



LAMBDA BUILDS PRESENTS...

# TUNDRA

IT'S ABOUT TO GET REALLY, REALLY CHILLY IN HERE!

2023 has landed and we're kicking things off with a chilling new entry in the LambdaBuilds line-up - Tundra, in which it's your job to make us shiver with wintery environments, guest judged by the mastermind behind one of the coldest mods of all, **Breadman**, from **Entropy : Zero 2**! Before we get into that though, a special thanks to **Dustfade**, the developers of the recently released Source Engine-powered multiplayer game **Military Conflict: Vietnam**, for sponsoring this competition!

## THEMING

Arctic environments are some of the rarest seen in Half-Life and its mods. Whether it's because of a real lack of examples provided by Valve themselves or the lack of materials to be found in any one Valve title, this kind of scenery is rare despite its presence in Half-Life 2 pre-release material and what could have been the fabled Episode 3.

So, for our fourth theme, let's fill in the gaps and bring the cold with a competition focused on producing this exact kind of environment! Using the snowy assets we've collated from across all Valve's titles as a basis, what comes with the good ol' Source SDK, and anything else you can rustle up yourself, it's your job to turn down the heat and bring in the cold. Puzzle, horror, action, the specifics are up to you - but make your players appropriately cold for the time of year.

**Begins:** January 25 2023  
**Ends:** February 21 2023  
**Bonus Period:** February 23 2023  
**Results:** By March 3 2023

## PRIZES

A total of **\$80** is on the table as well as a **key to Military Conflict Vietnam** for each of the winners, courtesy of this competition's sponsor, Dustfade!

**1st Place:** \$50 Steam Gift Card + a key for Military Conflict Vietnam

**2nd Place:** \$20 (2x \$10) Steam Gift Card + a key for Military Conflict Vietnam

**3rd Place:** \$10 Steam Gift Card + a key for Military Conflict Vietnam

*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 and game key - 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.*

*Due to Steam Store policy, we cannot send gift cards to users in Russia, Ukraine, Belarus and Argentina. This will not affect your chance of being chosen as a winner and featured.*

## FAQ

Q: Can I use more content than what's provided in the template build?

**A: Absolutely - we're providing a baseline here given the theme is challenging for newcomers otherwise, but we encourage other custom assets to help sell your entry.**

Q: How big does my map have to be?

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

Q: What is "cold" in this theme?

**A: Your map should channel a wintery feel, which can be the use of snowy assets, or clever soundscapes, or great environment art. We know some places in the world are pretty tropical this time of year, but we're looking for stereotypical winter here. You won't be disqualified for making a map that doesn't hit these notes, but expect to be marked down.**

Q: Does my mod specifically have to take place in the arctic?

**A: The arctic is just one kind of very cold and inhospitable environment - you can set your map elsewhere geographically so long as you're sticking with the theme!**

Q: Can I take inspiration from other arctic mods?

**A: Absolutely, but make sure not to use any assets or content from these mods without permission. Some great mods to look at for inspiration are Entropy Zero 2, Black Snow, and Snowdrop Escape.**

## JUDGES

**Breadman:** Breadman is the development lead of Entropy Zero 2 and a highly experienced modder. In making the sequel to his similarly iconic Entropy Zero, he built a believable arctic environment as the setting of most of the game and so he knows a thing or two about how to make cold scenery work. Breadman will be judging the top five as decided by the rest of the LG team and picking his favourites for the pole position.

**Alex:** LambdaGeneration's leader, Alex is a Half-Life veteran whose love for the franchise has led him to expanding opportunities for the community to get together and providing a platform for creators to share their work and hone their skills.

**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:** The LambdaBuilds lead with several years of modding experience. He is also acting in an official capacity as community manager and editor at ModDB in promoting, judging, and organising LambdaBuilds

## RULINGS

1. All maps must be made for SDK Base 2013 Singleplayer. If you use our template build, you'll also have access to Mapbase, but this is not a requirement for entry.
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. Your entry can be a maximum of 100 MB - that includes both the map and any custom assets.
4. You may work with a maximum of one other individual. Please see the prizes above regarding winnings in this circumstance.
5. 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.
6. You may submit bonus entries for two days following the end of the submission period.
7. Maps must have a distinct ending that returns players to the menu screen.
8. 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.

## TECHNICAL DETAILS

- » The template build can be located here: [shorturl.at/cqs14](https://shorturl.at/cqs14)
- » All entry titles should begin with: **lb\_comp4\_[MAP NAME HERE]**
- » 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.

## SUBMISSIONS

Submit your entries via the form on the LambdaGeneration website: [lambdabuilds.lambdageneration.com/tundra](https://lambdabuilds.lambdageneration.com/tundra)

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 (23th February).

## 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/tundra](https://lambdabuilds.lambdageneration.com/tundra)

Template Build:  
[shorturl.at/cqs14](https://shorturl.at/cqs14)

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