Reset...

We're excited to announce the very first Reset C64 4kb game coding competition. This year's competition theme is.... **craptastic**!

Okay, it's been several years since the last Crap Game Competition and it's long overdue that we had another. So, RESET are here to re-stoke that crappy fire and announce a new Crap Game Competition! HURRAH!

This time, there's a slight difference. We are limiting this competition to 4k. Yes, any entry submitted can be no more than 4k when compressed.

We want craptastic game entries. They can be ludicrous, awful, bonkers and outrageous. Just have fun with it.

Submit your entries to RESET at (resetc64@gmail.com) by 1st October, 2016.

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RULES

Basic rules are as follows:

1. The competition deadline is 00:00 GMT on the 1st October, 2016.
2. All entrants must register at resetc64@gmail.com
3. The competition will only begin when there are at least 5 registered entrants.
4. All submitted games MUST be 4k or less, compressed, and executable on a stock C64 on either or each of tape, disk and cartridge.
5. The games must be previously unreleased and your own work, whether that be by yourself or as part of a collaboration.
6. PAL must be supported, with additional NTSC support optional (but encouraged).
7. Participants may submit multiple entries, either as an individual or within a team. Team entries must be registered by an individual, and any potential prizes will be sent to the registered individual only.
8. All applicants that submit a valid entry will be featured within the next issue of RESET magazine.
9. Entries should be submitted exclusively to RESET. Please feel free to share on other sites after the competition has ended.
10. There will be a panel of judges (announced in full over the coming weeks), and entries will be scored on a point distribution basis across several criteria. The decision of the panel is final.
11. Judges *CAN* enter games themselves, but cannot self-vote (award points to their own release).
12. Games will be published (not necessarily exclusively) on a future Reset Mix-i-disk for the whole world to enjoy, after the competition has concluded.

SCORING SYSTEM

The scoring rules are very simple. So simple that we have even saved ourselves the bother of coming up with new ones. Basically, we've nicked the RGCD 16k cart comp scoring system. (Cheers James ☺).

Depending on the number of entries, the judges will award points to each game over several criteria (as discussed below). If there are 6 entries, 6 points go to the best, then 5, 4, 3, 2 and 1 to the worst.

If a panel member has entered a game themselves, then the number of points that they can award will be adjusted (in this example, to 5) and they will not score their own release.

The criteria that each game will be evaluated on are:

Originality (new idea or "rip off"? Off the wall ideas encouraged.).
Concept (quality of game design, is it crap, is it bonkers?),
Execution (execution of design, taking into account controls, NTSC/GS compatibility),
Presentation (quality of graphics, audio and overall presentation. Supremely bad can be seen as a positive),
Gameplay (a measure of how enjoyable the game is to play),
Lasting Appeal (replay value, addictiveness).
OMG factor (when you see it, do you think "wtf!?").

As with RGCD 16k comp, when the panel has scored each game accordingly, the totals for each criteria will be divided by the number of judges to produce a mean average. These averages are then added together for each game to give a final score.

CSDB will not be used for voting. Also, entries should not be uploaded to CSDB, or elsewhere until after the competition has closed. Feel free to post screenshots or info though.

PRIZES

A craptastic gaming compo require craptastic prizes, right? Actual prizes are to be announced, however, we'd love to thank the following sponsors of the competition:

Retro Computer Scene

Bitmap Books

Protovision

ADDITIONAL INFORMATION

Keep an eye on our Facebook page (https://www.facebook.com/ResetC64Magazine/) or thread at Lemon (http://www.lemon64.com/) for more information. If you would like to sponsor a prize, please get in touch!

So, what are you waiting for? Get coding, and remember, have fun!!

Previous competitions (Note: These competitions were not run by Reset):
http://csdb.dk/search/?seinsel=all&search=crap+game+compo&Go.x=0&Go.y=0