Stronghold Nation 2020 Summer Competition

Prizes

- 1st prize: Free copy of Stronghold Warlords upon release and the Stronghold Kingdoms Starter Pack
- 2nd prize: Free copy of Stronghold Crusader 2 Ultimate Edition and the Stronghold kingdoms Starter Pack
- 3rd prize: Free copy of Space Colony

Entry requirements

We want to make the competition as open to as many users as possible, so we have designed three difficulty categories for the competition entry. You can only submit **one entry per person** and **only the first entry will count if there are multiple submissions**, however it's up to you how you integrate the entry requirements. You can submit an entry for one category, or an entry combining the requirements for a number of categories.

For each category that your submission uses, you will automatically receive 1 bonus point. There is no requirement to enter more than one category, but the more categories you do enter, the more bonus points you will receive, up to a total of 3 bonus points.

For example, a simple custom scenario would result in 1 bonus point, because you have successfully entered a submission category.

You may however choose to submit a custom Stronghold 3 map (Category 1) which has a historical structure on the map (Category 2). This submission would therefore cover 2 categories, and you would receive 2 bonus points for entering 2 categories.

Or, you could take this a step further, by designing a modification for the game (Category 3), which would be used alongside your custom map (Category 1) and contain a historical structure on the map (Category 2). This submission would cover all three categories, and you would receive 3 bonus points for your submission as a result.

You can use any game from the Stronghold series for your submission, so: Stronghold 1, Stronghold Crusader, Stronghold 2, Stronghold Legends, Stronghold 3, Stronghold Crusader Extreme, Stronghold Crusader 2. From those games, you can use any scenario type you wish. You might choose a Stronghold Crusader 2 Skirmish map, or you may wish to use a Stronghold 1 Free Build map, or whatever other type you want.

Files created must be the original work of the author and must be new, i.e. you cannot submit a file created several years ago. The file must be created specifically for the competition.

Scoring and Grading

Each submission will be marked from 1 (lowest) to 5 (highest) by the competition Judge depending on several factors listed below. The averages of all Judges scores for a submission are then averaged out, and bonus points are added to the averaged score. The users with the highest three scores will win 1st, 2nd and 3rd place, or if there are multiple users with the same score, a random prize draw will take place to determine the order of the winners.

Your Judges for this competition will be:

- Lord_Chris (lordchris@strongholdnation.co.uk)

The submissions will be marked according to the following criteria:

- Imagination of the submission creator;
- Whether the scenario actually works, i.e. the map is playable, or modification works;
- Whether the scenario has multiple missions;
- The use of textures, water, mountains, buildings .etc.
- Any advanced design scenario techniques on the map or modification;
- The level of detail involved in the submission;
- The complexity of the submission, i.e. how much time and effort has been put into the submission and how many parts there are to it;
- Any scripting which takes place on the map and whether it works properly as intended (this factor will be disregarded on maps or submissions that do not use scripting)
- If a Historical structure is present on the map, how realistic that structure is and how historically accurate it has been designed (allowing leeway for restrictions placed by the editor) (this factor will be disregarded on maps or submissions that do not use historical structures)
- If a modification is used, how detailed that modification is (this factor will be disregarded on maps or submissions that do not use modifications)

Submission Categories

Note: To enter more than one category, all your submission must be a part of the same Stronghold game, i.e. you cannot create a custom map for Stronghold 2 but a modification for Stronghold 3.

1) Easy: Custom Scenario

To enter this category, users have the ability to create an entirely custom scenario/campaign using the map editor of any game, using the scenario type of any game. As an example, in Stronghold 2, a user may create a Kingmaker map, while a Stronghold Crusader scenario might consist of a Castle Builder Scenario. The custom scenario/campaign may be of any difficulty level, and contain any number of missions, estates, buildings, tips or tricks, modifications, or any other relevant setting.

2) Medium: Historical Castle or Battle

To enter this category, users must create a historically accurate representation of a geographical region, country or landscape of the far-east, a Castle/invasion in the far-east, a historical battle from the far-east or any other relevant real historical idea from the far-east. This can be done through a custom scenario/campaign using the map editor of any game, and the scenario type of any game.

<u>3) Hard: Game Modification</u>

To enter this category, users must create a custom modification for any Stronghold game, to modify it more like the far-east. This might be a new unit or building skin, custom textures or terrain, a crest, AI Castle, sound file(s), music, or a mixture of any/all of this or more. Providing the game is modified in some way that is not contrary to either the terms of use of the game, or site rules or terms and conditions, it will be accepted. You may even wish to create a custom installer to install the modification for the end user, using a program such as Inno Setup Compiler: https://jrsoftware.org/isinfo.php

If you are creating DDS files or reskinning units/buildings/crests, you may wish to take a look at our series of articles on Medieval Asia, so that you can create skins which accurately reflect the time period and units which were available throughout, for example, Helmets, Weapons and other items of heraldry, banners or architecture: https://www.strongholdnation.co.uk/history/medieval-asia

Submission Examples

For a custom map (Category 1), you may wish to use any of the following example scenarios, or, create your own entirely from scratch:

- Make a "village" map in the Stronghold 1 editor, with the ground-level keep using only palisade walls. Collect 15,000 gold in the minimum amount of time while fending off attacks of Spearmen, Archers and Macemen from The Pig. The only other restriction the player has is to have very limited building space.
- Create a map in Stronghold Legends entitled 'Revenge of The Ice Queen'. In the map your faction is Arthur and you must survive various attacks from the Ice Queen while building your economy - as well as rescue Sir Gareth from The Ice Queen.
- Create a custom skirmish map in Stronghold Crusader 2 where the player has virtually no ability to quarry stone or iron, limited building space and very small amounts of oasis for food production buildings. The player should take on two AI lords during the game.

For a custom map with a historical structure (Category 2) you may wish to use any of the following example scenarios, or, create your own entirely from scratch:

- "Attack on the Great Wall": Create a Stronghold Crusader map containing a segment of the historic Great Wall of China, along with repeating invasions. Make the player defend the Great Wall against attacks by Mongol soldiers, until there are no invasions left.
- Rebuild Geumjeongsanseong Fortress in the Stronghold 3 editor, and script the map into two missions: (1) a scenario where the player must repair the castle and recruit an army, (2) where the player must defend the Fortress against attack.
- Create a peace scenario built around Japan's Great Buddha Hall, and its surrounding architecture & grounds. The scenario may involve reaching a certain amount of Honour, food ration level or a combination of several Quests.

For a custom modification (Category 3) you may wish to use any of the following example modifications, or, create your own entirely from scratch:

- Re-skin the Knight in Stronghold 2 to look like a Samurai.
- Design a new interface menu for Stronghold Legends. The colour scheme, win/lose screens should be different and visually enhanced in a Korean or Japanese style.
- Re-skin the walls and towers in Stronghold Crusader to be in Korean Pagoda style.

Submitting your Entry

To submit your entry there are two steps involved. Both of these must be completed before your entry will be counted. Note that both steps must be completed by 11 PM on the 6th September 2020 (GMT). You can submit your entry at any time from 11th July 2020 until the closing date.

Step 1) Web based: Entries must be uploaded to the Stronghold Nation downloads section: https://www.strongholdnation.co.uk/downloads/submit/

Please note that you must be logged in before attempting to use the above link. You can submit your entry any time between now and the closing date, and it does not have to be approved to be counted. Providing you receive confirmation that your submission has been accepted and receive a submission number, this step will be classed as valid.

Step 2) Email based: Send an email to contests@strongholdnation.co.uk containing a URL link to your submission hosted on our downloads section, or, your submission number of the file from step 1 that you wish to be counted as your entry. Please clearly state that this is your entry to the competition, and let us know which categories you would like your submission to be considered for.

If you are using a different email address to the one associated in your Stronghold Nation profile, you must let us know which username your entry is associated with.

Questions

If you have any questions about this competition or would like to query whether you feel your ideas would be valid entries, you can leave a message on the relevant thread at the Stronghold Nation forum: https://www.strongholdnation.co.uk/forums/

You can also personal message the Competition Administrator if you would like to discuss your ideas in a private space.

Please note that by taking part in this competition you are agreeing to our Competition terms and conditions, found at: https://www.strongholdnation.co.uk/competitions/