

Welcome back to another series of “Alagirez’ fan reviews”!!!!



Today’s event will be ~~NCS~~ **NSC (No Soup Contest)!!!**

Without further ado, let’s break down these entries.

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1. I thought it was a make a boss level but i’ll submit this anyway

The mechanic presentation was pretty okay, and I love the attack variation of the boss. There’s a big BUT, I just can’t beat this level; there are some attack sequences that just feel impossible to avoid with, and almost all of the obstacles are not killable.

Yeaa I had to use donthurtme to beat the level.

2. Clawgrip Crazy Toybox

First of all, the music doesn’t work.

It’s a pretty okay lego level. The gimmicks were nice. But the beat blocks give too much waiting. The setups themselves could be developer better. I wish there were more checkpoints and power-ups, since the level is pretty long.

Also, the bossfight was neat.

3. Cold Night Swimming

Pretty cute romp level. Reminds me of those classic SMB1 Ice world(s).

...Though I passed the level by going through the top instead of swimming.

I wish there's something interesting in the level, such as more jumping cheep-cheeps or something.

4. Countdown Metros

Oooh, a city level, neat. Love the visuals on this one.

I love the setups of the gimmick, especially when you let the koopa interrupt the platform timer. The execution itself is pretty nice, which makes the level more enjoyable. I personally would add something at the end to make it less empty. I also wish the level would be longer. Good job!

5. Disco Rock

Another level with broken music path. Luckily, I can fix it.

Anyways, this level is so funky!!!!!!

I love the vibe of this level; it helps the mood while exploring the level, but where do I have to go? The section is reaaaaly big and it's confusing to determine which one is the right way. It's also a really long level with lack of checkpoints.

There are some cool usages of the 66.5(?) slopes, but there are also some spikes that have the same look with the slopes, which makes some of the setups hard to understand. The tileset itself blends with the BG.

I kinda have a hard time with this so uhhh yea.

Overall a vibey romp(?) level, but there are a lot of aspects to be adjusted.

6. Faller.lua Test Initiated

Would be nice if you put a checkpoint before this setup, or at least some kind of "safety net". It's kind of learny to get used to.



Anyway, this is a pretty fun level to play with. There are some NPC placements I would adjust to make it fairer, and maybe an additional checkpoint. Visual aspects could be improved, but that's just a small nitpick.

7. Ice Strucker

Another level with broken music paths I have to fix. And wth are these sfx??? I had to mute the sound when I fought the last bossfight. I just can't stand these noisy moaning girl sfx.

Anyway, I'm not really sure if this level follows the "no soup" theme since one of them is a snow level.

This is just a snow level. No hybrids, no special "themes", just a regular snow level. The gameplay itself is just running right while avoiding various obstacles, and then you get the bossfights.

So yea, idk how to feel about this. Next

8. Linear Junction

Skipping this one. I'm not skilled enough for these kaizo levels.

9. Link's Inside Story

We have a Hyrule theme as vanilla music, but you chose to not use it and use something unfitting.

Anyway, I didn't expect the level name actually fits with the level, literally. We get into Link's body and cleanse all the viruses inside. It's a nice concept.

But the level suffers with NPC spam, especially at the last part. It's kind of hard to avoid those orbs(?). I think there should be at least 1 checkpoint in this short level.

10. Moonlit Maze

Love the additional shadow masking. The whole atmosphere is awesome too, it feels like we're in a pagoda ruins with a lot of mystical ninjas. The gameplay is simple but fun! Wish the gimmick could be expanded upon.

The maagikoopa SFX still appears even tho there isn't any in-screen. Maybe basgame bug?

Anyways, good job!

11. Mossymelome Home

Oooh a watermelon lab level! My favourite food.

Anyways, this is an awesome level! The theme is so unusual and funny. The setups were well introduced and I love the lore. The watermelon enemies are pretty cute, and I love how you utilize them. This is probably the most creative level I've played this year.

My only nitpick is the seed of the watermelons are hard to distinguish.

12. New Fangled Interplanetary Travel

Another futuristic lab level!!!!

I adore the usage of dash platforms, but sometimes handling the momentum feels frustrating, especially with the last part. Everything else is pretty nice. Lovely setups and progression. Too bad the last part kinda ruins it.

Would be nice if you add a checkpoint in this spot to make the progression more forgiving.



13. Clockwork Catacombs

I love the theme, I love the gimmick, I love the progression, I love the music, I hate the last key gimmick (the electricity clock is just hard to avoid, making the room frustrating to play). Everything else is FUN to play with.

Personally, I think it needs at least 1 checkpoint.

Overall, one of my favorites for sure. It's fun, creative, and has replay value (imo). I just wish that one room needs some adjustment.

The various death effects are also a nice touch, so kudos to that.

14. Rotten Bone Spell



15. The Glass Maze Under the Sea

Now this is how you make a hard maze level. The setups are well made with a nice progression, which makes a fun experience. I also love the vibe, though I'm not really sure if the theme follows the contest's rules.

I only wish the indicators are clear enough.

Overall a great level. Kinda frustrating, but not much.