

Universal Rules

- These rules apply for every week, regardless of themes. Breaking this rules will result in an instant disqualification.
 - Resubmissions - Levels submitted on or after Week 50 are not eligible. Furthermore, any level who has made a Top 10 in ANY LOTW is not eligible.
 - Reuploads - Once submitted, that level can not be reuploaded or resubmitted.
 - One level per user per week.
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<u>No Previous Winners (75)</u>	<u>Puzzles (79)</u>	<u>Limited Palette (83)</u>
<u>Castles (76)</u>	<u>Single Enemy (80)</u>	<u>Second Chance (84)</u>
<u>Bottom Screen (77)</u>	<u>Maker's Choice (81)</u>	
<u>Boss Battles (78)</u>	<u>Airships (82)</u>	

Weeks#76 - Castle

For levels to be eligible this week, at least one of the subworlds needs to be in castle theme.

Week#77 - Bottom Screen

For levels to be eligible this week, they can only use the bottom half of the screen. This includes things that are offscreen or secret areas. If the camera is not locked in place, it will be automatically disqualified.

Week #78 - Boss Battles

For levels to be eligible this week, the level must feature at least one boss battle.

Week #79 - Puzzles

For levels to be eligible this week, they must be puzzle. There must be a sequence of events that need to be solved in order to proceed

Levels that are solely scavenger pink coin hunts will be disqualified.

Week# 80 single Enemy

For levels to be eligible this week, they must be focused on a single enemy chosen by the creator.

Other enemies can be used, but they must relate to the chosen enemy. Examples -

If the enemy chosen are buzzy beetles, here are examples of how other enemies can be used -

Fire pirahnas riding parabeetles

Stacks of enemies that include at least one parabeetle

Wigglers or munchers that need to be bounced from beneath by a buzzy shellmet.

An enemy that drops from a noteblock activated by a beetle.

A boss that can only be hit by beetle shells.

Maker's Choice

Levels must include two of the following elements -

Airships