

Overall Notes

Ibex

- I chose to weight gameplay more heavily with a 70%/30% split. While detailing is required, I appreciate more effort being placed on refining the gameplay aspects of the map first and foremost. It's relatively common for a map to be rushed through detailing for these contests, so I'd rather judge that as an extra layer on an already refined map.
- I tend to judge TF2 detailing with realism in mind. I understand the realism doesn't always make for good gameplay spaces so I'll judge the realism I see as adding to the detail rather than the lack of it detracting from your detail.
- Feel free to contact me on discord or the website if you have any questions!

Altitude

Ibex

1. Gameplay:
 - Impressions:
 - Blu spawn to A feels great, though a bit reliant on explosive jumping or a competent sniper for Blu.
 - The transition between A and B is fairly awkward. I think both Blu and Red have trouble creating a consistent frontline. I still have a bit of trouble trying to picture it in my head. I think it becomes less cumbersome when the forward spawn opens for Blu, but I can't actually tell when that occurs.
 - The layout of B itself is fun, but I think it relies on the players having some familiarity with the map. Seems like losing the roof is hard to recover from.
 - I think the B to C transition is somewhat clearer, but the distance between the upper and lower routes feels awkward.
 - The C point feels decent, but you really have to commit when attacking as there aren't any quick escapes.
 - The displacements/prop usage flow very well together, I'm not fighting the geometry to get around.
 - I really do like A, it's fun to fight around and feels well polished. B works well, but I think is somewhat let down by the transition ahead of it. I want to like C more, but extreme height differences are hard to fight in sometimes.
 - Nitpicky routing:
 - I am nitpicking because this is already really well polished, but I think routing is somewhat of a problem. Even then, I only have a few minor issues.



- This route across B is where most of Red players want to travel after leaving spawn at the start of the map, and it points me away from the “quicker” route and into a ledge route that most classes can’t get up. I get that the angle helps that space as a defensive position, but I think another arrow either on the water tower or against the rock would help direct players right.



- This door is incredibly bizarre. When Blu’s forward spawn opens I’d have a hard time believing any Blu players are using it. I get that it creates a 3rd route to attack B, but it is pretty naturally hidden from Blu players to begin with; I have a hard time imagining it gets much use from Blu and I don’t think Red should have a backdoor to A.



- After capping A, I think you could use more sensory options to indicate where Blu is supposed to go. This sign pops in instantly, without any ceremony, and in the shadows; give it sounds, a slow rise from the ground, something. Two routes are somewhat hidden right behind A itself, so any additional guidance is probably good.

2. Detailing:

- Overall, really well done in terms of theming. You've got great atmosphere, and when just playing, everything feels cohesive.
- Not actually sure what the theme is beyond snowy mountains and ski lifts, but there is minor progression in the spytech amongst the objectives.
- The thin pines feel a bit spammy at times. Sometimes they don't layer that well against the rocks and sky cards. It also seems like the only places you group them tightly is against buildings/close to play areas (which doesn't make much practical sense, but again trying to tone down my realism goggles). Not sure if you're against using the standard pines, but those might help with the skyline.
- Your detailing feels somewhat prop spammy at times. I'm trying not to hold it against you because it seems to mostly blend into the background, but I still think TF2 works well when not every corner/wall is covered.

3. Other thoughts:

- I'm interested to see if there is some underlying story to the map, or whether you just wanted more ski lifts.
- Favorite gameplay area because of the space between Blu's initial spawn and A.

Idolon

This map feels the most adventurous of the contest while also successful. Each point design is unique, memorable, and at least relatively successful. Comments on each:

- A) I like that red has to establish a forward hold to hold onto this point. It feels appropriately difficult (but fun) to defend for a first point. It's fun to play as both teams and is probably my favorite gameplay area in the contest. Good work!

- B) The main choke of this point is awkward and it's hard to get a grasp on the gamestate because of how fractured it is. Blue team wants to fit through a relatively thin opening in the roof of the point, and the point area exposes offense to almost a full 360 degrees of possible defense. It can also be difficult to feel useful as a flanking class on blue. I think this is probably fine and could be part of the "charm" of the point, but it's not ideal either. The A-frame shed is my favorite detail of the contest.
- C) This point seems to have two entirely separate lobbies for blue, which worries me a lot in terms of gameplay consistency. I've had rounds where the blue team effectively used the lower lobby and the upper lobby remained a flanking space (which seems to be the intention), but I've also had rounds where blue holed up in the upper lobby and simply forgot that the lower lobby even exists. Because the two lobbies are so disconnected, a single blue teleporter can have a lot of influence. This also makes defending unpredictable, as red may be assuming the main push will be coming from the centrally located route on the low ground (a very reasonable thing to do), and slip right under blue team pushing in from the high ground. This is fun for red players being sneaky, but causes issues when the two team fronts simply don't meet each other and blue gets an easy capture.

Suna

I really enjoy the areas leading to all of the points, although the gameplay on the points themselves can often feel awkward and cramped. It feels as though the points have been put there by mistake. It starkly contrasts with the rest of the map, which feels so open and free-flowing, I have to imagine this decision was intentional, but even so, it makes fighting on the points not very fun. I would much rather support someone who is capturing a point, rather than capture it myself. But again, the rest of the map is exceptional. Regarding detailing, you've done an excellent job, but the only thing keeping me from giving a perfect score for the detailing is the progressive detailing. Obviously, it's there, and again, great job, but C doesn't at all feel like a "last point". It's missing some 'scale' that is used for a lot of last points, where there's a large landmark or feature that can really give it some identity. You have the cable cars, but I don't think that's enough.

Azumith

Ibex

1. Gameplay:

- Impressions:
 - All routes between Blu spawn and A at least lead me to A, but I'm not sure which one of them is the main route really. There seem to be about 4-5 routes into the building and something like 4-5 entrances for Red to watch. Felt a bit chaotic.
 - Routing for Red to A didn't quite lead me there, and again not really sure where to defend A from. I just kind of stayed inside A and tried to cover as many entrances as I could.
 - The inner route for the transition to A to B is super cumbersome with the one shelf being a weird sightline blocker that didn't really block the sightline. All the routes for Blu sort of lead to the same place, too.
 - Not quite sure where Red is supposed to want to defend from besides standing on the point itself, but that barn is swiss cheese. Seems like Red can effectively choke Blu out of B if they stay in front of the point.
 - Routing from B to C feels pretty weird, and again the entrances into C kind of dump Blu out in one area for Red to camp.
 - Seems like Red has a really advantageous roof/2nd floor above the C point that also can overlook all of Blu's entrances. The actual fighting on C was a bit awkward because of the height difference as well.
 - The general geometry of the map feels overscaled. Especially noticeable when you have two floors in your buildings.
- Overall, you have some interesting ideas for the playspace, but I think your map is let down by routing and scaling issues.

2. Detailing:

- Feels like an alpha map that rushed into detailing for the contest.
- Your detailing is very sparse, and without much concern for telling a story or trying to consider what your buildings are used for (e.g. tires next to a coffee machine in a random room near the train tracks of A).
- The overscaling also has the effect of making your stairs look enormous and out of place in some cases.
- The clipping around the train tracks seems to cover a 32u step height, which I wouldn't generally expect without some sort of geo or prop to close the gap. Also, inconsistent with some of the other 32u ledges around the map not being clipped (mostly ledges next to displacements).
- You switch pretty often between wood/brick/metal/concrete without much care for what the structure should be made out of.
- You've filled the space with buildings and props, but you haven't really built a cohesive theme. There wasn't really an identity to the map.

3. Other thoughts:

- Your far-z fog plane seems to be set pretty short. Barely noticeable. Only really shows when trying to look at your skyline or noclipping around the map, but something to learn about for future detailing/maps.
- You've got a few dead end rooms, you should try to make it more apparent that there isn't anything else to the room or try not to make rooms dead end like that.
- Seems like you spent a lot of time on the cutout gimmicks, probably could have waited on those until the map was more finished.

Idolon

Every point on this map feels like it's trying to emulate Gravelpit's design, with points being forts that blue has to infiltrate and break up red's forward hold. I like this approach and wish more maps would do it. However, I'm not sure any of the points are really properly balanced besides

A. Comments on each point:

- A) Pushing this one can feel a bit weird because the point itself has little cover. Once you push into the room, you're subject to long range spam and snipers without many options for cover. However, it seems to function. Flanking on this point is fun when it works.
- B) I feel like I haven't really had a representative round on this point. I don't really know where to hold. It feels pretty open with no main choke and always seems to get captured pretty quickly. The point doesn't function as a fort.
- C) This point lacks direction. Getting a mental map of the area is very difficult for either team because the building takes up so much space. Red has a lot of different hold areas and it can be difficult as blue to know where they actually are because there are so many corners to clear. There's also a sightline all the way across the point from red spawn, which feels pretty poorly considered.

The fact that each point is a building in an open area allows you to pretty easily test different ideas, so I'd encourage you to keep improving on this map. I like seeing new takes on Gravelpit-style points where red has to establish a forward hold, but I don't think you've managed to make it fun.

Suna

Overall, I generally don't have a lot of fun on this map. A can often be fun, but once that is captured, it turns into a bit of a slog, both for attacking and defending. Engineer is exceptionally strong on defense, there's a lot of sentry spots that feel almost unfair to fight against, which obviously isn't very fun. The layout itself also doesn't help, both B and C are very awkward to navigate and I never feel like I'm taking the optimal route, and even though I have played the map multiple times, I still find it hard to tell which areas are safe to use and which areas are held by the enemy. The detailing is rather rough, but it's not 'bad'. You really just need to improve your progressive detailing and give each area its own identity, as well as paying more attention to finer details.

Gridiron

Ibex

1. Gameplay:

○ Impressions:

- So I ended up being able to play this map without someone on mic and with someone on mic directing players. It still seems to play the same in either situation, which is sort of good, however I think that's because the only viable route seems to be the furthest from the enemy spawn (under the train toward the run-in).



- Seemed to get the most use out of the thrown-in goal due to the proximity to the left route, but the run-in did get used.
- Only saw the bonus goal get used when we were getting trounced by unbalanced teams.
- The overtime goal isn't that well telegraphed, but I like the idea.
- Sentries seem to easily dominate mid, but to be honest I wouldn't know how to address that.

- I think my main concern with the map is that it plays the same one route every time, unless the teams are extra imbalanced. That is stale to me, and when sentries come into play it can get extra stagnant.

2. Detailing:

- The spawnrooms have some nice details to them, but for the regular play areas the details feel pretty sparse. I see a fair amount of detail outside the play space or above the players general eye level. But the regular routes running between mid and the goals are relatively barren. Not sure if that was intentional, but I don't feel like it has to be.
- I like the scale of the buildings and the overall construction feels right for the theme.

- Some usage of the industrial props feels out of place. Especially the coal shoots/"grain" feeders.
 - Think the best details are at mid; really like how you used the coal elevators (if that's the right name).
3. Other thoughts:
- I like the idea of the big furnaces at mid, but they seem very inconsequential. I guess it would be bad to force it, but I sort of wish there was more to them besides pushing the ball when thrown at the sides/top.

Idolon

I think most of my problems with this map can be summed up as "too big." I realize this is the way most Passtime maps are, but I still hold that against this map because another map in the same contest proved to me that smaller scaled maps still work with the mode, and in my opinion, work *better*. Mid feels like a good gameplay space and I enjoy skirmishes in and around that area, but pushing into enemy territory or defending your own feels like it simply isn't built with slower classes in mind.

Suna

As far as passtime maps go, this is very good. I would say that compared to all the official maps, this outshines them all. The layout is very fun, but it suffers a bit from overuse of height differences. It feels like every 5 steps I'm making a change in elevation. This works for the detailing but is a bit disorienting for gameplay. My only other issue with the gameplay is that pushing out of mid can often be very difficult, but that's more of a problem with passtime than anything. The detailing is exceptional, although I wish you had put in a little more effort to make some buildings a bit more interesting (exterior).

Pine Peak

Ibex

1. Gameplay:

○ Impressions:

- The area between Blu spawn and A feels somewhat cramped. Blu spawn's exits are clumped together and then it dumps out into a pretty tall fence almost immediately.
- The scaling isn't so bad, but all the doorways look excessively tall.
- Red can eke out an okay defense of A, but I think that's because they've more or less have decent chokes and height advantage everywhere. Feels like they do better when staying ahead of the point though.
- The far entrance for Blu into B feels hidden especially if you are coming along the cart path, and the overall transition between A and B is very short. The opening of the close gate isn't perfectly telegraphed, and it seemed hard for Red to determine when people will start moving through that one-way door.
- Seemed like B was somewhat defensible, but heavily dependent on a competent engineer.
- The transition from B to C is kind of awkward and the height advantage Red has is pretty extreme the whole way up. The building on Blu's left into C is also kind of convoluted to navigate. It feels like it needs to be more advantageous for Blu due to the limited entrances into C, but Red can access the space too easily. Seems like attackers winning is reliant on slow Red spawnwavetimes, which isn't the most fun.

- Overall, the gameplay spaces aren't the most polished and at times are awkward to fight in. I think A plays the best, but there is still room for improvement on all points and the spaces between.

2. Detailing:

- Thick wood everywhere was my first impression. Pretty simple detailing overall, at first glance it's passable, but if you look close at any one thing it sort of falls apart.
- Some weird transitions between concrete and wood materials.
- Not sure why the cart ramps are just flat wood; kind of seems like you were avoiding making them displacements or something, but then did it from B to C.
- Lighting is overall pretty flat.

3. Other thoughts:

- I don't really understand the finale with the laser, but overall it at least seems like the theme tries to progress in the normal TF2 style (simple, older industrial spaces that slowly transition into new constructions with some sort of underlying spytech).

- I don't really understand the purpose of the saw blade. Seems like you've got a semi-sawmill type theme, but it just comes across as a bit forced.
- I like the train bridge, sort of wish it interacted more with the final section of the map.

Idolon

This map can be fun at times, but it isn't particularly memorable or interesting. There's two main flaws I see:

- 1) The flanks tend to bypass the main choke entirely rather than complement it, so fighting ends up split apart a lot. Sometimes I go to the main choke and there's nobody there because everyone is focused on the flanks. Everyone has just assumed everyone else is at the choke. This isn't necessarily a bad thing, but it did feel like teams were uncoordinated. Most flanky payload maps have one main flank rather than two. A is probably the worst point in this regard, and it gets better as the map goes on.
- 2) Because of the above, teams ended up behind each other constantly. Getting behind the enemy team felt less like a sneaky thing that's hard to pull off and more like an inevitability. Sometimes I felt like the coast was clear to make a push on the cart, only to discover that most of the red team was all camping behind me, and not because they were trying to be sneaky, but because they were holding forward in a choke.

Also, C is really long and it feels like a blue teleporter is pretty much necessary, which I don't think is great.

Suna

This is very rough. Both the gameplay and detail feel half-baked. A plays pretty well, B has some routing issues but is otherwise quite good, but C is just bad. There's a multitude of routes and yet none of them feel like they have any significant gameplay impact, and attempting to attack or defend this point is more frustrating than anything else. The routing issues of B can make defending stressful, as you often aren't aware of where enemies are coming at you from, until they're right on top of you.

RO3Pont

Ibex

1. Gameplay:

○ Impressions:

- The pathing out of Red's initial spawn didn't exactly lead me to A. Once on A I wasn't quite sure where to defend from, and we seemed to lose it pretty easily.
- The area outside of Blu's spawn works decently and is pretty easy for Blu to quickly take hold of. The fight for A seems like a bit of a numbers game where Red doesn't have much of a chance either due to walk distance or spawnwavetimes.
- The transition from A to B is not particularly fun. First the uphill battle, which seems to be passable because of the proximity of Blu's forward spawn. And then the cramped bridge. It sucks. It's a pretty hard choke, and even if you get a chance to take hold of it, a new route opens behind you messing up your frontline pretty hard. And the layering means half the time you don't know your team is being flanked.



- The route is definitely needed to break the Red defense, but it's timing is a bit hard to predict in the moment. It seems more advantageous for Red every time.
- The upper route over B point itself is also very hard to predict for Blu once on the point. Feels a bit messy, but seems to work.
- The transition from B to C is also somewhat awkward. Due to the proximity of the point to Red's spawn Red players seem to want forward hold, which seeps into all the areas Blu wants to try to set up. The upper and lower routes (especially the upper) are also relatively close to Red's spawn so they are constantly flanking Blu advances.



- The defense of C seems to break usually, but it never felt like a good push.

- All the spaces feel like Red needs to forward hold a decent ways away from each point, with defending on the point feeling only somewhat practical on B because of the cramped space and Red's less predictable routes. The cramped bridge ahead of B is really the weakest space of the map, and is tiring to attack into/exist in. C feels like it could work, but is in need of more polishing.

2. Detailing:

- The presentation out of Blu's spawn is great. Really like the layering of Binksi building looming over the bridge. The positioning of B on top of A is a cool touch, though it seems that had an effect on the overall gameplay.
- There are honestly a lot of really cool details, and I did originally have this down as the "Favorite Small Detail", but all the little storytelling elements in Rumford won me over.



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- Like this stripped step (though it doesn't appear to be accurate to the cap zone). Or the paint line before the one way door between A and B. The window props on the bridge building matching with the exterior above Blu spawn.
 - Your detailing does feel a touch prop spammy at times. Seeing every corner covered in a prop is a bit much, but your prop choices were at least simple and fitting of the areas/theme.
3. Other thoughts:
- The underground space between B and C feels odd, but I can't really put my finger on why.
 - I really do like the idea of A and B; I hope you can find a better way to connect them.

Idolon

This map has the potential to be great and it's about halfway there. Here's my thoughts on each point:

- A) A is fun to push, but less fun to defend. Standing on the point area feels very exposed as red and I think you should close one of the two main doorways so that red can hold forward a bit easier.
- B) B needs work. The single hallway that blue has to push through works surprisingly well as a forward hold for red that blue inevitably pushes, which is about as good as it gets for a point connector in A/D maps. The slow door route sometimes works as a way to give blue a better angle on the point, but it also enables red to push back easier and it backfires often. I think you need to move the point out of that cramped room, maybe move it further back so that it isn't so close to the main choke.
- C) This point is the roughest imo. Controlling the high ground in the lobby feels essential for pushing or defending this point, which I think is a neat idea, but every way up isn't much fun to push. The lobby as a whole is very interconnected in a way that makes for some fun sneaky plays, but it definitely leans in favor of red in a way that ends up being not so fun for blue. In addition, all of the flank routes on this point consolidate before they reach the point area, so none of these sneaky plays actually allow blue to get behind red very effectively unless red is holding forward and not paying attention.

Overall, I think you've accomplished something interesting, fun, but rough around the edges. I hope you continue developing this map.

Suna

This feels like a community map from 2011. That has both good and bad connotations. The detailing is good, although it stays almost exactly the same throughout the map. This wouldn't be much of an issue if the points had more of an identity, but they don't, so every area of the map ends up feeling the same. Layout wise, it's just very boring and rather claustrophobic. The map feels like it's 99% hallways, and there's very little open space, making explosive classes

and pyros exceptionally powerful, and rendering other classes like scout and spy virtually useless. Additionally, this hallway-based layout makes the map very confusing to navigate, especially around C, and the way the map loops around on itself certainly doesn't help that. Touching some more on C, it feels extremely difficult to capture, as wiping red red can often result in them respawning before you can even cap the point, which feels a lot like an Overwatch last, which are widely known for not being fun to try and attack for this very reason.

Roofrack

Ibex

1. Gameplay:

○ Impressions:

- Coming out of Blu Spawn the area feels like a bit of a throw away, which I guess is acceptable, but I don't think Red would ever want to be in that immediate area. Maybe give them more of a reason to want to try to use that area at the start of the round. Retreating from it either leads you to the flank, which is oddly long and separated from the cart path or down the nomansland cart path.
- Also, not sure if you intended it, but Red sets up way ahead of the point. I don't think I saw an Engineer set up at A point itself. Though I can see why with the dropdown limiting options for retreat, and that path turns into an easy flank for Blu once the bridge over the cart path is taken.
- The cart path from Blu spawn to A is already at odds with this gamemode variant. It seems like you decided that the cart was enough cover. Lots of tall walls, with minimal escapes and no cover. If you aren't next to/under the cart you likely have almost no cover available. This seems to hold true for most of the map.
- The area after A seems like a throwaway, but is again lacking in any sort of real cover for either retreating Red players or attacking Blu players.
- B has the same cart path issues, with less options for Red. The lower Red spawn exit is also an odd pathing choice with it dumping out behind where Blu will be pushing, without much indication.
- The transition area right after B is an interesting pacing decision. I guess it works, but it might be more fun if you let players still fight in at least one choke while the cart is stopped.
- The lead up to C seems to work okay, but the rock cave flank seems enormous for how far away from the cart path it is. I think it separates the Blu team a little too much, though the flank is necessary to get around the sentry options red has.

- Overall, it seems like the layout is a bit simple in terms of options for both defense and offense. The routing around A is awkward, and that seems to be a result of trying to reuse the area for the transition to attacking B. C seems to work better, but height changes and disconnected flank feel a bit rough.
- The cart path is no fun to be in and doesn't interact well with any of the spaces around it. It feels heavily reliant on the cart for any sort of cover or interesting gameplay.

2. Detailing:

- I really do like the vista overlooking A, very reminiscent of stock maps.
- Overall the detailing feels simplistic, but at least somewhat consistent in style.

- The transitions between areas are okay. The wood to concrete is slightly odd, with the buildings around B being a bit rough (especially with what seems to be a wrongly placed concrete section).
 - Can't say I understand the cube finale, but it's an okay set piece.
 - Lots of odd texturing choices or alignment issues. Seems like you might have been changing texture choices right up till the end and just missed things here and there.
3. Other thoughts:
- I'm guessing you put the trigger push on the front to reduce getting stuck, but you still get stuck on the side of the cart when turning corners.
 - When the cart is on ramps it can also stop the player from pushing in some positions. On the final ramp of C, the rear of the cart will stop me from connecting with the trigger brush.
 - To be honest, I don't know how many versions of this payload variant you've tried, but between the physics and layout concessions, I still can't determine how it tries to improve or even offer an alternative to the gamemode.

Idolon

This map is rough. There's two crucial issues I see:

- 1) The layout is built around the unique cart concept, which results in a lot of spaces that are trenches. Being in a trench isn't very fun, and the unique cart shape being a platform for jumping across doesn't actually come into play a lot of the time. The most useful part of the cart shape is for blue players to use it as overhead cover, which they need because red is so often attacking from a height advantage. Standing on top of the cart is rarely a good idea because you're so exposed, and it's rare that standing on top actually gives you a useful route.
- 2) At least for the first two points of the map, there's a weird central hub high ground that red controls by default but then inevitably falls to blue control once A is taken. This area should be ditched entirely because it enables blue players to get behind red team very easily and disrupts the entire match.

Unfortunately, I think the best course of action for your map is to remove the two most unique parts about it. I'd love to be proven wrong about the cart shape being a bad idea; it might work with a different layout that doesn't have so many trenches.

Suna

There's some very interesting ideas at play in this map, but the execution isn't really up to par. Obviously, you have the 'caged cart' mechanic, which certainly presents some cool gameplay moments, but Source causes this to be pretty janky, causing players to frequently get stuck. It's also very large, which makes attempts to get around this thing quite frustrating. The layout is just as frustrating. A lot of it is a rather labyrinthian series of routes that never take you where they think they will, and frequently provide routes to (unfairly) get behind the enemy team. B is I

think the worst offender of this. Red spawns directly next to the point, and from an area right outside of their spawn, they have sightlines to all entrances to the point. Couple that with some exceptionally strong sentry positions, and the only way for Blue to cap this point is to wipe Red and immediately begin spawn camping until the point is captured. Regarding detail, it's pretty solid, but lacking a lot of variation which results in the whole map feeling the same. Pair that with the dull lighting and brown-grey colour palette and you've got a very depressing looking map.

Rumford

Ibex

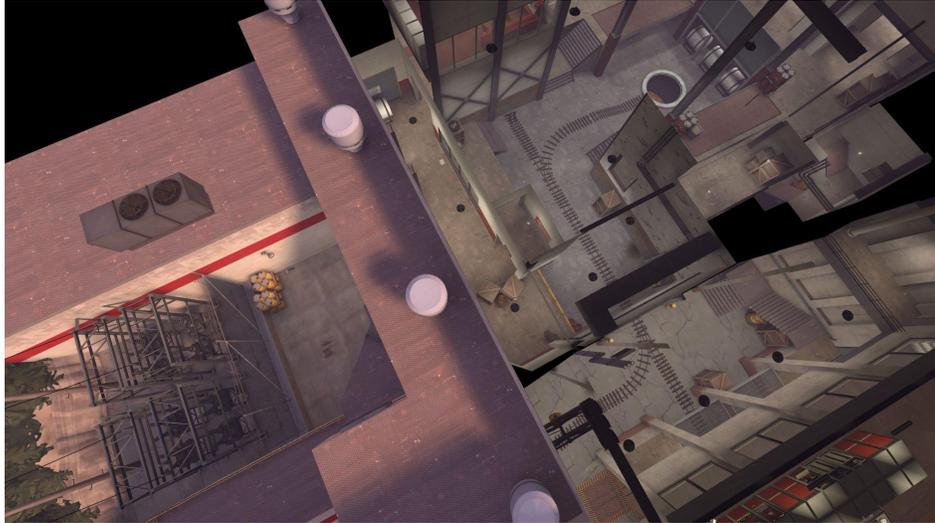
1. Gameplay:

○ Impressions:

- Out of Blu's spawn and the lead up to A feel good, though the positioning of the point itself feels like it's taken a fair amount after Blu have control of the area.
- The first turn of the cart feels a bit cramped, I think I left a note about the barrel prop.
- The transition from A to B seems like the weakest part of the map. The routing seems to get a bit messy, and Blu has trouble creating a solid push/frontline. It also seems like Red's defense holds a fair amount ahead of the point, and doesn't really have much of a defense once Blu gets close to the point.



- I can't place my finger on it, but something about these exterior buildings is where it gets wonky. Maybe the height transition at the corner building with the dark roof.
- The initial progression into the industrial section of the transition between B and C seems to flow well, but sort of locks up at the entrance into the final area.



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- This little outdoor route seems to turn what should be three (or even four) viable routes for Blu into only two, and makes progressing into last inconsistent.



- I'd almost suggest making it easier to hop this ledge.
- I like A, it feels like a polished payload first point that I could have played in 2013. B and the lead up to it feel like the weakest part of the map, but it still seems to play okay after the awkward push through the transition. C seems to play pretty well and feels like a good finale overall.

2. Detailing:

- Spent a lot of time in the initial Blu spawnroom: those yellow safety railings look really out of place. Had to get that out of the way.
- Overall, I really love the little story telling details. You've sold me on the papermill aspects of the theming. Storing the wood shavings/pulp outside seems like an odd idea, but I sort of trust that you've done some research with the various details you've provided.

- The area from A to B kind of lacks in identity to me. I got slightly lost in the same-y tall, wood buildings.
 - The industrial area looks great, but gets somewhat prop spammy in the playspace. Again, I really like the papermill theming in the out-of-bounds spaces here.
 - The brushwork detailing around the map is really quite nice. For instance, I like the little squares over the metal crossbeams.
3. Other thoughts:
- The simple little conveyor of wood pulp/chips won the small detail for me. I'd maybe scale down the texture right there, but it's just neat.



- You've repeated that one tree every like 384-512u along the cart path from A to B. It doesn't really stand out when playing, but now I can't unsee it. Might have contributed to the sort of lack of identity.
- The simplicity of the brushwork gantries is great. The positioning of the gantries is kind of awkward, but again not detracting for the lack of realism there.

Idolon

This is a pretty solidly put together map and I don't have a lot of complaints. Altitude and Rumford are pretty clearly the top two maps of the contest and when comparing them, Altitude is generally a more fun and interesting map, but Rumford feels more polished and balanced. It's hard to come up with something to say about this map because everything about it more or less feels correct.

- No comments.
- The main path has a lot of corners, and each one of those corners is another checkpoint that blue has to clear. As a result, it feels too easy for red to retake ground on this point. However, I'm willing to believe that may have just been the case in the rounds I played.
- I feel like blue is missing health for pushing this point. At least when trying to push the main route out of the turntable room, there's only one medium healthkit to share. Even if I retreat a decent distance hunting for other health packs, everything is smalls. Also,

when trying to push the flank from this room, the gameplay space just isn't very fun. The geometry there could stand to be more interesting - take a look at how Badwater final has a similar flank, but there's multiple routes and cover in the middle of the space rather than off to the sides.

Suna

This is just a good map. It does feel a bit generic, especially around the second point, but that doesn't take away from the fact that this map has a good and fun layout, and pretty good (although clearly unfinished) detailing. Your attention to small details and unique details helps the detailing that is present go a long way. Honestly, it's a rather hard map to critique. Everything about it is just... good. The first point is very fun, but can be a bit difficult to attack. The sightline down the main route is pretty brutal, as attackers are all funneled into it whenever they try to move forward at all; but this can be fixed with a bit of extra cover. Second point is a little weird in terms of its routing, all the strongest routes aren't immediately obvious, which makes capturing this point a bit more difficult than it perhaps should be, but I think C is pretty much perfect, I just wish I was able to play it a bit more.

Smalltime

Ibex

1. Gameplay:

○ Impressions:

- So I got the chance to play this both with and without a person on voice chat trying to direct their team, and it seemed to play drastically better with. There may also be some percentage of the player population that is more familiar with passtime, but I believe the instance with someone on voice chat had a few people ask what pass time was. In any case, while I started to enjoy the map and mode because of that, it does feel like the map is too chaotic without the extra layer of coordination.
- Without coordination, the grouping and movement definitely slowed down and seemed to favor the outer route against the rock wall. I may be conflating it with the lack of coordination, but that exterior route also seemed to be the hardest to push.
- I can't say I immediately noticed the new advantages of the jack with your gamemode updates, but I did seem to die less holding the jack than on other maps.
- The routing options into the bases all seem to be useable and allow for the carrier to rotate quickly (at least when you aren't quickly dying to lack of coordination).
- I can't decide how one is supposed to reach the bonus goal. I can get the marker on there, but I have to be standing nearly right under it while looking almost straight up.
- The jump pad seems oddly placed, and the trigger feels too small at times when trying to use it.

- This map did have me enjoying passtime more, which is really commendable. It does still feel reliant on having explicit team coordination or someone at least trying to direct the team, but that seems to be a fault of pass time in general. Unfortunately, I can't separate the gamemode having inherent issues from moments when the objective/map stalls out.

2. Detailing:

- Definitely makes good use of the hydro theme, and good work on the various natural displacement shapes. The curved rock structures, though somewhat unrealistic, look good too. The caves are quite nice, however the two dimensional cutoff of the skylights leaves something to be desired.
- Overall the density of detail is fairly high, but the map is also quite small. I think you could take it back a touch, but what you have works.
- The broken concrete wall exposing brick seems whacky, but I'm not well versed in different concrete construction.

- There are a few details that sort of break immersion for me, but that's also hard to reconcile with passtime, which itself is horribly immersion breaking. The transitions between concrete and rock ground in front of the goals come to mind.
 - The lights indicating the direction of the carrier is a cool touch.
3. Other thoughts:
- The score clock at mid is a fairly odd detail. Passtime is already quite immersion breaking to begin with, but it still feels weird.
 - River from the dam in the skybox butts up against where your car tunnel starts. I wish this detail made more sense, but it really isn't noticeable unless you stop to think about it.
 - I have no idea what those little pools on the flank route are intended for, but they feel out of place and a bit awkward to fit around.

Idolon

This map makes me believe in Passtime. It's still an overstimulating headache to play that doesn't really play to the strengths of TF2, and I have absolutely no idea what small tweaks you've made to the gamemode. All I really know is that you've made a Passtime map that feels like it was actually scaled with every class in mind, and the gamemode still seems to function. That's a big win! I can play heavy on this map and still feel involved. This is the Passtime map that feels to me most like TF2 rather than a different game.

Suna

I unfortunately wasn't able to play this map very much, which is a shame since every time I was able to play, I had a hell of a lot of fun. The small scale of this map works very well for passtime, and I think it should absolutely be the new standard going forward. The fast-paced rounds are a massive improvement, as regular passtime tends to drag on a bit too long for my liking. The additional mechanics added to the gamemode are a little hit-or-miss, but generally an improvement overall. And of course, I need to talk about the detailing. I am a sucker for the Hydro theme, and this is one of the best-executed attempts at the theme i've seen. Everything looks fantastic, and I especially love the attention given to geometry-based detailing such as the broken walls. This map just makes me happy, and I love playing on it.