

MADNESS VERSUS MACHINES

COMMUNITY CHARITY CAMPAIGN



Poster made by [Mayor Rev](#)

Introduction:

Welcome to Operation Madness vs Machines! After a dozen failed deadlines, several 100+ hour work weeks, and an obligatory meme tour, we are finally here with our 2019 MvM event!

Thanks to:

- **Valve/TF Team** for letting us visit their HQ, giving 10 medals, and posting 3 TF2 news posts.
- **Judges** for judging this contest for 8 months (240 days).
- **Pre-judges (Assistant Judges)** for picking up our judges' slack midway during the contest.
- **Creators** for submitting their work to our contest and grinding our grueling judging process.
- **Charity donors** for donating over \$22,000 USD (twice our goal!) before the campaign launch!
- **Server donors** for generously providing us funds to run campaign servers all over the planet.
- **Beta testers** for reporting hard-to-find-bugs to ensure as smooth of a launch as possible.
- **Players** for patiently dealing with our incompetent schedule with endless extensions and delays.
- ~~Shitposters for keeping our trash channel constantly filled with memes and garbage.~~

The Campaign:

This campaign takes some of the Canteen Crasher contracts and turns them into co-op contracts. Everyone shares the same contract progress and unlocks the contract stars at the same time! While everyone shares the same contracts, every player maintains their own unique tour record.

Unlike Canteen Crasher and Valve contracts, each community co-op contract only contains **one** objective and all the contracts are global “team” contracts (there are no individual contracts). Contract progress is awarded by completing MvM waves on our servers. Visit the [contracts page](#) for more information.

Five (5) player medals and two (2) donor medals are available for grabs!

Disclaimers:

The admins of the campaign reserve the right to do any of the following:

- **Up to Oct 31st, 2019:** Increase or decrease the contract requirements (if needed).
- **After Oct 31st, 2019:** Decrease contract requirements (if needed). **No increases will be made.**
- Remove and ban players from the event for any reason, including but not limited to cheating.
- Mark any player as anonymous on the leaderboards (but not vice versa) for any reason.
- Add, remove, or modify the missions in the campaign rotation (e.g. nerfing or buffing waves).
- Take the event offline for server maintenance at any time.
- Remove servers from a region if server donations run low.

Please note that admins and moderators **do not** handle “domestic disputes” such as player arguments or being votekicked “unfairly” from the server. If a server is being problematic towards you, you are advised to disconnect and find another server to play on. **All servers are unmoderated and should be treated much like Valve matchmaking servers.**

Objective:

As a player, your objective is to complete enough missions to earn **100 tour points** and help the community complete all the contracts to earn **100 stars**. In doing so, you will earn **5** in-game medals!

If you are feeling extra generous, you can submit a \$10 USD donation [to our charity fundraiser](#) and earn a special donor medal! All proceeds will go to [Extra Life](#) to benefit sick children in need of health care.

Tour:

Completing a mission on a server will award the player tour points. Each mission difficulty awards a different number of tour points. Refer to the table below for the tour point awards:

Difficulty	Award
Intermediate	1
Advanced / 666	3
Expert	5

Tour points can be earned only once per unique mission. **Replaying a mission will not award you additional tour points.** The campaign has 225 tour points (as of writing) so you can freely decide which maps, missions, and difficulties interest you the most to earn your 100 tour points.

A mission is considered “completed” if a player earns all the “wave credits” for that mission (the same system used in Titanium Tank and Canteen Crasher). A player earns a wave credit **by successfully completing a wave of a mission in full**. If a player joins a wave late or leaves a wave early, they will not be awarded credit for that wave.

If a player disconnects from the server during a wave, the server will give the player a **1 minute** grace period to rejoin. After 1 minute passes, the player’s wave credit will be invalidated. The grace period is to accommodate players on unreliable internet connections or recover from an unexpected crash. The player must be present both at the start of the wave and at the end of the wave to be eligible for the wave credit.

[Login to the website](#) with your **steam account** and click on the “Tour” button at the top header to view your tour progress and wave credits earned.

Contracts:

As a special twist to the tour, the campaign features 77 contracts. 23 are all-class and can be contributed to by any class, 54 are class contracts (divided into 6 per class) and can only be completed by players who play as the given class.

The contracts attempt to reward every player regardless of their MvM playstyle. Damage scout, shield bashing medic, sniper, spy, etc. will all contribute towards the co-op contracts. While rushing all the waves with the most optimal meta setup may quickly earn you tour points, you may find that the co-op contracts progress more slowly than if you played with a diverse team composition.

Most contracts will be completed spontaneously (“by accident”) so players should not be fixated on any specific contract. Simply play MvM to the best of your ability and the contracts progress will grow on their own. Only if a contract is nearing completion should you give special attention to it.

Contract progress is awarded for almost every non-trivial player action in the game, such as points earned, damage dealt, bots killed, health healed, cash collected, tanks destroyed, support, waves completed, players revived, and so on.

Contract progress adds up during the course a wave and all the accumulated stats are reported to the website on a successful wave completion. Progress earned during setup or failed waves **is not counted!**

Unlike the tour system, players **will** earn contract progress if they replay a mission, join a game late, or leave a game early, so long as the server eventually completes the wave. However, if the wave is lost, all contract progress earned on that wave will be erased!

Contract progress is reported to the website as the raw statistics earned, such as damage dealt, robots killed, etc. The website will internally convert the raw statistic into a CP value and add it to the total contract CP. A contract requires 1 million (1,000,000) CP to be completed.

For contracts that have overlapping objectives, such as a demoman damage contract and an all-class damage contract, a demoman player who scores damage points will contribute to **both** contracts at once.

All-class contracts award 2 stars on completion, and **class contracts award 1 star** on completion. Players should work together as a giant team to complete all the contracts and earn all 100 stars!

[Visit the contracts page](#) to view all the contracts. Click on a contract to view detailed statistics.

Accolades:

In addition to earning contract progress by performing the contract objectives (intentionally or not), players can earn contract progress by earning accolades. Accolades are mini objectives, similar to the Canteen Crasher's team contracts system, that grant players a percentage-based contribution bonus. **The server must complete the mission for all the eligible accolade bonuses to be awarded.**

When a team earns an accolade, the server reports the accolades earned to the website along with the players' earned stats. The website calculates the CP earned from the player statistics and then multiplies the CP earned by the accolades bonus. Thus, **accolades affect only CP, not statistics.** The stats number on the contracts page is the true stats earned; it is not manipulated by accolades (only the CP value is).

Accolades stack additively; for example, two accolades that award 3% each will provide a 6% bonus. An accolade can be earned only once in a game, but can be earned in every game you play.

Accolades do **not** affect tour progress nor do they affect the contract leaderboards. They simply help accelerate players' contract progress completion and nothing more than that.

[Visit the accolades page](#) for more details on how to earn accolades and what bonuses they provide.

Mission of the Day:

To encourage players to play every submission from the contest, a special accolade, called the "**Mission of the Day**" (or "**MOTD**" for short, not to be confused with the game server's "message of the day" feature), is awarded to players who complete a mission featured on the campaign website.

A player must complete the MOTD mission **in full in one sitting** to earn this special accolade. Joining a game in-progress or leaving early will **not** award this accolade to the player. The player has the full 24 hour period to complete the MOTD mission in full to earn its accolade.

Each difficulty has its own MOTD; thus there are 3 missions that will be featured as the MOTD (1 intermediate, 1 advanced, 1 expert). The accolade can be earned 3 times for completing each of the 3 missions (once per MOTD mission) for that day.

Unlike normal accolades, the MOTD accolade is only awarded **once** to the player **per day per mission**. After the player earns an MOTD accolade, they cannot earn it for that mission for the rest of the day.

The MOTD is randomly chosen once every **12 AM (midnight) Eastern Time**. There will be a MOTD for each day. If a mission reappears as the MOTD, players can still earn its accolade bonus even if they earned it the last time the mission was the MOTD.

[Visit the front page of the campaign website](#) to view the current mission of the day.

Leaderboards & Speedruns:

To showcase top-performing players, **every contract** (except a few oddball ones) features a leaderboard of the top 100 contributing players ranked by the statistics they earned. There are two top 100 lists: One is **monthly**, one is **all-time**. The monthly leaderboard allows different players to be featured on the leaderboards every month, whereas the all-time leaderboard honors the top contributors to the contract.

The charity also has [its own leaderboard](#) of all donors who earned the **Hopeful Heart** (pink heart) medal. Donors are ranked by the amount they donated. Unlike the contract leaderboards, the charity leaderboard **does not limit** the number of donors that can be featured. A donor must donate at least \$10 USD to the charity to be featured on the charity leaderboard.

Another leaderboard, **speedruns**, contains a list of the top 10 teams that completed each mission the fastest. Only **advanced** and **expert** mode missions have speedrun records displayed. Speedrun records are removed from the leaderboards after **32 days** of being posted to give every team an opportunity to be featured on the speedrun leaderboards.

Speedrun games have special rules that must be obeyed for the record to be posted to the leaderboards:

- No wave failures.
- No respects/refunding.
- Up to 6 players can participate in the game. (Replacement players will void the speedrun.)

The speedrun times include setup time, not just the wave time! (The exception is **wave 1 setup**, which is not counted in the speedrun time to allow players to fully connect to the server and choose a loadout.)

Please note that leaderboards and speedruns are purely for **cosmetic purposes** and **do not** hold any weight toward the medals. If a player is not interested in making any record, they can ignore the leaderboards completely and still earn all 5 medals if the main campaign requirements are met.

Servers:

At launch, we will have campaign servers in North America (32), Europe (14), Asia (4), Australia (2), and South America (5). As player activity declines or donation funds dwindle, servers will be shut down in reverse order of the list above (South America first, Australia next, etc.).

Players are encouraged to play on their region's servers to both keep it active and also encourage other players to join the server they are on. Most players look for partially filled servers to join, so seeding an empty server will help it fill up with players. [Install the campaign asset pack to skip the FastDL wait.](#)

To help keep servers running in as many regions as possible, [please consider sending a server donation.](#) All server donors will appear in [a special leaderboard](#) on the campaign website.

[Click here to visit the servers list.](#) **Please only use this page to find servers**, as IP addresses may change randomly and some unscrupulous people have set up fake servers using our event information to trick players into joining them. No medals will be awarded to players who play on an unofficial server.

Medals:

Five (5) Madness vs Machines player medals are available for players to earn! Medals are awarded to players who meet **both** the tour points requirement and the contract stars requirements!

Medal Name (Color)	Tour	Contracts
Burnished Beryl (Green)	1	0
Grandiose Garnet (Purple)	25	25
Tempered Tourmaline (Orange)	50	50
Royal Rhodonite (Red)	75	75
Chaotic Crystal (Gray)	100	100

Note that while *you control* the number of tour points you have, **the community shares the same number of contract stars**. Even if you race the tour to earn 100 tour points, your medal rewards will be throttled by how fast the community can complete the contracts. It is to your advantage to play the campaign **strategically** with a variety of classes and loadouts to help quickly expedite all the contracts!

All medals are paintable and allow name and description tags to be applied to them. Medals have two styles: The default version has a robot's hand (color-coded from rust to platinum by tier) grabbing the gem; the alternative style has just the gem as a pin style.

Just like in Canteen Crasher, the medals are all tiered, meaning it is possible to earn all 5 medals by earning 100 tour points and reaching 100 contract stars. Each player can earn each medal only once.

Campaign medals drop in **real-time**, just like in Titanium Tank and Canteen Crasher. *You do not need to contact an admin to claim your medal*. If you reach a milestone but didn't receive a medal within 5 minutes, wait until **midnight Eastern Time** at that day (the medal distribution server does an integrity check at that time). If you still didn't receive your medal by then, contact an admin for assistance.

[Login to the website with your steam account](#) and click on the "Medals" button at the top header to view your campaign progress and medals earned. Your charity donation amount (if any) will also appear there.

Charity:

In addition to the campaign, we are running a charity fundraiser for Extra Life, benefiting Children's Miracle Network Hospitals. [Visit this page](#) to donate to the charity. Cash and item donations are accepted.

- If you donate on the Extra Life page directly, **please include your steam profile link or your steam ID on the donation message**, or else we will not know who to give the medals to!
- If you donate on our Scrap.TF page, you do not need to do anything special.

Donors will receive these special donor medals if the medal's requirement is met:

Medal	Requirement
Hopeful Heart (Pink)	Donate \$10 USD
Boundless Heart (Rainbow)	Donate at least \$1 and reach the next milestone.

The boundless heart is awarded in waves every time the charity crosses a \$5,000 USD threshold. All donors who donated at least \$1 will earn this medal when/if the threshold is met.

Donor medals, just like campaign medals, **drop in real-time**. Please allow **5 minutes** for the medal distribution server to process your donation. If you do not receive your medal by then, please wait until **midnight ET** for the integrity check to run. If you still didn't earn your medal, please contact an admin.

If you submitted a donation on Extra Life but made a mistake in including your steam account info, please contact an admin for assistance. You will be asked to provide proof of your donation, such as a confirmation email, credit card/bank statement, etc. Censor out personal and irrelevant information.

[Click here to read more detailed instructions on how to properly donate.](#)

Contest:

The Madness vs Machines contest is currently **closed** to new submissions. Existing submissions may finish up and be patched midway into the campaign with special permission from the pre-judges.

Deadline:

This campaign will be guaranteed supported for 7 months up to **April 30th, 2020 @ 11:59 PM ET**. After this date, support is dependent on both server funds and the admins' willingness to continue running it.

Servers located in remote regions (most notably, Australia and South America) will only be available for a couple months from launch before they are removed to conserve server funds. If you live in these regions, you are advised to play the campaign as early as possible to enjoy a low latency experience!

We have already started working on the next community MvM campaign, which is scheduled to release in Summer 2020. We will not be giving any dates or tentative schedules since we are notoriously known to never stick to them (as this event has clearly shown). We will release spoilers of the next campaign over the coming months as we make milestone progress on it.

Help & Support:

Should you run into any problems, you can contact us either on our [steam chat](#) or our [discord server](#).

For common matters such as general questions, bugs, advice on how to play MvM better, etc. please use the **discord server** (unless you do not use discord) as a lot of people there may be able to answer you and you'll likely receive a faster response. Our professional regulars, moderators, and admins are happy to answer your questions and will help you to the best of their ability.

For more serious issues, such as forgetting to include your steam account on your charity donation or a medal not being awarded to your inventory, *or if you do not use discord*, please report your problem to **our steam group chat** which is staffed by people who have access to the entire campaign infrastructure.

Please **do not** report every problem directly to the server owner as the server owner's time is incredibly limited and doing so will drastically slow down critical campaign maintenance operations. Please ask the regulars first, moderators second, and the admins third, and only if none of them can help you, then contact the server operator for special assistance.

For personal matters, please directly message an **admin** (not a mod or regular). If you witness misconduct from the moderators or admins, please file a direct complaint to the server owner on the [steam group chat](#).

Server Commands:

The available server commands vary from campaign to campaign. The only command you need to remember is the **!help** command. Once you type it in the chat, it will print out all the server commands available to you. From there, you can run whatever command you need to run. You do not need to memorize any commands so long as you remember that the **!help** command exists.

Bugs:

Every large project has bugs and this campaign is no exception. If you witness a bug, please report it to [our bug tracker thread](#) so we can investigate the problem and issue a fix to the servers (or the backend).

For in-game bugs, every server has a command **!bug** which will print out useful information for us to replay the demo file of your game. Please paste this output along with a description of the bug you experienced. If you forgot to use the **!bug** command, please follow the instructions on the bug tracker thread on how to fill out a bug report to the best of your memory.

To report a cheater, please **directly private message an admin or moderator** the output of the **!bug** command, which contains the demo filename of the current game. For your safety and security, **DO NOT** publicly report cheaters in our chatrooms or forums as you open yourself to harassment and retaliation. We will watch the demo file and confirm ourselves if the player is cheating before issuing a ban.

Feedback:

Leave your feedback for Madness vs Machines (for any element of it, be it the contest, charity, or campaign) [in this thread](#). Thanks for letting us know what you think!