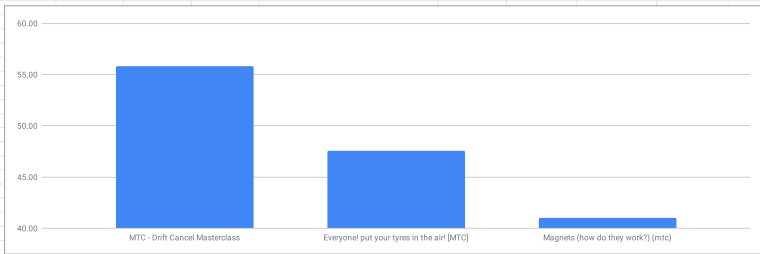
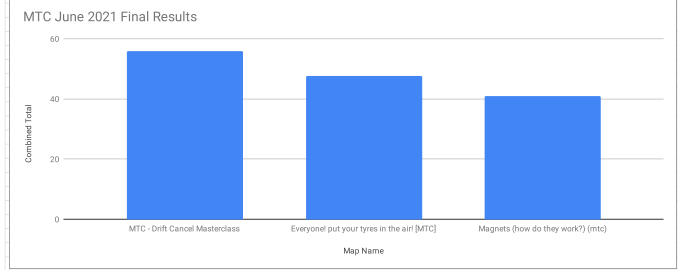


Final Rankings		Track	Author	Theme (20p)	Creativity (10p)	Fun (10p)	Detail (10p)	Track	Comb. Internal	Average Public	Adj. Public (#'s)	Combined Total
MTC - Drift Cancel Masterclass	55.83	Magnets (how do they work?) (mtc)	pjw	13.83	8.33	6.33	7.50	Magnets (how do they work?) (mtc)	36.00	3.00	5.00	41.00
Everyone! put your tyres in the air! [MTC]	47.58	MTC - Drift Cancel Masterclass	SolideZeehond	19.33	9.33	7.83	8.50	MTC - Drift Cancel Masterclass	45.00	6.50	10.83	55.83
Magnets (how do they work?) (mtc)	41.00	Everyone! put your tyres in the air! [MTC]	Mazer	15.33	8.33	7.87	8.33	Everyone! put your tyres in the air! [MTC]	39.67	4.75	7.92	47.58



Map	Author	Theme (20p)	Creativity (10p)	Fun (10p)	Detail (10p)	Feedback
Magnets (how do they work?) (mtc)	pjw	12	6	6	7	I really wish this map had a GPS or any kind of explanation. You get put into a track full of magnets and you are on your own to find out how to complete it. I find that it misses, the theme, because this is not teaching nor training magnet skills, but rather challenging your already learned skills. It would've been compensated, if there were explanations given with them. The map itself is fine, but I frustrated more than having fun finding the routes.
MTC - Drift Cancel Masterclass	SolideZeehond	19	9	8	8	Really nice map to learn drift cancels. The setup and routing is really fun after a few tries. However, getting it on the first try is not really it. Signage is barely existant and the red/white barriers aren't forgiving either, but after some time, the rising difficulty from easy to hard is nicely implemented. One thing to mention is that the uphill before the third drift cancel is making the next U-turn pretty blind. Lastly, the track tips are a really nice addition - it presents the trick fairly well while giving important tips.
Everyone! put your tyres in the air! [MTC]	Mazer	17	9	9	9	I enjoy this map and the concept of having multiple routes. Unfortunately, only one is hunttable, since one is faster than the other (I didn't take this into the points). The idea of your tyres lifting off is nice, however its not really a technique, but more something the car does automatically.

Map	Author	Theme (20p)	Creativity (10p)	Fun (10p)	Detail (10p)	Feedback
Magnets (how do they work?) (mtc)	pjw	17.5	9	8	8.5	<p>When I had defined the rules for this MTC, I had envisioned a more technical skill focus than what you did. Mechanical skills like drifting or brake tricks or such. There were plenty of interpretations, and yet you still managed to surprise me. While not a literal interpretation of the rules, I can't help but be impressed that you built a track which builds on the environmental mechanics of magnets rather than the driving mechanics.</p> <p>I'm a bit split on how to view the course. As you are no doubt aware, it's a very hard course. That's a weird decision for a course that's meant to teach something, but it's also hard to deny that a lot of the things being taught here are difficult by their very nature. Still, some quality of life things could have been improved. Some of the sections felt like major jumps in difficulty, such as the first time you need to manually transition to the other side of the same magnet block. I found myself trying to accomplish this only to be easily flung off, misleading me into assuming that I was meant to be doing something else. Perhaps a double or triple wide stack like we see near the end could have helped make this part a bit more lenient and consistent, and thusly easier to figure out what's intended.</p> <p>Otherwise, the course builds up difficulty well. Transitions get tighter and less forgiving very naturally. Each jump where momentum and magnets are combined feels well paced on the difficulty curve. I always knew where I needed to go next, making the only question how to get there.</p> <p>I appreciate the little details, too. The course looks good for the most part (though I did notice at least one block missing an underside). I appreciated that there was an intro and an outro (the latter particularly surprising for such a long course). At the end of the day, I can't think of many things I'd like changed without fundamentally changing the course itself.</p> <p>Overall, a creative take on the theme with well built (though occasionally frustrating) execution.</p>
MTC - Drift Cancel Masterclass	SolideZeehond	20	9	8.5	7.5	<p>This course is just about what I expected from this theme. A single technique made into the singular point of a course, and you've done so very well. The course being so focused on the drift cancelling leaves very little else to lose time over, so learning to properly pull off a drift cancel really does determine whether you can get gold or not. That said, I do feel like a couple of the non-drift turns were a bit tight for a course meant to be about those 5 titular turns. It's not major, but I noticed it and felt it worth mentioning.</p> <p>The inclusion of a tutorial on how to perform the technique was a clever inclusion which I find nice to see. I liked that it was separate from the GPS as well; having both is handy. There weren't many other details to make note of, though. The scenery looks nice, though it's pretty standard as far as Valley goes. Other than that, there's not much more to say. This is a simple map that does what it means to quite well.</p> <p>Overall, a course that focuses on the skill it means to teach and does so very well.</p>
Everyone! put your tyres in the air! [MTC]	Mazer	17	8	8	8	<p>I don't know what to think about this course from the theme standpoint. It's a course that's clearly meant to be about a singular technique, that of driving on two wheel. It just feels so much like a normal Trackmania map that I'm not sure it quite fits what I had envisioned. Still, it sure uses the two wheels to its full potential, from keeping grip to changing the possible lines to autosliding. I'm not convinced that this is a good tutorial/training map for two wheeling, but I also can't reasonably say that it doesn't show just about everything there is to the technique. I think the difficulty of the course is what's giving me doubts; perhaps making one of the routes geared towards newer players would have made me more forgiving of the tough, tight routes you have present.</p> <p>From the route standpoint, you've made an impressive course. It's quite technical, but it flows well once you get a hang of it. The use of two routes is interesting, and it helps ensure that the theme of teaching two wheeling is upheld without turning into a lengthy ordeal. The scenery looks nice, too. I'm not willing to say it's super unique, but it does feel somewhat more interesting than what I envision normal Canyon scenery to be. I'm impressed that the two routes don't conflict with each other, and they're well signed for the most part. Sharing a main finish was a nice little touch.</p> <p>Overall, a solid pair of technical routes that feels perhaps a bit difficult for the month's theme.</p>

Map	Author	Theme (20p)	Creativity (10p)	Fun (10p)	Detail (10p)	Feedback
Magnets (how do they work?) (mtc)	pjw	12	10	5	7	While I did eventually learn the tricks and make it to the end, I feel like this map is missing the opportunity to introduce tricks slowly in a ramping difficulty. As it stands now it just feels to me like a really hard trial map.
MTC - Drift Cancel Masterclass	SolideZeehond	19	10	7	10	I cant say that this old dog was ever able to "master" this new trick but you certainly gave me a good introduction. I really like the helpful "GPS" track tips. I think without that I would have been completely lost as to what I was supposed to do. Perhaps if you wanted to go even further with the teaching thing it would have helped me to have a ghost to follow or a line on the ground or something to indicate the entry angle of each turn, when to start the drift, when to cancel, and how to exit. As it stands now, this track still did a great job teaching me something I actually didnt know before! :)
Everyone! put your tyres in the air! [MTC]	Mazer	12	8	6	8	Cool canyon track with 2 routes! Although I was a bit confused which route I should attempt first, in terms of learning the mechanics. I also found myself often forgetting your tight fs line and having to refer back to the whole GPS ghost when it would have instead been nice to have some guidance along the way. This old dog would have enjoyed also having a bit of an explanation of the two wheeling mechanic and maybe what it benefits it might have over drifting.

