

Contest Results:

After one whole month of grueling judging, here are **the winners** of the Titanium Tank contest!

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

Runner-Ups:

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| 12 th | Hillside | Outdated Processing | JugadorXEI | 72 |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

Contest Statistics:

| Statistic | Value |
|----------------------|-----------------|
| Total Participants | 56 participants |
| Total Missions Made | 68 missions |
| Total Maps Used | 28 maps |
| Total Medals Awarded | 47 (54) medals |
| Average Entry Score | 63 pts |
| Standard Deviation | 19 pts |
| Most popular map | Downtown |

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 3 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 activity starts to wane (since that suggests that people 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 until a deadline has been announced.
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 the players to experience the creator's work in its entirety (to support the creator).
- 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 participant medals will be distributed either in waves (once every weekend) or at the very end of the tour. The medal do not drop upon tour completion due to how medal distribution works. (*Sorry!*) If your tour progress table is full and 100% complete, you will receive the medal.

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 this if a map breaks. |

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

Known Issues:

- There's a difficult-to-reproduce bug that may occur on mvm_downtown where bots get stuck in an infinite teleporting loop in their spawns. If the map breaks for any reason, use the restart wave command and try the wave again. Most likely, you will not face the bug again a second time.
- Depending on server load, some jitter may occur. Notify the group chat if the server is lagging.
- There are too many people wanting to do the tour and not enough servers to service them. Finding an open slot on a server may be a challenge. Set yourself to autojoin on all the servers so that if a slot ever opens up, steam will automatically connect you to that server.

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 mean the difference between winning and losing.
- 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 the group chat and ask questions on there.
- **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?**
- Yell at the group chat if there's a problem with the server or something technical is broken.

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: What is the special secret prize for the winners of the 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 on each server. You can find the plugin and the tour progress server source code in our [GitHub repository here](#).

Q: How can I check the progress on my tour?

A: Use this website to check your progress, global tour progress, and the tour servers information list: <http://73.233.9.103:26999/TitaniumTank>

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 medal by completing the tour themselves if they wish. The medal is paintable, so with multiple medals you can have multi-colored tank badges if you want.

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 for help. 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_restart_wave** 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 are there only 3 servers?

A: The server runs on a quad core processor. We cannot run more than 3 servers without having all the servers lag and jitter. (The 4th core is left empty for OS background processes and a safe buffer.) Given that we do not charge money, donations, or items for the tour, this single box is all we have. We’re not accepting tour records from other servers (even if they are lent to us for free) since there is no telling if the data reported is genuine or rigged (same reason why campaigns and tours are only on Valve servers).