fun all the same!

TOTAL 36

MISS U LIKE CRAZY by HYTERIUX

GAMEPLAY +16

This map feels unfinished in some ways, while very focused in others. You said you didn't have a lot of time to make a map this week, and i think it shows in the straightforward drone pathing and reliance on walking to different sections. That being said, i thought both the tiles and objects were very good at their jobs. Feeling split about that large bottom chamber, the top half felt really great with the boucneblocks but the touching the ground was often a terrible option due to those zig tiles. (or are they zags?) Excellent use of mines, too. They're sort of taken for granted as just being there in maps but you made the most of these.

TILESET +16

nice triangle motif to match the unstable gold! Did not like the tiles' movement optiosn with the rockets at all. I liked the big vertical chambers on the left side, had a sort of church-ey feeling. This section is really short because i wrote so much in the gameplay section.

BONUS +3

You were a newer author to me and it was fun to play your maps and see how you adapted to the retile concept. Nice!

TOTAL 34

AT LAST I AM FREE by YAHOOZY

GAMEPLAY +21

I enjoyed this map. It was a nice choice to bring the huge mess of objects forward with some equally wild tiles - i think attempting something more patterned or structured would have gone badly. Very interesting design choices here made each progressive section of the map feel very different, like a particularly quirky adventure. This is getting a high score due to sheer "well, that's neat" factor.

TILESET +12

Definitely not fun to look at! There was this sort of bewildering aspect to the map where it was easy to lose focus of where to go, or what the hell was going on... Shoutout to the Dead Head in the lower left though that thing is hardcore.

BONUS +2

this contest you have delivered a series well-designed maps offering suprisingly varied and deep gameplay that stand apart from their originals. Each one has been very fun to play.

TOTAL 35

ANT HILL FARM by JASDANU

GAMEPLAY 16

it's always interesting to consider a mapper's overall preference in gameplay and mapping. I think a lot of your highscoring preference has shown through in your maps in that they tend to be less flexible about players taking different routes, and more about certain precise series of challenges. They share a lot of traits with races in that way. This map in particular feels like a secret race - stray from a preset-path and it will not go well with movement and challenge. Now that i've been a little over-dramatic here, i can move on to the positives: finally escaping those first two rocket chambers was great! trial-by-error is especially effective in the first half of a map because it's easier to practice. A lot of the excitement fell off after those first two rooms, though.

TILESET 14

BONUS +2

your retilers definitely improved over the course of this contest. It was fun to play them and talk about it on discord, both with other judges and you. thanks for playing!

TOTAL 32

CRYPTOLOGY by SPACKAL

GAMEPLAY +20

this rocked. i love the lower chamber designs and the sparse design. Chainguns do exceptionally well when they're allowed to dominate most of the map and you really played to its strength here. That fake-out door was neat. I didn't like the right hand chamber as much as the rest of the map.

TILESET +22

these tiles keep a consistent theme through the whole thing. You kept the routes pretty subdued and i like that. Didn't like how they interacted with the gauss cannon as much. Regardless, the entire thing was SO well designed

BONUS 0(ineligible)

This contest has been great for you! Your entries were always full of style and fun to experience, with a high level of polish each time. Looking forward to playing more Spackal maps in the future. Thank you for playing!

TOTAL 42

NOTOTTO AND RUM by LIGHTNING55

GAMEPLAY 18

I think the general foundation of this map is quite good. The thwumps were very interesting and i really enjoyed the jumps off those floating masses of tiles. I think the gameplay suffers from a lack of flow in certain sections that make the map feel less cohesive, but overall this was a very good use of your object set. Those trapdoors were a little "eh" to me, but i appreciate that they punish players for not being diligent and collecting that one peice of gold beforehand.

TILESET 16

This is where this map suffers in my opinion. Some more focus with the tiles to keep things interesting to look at would have helped a lot, as this map looks appears unfinished at first glance. Of course the gameplay is revealed once players get in there, but it doesn't hurt to make things look good!

BONUS +1

I think your race-type retilers were your best work this contest, but this map was a nice suprise as well! Thanks for playing!

TOTAL 35

LITERALLY CANTALOUPE by SCRIPT

GAMEPLAY +20

Nice choice to start slightly inside a tile!the launch was weird, i couldn't get the ninja to fly as fast as i wanted most of the time. Mashing jump right at the start seemed to give me enough momentum, but not all the time. I'm sure there's a trick because in frests' demo he effortlessly launched out of there, but idk. The single laser felt great comboed with some tricky jumps and an open route.

TILESET +16

these tiles are nicely designed to let the laser work without being too overbearing. I wish they were a little more spicy but i always want more spicy tiles!! As it is this is a very very solid map. i liked skulking around on the 2/3 tile in the bottom chamber going for that gold.

BONUS +1

Thanks for ReTiling with us! i know you didn't have time for several entries, but i enjoyed playing what you made.

TOTAL 37

BUNRAKU by DW40

GAMEPLAY 20

This was great! I think you've taken the difficulty of your earlier maps and really nailed it this time. the open routes and varying enemies in each section was really great. Loved how you handled all the gold. This map is quite the marathon to complete. i thought the upper chaingun section was the most dangerous and tried not to spent a lot of time up there.

TILESET 21

Like the gaemplay, i feel that this tileset really shows the best of your tileset style. blocky and sharp with a lot of subtle movement options, but sometimes they end up being as deadly as the enemies.

BONUS +0(ineligible)

Your maps have been some of the most difficult in the contest overall. I'm feeling fond but also slightly critical of them overall; they're quite fun but slightly stressful when i have to somehow beat these freaking things before moving to judge the other maps. Still, you definitely made me get better at N. Thanks for playing!

TOTAL 41

± 0.2 mA by ORIGAMI_ALLIGATOR

GAMEPLAY 17

those floorguards in the beginning are so fun to avoid. I liked the timed aspect of collecting gold before the laser pops out to say hi. Really didn't like the rockets in this map, i felt that i didn't have enough space to deal with them at the right times. The upper ection has some of that same escap speed action as the bottom, so that was neat. However, that combined with the big empty fall to the exit felt unfinished.

TILESET 20

these keep a realyl sweet theme through the whole map and make great use of the oneway glitch. Stylish!

BONUS +1

You've kept a very consistent quality to all your retile entries. I didn't think any of them were particularly bad for sure. I think your week 1 and week 5 entries are my personal favorites.

TOTAL 38

SUNDER PICASSO by KAYLAB

GAMEPLAY 20

You've gotten some overall very minimalistic objects this contest. Despite all the complexity and randomness found in other retile maps, sometimes you just want a straightforward N map with no tricks, yeah? All the movements here are quite fun to do and i liked the open-yet-constricted design in terms of routes. Running under that thwump was like butter. I do wish that other thwump had some more time in the spotlight, but hey.

TILESET 16

Felt metanetty. Keeping it open to keep all the floor-mines visible was a good idea. I think a bigger structure could have enhanced the gameplay of the second half.

BONUS +3

I really liked this map in particular out of all your entries. Your maps have a particular quality that feels much different than many other authors, and it was fun to experience that up front. Thanks for playing!

TOTAL 39

ART MUSEUM by AMIIBE

GAMEPLAY 15

i did like the overall structure of the map and how you dealt with some of the weirder parts of your object set. However, i thought that a lot of the items could have been used in a more smooth way, like those mines and gauss cannon on the bottom.

TILESET 16

the background looks like stained glass! very cool. With maps like these that offer gameplay through objects rather than tiles it really helps to keep things visually interesting. A lot of the rooms here are simply big chambers with some walljumps, perhaps a different build could make big changes. As it is, stylish looks dont make much difference to the straightforward gameplay.

BONUS +3

TOTAL 35

BLACKLEF'S CONSTANT by BLACKLEF

GAMEPLAY 19

Despite a lot of the weirdness, this map has a lot of style. It sort of felt like a game glitched out but is still playable somehow with all the data corruption. Individually the enemies are not that threatening (except the chainguns), it gives more focus to moving smoothly through areas. NEat use of launchpads.

TILESET 19

These spikey tiles do look great. I thought that a lot of them blocked off interesting parts of the map, like those mindes and secluded gauss cannons.

BONUS +2

your maps this round have been very weird and always interesting. It's fun to see different people's takes on the ReTiling concept.

TOTAL 40

CLOSE YOUR EYES AND LET GO by CHRIS E

GAMEPLAY 18

really unconventional movements needed here. I felt that the rocket ruins a lot of the chill here while you're figuring out the jumps. I liked the minimalistic setup here. this is my favorite of your retile entries.

TILESET 15

this really just wasn't that interesting, tileset-wise. Saving grace was that channel where the rocket can shoot through to the central chamber, and that weird jump to the trap doors.

BONUS +2

i've been playing ChrisE maps a long time and they're always fun. Thanks for playing!

TOTAL 35

WEEK 5

YAHOOZY

Amibe - Art museum

Gameplay - 8/25

Competently made but very uncompelling, and the inclusion of the trap door was a bad decision. Activating and jumping over the thwump was a fun moment, but everything that followed was very nondescript.

Tileset - 14/25

I kind of adore the 1-tile patterns on either side of the play area.

Bonus - 5

Just because you're so new to mapmaking and you stuck through this entire competition.

Good job, and I'm glad you participated!

Total - 27/50

blacklef - blacklef's constant

Gameplay - 20/25

Far and away the most fun of your contest output. Each of the sections have a similar and relaxed difficulty, which is consistently boosted to a healthy medium by the gold challenge. Asymmetrical all the way through and it's really great. Loved both chaingun sections.

Tileset - 18/25

Your brand of tile erraticism really payed off here. I think the only moment I felt was unnecessarily rough was the area around the entrance to the middle chaingun room, but it wasn't so obstructive as to take away from the map in any major way.

Bonus - 2

For sticking through the competition and having the stubbornness to never once compromise your vision.

Total - 40/50

ChrisE - Close Your Eyes And Let Go

Gameplay - 17/25

This is really interesting. I think what you were waiting for throughout the competition was a sparser set with interesting designs like this. The gold challenge was well-thought. Really loved how intimidating the right gold looks, as if it would require you to make two round-trips to get them all, but you only need to get the highest three gold as you come down.

Tileset - 15/25

Architecturally attractive with fun surface mechanics.

Bonus - 4

Feel like we dogged you throughout the competition, but we all really love your levels and are so glad you participated!

Total - 36/50

DaggaFork - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

DW40 - Bunraku

Gameplay - 21/25

WHAT an adventure. Absolutely a joy to just exist in. Never once played this map with a plan and that was always a good idea—loved finding my way over and over again.

Tileset - 25/25

Like a birthday party. So much fun. Could be my favorite from the entire competition.

Bonus - 0

Ineligible.

Total - 46/50

fingersonthefrets - Full Day of Loss

Gameplay - 22/25

So clever. Route and length were perfect. Feels nigh-ridiculous to say this, but I feel like some of the floorguards could have been used better or included into more puzzle portions. I can't imagine docking a ton of pointage for that, though.

Tileset - 18/25

A few sections that feel kind of funky to jump around in, and I didn't think the level needed that kind of movement tension. Also not a big fan of the visuals, but I don't know if I've ever taken points off for that throughout this entire competition, unless it was like, EGREGIOUSLY ugly. All that said, the functionality is there. Great structure.

Bonus - 0

Ineligible

Total - 40/50

Hyteriux - miss u like crazy

Gameplay - 13/25

The elements of this map independent of each other are really cool. Drone pathing, wonderful in the top left. The coherence really falls apart in the rocket room, which is at turns clunky to maneuver around and a kind-of-extreme jump in difficulty juxtapose the rest of the map. With the asymmetry of the drone spacing, it was just a little too much all at once, and not really fun if one can nail it.

Tileset - 17/25

Really nice structure, and again, I really love the paths carved out for the drones in the top left. A few oddities gave it some character.

Bonus - 3

You made it! And you did great!

Total - 33/50

jasdanu - Ant Hill Farm

Gameplay - 18/25

Tough but fair. When there's a philosophy operating the level's construction, gameplay that would normally be constrictive in a bad sense can become quite good. Biggest

trouble I had was getting one of the first patches of gold; the second one, above the one floating over the ninja at the start.

Tileset - 15/25

Could've stood for some refinement, but not much is wasted. I like how the outlier mines happened to make this hanging monster thing in the center.

Bonus - 3

Your best so far. Congrats on making it all the way to the end!

Total - 36/50

Kaylab - Sunder Picasso

Gameplay - 11/25

Cute, but insubstantial. Sparse objects but it's possible to make a more interesting hanging level with higher stakes.

Tileset - 13/25

Similar critique as above, but I do like the way this looks.

Bonus - 4

Ya missed a week but you showed up for the final round. Good having you!

Total - 28/50

Lightning55 - Nototto and Rum

Gameplay - 9/25

I have no idea how to properly play this thing, but I did manage to have some fun just kind of jumping around, avoiding the laser.

Tileset - 7/25

Tiles are really just kind of there, with minimal object interaction. Looks like it'd form a race.

Bonus - 5

Thanks for participating!

Total - 21/50

origami_alligator - ± 0.2 mA

Gameplay - 16/25

Sectioning off the bottom was really fun. Laser was my favorite enemy, love when someone knows how to let a laser roam so that it becomes a threat in different areas. Two rockets, a gauss and a laser was a little too hectic.

Tileset - 15/25

Geometrically attractive, but I think 2-tiles ultimately detracted from these objects, their being so difficult to move on and the amount of pressure from four different enemies in the top half of the map.

Bonus - 5

For running the show! This was a lot of fun! Thanks for having me!

Total - 36/50

PALEMOON - the night we burned chrome

Gameplay - 24/25

Few things in this game are as cerebrally stimulating to me as a wide-open floorplan with many rockets in my sightline. There's a block logic to this one, too, as I can almost see the ley lines to guide them over in order to pass. I really, really enjoy playing this.

Tileset - 22/25

I think this is beautiful, and I like that you left a lot of empty space to allow the player plenty of room to wrangle the rockets. I think I would have liked if the left-most rocket could see you approaching the exit, just because.

Bonus - 0

Ineligible. Thanks for judging with me!

Total - 46/50

script - Literally Cantaloupe

Gameplay - 23/25

This is wonderfully-constructed. Just so much fun to play, every chunk of gold was its own unique and interesting challenge to collect. The laser was absolutely *muah* perfect. What a strong way to end the competition, this is my favorite of your entries.

Tileset - 19/25

A little hideous but functionally perfect.

Bonus - 0

Ineligible

Total - 42/50

ska - (NO ENTRY)

Gameplay - 0/25

Tileset - 0/25

Bonus - 0

Total - 0/50

Spackal - Cryptology

Gameplay - 15/25

Fairly cryptic! I really liked descending the right and the floorguard mechanic, but neither route to that area, either up the right or through the middle, was very fun to me. I thought the chaingun was well-utilized though. Level kind of felt like it wasn't sure if it wanted to be a puzzle or an action map and those two identities kind of pulled at each other than work in unison.

Tileset - 19/25

Quite a surprise, really neat, and the architecture is cool. Looks like a broken mirror.

Bonus - 4

I had very little familiarity with your maps before this competition and you blew this thing outta the water. Great job sticking with it, loved having you!

Total - 37/50

Tempus_Fugit - kitsune's blessing

Gameplay - 19/25

So cool. Welcomingly overwhelming at points, because the high-difficulty areas felt very fair. Interesting interplays all around. Good job.

Tileset - 23/25

I think this is beautiful. What's more, this is obviously a modern map, but it has the soul of something a lot older. A lot of the innovations I saw, or a lot of what made a level successful when I first browsed NUMA were purely structural in a similar manner to this

map. And the setup of the tiles, it's very meticulous, calculated in the manner of a bygone era. Most might disagree, just a feeling I got!

Bonus - 0

Ineligible

Total - 42/50

WEEK 5

AIDIERA

Amibe :: Art museum

Gameplay - 15/25 It's a fun map and I liked the linear-ness.

Tileset - 13/25 It's visually appealing, but it doesn't help the gameplay at all.

Subjectivity - 1/5 You've improved a lot and it was nice to watch you find your own style.

Total = 29 points

blacklef :: blacklef's constant

Gameplay - 19/25 Of all of your maps, this one is the best. The enemies are fantastic and it's very tense.

Tileset - 16/25 Gorgeous tiles, but they get in the way of the gameplay sometimes.

Subjectivity - 2/5 Great map man.

Total = 37 points

ChrisE :: Close Your Eyes And Let Go

Gameplay - 17/25 Very addicting. Those drones are deceptive. It's a bit too hard though.

Tileset - 15/25 There's no flair, but it works.

Subjectivity - 3/5 I enjoyed this a lot.

Total = 35 points

DW40 :: Bunraku

Gameplay - 17/25 It's chaotic, but you fit a lot of gameplay into one map.

Tileset - 19/25 These remind me of 179's maps. They're great.

Subjectivity - 2/5 I could play this for hours.

Total = 38 points

fingersonthefrets :: Full Day of Loss

Gameplay - 17/25 It's tedious. But you did manage to use almost all of these enemies, so good job.

Tileset - 16/26 I like it but I wish that it had more routes.

Subjectivity - 3/5 It's honestly impressive what you managed to create.

Total = 36 points

Hyteriux :: miss u like crazy

Gameplay - 20/25 I love the layout of this map. Really ties together the enemies in a great way.

Tileset - 21/25 It's wonderful. I love the 3-tile motifs and the tall towers.

Total = 41 points

jasdanu :: Ant Hill Farm

Gameplay - 14/25 It's very constricted. I do wish that it was roomier.

Tileset - 15/25 I love the overall layout, but it should be a bit smoother.

Subjectivity - 2/5 It was hard to not make a minejumper, but this was pretty good.

Total = 31 points

Kaylab :: Sunder Picasso

Gameplay - 17/25 It's quick and simple, and I love the thwumps.

Tileset - 15/25 It's pretty basic. The pointy platforms were cool.

Subjectivity - 1/5 I enjoyed slipping under the thwump.

Total = 33 points

Lightning55 :: Nototto and Rum

Gameplay - 17/25 There was a nice flow to the map which I didn't expect from first viewing.

Tileset - 14/25 It's certainly not pretty, but it works well.

Subjectivity - 1/5 That laser is awesome.

Total = 32 points

origami_alligator :: ± 0.2 mA

Gameplay - 15/25 These enemies clashed a lot, and it make playing the map feel like a chore.

Tileset - 18/25 Very stylish.

Total = 33 points

PALEMOON :: the night we burned chrome

Gameplay - 23/25 It's fantastic. I loved the rockets and how well they worked, and I loved highscoring it.

Tileset - 20/25 It's very good. I like both the tunnel part and the open spaces.

Total = 43 points

script :: Literally Cantaloupe

Gameplay - 17/25 I like how well the laser covered the entire map. The gold was fun to collect as well.

Tileset - 14/25 Certain parts of the tileset were rough and stopped the flow of the map.

Subjectivity - 1/5 I enjoyed the bottom section a lot.

Total = 32 points

Spackal :: Cryptology

Gameplay - 24/25 This map is hella fun dude. That chaingun is persistent, and the puzzly aspect of the map works excellently.

Tileset 22/25 These tiles are really doing it for me. They're wonderful.

Total = 46 points

Tempus_Fugit :: kitsune's blessing

Gameplay - 12/25 It's horribly tedious, but I liked the idea of the map.

Tileset - 14/25 It honestly looks likes three different maps.

Total = 26 points

Yahoozy :: At Last I Am Free

Gameplay - 20/25 Excellent use of all of these objects. Falling down to the bottom section wasn't the best, but I liked everything else.

Tileset - 16/25 I didn't really like this one much. That face was cool.

Subjectivity - 1/5 You never disappoint.

Total = 37 points

WEEK 5

LORD_DAY ...again :/

Yahoozy - At Last I Am Free

Gameplay (25 pts) - 23

Tileset (25 pts) - 25

Subjective (5 pts) - 5

Total: 48

PALEMOON - the night we burned chrome

Gameplay (25 pts) - 22

Tileset (25 pts) - 22

Subjective (5 pts) - 2

Total: 44

origami_alligator - ± 0.2 mA

Gameplay (25 pts) - 17

Tileset (25 pts) - 19

Subjective (5 pts) - 3

Total: 39

3-Tile: A ReTile Competition has concluded!

NUMA has not been so active these last few years, but thanks to all of the participants for the ReTile competition, we've seen a huge amount of activity on the site over the last couple months. Overall, 77 maps were made for the competition across 5 weeks. The final round concluded in the last week of May and now we have the results of the competition! As promised, here are the title and links to the top scoring maps from each participant. Please rate/comment/enjoy these maps as they are all amazing creations!

Amibe :: [url=<https://www.nmaps.net/238768>]Escape[/url]
blacklef :: [url=<https://www.nmaps.net/238844>]blacklef's constant[/url]
ChrisE :: [url=<https://www.nmaps.net/238842>]Close Your Eyes And Let Go[/url]
Daggafork :: [url=<https://www.nmaps.net/238749>]a8197bbd8fd537b49d1502a28cbc98101b5f5bd[/url]
DW40 :: [url=<https://www.nmaps.net/238740>]Cosmic Fragmentation[/url]
fingersonthefrets :: [url=<https://www.nmaps.net/238758>]Impepho[/url]
Hyteriux :: [url=<https://www.nmaps.net/238803>]A Mile Under[/url]
jasdanu :: [url=<https://www.nmaps.net/238827>]Hounds of Baskerville[/url]
Kaylab :: [url=<https://www.nmaps.net/238816>]Two Doors, One Gauss[/url]
Lightning55 :: [url=<https://www.nmaps.net/238769>]The Path We Take[/url]
origami_alligator :: [url=<https://www.nmaps.net/238835>]Meth Valley[/url]
PALEMOON :: [url=<https://www.nmaps.net/238846>]We Burned Chrome[/url]
script :: [url=<https://www.nmaps.net/238811>]Fat Ghost Facility[/url]
ska :: [url=<https://www.nmaps.net/238762>]playing the cards you're dealt[/url]
Spackal :: [url=<https://www.nmaps.net/238775>]Afternoon Lines[/url]
Tempus_Fugit :: [url=<https://www.nmaps.net/238821>]cyberg melts[/url]
Yahoozy :: [url=<https://www.nmaps.net/238780>]Strontium-90 Half-and-half[/url]

Below are the total points for each person. A huge round of applause for our Top 3! They will each be receiving a featured map from one of their submissions for the competition, written by none other than our fabulous judges, Aidiera, PALEMOON and Yahoozy!

[b]TOTAL POINTS ::[/b]

[url=<https://www.nmaps.net/user/fingersonthefrets>]fingersonthefrets[/url] :: 790
[url=<https://www.nmaps.net/user/Spackal>]Spackal[/url] :: 790
[url=<https://www.nmaps.net/user/yahoozy>]yahoozy[/url] :: 757
[url=https://www.nmaps.net/user/origami_alligator]origami_alligator[/url] :: 751
[url=<https://www.nmaps.net/user/Hyteriux>]Hyteriux[/url] :: 726
[url=<https://www.nmaps.net/user/DW40>]DW40[/url] :: 717
[url=<https://www.nmaps.net/user/PALEMOON>]PALEMOON[/url] :: 700
[url=https://www.nmaps.net/user/Tempus_Fugit]Tempus_Fugit[/url] :: 650
[url=<https://www.nmaps.net/user/blacklef>]blacklef[/url] :: 642
[url=<https://www.nmaps.net/user/ChrisE>]ChrisE[/url] :: 618
[url=<https://www.nmaps.net/user/jasdanu>]jasdanu[/url] :: 573

[url=<https://www.nmaps.net/user/Lightning55>]Lightning55[/url] :: 573
[url=<https://www.nmaps.net/user/Amibe>]Amibe[/url] :: 533
[url=<https://www.nmaps.net/user/Kaylab>]Kaylab[/url] :: 491
[url=<https://www.nmaps.net/user/script>]script[/url] :: 436
[url=<https://www.nmaps.net/user/ska>]ska[/url] :: 409
[url=<https://www.nmaps.net/user/Daggafork>]Daggafork[/url] :: 236

Some extra thanks are in order for script and lord_day, who helped with judging; Aidiera, for making it easier to keep track of the judge comments and scores; Tempus_Fugit, for creating a program to randomize who retiled which maps each week; and Daggafork, for placing the original announcement on NUMA. If I am forgetting anyone, know that your work, time and effort are greatly appreciated!

Until the next competition...

<3 origami_alligator