

## Operation Titanium Tank: The Community-Made MvM Tour

### Winners:

Place	Map	Mission	Creator	Score
1 <sup>st</sup>	Dockyard	Spyware Shipping	[ATG] Jakapoa	91
2 <sup>nd</sup>	Waterfront	Watershed Waylay	Swordstone	88
3 <sup>rd</sup>	Downtown	Entertainer's Entourage	Star Bright	86
4 <sup>th</sup>	Steep	Peak Performance	Dayal	85
5 <sup>th</sup>	Teien	Program Seppuku	Quenquent	84
6 <sup>th</sup>	Powerplant	Power Palliative	Flowaria_	81*

### Runner-Ups:

Place	Map	Mission	Creator	Score
6 <sup>th</sup>	Metro	Evil Eye	Nuke	81*
7 <sup>th</sup>	Spacepost	Regolith Rampage	Tindall Berry	80
8 <sup>th</sup>	Barren	Barbarous Bringdown	Lvl. 100 Spycrab	78
8 <sup>th</sup>	Giza	Pyramid Peril	Sntr	78
9 <sup>th</sup>	Underground	Cave Mann	Hole	77
10 <sup>th</sup>	Oilrig	Boilrig	Gian	74
11 <sup>th</sup>	Derelict	Crash Cove	The One of Wonders	73
12 <sup>th</sup>	Atomgrad	When Teufort Falls	PenolAkushari	72
12 <sup>th</sup>	Hillside	Outdated Processing	JugadorXEI	72
13 <sup>th</sup>	Downpour	Waterlogged	Octavia	71
13 <sup>th</sup>	Snowfall	Ice Kreig	Octavia	71

*\*The tie was broken by the beta testers voting on their personal preference out of the two missions. Both creators will receive the extra medal.*

### Honorable Mentions:

Mention	Map	Mission	Creator
Most creative waves	Teien	Salty Boys	BigfootBeto
Most unique bot names	Teien	Salty Boys	BigfootBeto
Most creative mission name	Barren	Wasteland Wreckage	Koi
Most interesting boss bot	Powerplant	Energy Overload	Overlord
Longest mission (duration)	Downtown	Funnyman With Nice Butt	DELIRIUM
Highest paying mission	Downpour	Waterlogged	Octavia
Lowest paying mission	Barren	Barbarous Bringdown	Lvl. 100 Spycrab

### Titanium Tank Tour Missions:

Place	Entry	Creator
1 <sup>st</sup>	Dockyard	Sntr
	Spyware Shipping	[ATG] Jakapoa
2 <sup>nd</sup>	Waterfront	Signalmax
	Watershed Waylay	Swordstone
3 <sup>rd</sup>	Downtown	Sntr
	Entertainer's Entourage	Star Bright
4 <sup>th</sup>	Steep	Idolon
	Peak Performance	Dayal
5 <sup>th</sup>	Teien	Freyja
	Program Seppuku	Quenquent
6 <sup>th</sup>	Powerplant	Gadget
	Power Palliative	Flowaria_

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## Complete Contest Results

Entry	Place	Map	Mission	Creator	R1	R2	Final
1	1 <sup>st</sup>	mvm_dockyard_rc4	Spyware Shipping	[ATG] Jakapoa	90	91	91
2	2 <sup>nd</sup>	mvm_waterfront_rc3	Watershed Waylay	Swordstone	85	88	88
3	3 <sup>rd</sup>	mvm_downtown_final1	Entertainer's Entourage	Star Bright	85	86	86
4	4 <sup>th</sup>	mvm_steep_rc	Peak Performance	Dayal	81	85	85
5	5 <sup>th</sup>	mvm_teien_rc3	Program Seppuku	Quentquent	84	83	84
6	6 <sup>th</sup>	mvm_steep_rc	Mountainous Malware	[ATG] Jakapoa	82	0	82
7	7 <sup>th</sup>	mvm_metro_rc2	Evil Eye	Nuke	79	81	81
8	7 <sup>th</sup>	mvm_powerplant_rc1	Power Palliative	Flowaria_	81	77	81
9	7 <sup>th</sup>	mvm_steep_rc	Catastrophic Carnage	Hyperion	73	81	81
10	8 <sup>th</sup>	mvm_spacepost_b3a	Regolith Rampage	Tindall Berry	69	80	80
11	9 <sup>th</sup>	mvm_powerplant_rc1	Energy Overload	Overlord	75	79	79
12	10 <sup>th</sup>	mvm_barren_rc	Barbarous Bringdown	Lvl. 100 Spycrab	65	78	78
13	10 <sup>th</sup>	mvm_giza_b7	Pyramid Peril	Snr	77	78	78
14	11 <sup>th</sup>	mvm_spacepost_b3a	Symphony of Space Machines	Clickin	77	0	77
15	11 <sup>th</sup>	mvm_underground_rc3	Cave Mann	Hole	77	0	77
16	12 <sup>th</sup>	mvm_underground_rc3	Ultra Uplink	Hell-met	75	0	75
17	13 <sup>th</sup>	mvm_oilrig_rc5	Boilrig	Gian	63	74	74
18	13 <sup>th</sup>	mvm_teien_rc3	Artifact 3 Confirmed	DELIRIUM	66	74	74
19	14 <sup>th</sup>	mvm_derelict_rc2	Crash Cove	The One of Wonders	70	73	73
20	14 <sup>th</sup>	mvm_downtown_final1	Downgrading System	Clickin	73	0	73
21	14 <sup>th</sup>	mvm_powerplant_rc1	Eco-Onslaught	Mikroscopic	68	73	73
22	15 <sup>th</sup>	mvm_atomgrad_rc5	When Teufort Falls	PenolAkushari	68	72	72
23	15 <sup>th</sup>	mvm_hillside_v7	Outdated Processing	JugadorXEI	65	72	72
24	16 <sup>th</sup>	mvm_downpour_b4	Waterlogged	Octavia	71	62	71
25	16 <sup>th</sup>	mvm_downtown_final1	Funnyman With Nice Butt	DELIRIUM	56	71	71
26	16 <sup>th</sup>	mvm_snowfall_rc1	Ice Kreig	Octavia	71	68	71
27	16 <sup>th</sup>	mvm_teien_rc3	Salty Boys	BigfootBeto	68	71	71
28	17 <sup>th</sup>	mvm_snowfall_rc1	Smisssmas Slay	Mmmmmmmmmmmmm	48	70	70
29	17 <sup>th</sup>	mvm_teien_rc3	Japan Wars	Dark Co.	44	70	70
30	17 <sup>th</sup>	mvm_waterfront_rc3	Qohen	Qohen	70	0	70
31	18 <sup>th</sup>	mvm_isolation_rc3	MvMx10	UltimentM	69	69	69
32	19 <sup>th</sup>	mvm_sequoia_rc3a	Jungle Noise	Magicpen	67	61	67
33	20 <sup>th</sup>	mvm_sequoia_rc3a	Battalion Box Bash	Sergeant Crwhips	0	66	66
34	20 <sup>th</sup>	mvm_sequoia_rc3a	Forest Fire	Sergeant Crwhips	0	66	66
35	21 <sup>st</sup>	mvm_area_52_rc3	Unusual Onslaught	UltimentM	60	65	65
36	22 <sup>nd</sup>	mvm_area_52_rc3	Classified Carnage	Tindall Berry	63	64	64
37	22 <sup>nd</sup>	mvm_downtown_final1	Market Crash	Chaos&Mystery	49	64	64
38	22 <sup>nd</sup>	mvm_steep_rc	Dragon Mountain	Hole	64	0	64
39	23 <sup>rd</sup>	mvm_isolation_rc3	Mechanical Menace	HeRp-A-dErP-a-NErp.eXe	62	0	62
40	24 <sup>th</sup>	mvm_coastrock_rc1	High-Seas Hijinks	InvisibleWater	30	60	60
41	25 <sup>th</sup>	mvm_isolation_rc3	Hypothermia	Broccoli Squad 1	56	47	56
42	26 <sup>th</sup>	mvm_barren_rc	Rusty Gear	Overlord	55	47	55
43	26 <sup>th</sup>	mvm_isolation_rc3	Scorched Earth	Fuhbih	7	55	55
44	27 <sup>th</sup>	mvm_teien_rc3	Metal Scourge	LunarEagle	51	0	51
45	28 <sup>th</sup>	mvm_downtown_final1	City of Dynamite	Chaos&Mystery	46	0	46
46	29 <sup>th</sup>	mvm_barren_rc	Bicarbonate Brothers	PlatinumJesus	42	0	42
47	30 <sup>th</sup>	mvm_damm_r1	Damm Damage	Rytu	41	0	41
48	30 <sup>th</sup>	mvm_snowflake_b3	Siren Night	RIKUSYO	41	41	41
49	31 <sup>st</sup>	mvm_isolation_rc3	Pyri	Pyri	39	0	39
50	31 <sup>st</sup>	mvm_spacepost_b3a	Purriz	Purriz	39	0	39
51	32 <sup>nd</sup>	mvm_seabed_b1	Addictedgamer	Addictedgamer	32	38	38
52	33 <sup>rd</sup>	mvm_isolation_rc3	Santa's Medic Revenge	sterniR	37	0	37
53	33 <sup>rd</sup>	mvm_waterfront_rc3	Caustic Frontier	Yoovy	37	0	37
54	34 <sup>th</sup>	mvm_metro_rc2	City Circuits	Mechadexic	36	36	36
55	35 <sup>th</sup>	mvm_highground	Titanium Turmoil	Graypairfsocks	14	32	32
56	36 <sup>th</sup>	mvm_seabed_b1	Subaquatic Skirmish	Gian	30	21	30
57	37 <sup>th</sup>	mvm_barren_rc	Wasteland Wreckage	Koi	8	29	29
58	38 <sup>th</sup>	mvm_manndarin_final	Deadly	Lamiiku	20	0	20
59	39 <sup>th</sup>	mvm_barren_rc	Corrupted Code	Koi	17	0	17

Place	Map	Missions
1 <sup>st</sup>	Isolation	6
2 <sup>nd</sup>	Barren	5
2 <sup>nd</sup>	Downtown	5
2 <sup>nd</sup>	Teien	5
3 <sup>rd</sup>	Steep	4
4 <sup>th</sup>	Powerplant	3
4 <sup>th</sup>	Sequoia	3
4 <sup>th</sup>	Spacepost	3
4 <sup>th</sup>	Waterfront	3
5 <sup>th</sup>	Area 52	2
5 <sup>th</sup>	Metro	2
5 <sup>th</sup>	Seabed	2
5 <sup>th</sup>	Snowfall	2
5 <sup>th</sup>	Snowflake	2
5 <sup>th</sup>	Underground	2
6 <sup>th</sup>	Atomgrad	1
6 <sup>th</sup>	Coastrock	1
6 <sup>th</sup>	Damm	1
6 <sup>th</sup>	Derelict	1
6 <sup>th</sup>	Dockyard	1
6 <sup>th</sup>	Downpour	1
6 <sup>th</sup>	Giza	1
6 <sup>th</sup>	Hillside	1
6 <sup>th</sup>	Manndarin	1
6 <sup>th</sup>	Oilrig	1

Statistic	Value
Total Participants	56
Total Missions Made	68
Total Maps Used	28
Total Medals Awarded	47 (54)
Average Entry Score	63 pts
Standard Deviation	19 pts
Most popular map	Isolation

*Disqualified entries are not counted.*

## The Titanium Tank Tour:

The **winning missions** are used to build the community-powered **Operation Titanium Tank Tour!** Successfully complete this community-made MvM tour (beat all 6 missions) on our servers, and **you** will receive the **Titanium Tank Participant Medal** as a **tour completion loot drop!** We have put up 4 tour servers with the winners' missions on them, and all (*non-VAC-banned*) players are eligible to participate!

This tour is **completely free to play** – no tour of duty tickets or payment is required. Bring your friends and go smash an army of robots and tanks on a 100% community-made MvM tour! Take home a unique medal to commemorate your heroic efforts! (And support the community MvM content creators' work!)

## Tour Rules:

1. The difficulty of the tour is **advanced mode**, since the contest asked for advanced mode difficulty missions. The missions will be challenging, but should not be too hard. If you are capable of completing *Mecha Engine* or *2 Cities*, you shouldn't have problems completing this community tour. **We recommend not attempting the tour if you are incapable of handling MvM at an advanced mode difficulty, unless you have a group of friends to help you complete it with.**
2. **The tour must be completed on our MvM servers** - we will **not** accept completion records from other community servers. We cannot verify if other servers are running MvM under the same vanilla conditions that we are (just like how mann up is restricted to Valve servers), nor can we be (re)assured that the progress data reported from other servers are genuine and honest.
3. As of this moment, there is **no deadline** on when the tour must be completed by. We will monitor the tour servers and establish a final deadline when the server starts sitting empty (since that tells us that everyone interested in the tour have completed it). While the event will not be open for the whole year, don't worry or fear about the tour ending if you haven't had a chance to play it!
4. The rules of tour completion **are different** here than in mann up. See the completion rules below.

## Completion Rules:

- Unlike in Mann Up, merely reaching a mission to victory does **not** count as a mission completion. The server does not record mission completions – it only tracks individual wave completions.
- **You must complete each wave of each mission in the tour from start to finish without leaving.** You must be on the defending team (team RED) before the wave starts, be on the defending team when the wave ends, and not drop out in the middle (*even for a reconnect*).
- If you start a wave but leave in the middle, join in the middle of a wave and finish it, or you fail a wave, you **will not** receive credit for that wave. You will need to replay it in full to earn credit. We want all tour players to experience the community's work entirely (to support the creators).
- The server will inform you if you have earned a wave credit for the wave you just completed. You can also check which credits you have and need to earn on the tour progress website.
- The **Titanium Tank Medal** will drop in your inventory once you earn your last wave credit. If the tour website reports 100% completion but you do not receive your medal, contact an admin.

## Server Commands:

These are server chat commands available for you to use in the tour server:

Chat Command	Description
/tt_mission	Displays your wave credits for all waves on that mission.
/tt_tour	Displays your tour progress (results are shown in the console).
/tt_url	Displays a link to the tour progress website of your progress.
/vote_restart_wave	Call a vote to restart the current wave. Use it if the map glitches.

All the standard vote menu options (kick player, restart game, change map) are available on the server.

## Useful Resources:

URL	Description
<a href="http://73.233.9.103:27000/TitaniumTank/">http://73.233.9.103:27000/TitaniumTank/</a>	Main page.
<a href="http://73.233.9.103:27000/TitaniumTank/Servers">http://73.233.9.103:27000/TitaniumTank/Servers</a>	Displays tour server information.
<a href="http://73.233.9.103:27000/TitaniumTank/Global">http://73.233.9.103:27000/TitaniumTank/Global</a>	Displays global tour statistics.
<a href="http://73.233.9.103:27000/TitaniumTank/&lt;steam64&gt;">http://73.233.9.103:27000/TitaniumTank/&lt;steam64&gt;</a>	Displays a player's tour progress.

On your tour progress page (4<sup>th</sup> link, with your steam ID), the table should be **completely filled** with dates or "N/A" in order to earn the participant medal. If there are any "Incomplete" on the table, that means you did not earn a wave credit for those waves, and will have to replay those waves in full to earn credit for it.

## Tips:

- On **mvm\_downtown**, players can capture points B and C (not A however). You need either 2 players, a scout, or a soldier/demoman with the pain train to start the recapture. Once recapture is started, only 1 player is necessary to continue capturing. If your team is struggling with holding the bots, try recapturing the gates back to push back the bot spawns back to gate A. **The capture speed does not scale with players, so only 1 player is necessary to continue recapturing.**
- If tanks are an issue, have a pyro (and preferably a soldier with buff banner). If crowd control is an issue, have a soldier and/or demoman (or sniper if experienced enough). If giants are an issue, have a heavy or possibly two. You should be able to complete all waves without having to ever switch class, but if your team is stuck on a wave, consider changing loadout, upgrades, or classes.
- Consider using crit or uber canteens if you have problems with a wave. While they cost a chunk of money, a canteen used at the right time can make the difference between winning and losing!
- You can buy upgrades mid-wave! You can pick up canteens, ammo capacity, damage, etc during a wave after you respawn and have enough money. Don't always wait until setup to upgrade! If the game becomes intense, sometimes buying upgrades in the middle of a round can help a lot!
- **Be a good sport to your team.** Remember, everybody is equally committed to complete the tour to win the medal. If the team is struggling, ask: **What can I do to better help out my team?**
- If you need advice on how to complete a wave, tips and strategies for a map, or need a player to fill in a slot, feel free to hop on the steam group chat and ask your questions on there.
- If anything breaks or unexpected happens on the server, ask for assistance on the group chat.

## FAQ:

**Q: Wait so, if I am reading this right, we can earn a medal for just *playing* MvM???**

**A: That is correct.** Complete all the missions in the tour to earn the in-game Titanium Tank medal.

**Q: Why does this tour use a different progress tracking mechanism than Mann Up mode does?**

**A:** We want **every player** to **fully** experience **every wave** that was made by community content creators. This also prevents the abuse of some people kicking everyone on the last wave to invite their friends in.

**Q: What is the special secret prize for the winners of the mission making contest?**

**A: This is it.** Their winning pop files get to be played by many people. Players must complete **their** missions (win their waves) on **those** community maps to earn the medal. There is no “prize” per se; this is more of a bragging rights/sense of pride thing in that their pop files are tied to the medal (the loot drop). In addition, we award an **extra** *Titanium Tank Participant Medal* to the winners as a token for winning.

**Q: Where and how will our tour progress be recorded?**

**A:** We have a custom Sourcmod plugin built to keep track of the players’ tour progress. You can find the tour tracking plugin and the medal distribution server source code in our [GitHub repository here](#).

**Q: Can I earn more than 1 medal for completing the tour more than once?**

**A: No.** Completing the tour additional times does **not** earn you more medals. You only get **one** medal.

**Q: This is the same medal given to the contest participants. Why don’t we get a different medal?**

**A:** We’re very thankful that Valve was willing to add a medal to the game just for our little event. We’re a small group (the smallest TF2 community that has in-game medals), so asking for 2 medals would be rather overzealous. Frankly, a different medal doesn’t make as much of an impact as you think it would. Contest participants and winners can earn another paintable Titanium Tank medal by completing the tour, or can opt out of completing the tour since they already have earned the medal from entering a pop file.

**Q: Are there admins or admin rights on the tour servers?**

**A: No,** and in fact, the only plugins running on the servers will be the Source TV demo recordings (we will use this to verify any disputes with tour completion records), the tour progress tracking plugin, and any dependent plugins they need to fully run (i.e. the bare minimum plugins needed). Admin plugins and admin access will be removed from everybody. You can type in “**sm plugins**” in your client’s console in the server to see which plugins are running (this works on all servers running Sourcmod, not just ours).

**Q: Something broke on the server or something weird is going on. Who can I contact for help?**

**A:** The **steam group chat** is the first place to go if you want to get a hold of someone. Specifically, ask for me (**Hydrogen**), but anyone with a gold star should be able to assist you. Note that nobody has admin access, so help may be limited to only rcon commands. If the map glitched out or something weird happened, use the **!vote\_wave\_restart** command to call a vote to forcefully restart the current wave.

**Q: I want to play the tour with a group of friends. Is it possible to accommodate my party?**

**A:** Go to the steam group chat and inform anyone with a gold star that you want to reserve a server. Leave a date and estimated time and we’ll lock one server for you to use with your party. We’ll do our best to honor your request. For best results, try to submit your request at least 24 hours in advance of the date.

**Q: Why do I have checkerboard icons on the wave bar? I can’t see some of the bot icons.**

**A:** Most likely, your game’s download settings is set to “map files only” or something that is not “allow all files” or “do not download sounds.” Either change your download settings or install the tour pack.

**Q: There is an unassigned AFK player who is hogging a player slot and we can’t kick them. Help?**

**A:** Use “**callvote kick #**” where # is the userid of the player to kick. You can get the userid from “**status**”.