



LAMBDA BUILDS PRESENTS...

info_comp_start

★ OKAY.. SO, WHAT'S HAPPENING?

For over a decade, LambdaGeneration has been all about showcasing the best mods and community content from the Half-Life community. Now, it's time to make some of our own - alongside and partnered with one of the great homes of Half-Life modding, ModDB. Introducing - LambdaBuilds, with our debut theme covering the four cornerstones of Half-Life.

🏆 THEMING

Run. Think. Shoot. Live. Four words, so simple, yet so iconic to Half-Life. They defined the approach to the franchise from the get go, making players move, consider, fight, and survive like never before.

For our debut theme, "Info_Comp_Start", it's back to the roots - your goal is to make a map bringing to life these four pillars of Half-Life into one, compact package. Your interpretation can be as literal or metaphorical as you like, as long as all four elements can be reasonably inferred from within the map. Make your player ride treadmills, or present them difficult quandaries - how you cover Valve's quartet is up to you.

Just make sure you touch upon all four of these in some way. They built the franchise - now it's time to pay respects.

Begins: March 1st 2022

Ends: March 28th 2022

Bonus Period: March 30th 2022

🏆 PRIZES

LambdaBuilds is proud to debut with prizes for the top placements, as well as for every competition thereafter. A total of \$60 worth is on the table for the top three winners!

1st Place: 1 x \$25 + 1 x \$5 (\$30 total) Steam Gift Cards

2nd Place: 2 x \$10 (\$20 total) Steam Gift Cards

3rd Place: \$10 Steam Gift Card

**Please note in the case of a winning entry where more than one individual contributed, only one of the contributors will be issued the gift card codes - it'll be up to your group how to split up the winnings. Also, please note that ties can occur from 4th place onwards, but tiebreakers will be applied for any cases within the top 3 to avoid difficulties in giving out the prizes.*

? COMMON QUERIES

Q: Do I have to include all four (Run, Think, Shoot, Live)?

A: Yes - your map must cover all four ideas

Q: How big does my map have to be?

A: Your map can be as small or as large as you like

Q: How literal is the theme?

A: Be as literal or metaphorical as you like - as long as you're not stretching the definition too far, you're in line with the theme

🎓 JUDGES

The debut of LambdaBuilds will be judged by three of the LambdaGen staff:

Alex: LambdaGeneration's team leader, Alex is a long-time and devoted Half-Life fan whose experience with the franchise makes him very conscious of the magic of the series

Robo: With an untiring commitment to promoting quality work from the community, Robo's own mapping experience will play into his ability to give the spotlight to the top entries

Kralich: A newcomer to the team with years of in-depth modding experience, Kralich is the competition lead. He is also acting in an official capacity as community manager and editor at ModDB in promoting, judging, and organising LambdaBuilds

🔧 TECHNICAL DETAILS

- » The template build can be located here:
- » LambdaBuilds is built on Mapbase's latest release. All files come built-in with the template build - using them is not required, but naturally, highly recommended
- » When disconnecting to the main menu, use a point_clientcommand with the input disconnect; map_background "lb_comp1_bg"
- » All entry titles should begin with "lb_comp1_"
- » Entries should not crash the game or have any entity trickery preventing sv_cheats!
- » If there is an error with your submission we will get in touch and allow you a brief period to rectify the issue prior to commencing judging

📖 RULINGS

1. All maps must be compatible with either SDK 2013 Singleplayer (set to upcoming, of course), and/or the Mapbase branch of the SDK.
2. Assets must either be from Valve-made games, your own creation, or from a royalty-free source with appropriate licence. When submitting your map you'll be prompted for clarification regarding the latter, if relevant. All assets must be provided 'loose', not packed into the bsp.
3. You may work with a maximum of one other individual. Please see the prizes above regarding winnings in this circumstance.
4. You may make up to two entries, but only one can place - the other will still be judged, but the lower scoring will be relegated to bonus entries.
5. You may submit bonus entries for two days following the end of the submission period.
6. Maps must have a distinct ending that returns players to the menu screen.
7. Map content should not be NSFW, offensive, or otherwise contradict the rules of the LambdaGen community Discord and Website. If you want to make a map about a touchy topic that doesn't contradict the community rules, consult the judges first and be prepared to add a content warning to the beginning of your map if requested.

🚀 SUBMISSIONS

Submit your entries via the form on the LambdaGeneration website:

Please include both a **VMF** and **BSP** with your entry, as well as any custom assets as loose files.

We will reach out for minor errors we encounter (missing textures or models); however, we will not reach out for map issues, so be sure to thoroughly test your entries before submission! Fixes will be accepted on a case-by-case basis and can be made up to the bonus entry deadline (30th March).

🔗 IMPORTANT LINKS

- 🌐 <https://community.lambdageneration.com/>
- 🗨️ discord.gg/2FcPh6j
- 🐦 <https://twitter.com/lambdagen>
- 📺 <https://www.youtube.com/user/lambdagen>
- 📘 <https://www.facebook.com/lambdageneration>
- 📧 <https://steamcommunity.com/groups/lambdageneration>
- ✉️ mail@lambdageneration.com

Official website:
lambdabuilds.lambdageneration.com

Official webpage for this competition:
lambdabuilds.lambdageneration.com/info-comp-start

Check out our official website for more info on how to submit your entry for LambdaBuilds.

PRESENTED BY:

 LAMBDAGENERATION

