



LAMBDA BUILDS PRESENTS...

# ESCAPE FROM BLACK MESA

FEAT. CROWBAR COLLECTIVE

## WHAT IS YOUR FAVOURITE TIME OF YEAR? OURS IS HALLOWEEN!

We are excited to announce Escape From Black Mesa, the next LambdaBuilds coming from LambdaGeneration and ModDB. This time, we're also partnering up with Crowbar Collective, who recently celebrated an incredible decade-long release legacy. Great prizes are up for grabs; all you have to do is demonstrate the full capabilities of Black Mesa's modding foundation. So what better way to mix our favourite time of year and some of the biggest communities in Half-Life?

### THEMING

We want contestants to come up with their best design for a Black Mesa themed Escape Room. Maybe you are trapped in a science lab with horrifying Xenian creatures? Maybe you're buried in rubble after the resonance cascade? Or perhaps Gordon finds himself in the middle of a deadly cactus maze and has to escape?

Don't be afraid to go old-school, but don't shy away from creativity either!

**The theme is eerie, not necessarily "horror".** You don't need gallons of blood to score points, it just has to be creepy, unnerving, or foreboding. Can you creep us out without blood? Can you make us uncomfortable without combat?

We bet you can. *(For clarity though, neither blood, nor combat are against the rules!)* Take a look at the rest of the details and then get going!

**Begins: September 20th 2022**

**Ends: October 18th 2022**

**Results: By October 31th 2022**

### PRIZES

This time, some huge prizes are being put forward by Crowbar Collective for the top three places!



**1st Place:** - **NVIDIA GeForce RTX 3070 TI**  
- **\$100 Steam Gift Card (USD)**  
- **Custom Black Mesa Mouse Pad**  
- **Black Mesa Display Box**



**2nd Place:** - **NVIDIA GeForce GTX 1660 Super**  
- **\$100 Steam Gift Card (USD)**  
- **Custom Black Mesa Mouse Pad**  
- **Black Mesa Display Box**



**3rd Place:** - **Corsair Keyboard (K95 RGB)**  
- **\$50 Steam Gift Card (USD)**  
- **Custom Black Mesa Mouse Pad**  
- **Black Mesa Display Box**

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.

Due to Steam Store policy, Gift Cards cannot be sent to users in Russia, Ukraine, Belarus, and Argentina. Due to courier limitations we cannot ship physical prizes to Crimea, Cuba, Iran, North Korea, Sudan, Syria, or destinations where any other customs laws or sanctions apply.

### COMMON QUERIES

Q: Do I have to stick to Black Mesa theming?

**A: Yes - your map must be Black Mesa themed with an emphasis on assets present in Black Mesa, instead of original content.**

Q: How big does my map have to be?

**A: Your map can be as small or as large as you like, but it must run for at least ten minutes of gameplay.**

Q: Can I submit multiple entries?

**A: Each entrant can submit only one entry. Trying to enter more than once will result in all entries being disqualified, so focus on one idea and run with it!**

### VIP JUDGES

Crowbar Collective developers will review all entries to determine eligibility and score them. Crowbar Collective's lineup will include:

#### Adam Engels

Project Lead

#### Chris Horn

Former Lead and Level Designer

#### Chon Kemp

Level Design Lead

#### Ben Truman

Writer/Designer

### JUDGES

**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:** Editor and community manager of ModDB, Kralich has years of modding experience both inside the Half-Life community and beyond, and utilises that experience to support communities across the site

### RULINGS

1. All maps must be made for Black Mesa and submitted to the Black Mesa Workshop.
2. Maps must have 10 or more minutes of runtime.
3. All assets must be from Black Mesa SDK or your own creation.
4. Each submission **must** be a solo submission; you cannot have multiple names on your entry for this competition. You may have contributors credited but only one person will be given the prizes. It is then be up to you if you'd like to split it further.
5. Your entry must be no more than 200MB loose.
6. You **can** use any level theme from Black Mesa (yes, even the Xen ones if you are crazy).
7. No pre-existing maps.
8. Only one entry per user/group.
9. No one associated with Crowbar Collective, ModDB, or LambdaGeneration can enter.

### TECHNICAL DETAILS

- » Entries should be built using the **Black Mesa SDK**
- » All entry titles should begin with: **lb\_comp3\_(MAP NAME HERE)**
- » Entries should not crash the game or have any entity trickery preventing sv\_cheats!

### SUBMISSIONS

Submit your entries via the form on the LambdaGeneration website: [lambdabuilds.lambdageneration.com/escape-from-black-mesa](https://lambdabuilds.lambdageneration.com/escape-from-black-mesa)

Please include a link to your workshop item as well as the raw BSP with your entry, in addition to any custom assets as loose files.

### IMPORTANT LINKS

- <https://community.lambdageneration.com/>
- [discord.gg/2FcPh6j](https://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](mailto:mail@lambdageneration.com)
- <https://www.moddb.com/mods/lambdabuilds>

Official competition website: [lambdabuilds.lambdageneration.com/escape-from-black-mesa](https://lambdabuilds.lambdageneration.com/escape-from-black-mesa)

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

PRESENTED BY:

