

Tran Visir by Egon

This was exactly what I had envisioned when Ness floated to me the idea of remixing *Ataraxy* objects, rather than the track itself. Great blending of styles and use of objects, beautiful detail, the depth is amazing. Only negative here is the size of the project, and the pretty unreliable ride. If only you put as much effort into trackmaking as you do forum posts lol.

7/10

Past Participle AKA Router I by loge_0

I haven't actually saved a time yet, but this track is so much fun. Love what you've done with the objects, especially how you've added to them in subtle ways to make them your own. Very impressive output given less than a day's work!

7/10

Rustica Arida by C9KC

I wish you had more time to work on this! The house and clouds are really beautiful. There's something really stunning about your style, I hope you have more time to draw in the future. I think you could've done more with the original track, however; remember, remixing is key in this contest!

6/10

Serenity by Clash06

Fun track! Great use of the objects to make a completely new ride. Love that it's in the sky much like the original, and like what you did with *Guru Laghima* too. Your clouds and detail style show promise, please check out the Compendium and have a look through the guides there – you have potential!

6.5/10

SCREAM MY NAME by Sltg28

If not for one of the best remixes of all time (in my humble opinion), this takes 1st place without any issues at all. The scale and quality on show here really is a marvel. Love how you remixed the ride itself and worked it into a completely different theme. The massive ship is the showstopper for me, really incredible drawing. Love how you added the Monk Gyatso statue under the water, as a nod to the original – stylish touch. The ride is fun, had no issues at all. CC for you: I think your clouds could do with some work; they're very messy and stand out as particularly poor in comparison with the rest of your work. Same goes for your waves, and in a similar vein the ocean floor being lower would have been more-ideal for an oil rig drawing. Finally, just be careful with your use of grid for filling space with man-made things; the massive box with just straight lines to fill the space really stuck out. Sometimes less is more! Criticality out the way, outstanding entry. Keep it up and you can win this contest!

9.9/10

Chakra Charging Station by mR..A

This is insanely creative. I never could have guessed that the panels of a shrine get turned into a mob! This track feels like it could be concept art from a World of Warcraft zone, the mobs look straight out of the game to me. Love how every single line serves a purpose, there's no kb wastage here at all. Super crisp and clean, and the ride is – of course – super fun to boot! Not much else to say really, just love love love.

7.5/10

Not Around by Flying_T_Rex

Another super creative use of Ataraxy elements here! Love how you turned the islands into rock formations, very clever work there. I've never played *Death Stranding* but love tracks rooted in video game lore, the ghosts flying overhead, the snippets of dialogue and the flying sections are really great homages to the game using our medium. I think what could have really set this track apart, is a bit more work on the ocean and the background. You had the right idea with the lines, but think they should've been denser at the horizon and then pretty sparse closer to the foreground, to give the illusion of depth. Further, some background clouds and a bit more added to the mountains would have really tied this piece together for me. Nitpicks aside, this is a fantastic entry, and is proof you're in the running to win the whole thing. Great stuff!

9/10

Chasing Wind by narrowed

This is a super fun track! Love how you used the items to craft something completely new. Each section provided a bit of challenge without any sections of ride sticking out as particularly unfair or unfun, and the changes in gameplay too show off a great taste for creativity in ride creation. I hope to see you take a stab at detailing yourself in future rounds though, to complement your approach to ride creation!

6/10

Kakariko Village by panda_rider

You really did Kakariko Village justice! The layering of houses, the ruins from TotK, the little statue by the pond, the fireflies, the cuccos running around, the farm equipment, the shrine... So much character in this track! I absolutely LOVE how you turned one of the *Ataraxy* houses into the chief's house, and the general layout/scenery of that part of the track in general... It's all so gorgeous, really love it. I can't get over all the little details in this track, from the slow-mo being made to look like Link's rewind ability to the cucco blasting boosts at the player. In this vein, the ride was generally great, with some smart recycling areas and generally good use of powerups. Now, to address the elephant in the room – the *Yellow Mountain* trees. I noticed them straightaway as I play that track a lot, I get they are only small and don't add a whole lot, but if you are going to use someone else's art you need permission and to give them props (if you get permission). Short of that, just "reference" them and draw them in your own style in future. I really love this track, but will have to knock some points off this for that; I hope you keep building on what you've created here though, you show a heap of promise!

7.5/10

provider by nitrogeneric **Volund's pick**

Sharkfin said this has the best ride of all time, and I find it hard to disagree with him. 5 minutes of ride for a remix contest entry is insane, and it's not like this is a trial track! The amount of gameplay variety is almost as staggering as the scale and quality of detail in this track. I'm not even sure how one has the vision to make something like this from the bones of *Ataraxy*, it takes a master of one's craft to get to this point. This has to be one of the best remix entries of all time, entering the pantheon along with tracks like *SEVENTH SEA*, *Vulcan Genesis* and *Shattered Dream*. There *might* be nitpicks for this track, but I cannot in good faith name any knowing this was made in two weeks. Personal favourite details for me include the CRT monitor, the scattered nuts and bolts and the arms of the android. Whole scene feels like it came straight out of Singed's lab (ARCAAAAANE), Eli mentioned how unsettling this track is which only goes to show how well-crafted this piece of art is. I'm just rambling at this point, this is a competitor for TotY for me – even accounting for MOLTA's release.

11/10

Ataraxy Electric Company by qduhon

You've quietly been becoming one of my favourite creators on the platform. I've been watching you closely since your Mario CE, and this track really feels like the beginnings of something special. Your detail is ridiculously clean, every line feels so sharp and intentional, in the same way as a Seasnails or mR..A track. The ride here is super fun, clear standout was the laser being used in place of the blast of air from *Ataraxy*. I think you're only a matter of time away from pumping out features, really my only bit of CC is to give yourself more time to expand on what you've made here, you have the talent! For this track in particular, more background detail and something to fill the space between the right and left side of the track was necessary to push this into the upper echelons of the contest. Keep it up bro, you can go far!

8/10

Temple of Time ///// *TOTK* by Innominate

First off, whether intentional or not, I love this uses/references two tracks of mine, though of course using the TotK version instead! I'm gutted you didn't have more time to finish the opening scene, because what's there is gorgeous; really masterful work with your hatching. The construct is super cute, the trees are spot on, and the temple itself is just so impressive! Using the interior of the temple as a series of mazes/puzzles using the *Ataraxy* objects was not what I was expecting at all, and indeed ended up being way more fun than I thought it would be! Some CC here though: the blob maze in the islands, though a great concept, needed more checkpoints and more-reliable gravities to be fun. Hitting that last gravity to get that star is brutal, and without a checkpoint nearby makes it doubly frustrating. Likewise, that last balloon section was also super unforgiving, and the lack of checkpoints along the way also was needlessly frustrating. All this being said, incredible work, one of the coolest tracks I've ever seen. Hope to see you finish this someday soon!

9/10

Sillyville by SilentFinger

Really cool track! Reminds me of Fish Bowl by max, really has been a heap of fun flying around the track trying to reach the star. Some of the paths, like in FB, do feel a bit under-loved in comparison to other ones, but this is a nitpick and me being greedy for more lol. The style is really cute, especially with the gnomes running around. There's so much to look at too, the composition is really interesting; some areas really looks straight out of a Ghibli movie. Another fantastic entry, hopefully you can come out with another next round :)

10/10

My Abyss by Egon

The first section of this track might feature your best detail yet! Knowing this, I really don't know why you wouldn't put in the remaining time of the round to make something truly fantastic. Your detail is super clean, has heaps of depth, uses contrast really well, and nothing is messy. It was such a shame seeing this in the thumbnail, and that more or less being the whole of the track. As far as the ride goes, just be careful with using multiple physics lines in one spot (makes the ride unpredictable and unfun), and work on your checkpoint placement a bit. Some cps were redundant whilst others needed to be placed earlier, such as the one before star #2. As a rule of thumb, you want cps to be placed in a way where the player has the opportunity to fix mistakes, and by placing it in mid-air, you greatly reduce the possibility for the player to do this. As a final note, would like to see more use of objects in the last round!

8/10

magnets by cmLd

Pretty neat stuff here, just a shame you couldn't finish it all! The grass, cottage and ship are highlights for me, lovely style. The hills in the bg are pretty neat too, but the fg rocks/caves and the rocky hill at the top needs some work; definitely have a look through the compendium for advice ala hill and cliff detail! Ride looks fun, lots of gameplay variety which I love to see! Won't comment too much on what needs work here, think what didn't work was due to lack of time; just be sure to use as few lines as possible when making the ride, reduces chance of vehicles and bikes glitching.

7.5/10

殺気 (*Bloodlust*) by JustAGDFan

Really really fantastic use of objects from R1 and R2 to make a very interesting and unique track! Highlight of this, for me, is the use of the sky bison statue to make two alternate daemons, one evil and one not. Very sinister, great stuff! Really, the only thing missing to tie this together is an epic bg; some heavily shaded clouds, some stars, an abstract/nightmarish bg... This has a heap of potential, would love for you to finish at some point in the future! As far as the ride, I'd just caution against using too many boosts and gravities to make the ride work; these are pretty inconsistent and lead to unfun ride patterns. Try to rework sections of the ride so that powerups are used to *enhance* the ride, rather than patch holes in the ride. Otherwise, really interesting stuff! Keep it up for R3!

7.5/10

Irony Mark by loge_0

Super fun with a great section at the beginning for advanced players to cut, has been fun exploring the different paths and seeing how many different ways the track can play. Not much to speak of otherwise, just a great lil track!

7/10

Ultima Minuta by C9KC

Some of the rock detail is really effective, particularly in the smaller rock formations. The larger sections needed more TLC or a different approach, but still think it worked for what it's worth. I've played through a few times but I'm still not entirely sure how the ride is meant to work, I keep dying part way through. Not sure if skill issue or ride problem, couldn't discern given other ghosts use shortcuts, but feels like a ride issue given you hit your head on the small physics line. Is a shame, because first section felt pretty good.

6/10