

*Okay, let's get started!*

*I played as Fang, because no one likes him, and then I replayed this level as a spin-character. I love Fang and give him love, but the map makers don't love him.*

## *HUB*

*Thank you Stjr for such a simple hub. Last season he lagged a lot for me, and now there is a small but pleasant scene. Thank you!*

RIP Big Sev. You were a cool administrator. It is a pity that you left us.



RIP Larz and Roy. You are an amazing judge, Larz I like you very much, I wish you were there. Roy, I don't really know you, and I don't know how to end this joke



## Knothole Coast Zone Act 1 by Apollyon

Well, the stats look a little tight. It could have been made bigger.  
When I exit the start, I see an arrow from the rings. I don't really understand why she it, because there is nowhere else to go.

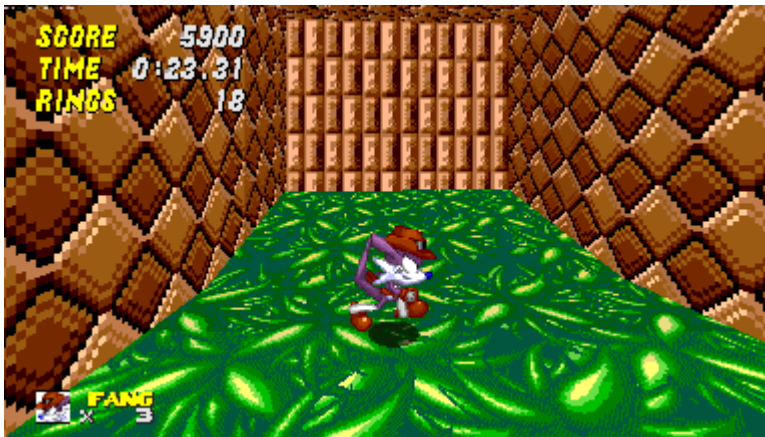
It's not very nice to do this. Use the invisible FOF.



This looks a little odd. If I were you, I would make it more similar to how it is done in CEZ



I am stuck. Had to go back. *Bruh.*



*Yes, it seems very strange*



In fact, I will not say particularly bad things about this level. Short, fast, nice

~~And yes, I found an Easter egg and it seemed terrible to me (the one on the left)~~

## Emerald Aether Zone by Krabs

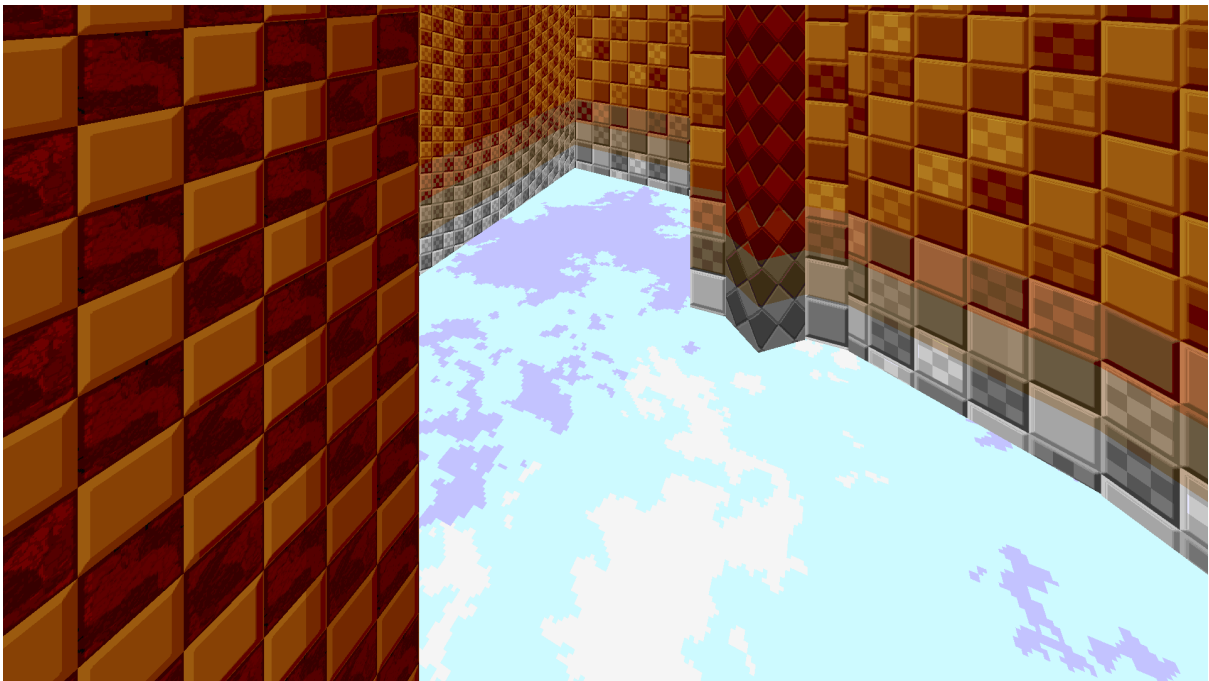
For what?

This level hates Fang and Amy so much. He looks at them from high and says:  
"You are nonentities who do not have spindash"

I admit, it's not very good to make secrets like that. It's too easy.

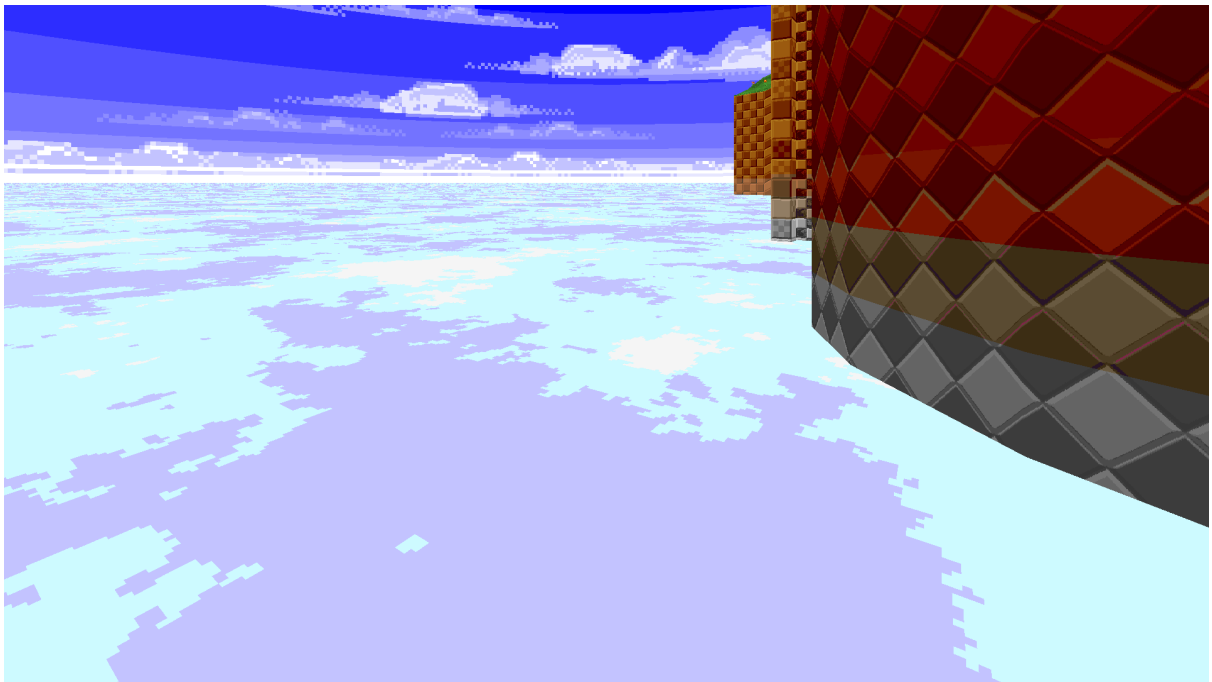


Bruh





BRUH



BRUH



This level is very good. I ran for Sonic, for knuckles and it was incredibly fun. All these slopes are great fun!

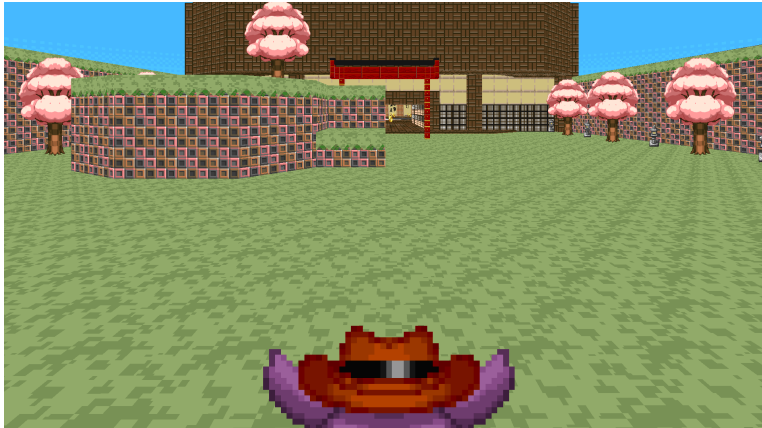


I didn't really understand the end because of the broken polyobject. I jump on it and it ...disappears! And then it appears elsewhere. And i'm falling.

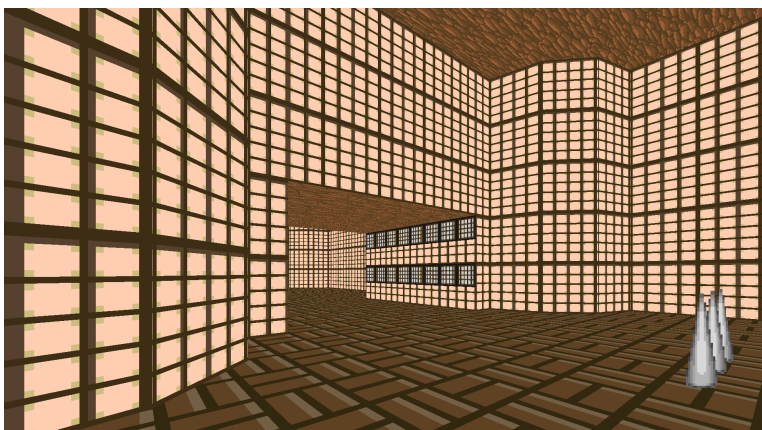
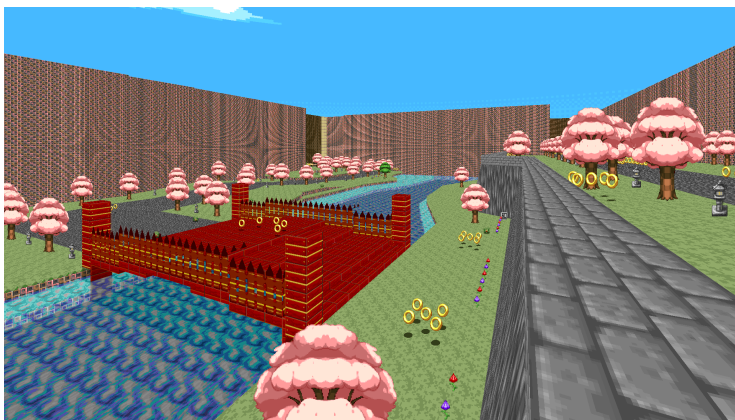
# Hakuryu Dojo by Zaxel

Well that was...  
Let's go in order

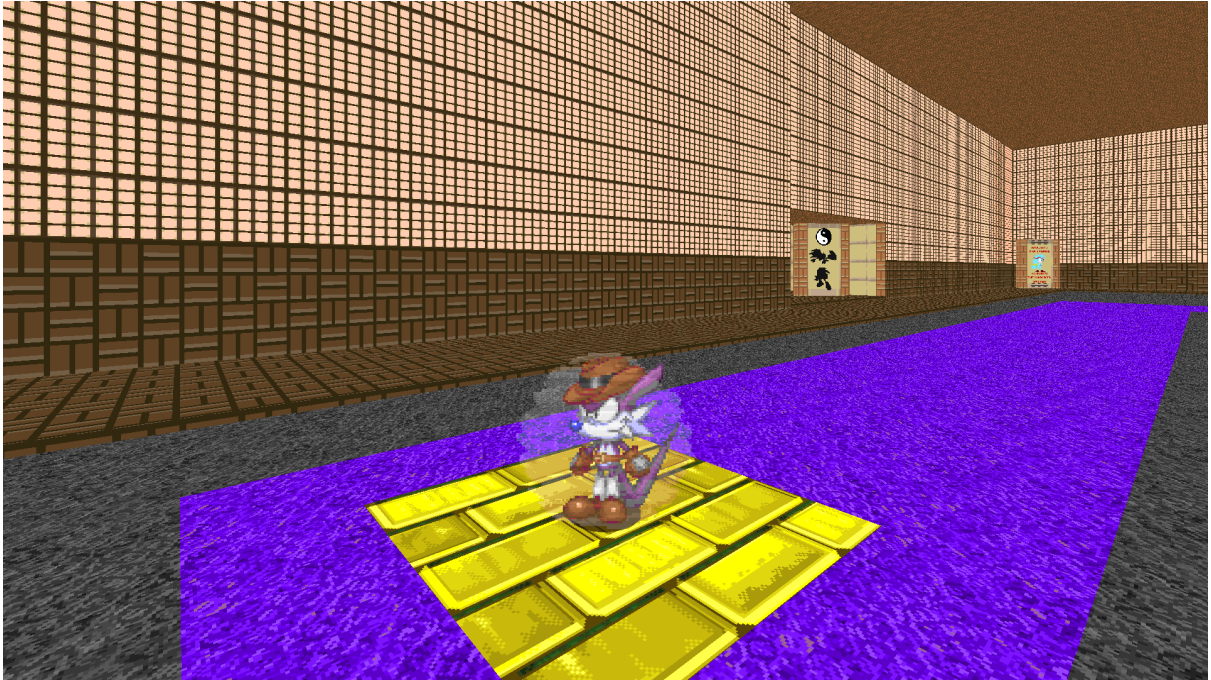
The very beginning of the level and I immediately see an error - the camera is too close to the player. You need to either move the player's spawn point or move the wall



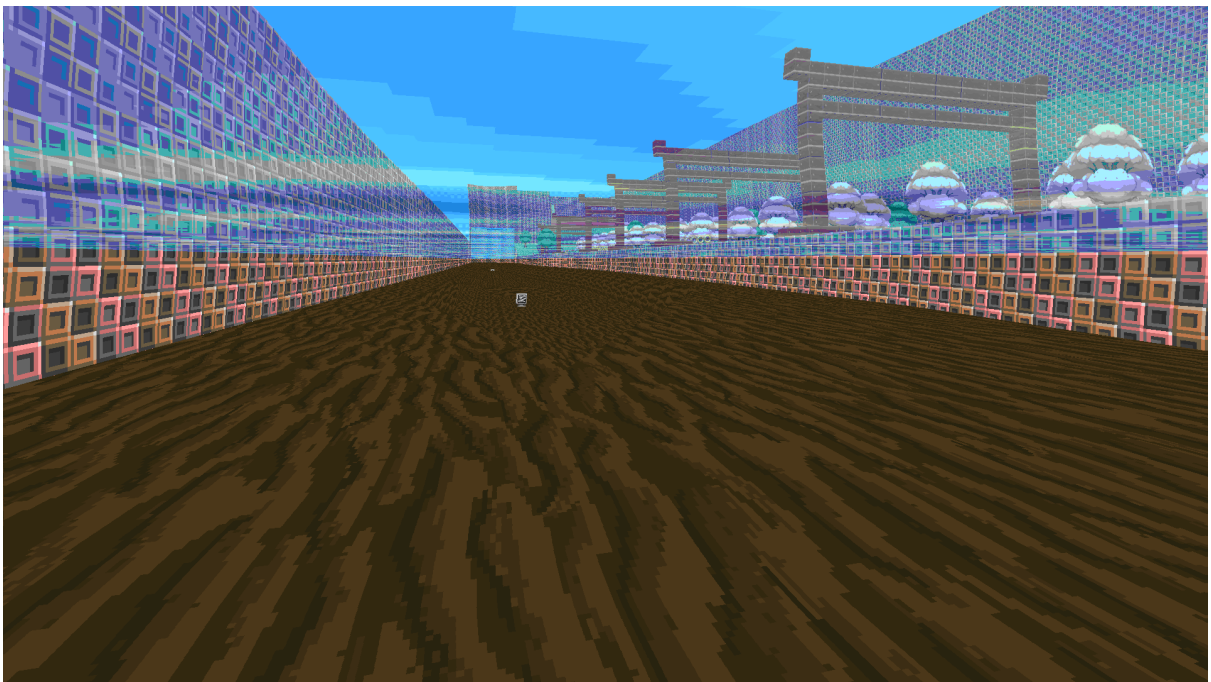
The level looks boring. It has too many shades of brown. And also I didn't really understand why there are some enemies here. They just don't fit into the theme of the level! The bats? Beetles? What?



You needed to add an audio or visual notification so that the player would understand that this is a button (*I thought it was a teleport*)

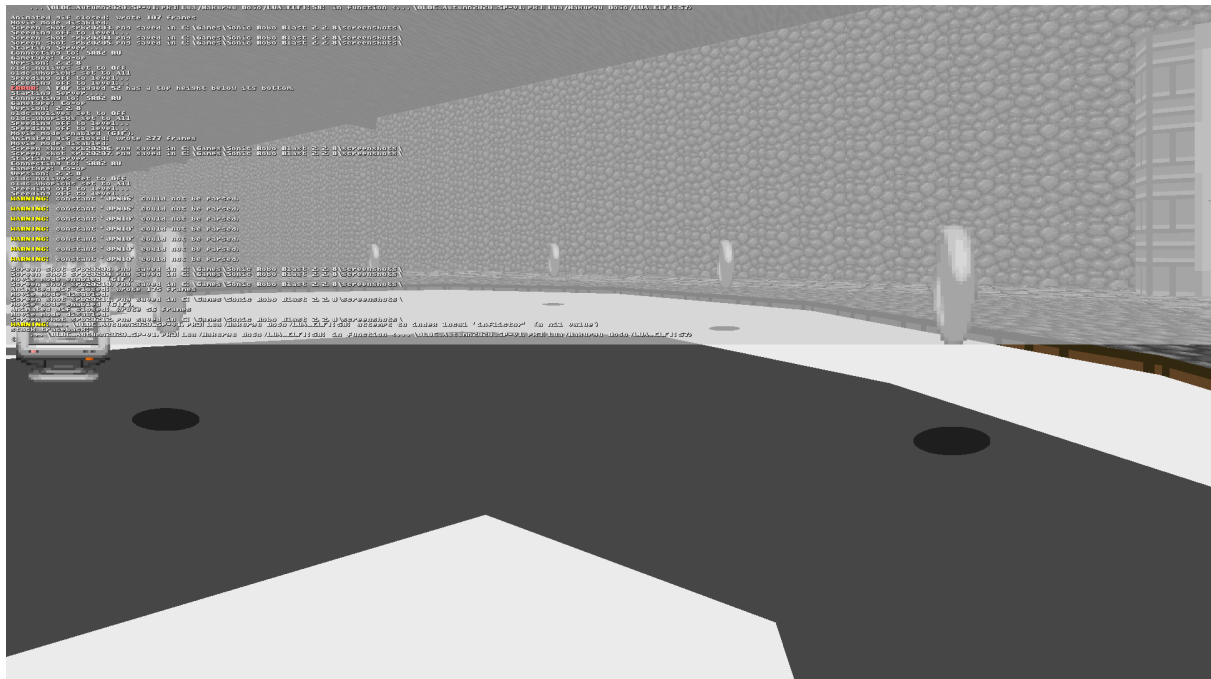


*Water has no color!*





*Your level is broken! It had some weird moments when I played as Fang and I doubt I can do it again.*



*Well, overall I didn't like the level.*

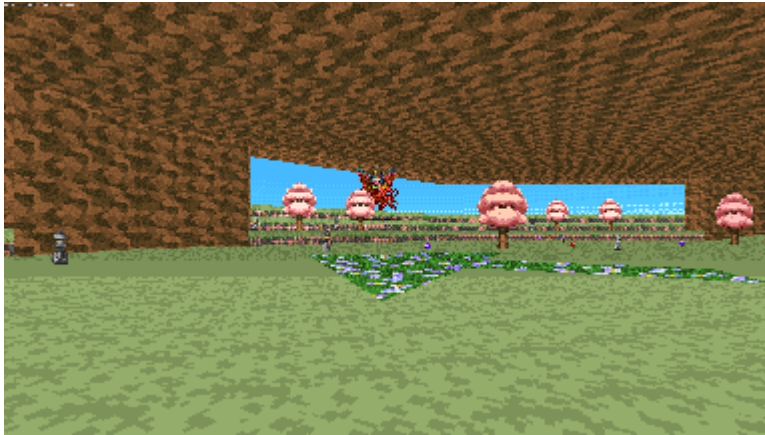
- Too tight
- Despite the fact that there are custom textures, there are still too few of them.
- Strange and unnecessary enemies
- The level is too horizontal. Very little height play

*And the end of the level... It was...*

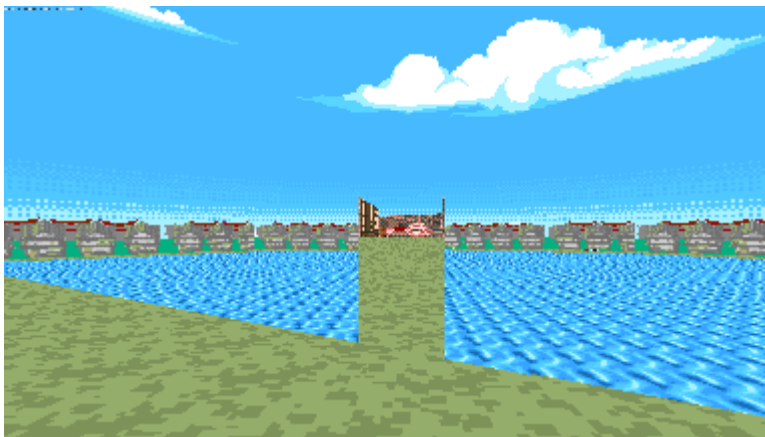
...

*I don't know why you made three arenas in which to kill enemies. It's boring. Especially the third stage.*

*The boss is horror. If I shoot the boss, then he answers me and hits me. That is, even in theory, I cannot pass the boss without taking damage. I'm very disappointed and I felt like there was some easy way to kill the boss, but I'm too dumb to understand.*



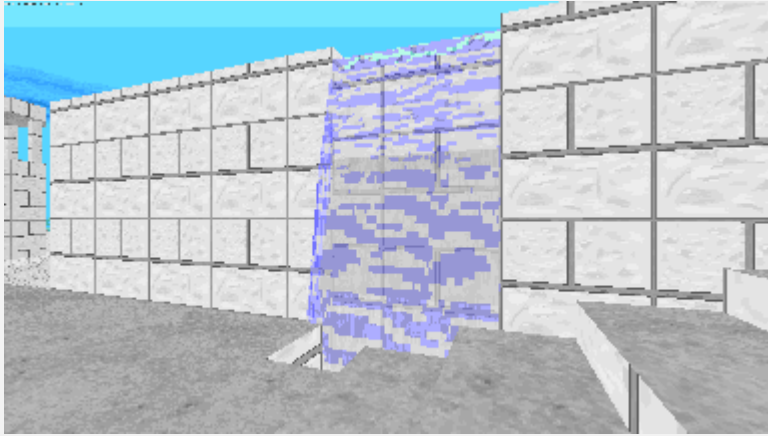
*This is a very noticeable bug.*



## Alabaster Fountain Zone by BronsoKip

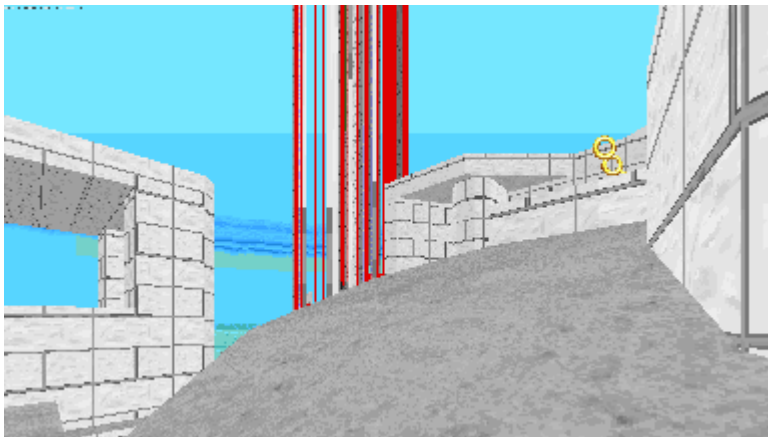
Well, at first glance, the level looks very interesting. Nothing complicated.

*There will be these strange waterfalls throughout the level. Can't you do them?*



Ok, let's go over the level... What is it? What is it?

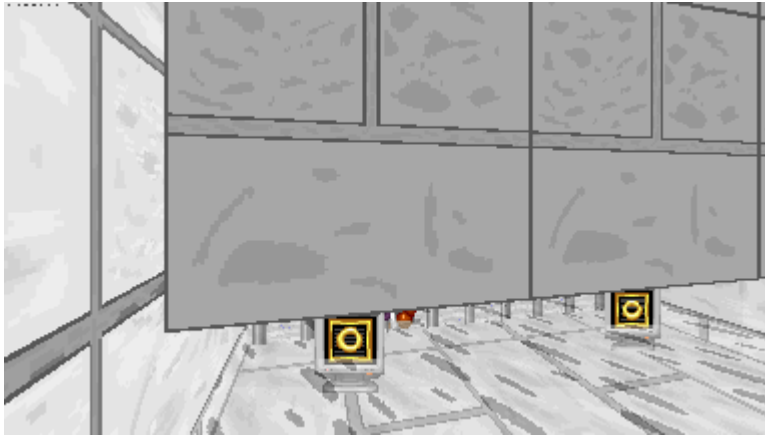
Throughout the level, similar errors will occur. A lot of them. It is unpleasant



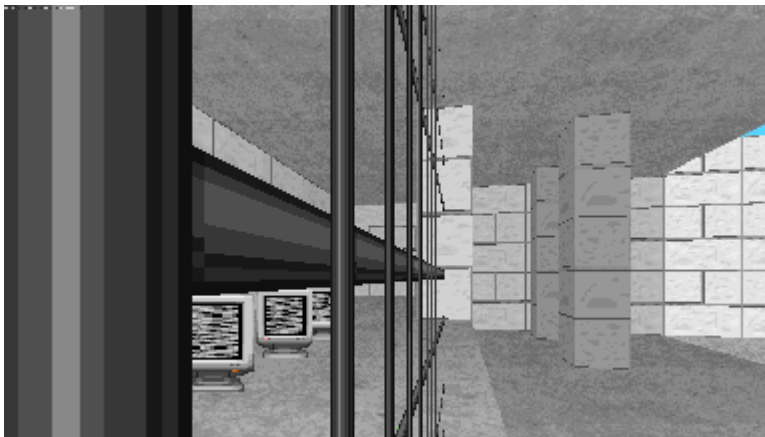
Well what can I say. *This is one of my favorite levels.* Yes it is. This level is very simple. And this is his genius.

Competent level building for *each character*. I really liked that different characters can go the same way in different ways. *You make the player think.* And this is very good from a game design point of view.

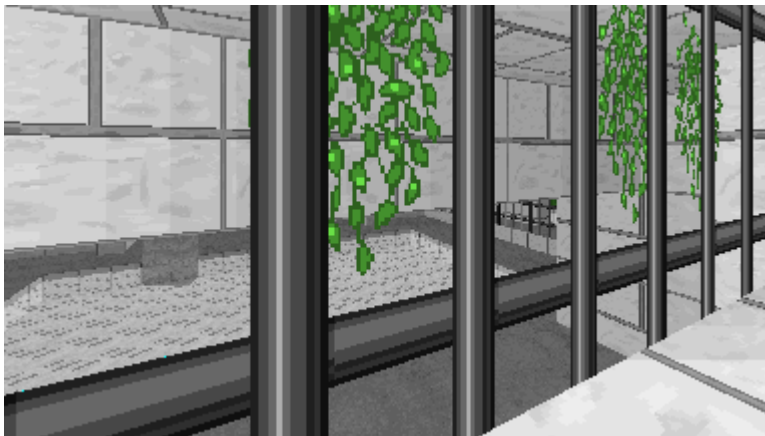
*I am stuck. Bruh.*



*There are very, very many similar mistakes at the level.*

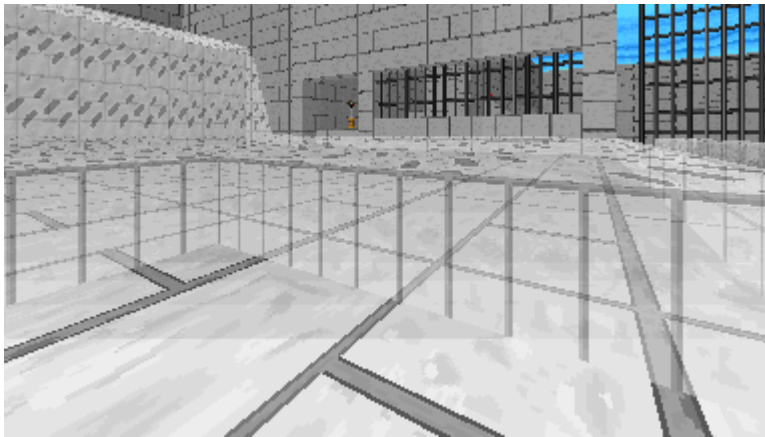


*The level creator demonstrates a simple but very nice feature - crossing paths. That is, walking along one path, you see another, but you cannot get into it. This is a very simple but good move. I like it.*



*There is no water here.*

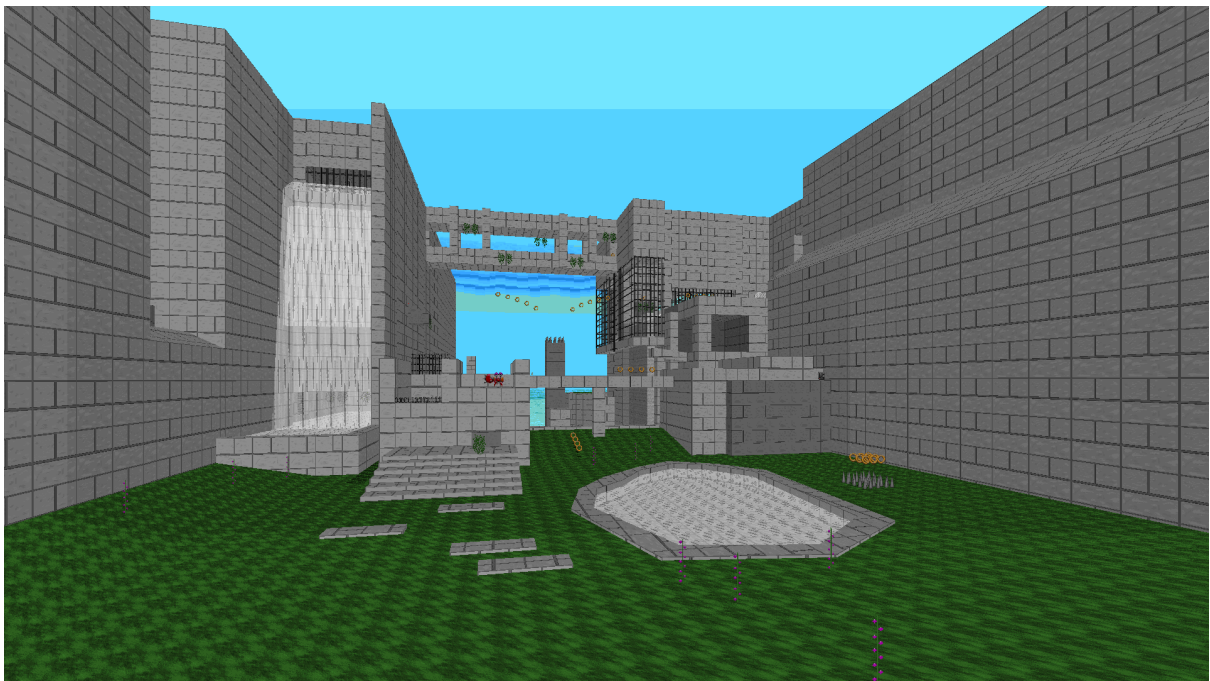




*I just... died? what?*

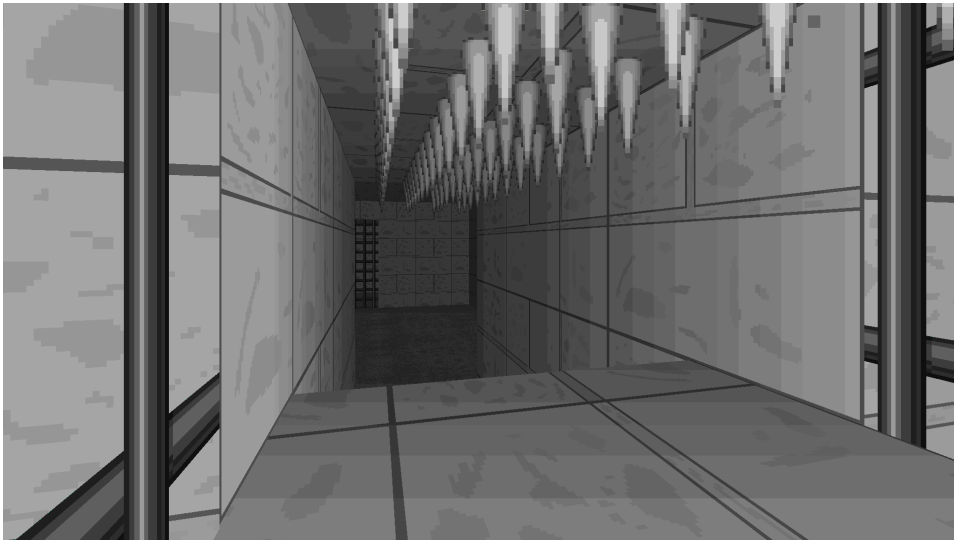


*It looks very simple. And this is very cool. If you add a few details for the decor, it will be amazing!*

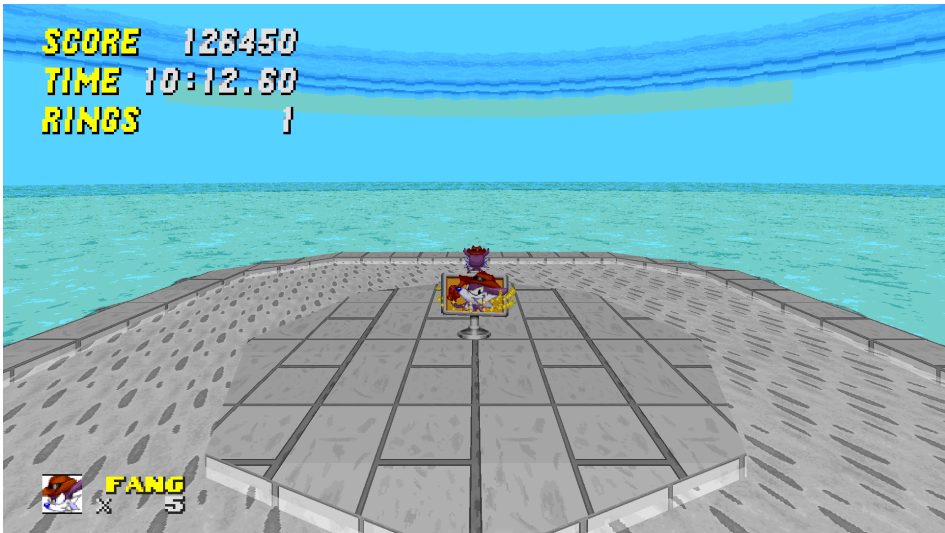


*OH MY GOD, THERE IS A SPECIAL WAY FOR A FANG*

I really liked this moment. There's a crab here. You must jump exactly at the right moment and kill the crab. Nothing complicated, just a subtle calculation.



I went through this level for 10 minutes, and I really liked it!



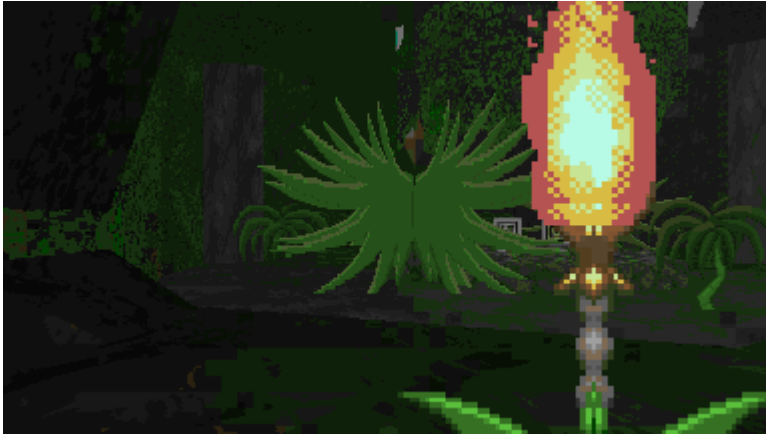
You have a lot of errors in the console



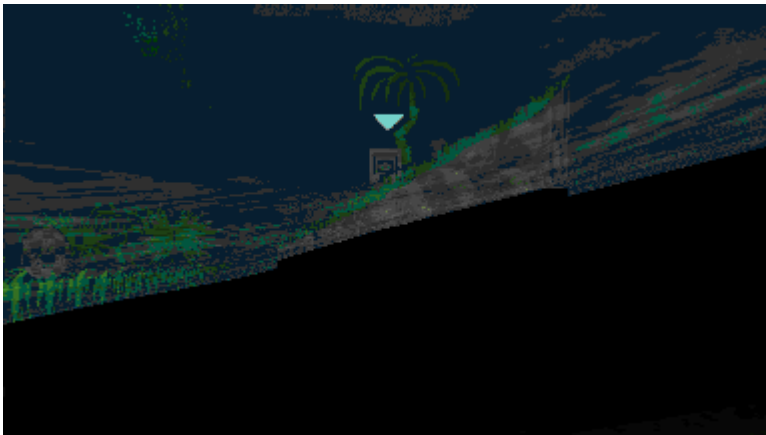
## Overgrown Heights Zone Act 2 by InferNOrr

Dark. I like it.

Bruh



The water is very dark.

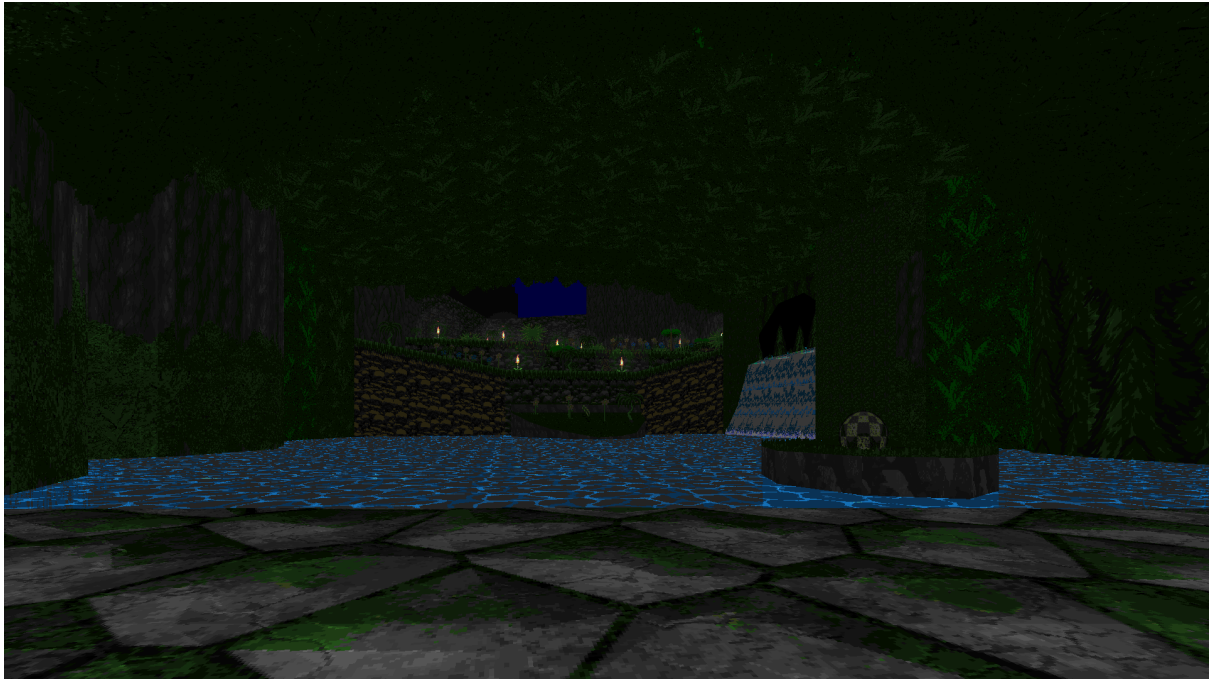


Why can't I go there? LET ME IN



This level is beautiful and pleasant. There are many slopes on it, but I found it a bit cramped. There are too many objects at this level. Lots of. This is bad.

*Take any screenshot on the level - it will be beautiful.*



*Unfortunately, I could not check out this level in all its glory, because it lags me :(*

*Sorry for so few*



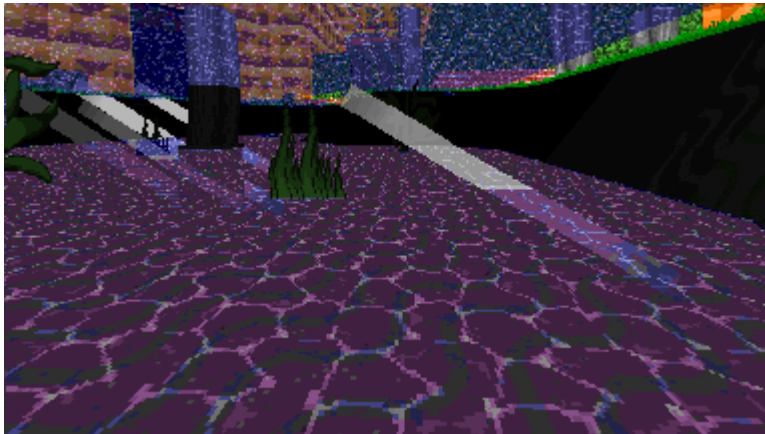
# Gate Garden Zone by Ruberjig

The first thing I see is three errors (most recent)

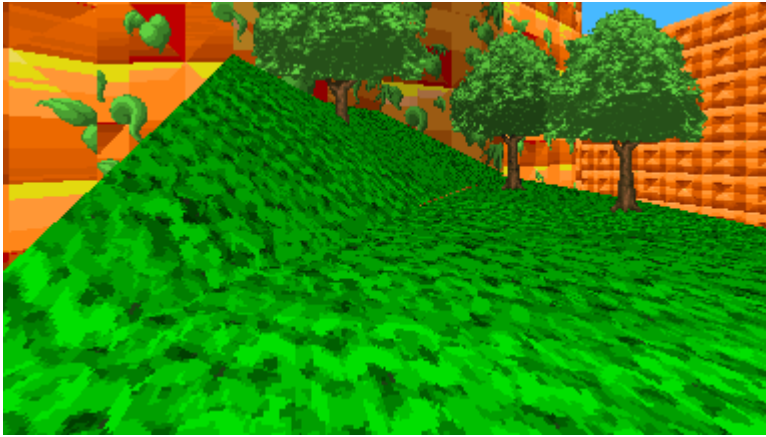


I liked the new enemies. Robots are simple. They are just running around. But I didn't like the flowers - you can't kill them.

Water texture on the floor. Let the water go below so there is no mistake



You have a little slope problem.



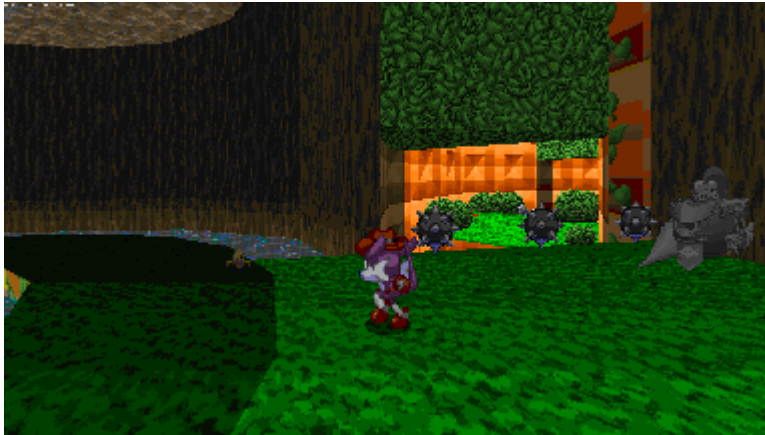
You just made an invisible barrier. Don't do that. Could you put a regular texture in there... a fence?



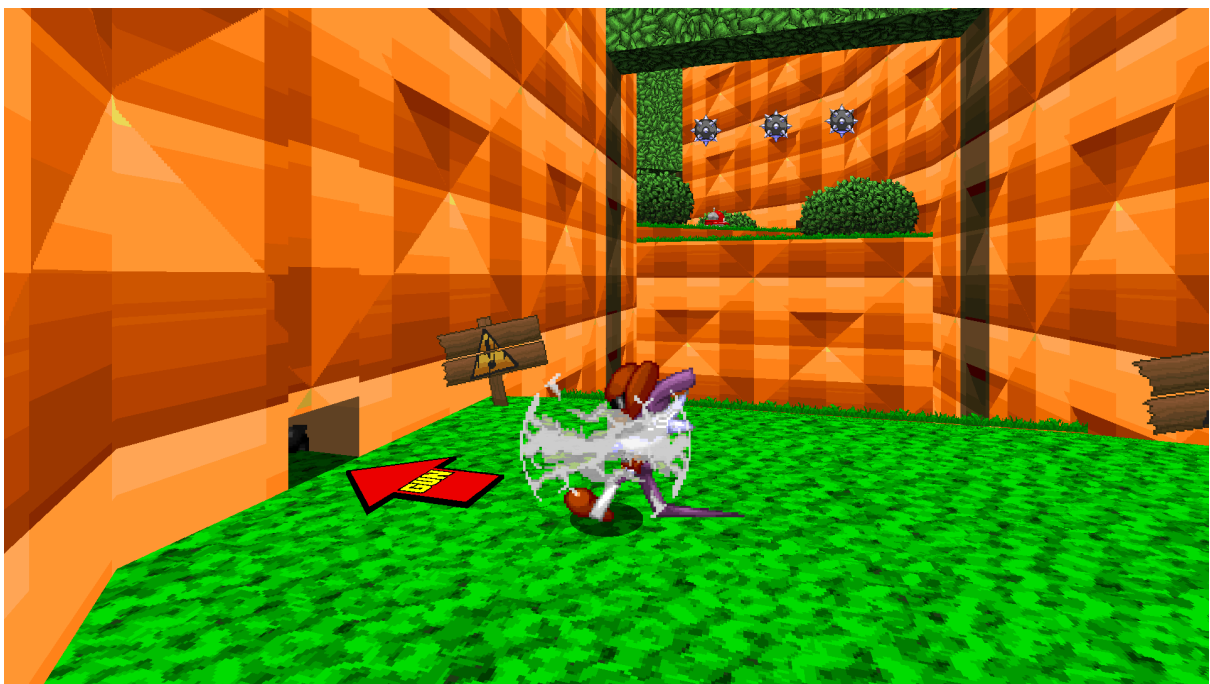
*Interesting application*



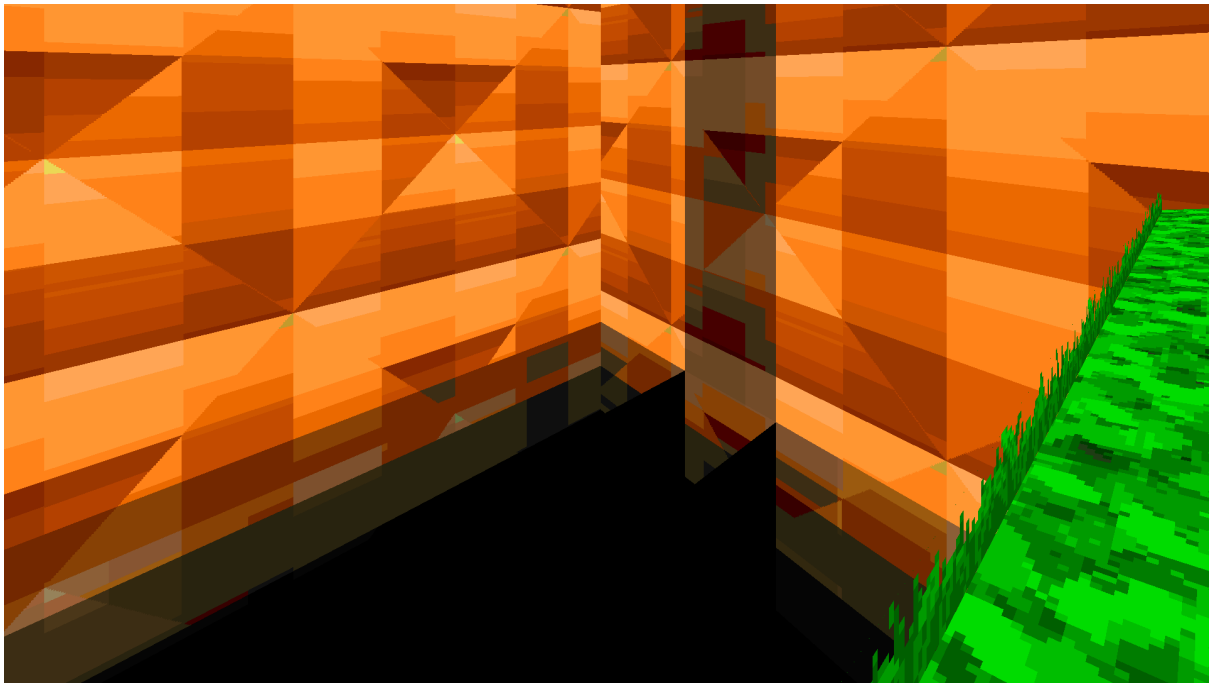
Why is there an invisible wall?



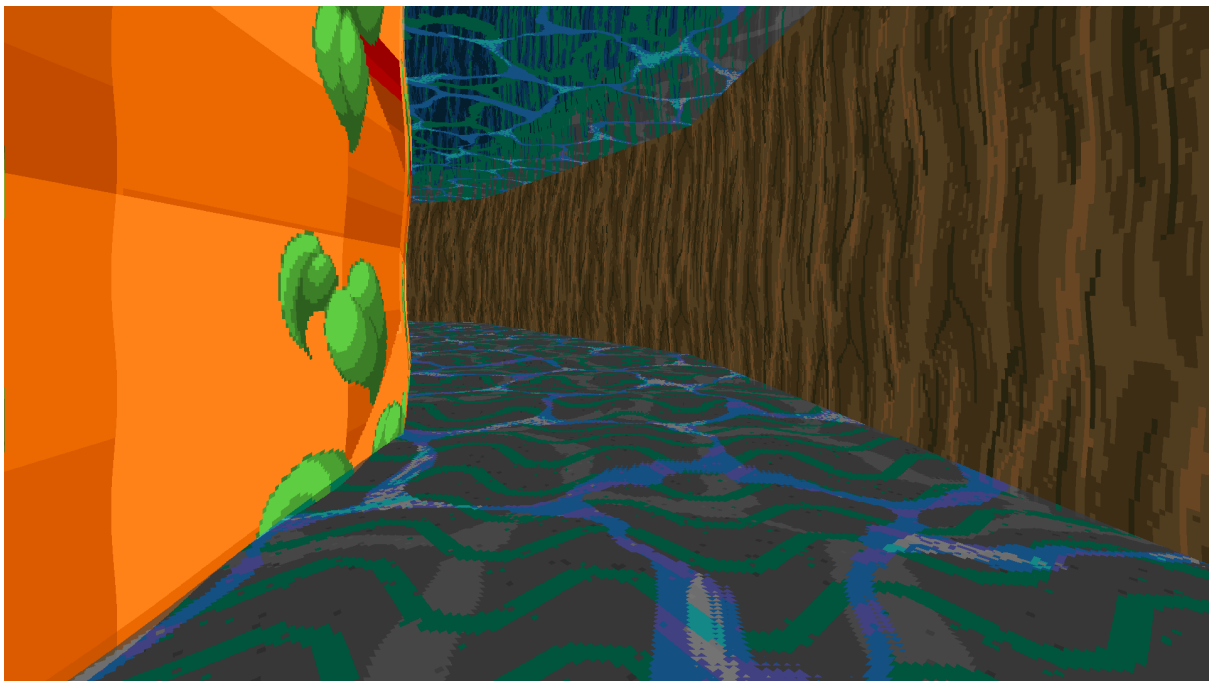
Special path for Fang. And even with a monitor? Interesting.



Error



Besides the fact that there is an error with the floor, there is still no colormap!



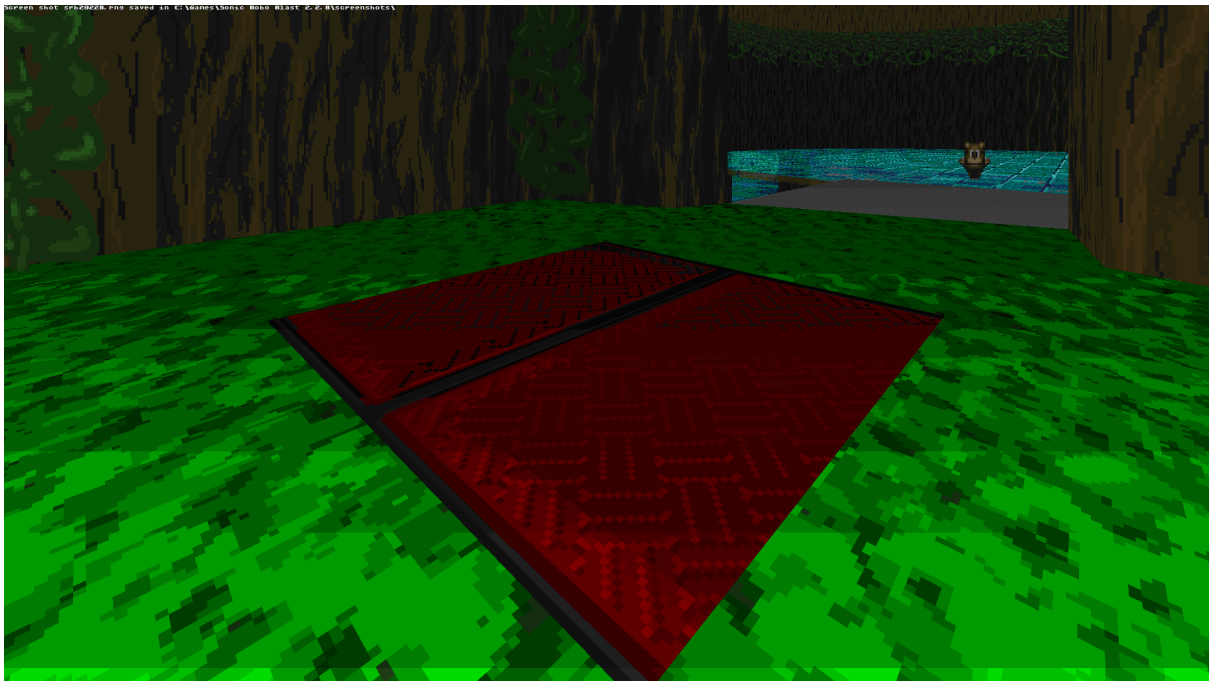


Error

*Damn flick prevented me from taking a photo*



You can use Linedef 7 for such cases



This level is beautiful and interesting, but there are a lot of mistakes on it.  
Please test the map thoroughly!

## Fatal Factory Zone by Kuba11

Wow! This is a very interesting level. This level is like an obstacle course. I am not an experienced professional or anyone else, but I was able to get through this in 5 minutes without losing a single life. I thought the punishment in the form of destroying the fallen rings in yellow water was too cruel. You only have 1 margin for error.

This level is not difficult, but also not easy. I like it. It seemed to me in some moments it is cramped, but I think that it should be so. I had fun riding the ropes. I liked the visualization. The entire level is "compressed". You can see other areas of the level through the glass. This is a good move.

The entire level takes place in one breath.

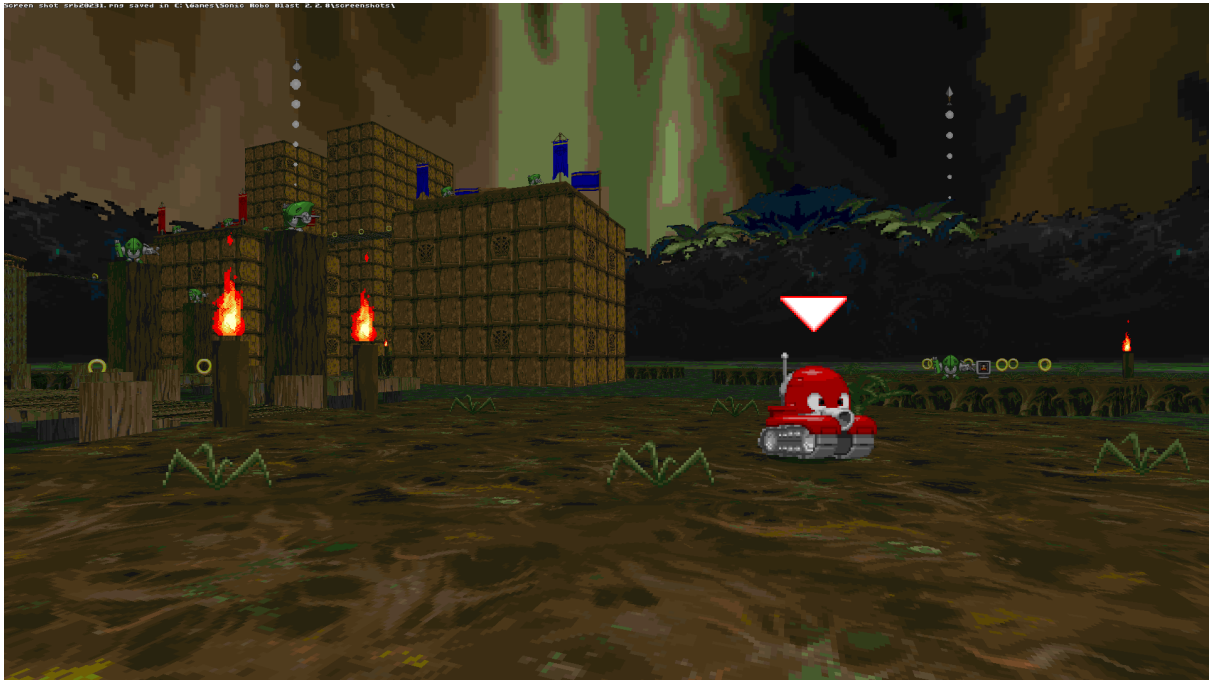
At the same time, I want to say that I felt that something was missing. I don't know. I liked the level, but for some reason I don't feel completely happy. Maybe someone else will answer this question?

*I didn't take any screenshots because... I have nothing to take pictures.  
I did not find any mistakes.*

## *Dark Marsh by Vixuzen*

let's sta...

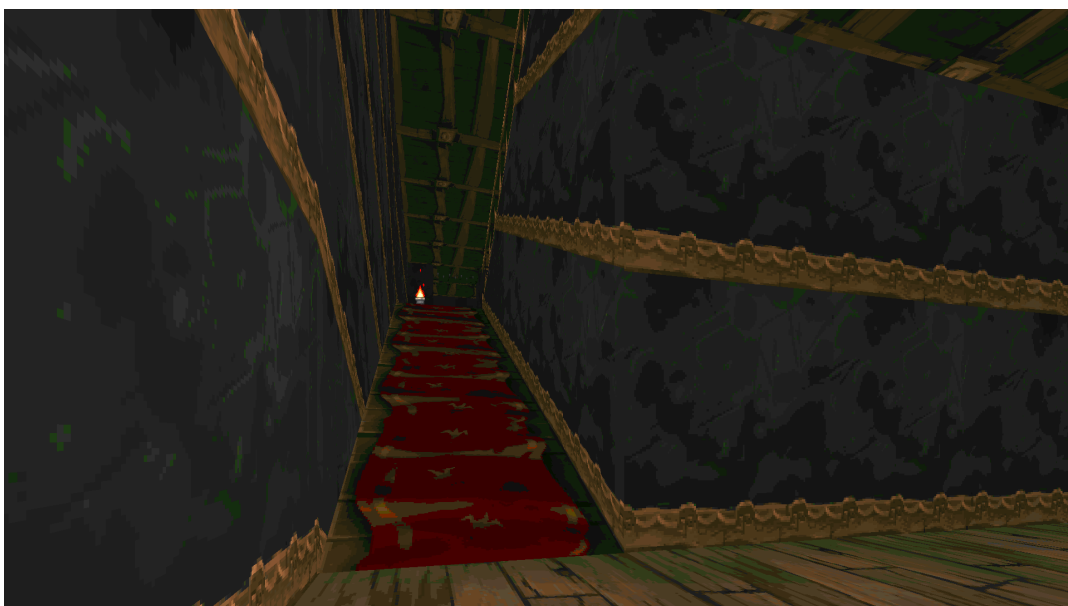
*wha...?*



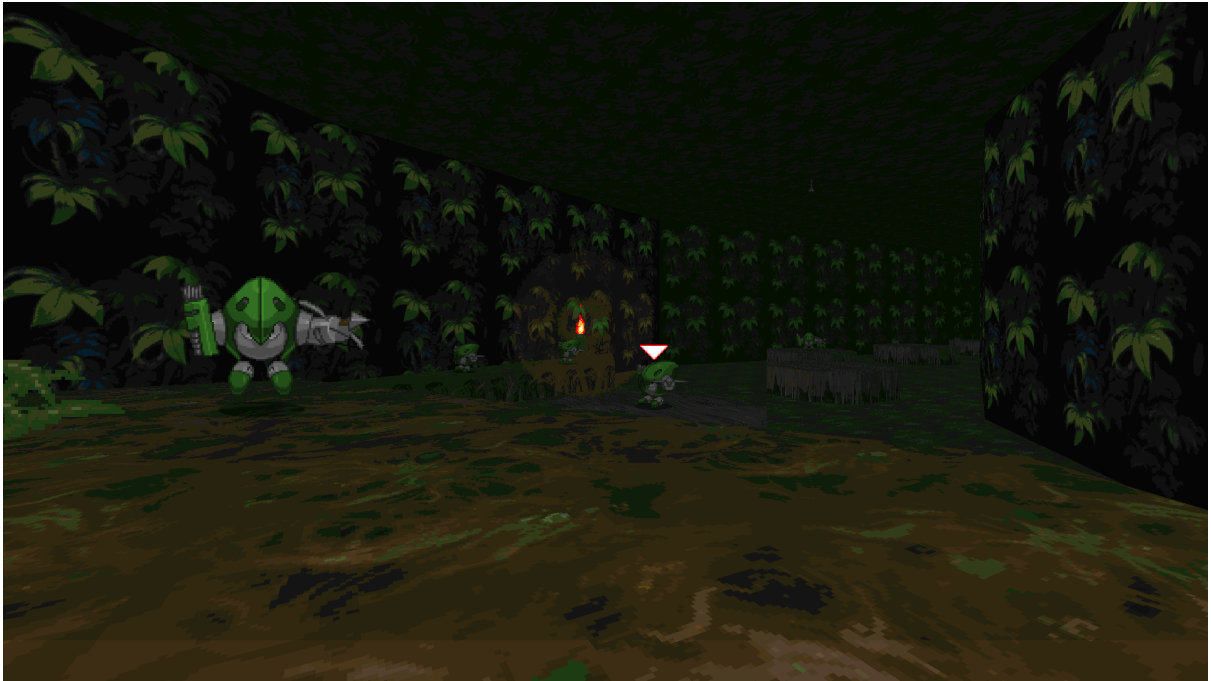
I didn't have time to start the level, and ten thousand Robo-Hoods are already shooting at me. I think it's not very good.

I think a liquid that kills immediately is too cruel a punishment.

It's too crowded here. For stairs (more precisely, slopes), you need to remove physics by adding a flag so that it works like a staircase



## *TOO MANY ROBOTS*



Closer to the middle of the level, there is an open area. It is interesting enough and you can jump well on it for Fang or Amy.

This level is neither bad nor good. He's average, but he could get better.

- Too many robots.
- Too severe punishment for the player.
- Indoor rooms too cramped.

*I liked the music.*

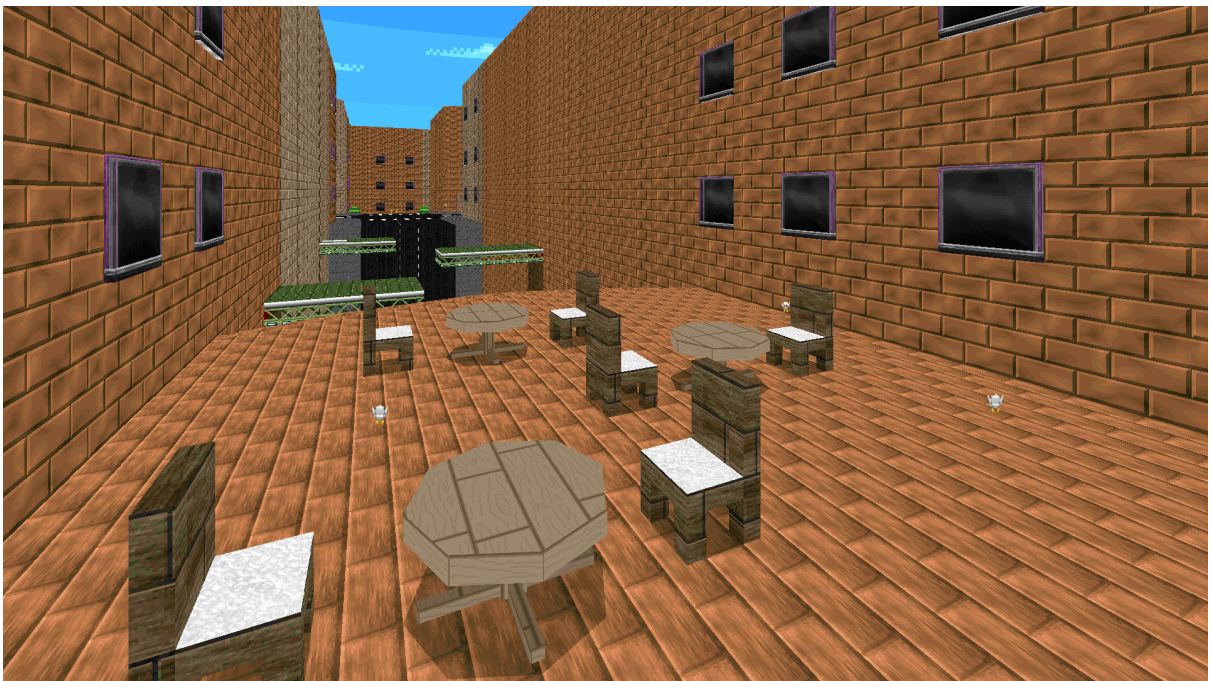


## Square City Zone by Riolucariolu

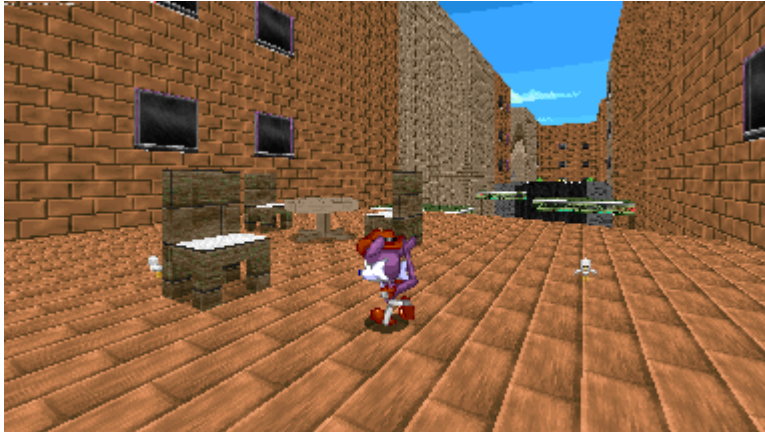
The mistake is like everyone else's - too close camera



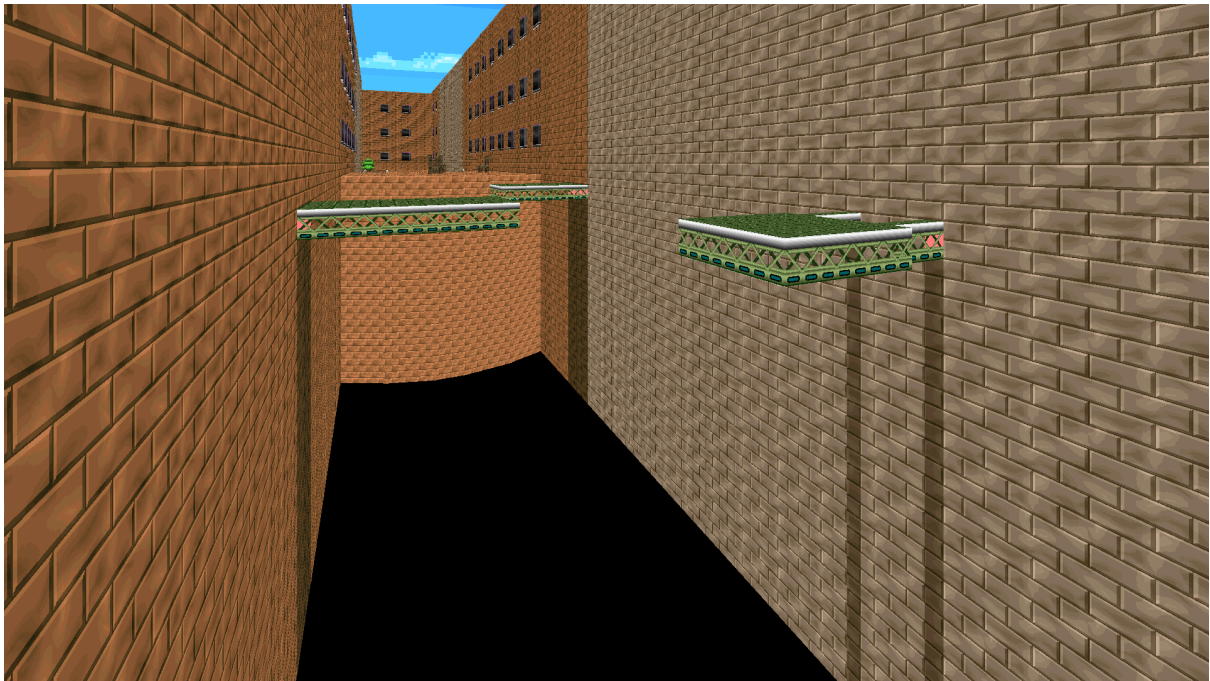
Is it just... tables and chairs? it looks a little strange in the open air. I would suggest that you make a coffee shop or something.



I don't know why you did it, but I liked it.  
*Fang makes vandalism!*

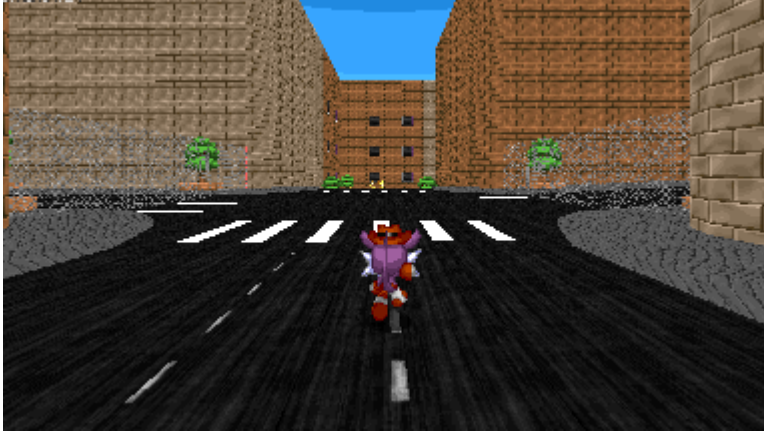


It looks strange. There's such a hole in the middle of the city.  
*If I were you, I would also add half-light blocks for the "pit" effect*



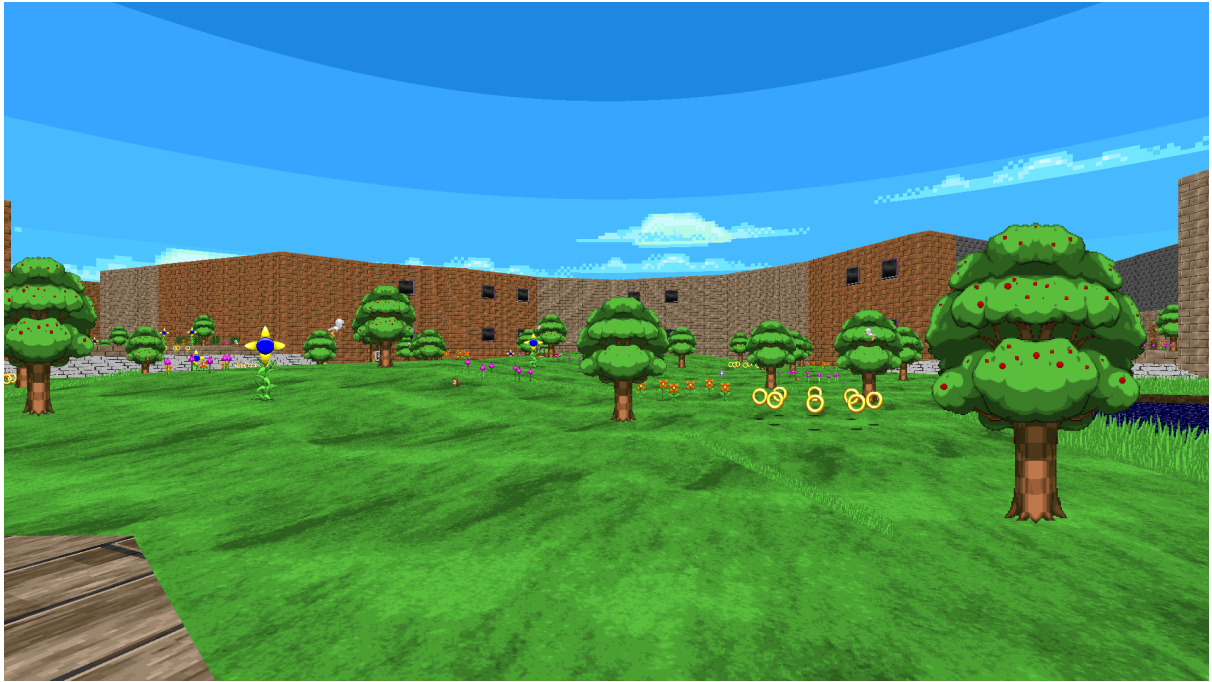


I don't think you planned that. You had to make an invisible FOF or just make it impossible to get there.



It all looks good, but few details.





There is little play with light at the level. Almost all of it is very light.

I won't say anything special, I don't know the author, but he definitely has prospects in the future.

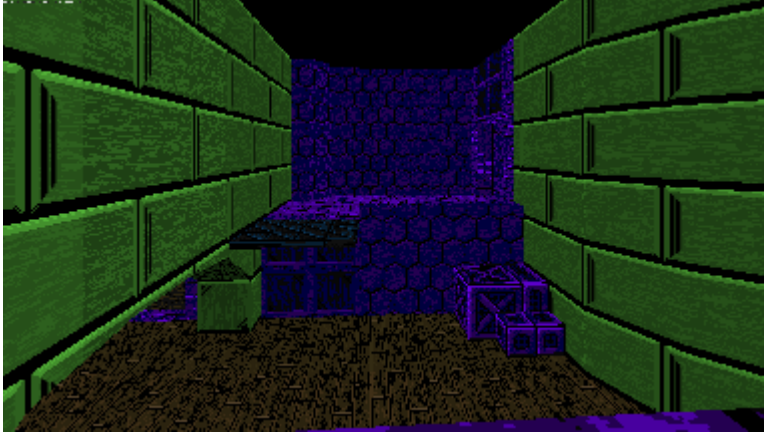
*At this level, the music is not looped.*



## Galactic Facility Zone by Mondongo

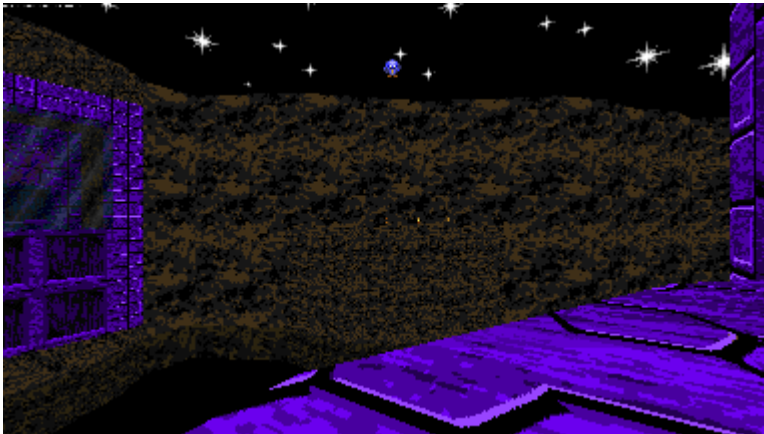
Wow! This level is fantastic! Finally, someone made a level in space.

*I climbed here for 30 seconds to understand that I am Fang and in general I went out?*

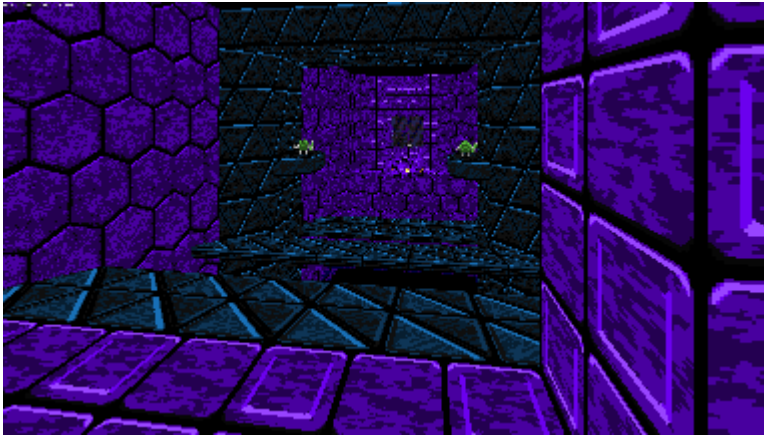


Initially, when you play, it seems to you that you are too small, but then you realize that this is how the level works and it dictates its own rules.

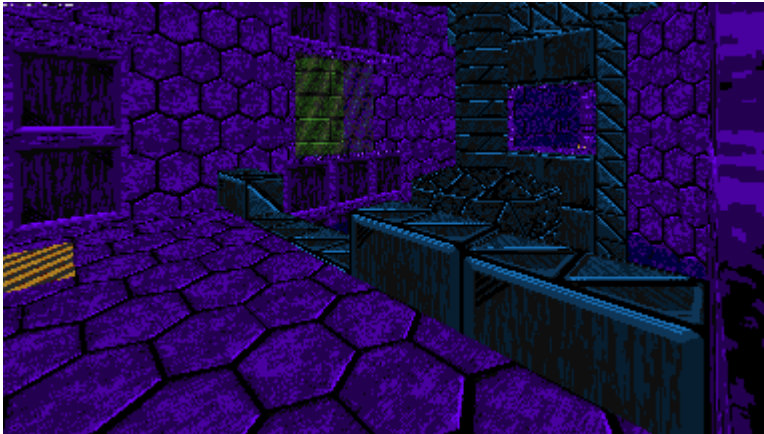
*Sometimes I had problems that I didn't know where to go. Left? Right? Maybe I went to the wrong place? But I think this is not a level issue.*



*I won't even risk it*



I really liked this moment. You must press a button to kill the robot, but this does not happen immediately and you must dodge or hide behind these platforms. I really liked this moment.



I really liked this level, it is one of my favorites. This level is not difficult, but it makes the player think. It has very interesting tricks. I liked the way you made moments in space.

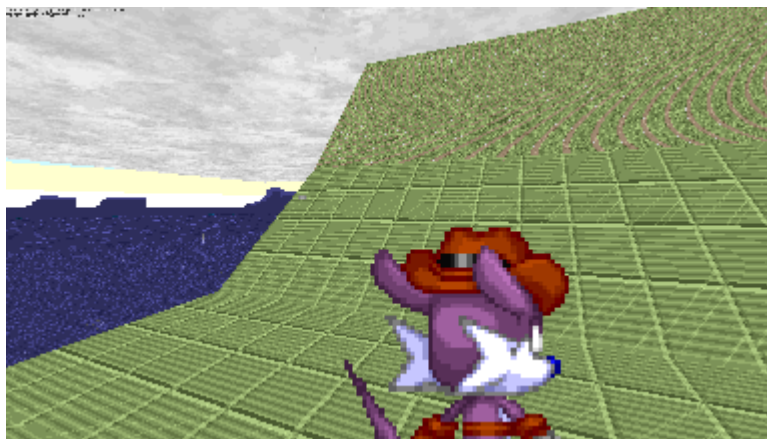
They're hard enough for Sonic and Amy.

Awesome! Great job!

*Music fits this level very well.*

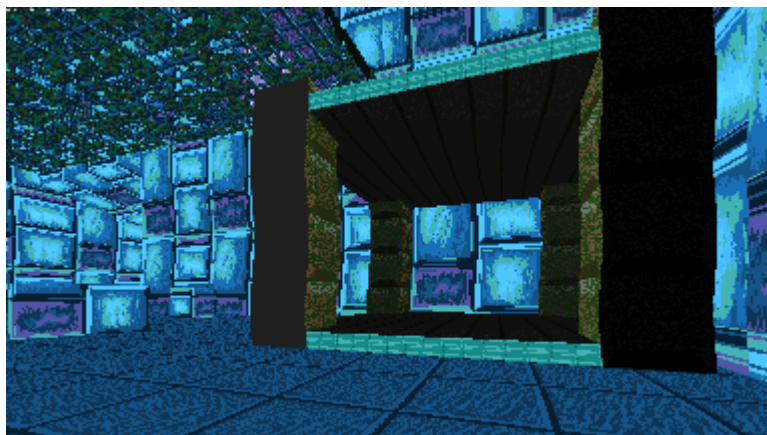
## Azlant Ruin Zone by Gambit

What the-



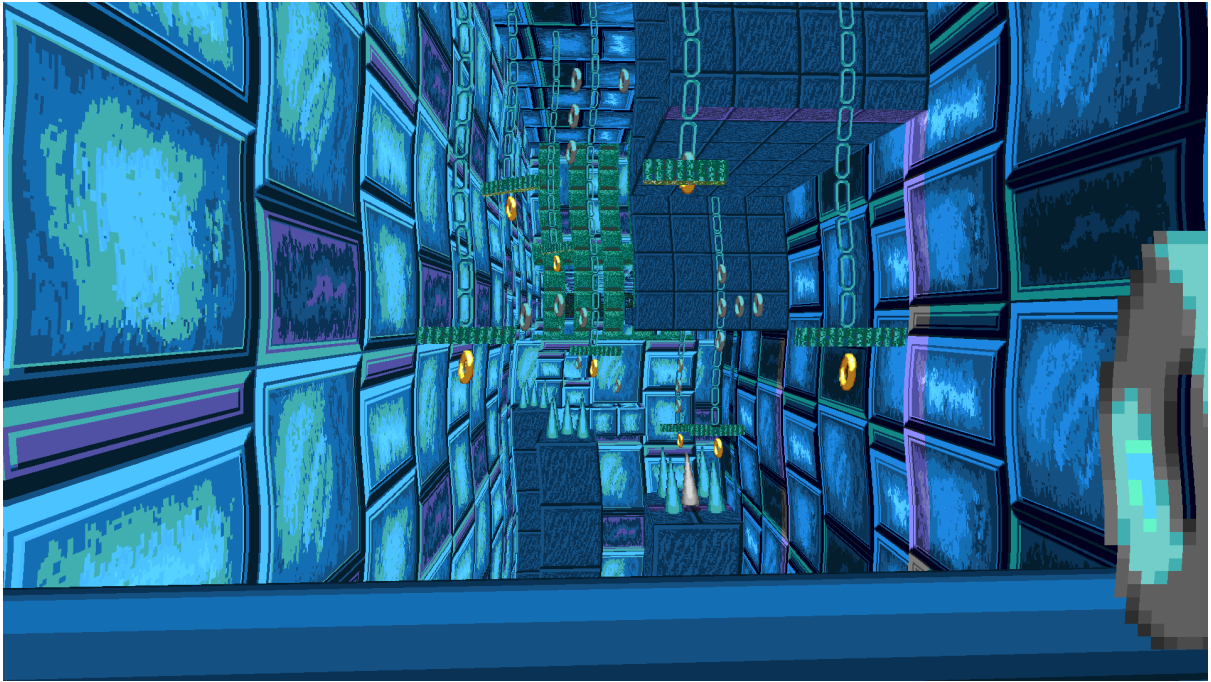
Well, this level just lags disgustingly. It's a pity I have a weak computer. (although CEZ2 does not lag that way).

There are a lot of visual errors on it, but I'm not sure if the author missed it. Perhaps this is due to lags.

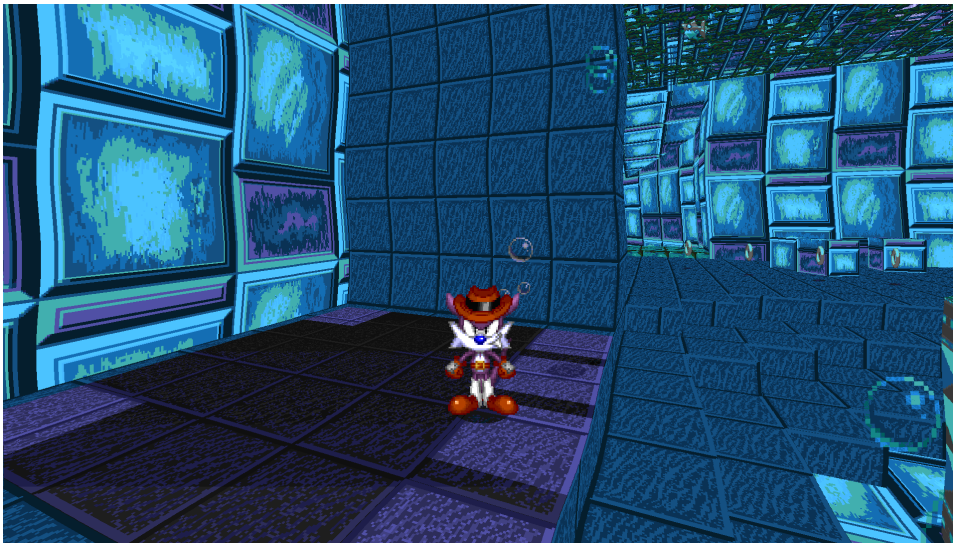


Okay, I can't take the left path - I'll go the right. Initially, it seemed difficult to me, but only two jumps and I passed it.

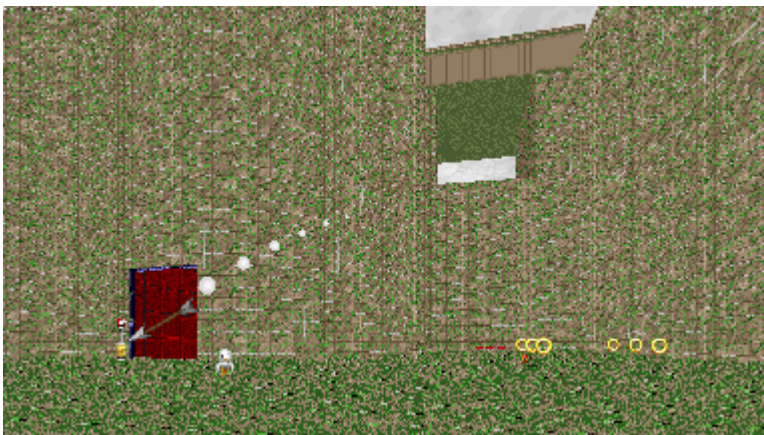




???



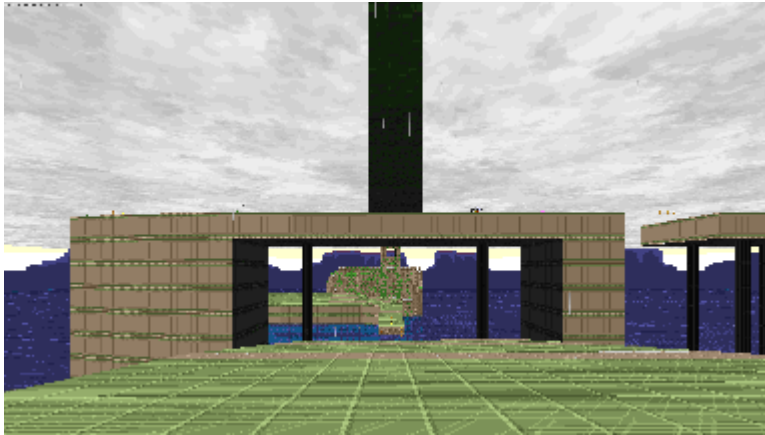
This is a strange and empty room. Why is it needed?



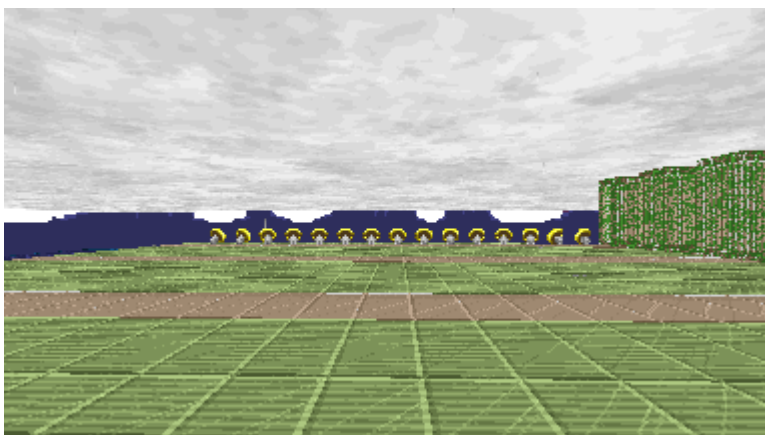
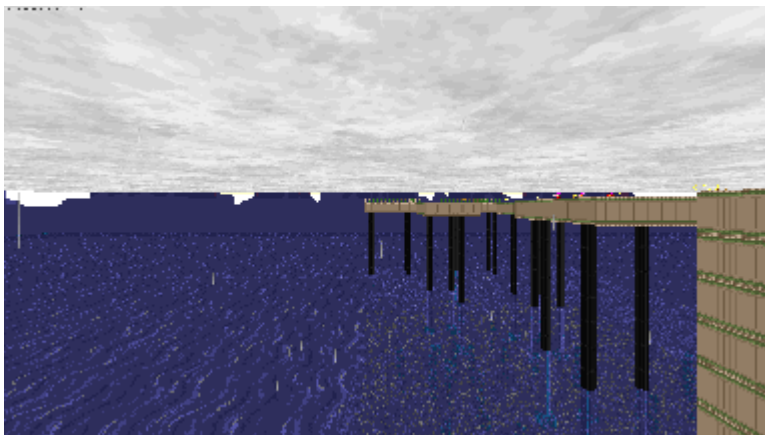


I... didn't like the second part of the level. Why? Well ... I thought that the creator of the level sets the bar by showing the very start. It seemed to me that it would be a super difficult water level. But it is not so.

*Bruh*



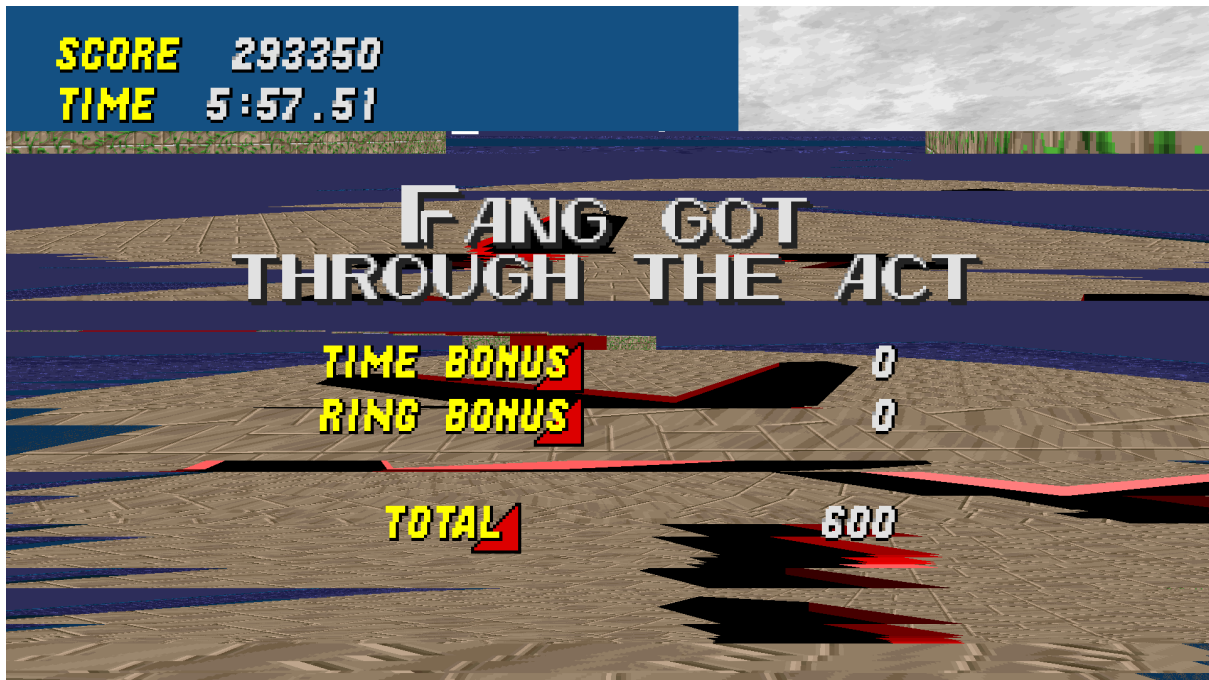
Please don't do this!



The level towards the end was not very clear to me. I go with the flow and at some point I just teleport.

It's not very clear what Metal Sonic has to do with as a boss, but okay.

What the-

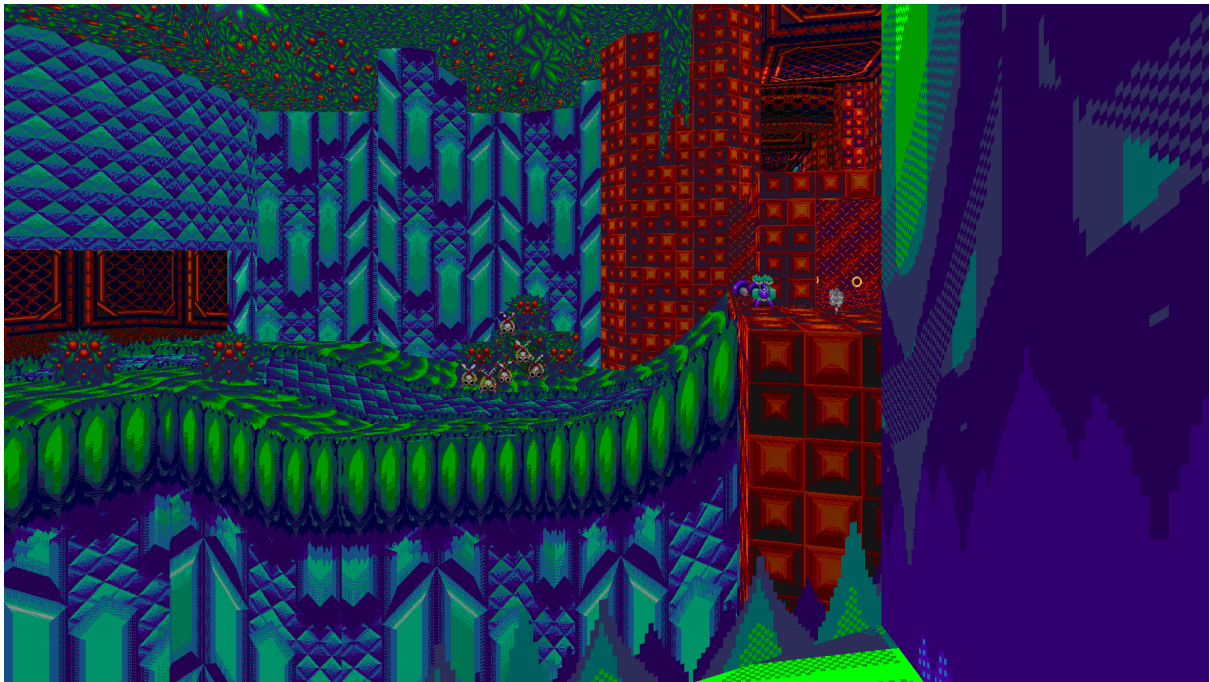


## Foliage Furnace Zone by Kwiin & Kanna

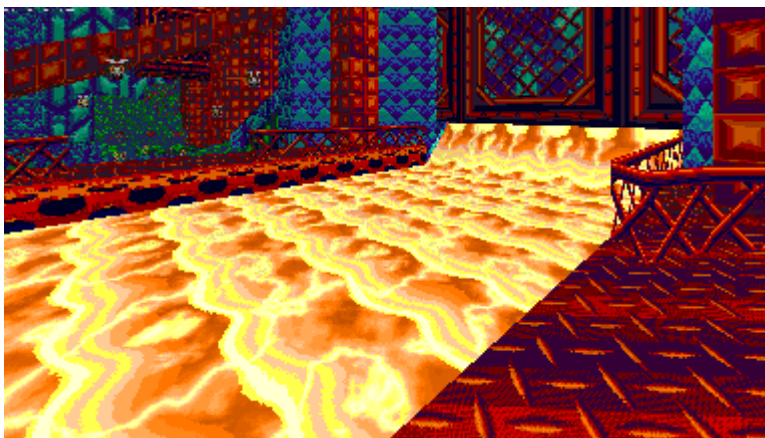
Uh... I didn't really understand why you need an intro. Isn't OLDC just meant to send feedback? Of course, I understand that OLDC is a disgusting format for feedback, in which, apart from "this level not bad, it's bad here, it's good there, in overall, not bad" they will not say anything about your level (and that is why I will never participate in OLDC)

*hmm... maybe I understand you*

*Wow, at least someone is using these crabs for a ruse. That's cool.*

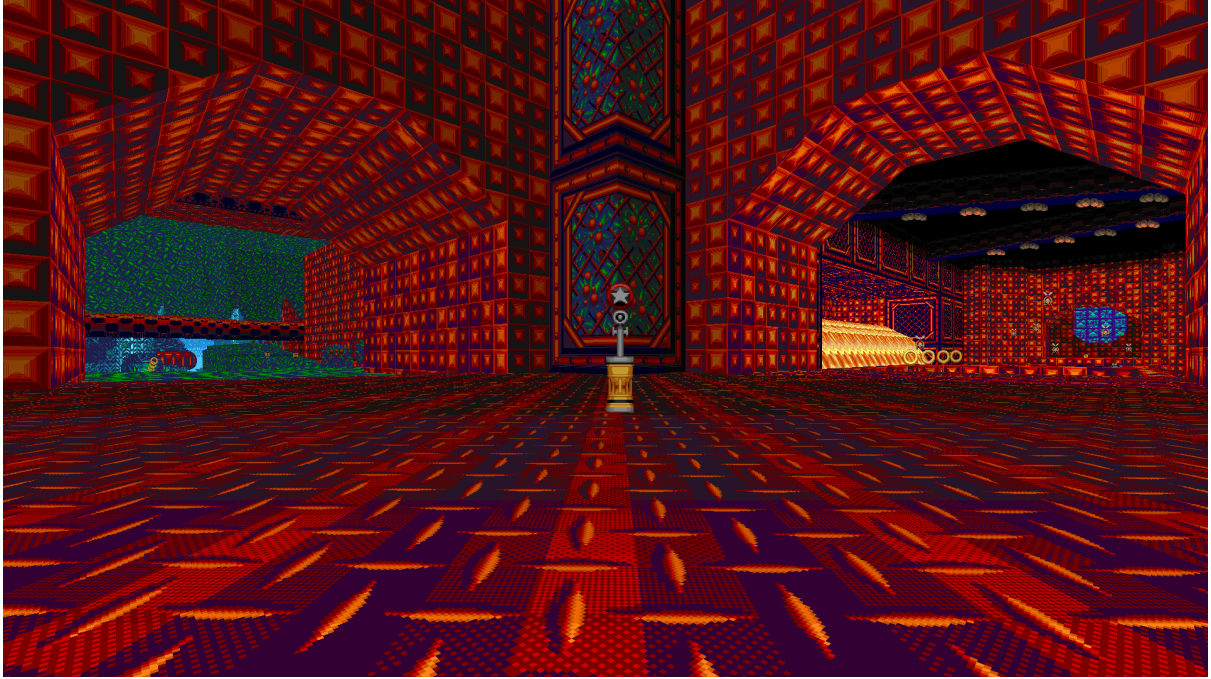


*Wow, this lava is beautiful. Stop, are they shooting at us? TREY'RE SHOOTING AT US!!!*





Left or Right Way?

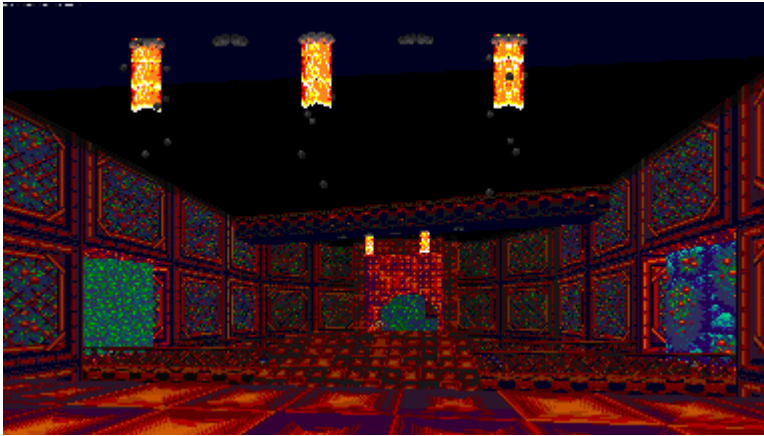


Of course the right way! Fang can jump over lava.

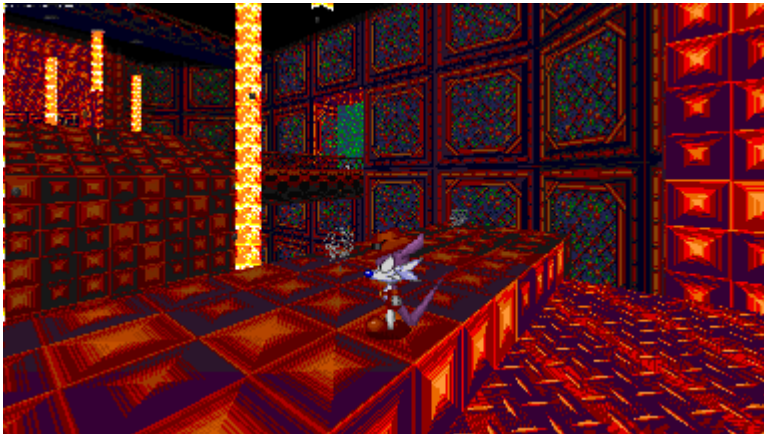




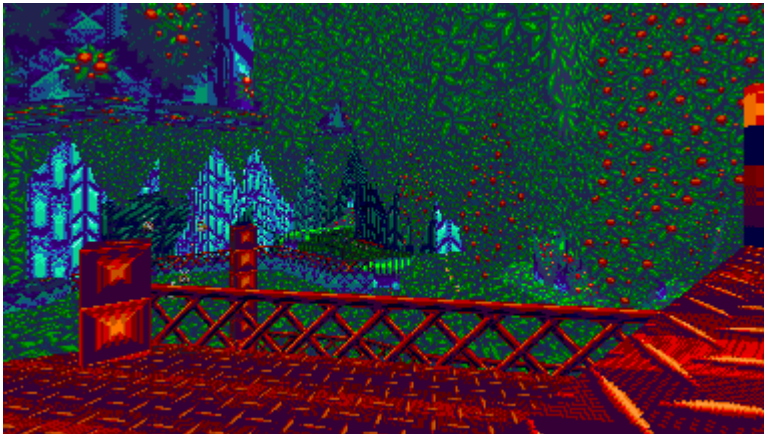
This... doesn't seem like an obstacle. I can get in between



This air source... it's fast, but you still need to catch timings.



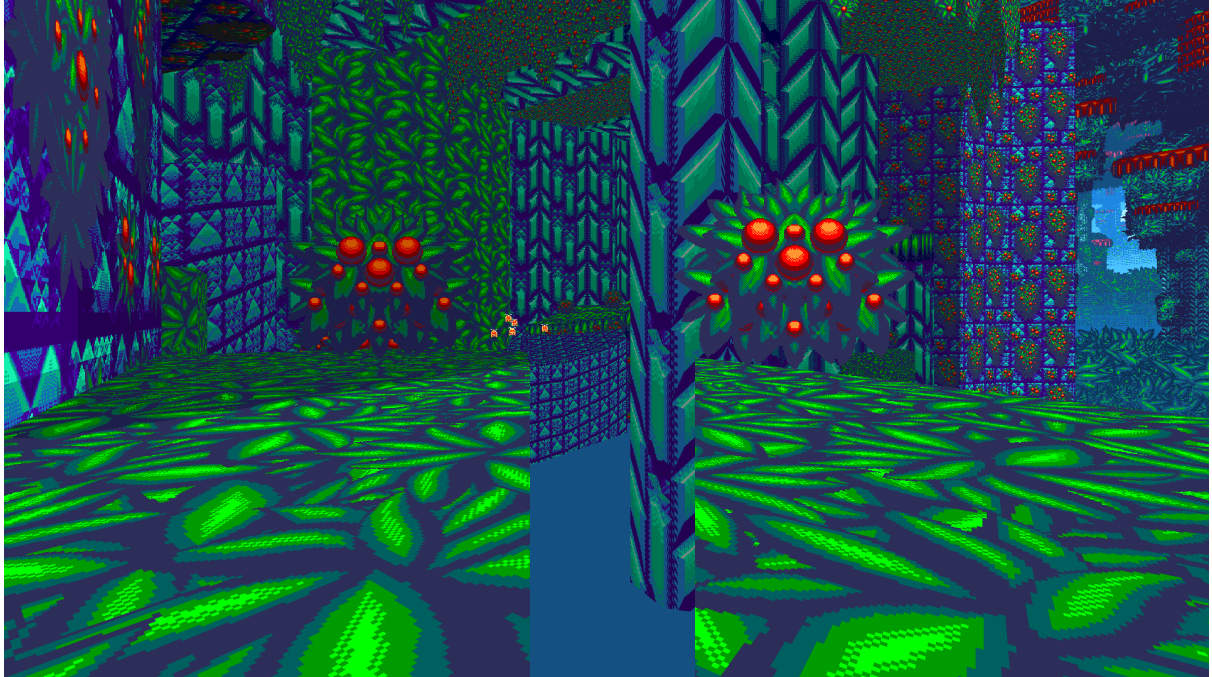
It looks amazing on the outside, but inside... it's kind of empty.



I don't know. This level looks good, but ...something is missing. It feels like all this is a bun, but there is no jam in it. It is very strange that I am neutral to this level. No, he's amazing, but I don't have any emotions. I replayed as Sonic and of course it's much better than playing as damn Fang. Perhaps it has something to do with the visual style? In fact, there are not so many objects on the map and because of the visual you do not notice their absence ...maybe? I don't know

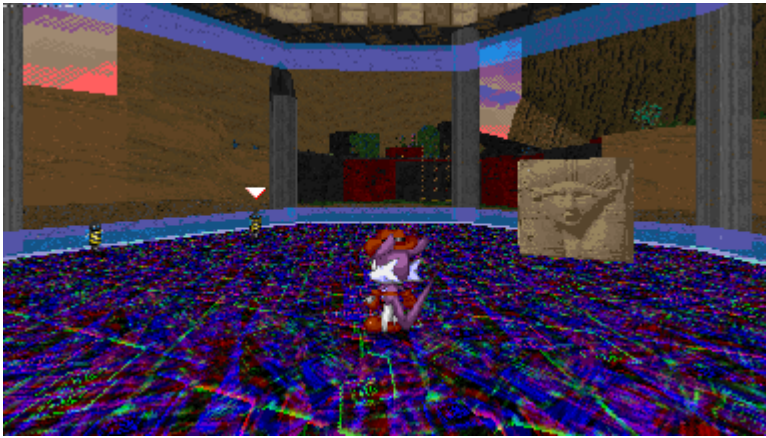
I thought you overdid it a bit with polyobjects, especially because they are broken. But still, it was fun. At least someone uses them.

*bruh*

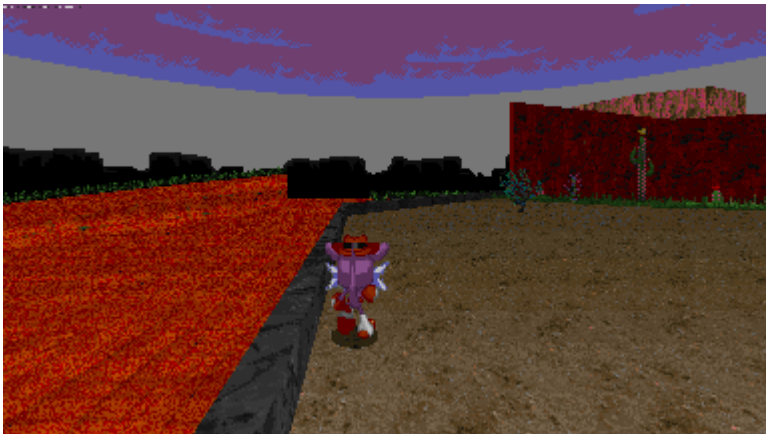


## Shadow of Aztlan Zone by akirahedgehog

Forgive me please, but what's going on here?



Skyblock is made strange...

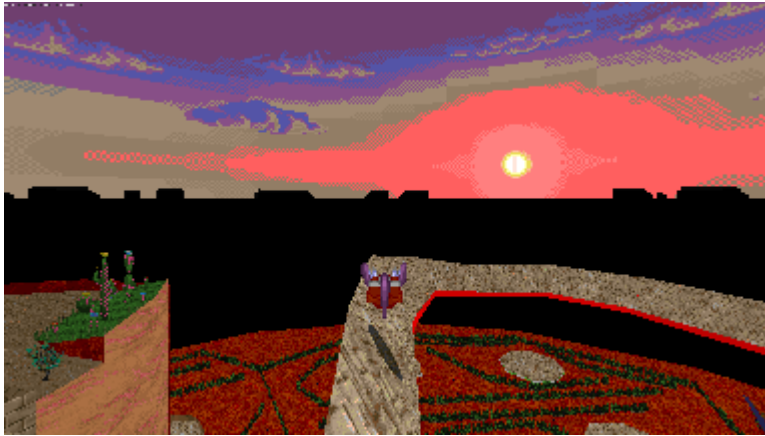


What ... what is this? Man? Should I shoot him? *Well, I've already done that.*



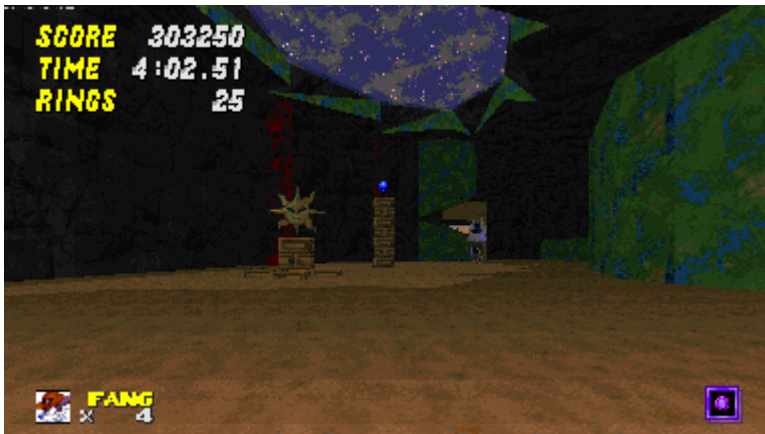


It's done crookedly, but it's a good try.



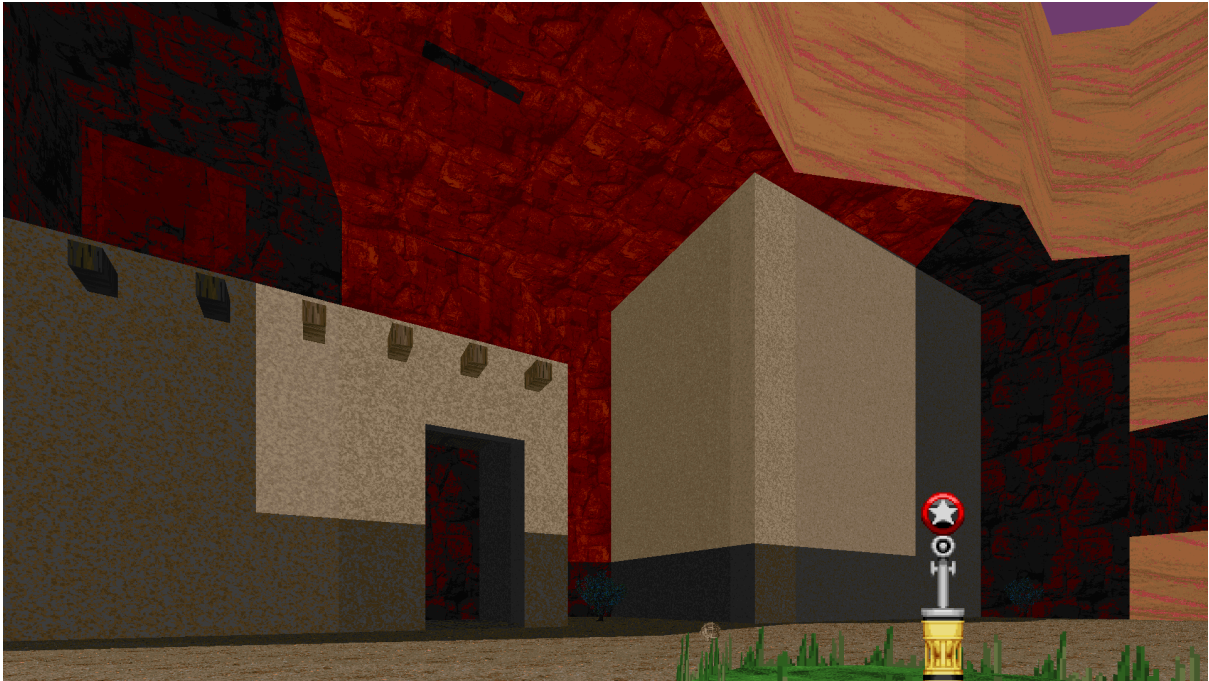
Well, this level is very strange. He really hurts this and you want to move on. I'm excited.

Sphere from NiGHTS? What?



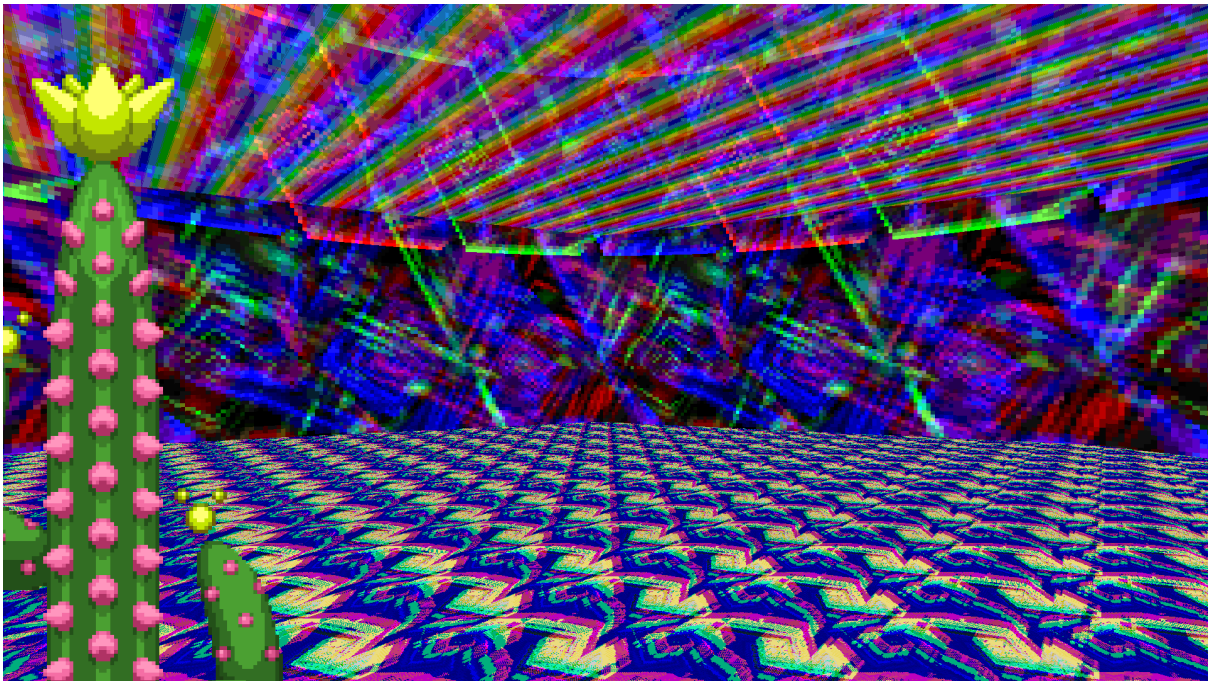


An interesting play with light



This level is interestingly made, I liked it.

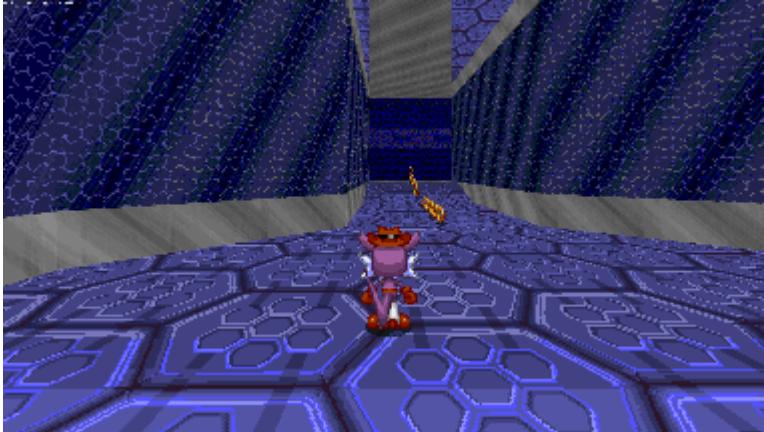
*I cannot comment on this, because narcotic substances are prohibited in my country.*



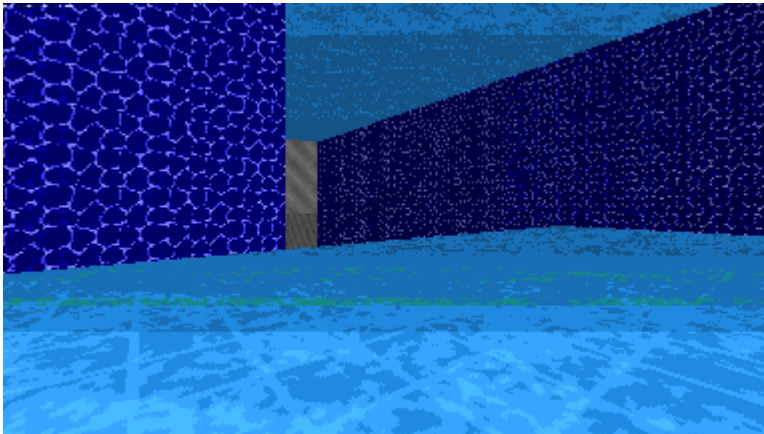
Even though I liked it, I feel like it is only for one time. And yes, you don't have a music loop

## Aquatic Port Zone by WasifBoomz

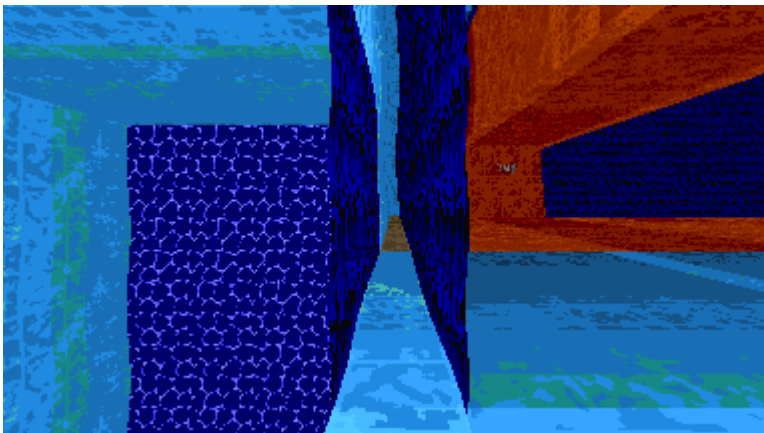
Why am I showing up off center? And then the error is immediately visible



This is a strange level. There are few decorations and everything is blue. Everything is in the water.

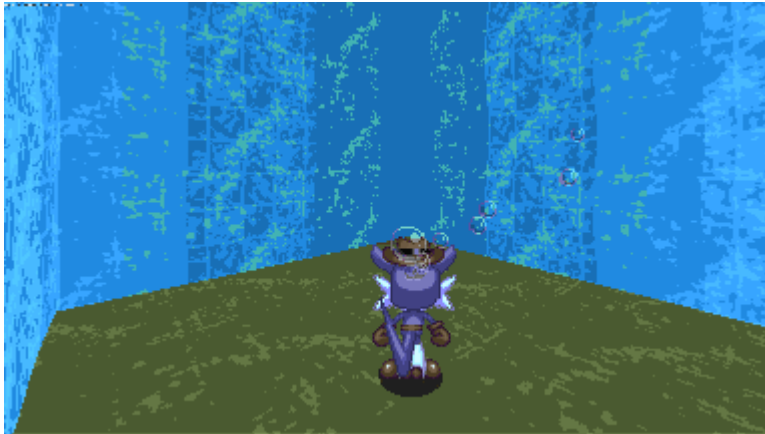


You are using liquids, but not using colormaps. Why?

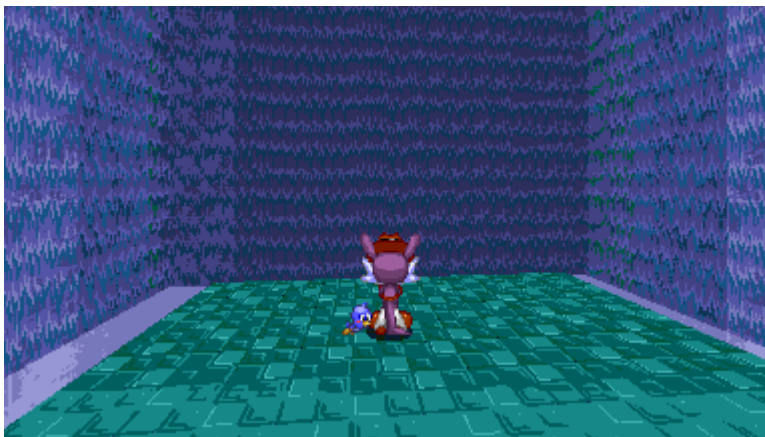




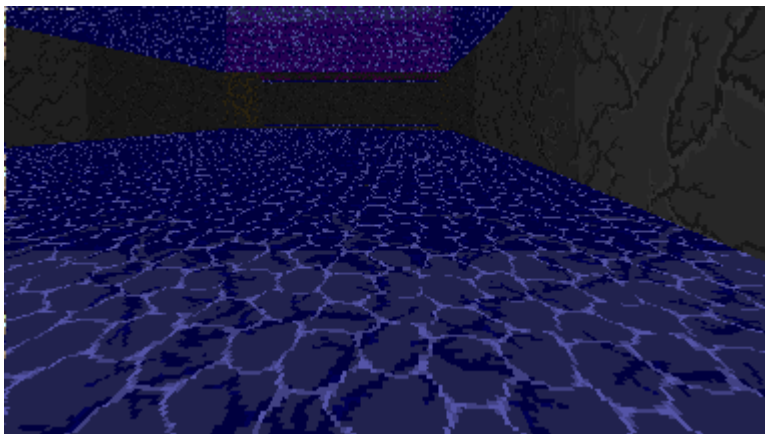
*Well I got stuck and died a terrible death*



It is not very clear whether I am going up or- no, it's okay. I was delighted with extra life. *Awesome*

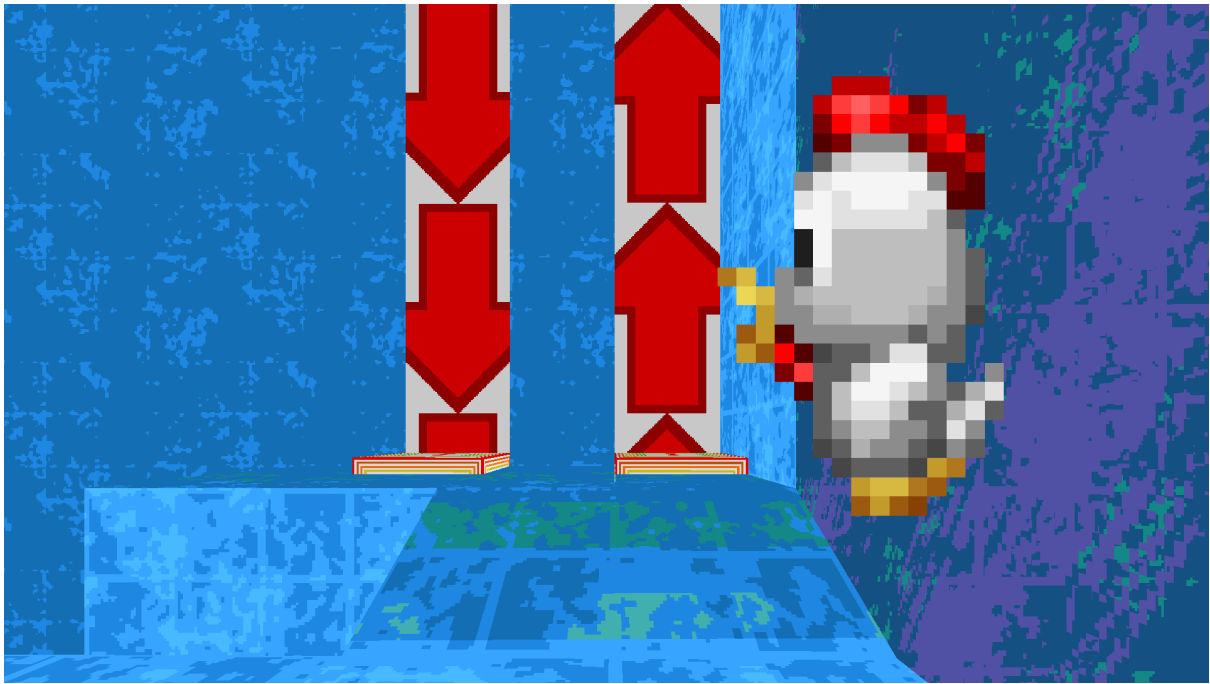


You have the texture of water on the floor



This level is strange. There are moments that I liked, there are moments that I did not like.

Little puzzle - cute



I don't know what else to add. True. This is a strange level. And yes, you don't have a music loop

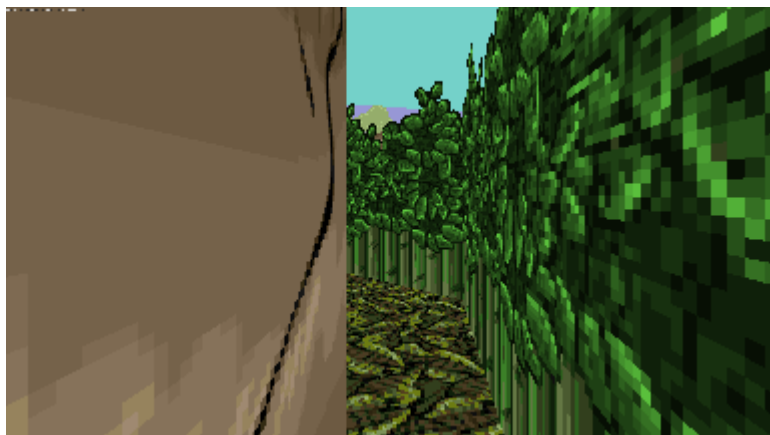


## Pagoda Park by RogerregorRoger

I'll be honest. I don't like this style of painting. He repels me very much. If I was evaluating the level, I certainly would not take this into account, but... yes. Sorry.

There are too many badniks. I do not like this.

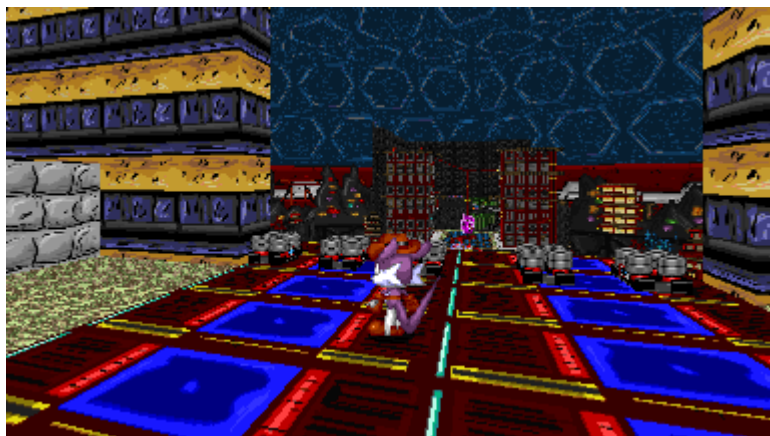
*I'm a stealthy ninja*



I don't like your level style. *It has everything and nothing.*

There are many objects on it that do not mean anything and are just there. They have no purpose. It upsets me.

You can place a special flag to make the Fang/Amy spin



I didn't really like the final scene. These circular saws have too much cutting radius.

Sorry for so little, but I really have nothing more to say. It's not your fault that I don't like this style. Everyone has different tastes.

# The End

Hello again! Thanks for reading this.

This was a quick overview. If someone releases their level on the bulletin board, maybe I will describe more.

It was not my goal to overestimate or underestimate someone's level. I wrote my personal opinion and it may differ from yours. This is normal.

You can contact me using discord: yfyfyfyfy#8483

Write! I will always be glad!

Definitely two of my favorites are: Alabaster Fountain Zone by BronsoKip (yes, despite such a large number of faults and bugs) and Galactic Facility Zone by Mondongo

But, I will not vote