

Dantexpress - Archie's Carnival

Detail: 7

Ride: 4

Creativity: 9

TOTAL: 20/30

Cc: Detail is good overall, when I look at it as one big picture it's pretty awesome. The carnival rides and games look very nice and I think you did great with that. I guess my only complaints would be the nature bits, the trees and mountains are pretty messy and I don't really like the clouds. Other than that I love it.

I didn't enjoy the ride for the most part, but there are some parts that I think were implemented into the track well and I can understand that making the ride for this track enjoyable was difficult. I personally don't see very many carnival tracks, especially ones that are done this well, so I applaud you for going with and sticking with the carnival theme.

RadiumRC - Ivan

Detail: 8

Ride: 8

Creativity: 6

TOTAL: 22/30

Cc: Honestly, the detail is great and it's cool to see how much you have improved this year. It's a bit messy in general but with time and practice you can be up there with the top in the game. I don't really know what the contents of a bomb are, but it looked cool so I'm not really complaining.

The ride was pretty easy going at first, almost boring for me, but it picked up once you got inside of the bomb and I really loved playing that part. Really good recycling and it seemed like it became the main focus there.

I enjoyed the track overall and the theme was cool, but as a whole it was pretty repetitive, especially the detail. Nothing really stood out or had a "wow" factor to me besides the bomb, so basing the track on it was a double-edged sword imo.

Elibloodthirst - Ruby Version

Detail: 8

Ride: 5

Creativity: 7

TOTAL: 20/30

Cc: Just going to start off by saying I have never seen this show so I don't know who any of the characters are or anything about them. With that being said, the track looks wonderful zoomed out, which I think has become pretty standard with every one of your tracks. On the other end, you can't really play the track normally and enjoy it to it's potential which is a bummer. Whatever that thing is in the center of the track looks so damn cool btw.

Nothing crazy about the ride, nothing annoyed me either so I stuck with a neutral score for it. I feel like no matter the size of the box, you could make great use of it, which you have shown now and in the past with Regret and your Box Contest entry earlier this year. Like I said at the start, I've never watched the show so I can't really give a comment on anything about it.

Fluffysmack - Revelation

Detail: 9

Ride: 7

Creativity: 8

TOTAL: 24/30

Cc: Seems like you really went all out with this track, detail especially. I've noticed that you used a similar style of cliffs to the ones you used in your other box contest, although I actually liked how they look better in that track compared to Revelation. I think it fits that track better, but still looks great. The clouds are so clean, the artwork is awesome, I could go on and it would be all praise. You have a very clean style and it is very pleasing to my eyes.

The ride is pretty typical to what you usually do, super smooth and completable for anyone. I think you could have spiced it up a bit, maybe added a section that was a bit more challenging or something, because I don't think I will come back to this track with the ride in mind.

Creatively, I mean, man, it looks like you just drew what came to your mind and it came out exactly how you wanted it, and to top it off you used up the box and none of it seemed out of place or unnecessary.

PrimeMinister - Box Contest: Big Box Edition

Detail: 1

Ride: 3

Creativity: 2

TOTAL: 6/30

Cc: There's not much to judge in terms of detail, but the detail that is there isn't great. I will say that you seem to be improving in your more recent tracks. :)

Some parts of the ride could be challenging for an average player, but I think you relied too heavily on the grid and curve tools. You managed to use some of the box, which is better than nothing, but I would have liked to see more.

xMichaelFTW - L + Ratio

Detail: 4

Ride: 4

Creativity: 3

TOTAL: 11/30

Cc: There are some good bits of detail here and there, like the rocks with the shading and the houses on the right, that little section with the hearts and clouds looks cool too. But everything else seems like it's all there just to fill in space.

Pretty basic ride, the top part could use some work though.

I see the potential in this track, so that's worth a few points I guess.

Overthrown - Unimaginable

Detail: 5

Ride: 4

Creativity: 5

TOTAL: 14/30

Cc: I like how chaotic it is. I actually like all of the detail but it's all messy.

I think the ride would have been pretty good if it all worked as intended, but I usually ended up crashing because of the poor boost and gravity placements.

Hatchetclimber - The Track

Detail: 3

Ride: 4

Creativity: 2

TOTAL: 9/30

Cc: Not much detail besides what you have at the start, which is a style of detail I've seen used way too much over the years.

You managed to make the ride pretty long which I can respect, but there are parts where you used a bunch of unnecessary boosts.

Doge_eating_chicken - Box Contest 2021

Detail: 1

Ride: 2

Creativity: 1

TOTAL: 4/30

Cc: Thank you for making an entry, doge_eating_chicken.

Chaos-Fallen - In My Place

Detail: 6

Ride: 6

Creativity: 5

TOTAL: 17/30

Cc: I really love the detail. The buildings look very nice, sick spaceship. The volcano is cool too, having the ride under it is a bit off putting though.

The part under the volcano is pretty much all I can judge for the ride because it's the only part that really has a ride, but I thought it was fun and well made.

With all that said, it's definitely not finished and while the spaceship is cool, it's kind of random and I don't really know what purpose it serves. I don't like the placement of the ride under the volcano, it looks weird mostly because it's so empty. Overall, I like what is in the track but it all seems thrown together.