Memes vs Machines Announcements Update

As we approach April Fools day, we want give everyone a heads up on how this is going to play out:

1. We will **not** get the medals into TF2 before the tour begins, and we might not have the medals for a few weeks after the tour ends. Your tour progress will be measured by the total time you spent successfully completing waves (a max of 5 minutes per wave will be counted). Once you accumulate 60 minutes, you will be registered as a medal recipient on our records. **Please be patient for your medals to arrive as we have no control over Valve's TF2 update cycle.**

2. We have **temporarily suspended** Madness vs Machines judging to give priority to the April Fools submissions. The judges will be giving feedback (**not scores**) for all the meme submissions (like in CC and Madness vs Machines) up until the second formal judging round. Take advantage of this feedback opportunity to update your submissions before the final judgement round.

3. Because we haven't given ample feedback opportunities to our contest participants, **we will accept late submissions to April Fools** and patch them to the tour servers **every day**. We encourage our contest participants to get their submissions in before we release the tour on **April 1 @ midnight Pacific Time**, but should you need a couple more days of testing and feedback, we will accept your late submission and patch it into the servers once the judges approve of it.

4. We haven't decided on whether we will run a charity for this one. If we do decide to run a charity, the minimum for the donor medal will be **USD $5**. We will finalize this matter on Wednesday.

5. We are working hard to set up new servers in **Japan**, **Australia**, and **Singapore**. They are not dedicated servers (like US and EU are), but from our initial testing, they seem to be strong enough to run MvM. We would like feedback from our pacific players on the server performance.

   We will have 2 servers in Tokyo Japan, 2 in Sydney Australia, and 2 in Singapore, which we believe is ample for our pacific players to comfortably play our events without crippling ping. Should we get more traffic from the pacific, we will consider upgrading to dedicated servers, but based on our server donations and the low pacific activity, this is currently the best compromise.

6. This shouldn't shock anyone (and if it does, get used to this), but we are ~~delaying the Madness vs Machines campaign launch~~ **extending the Madness vs Machines contest deadline by 2 weeks**. The new launch date is now **June 1st**, which fits better with our busy schedule and people's summer vacation schedules. This also means **Canteen Crasher is extended until May 31st**.

7. Right now we have Memes vs Machines lasting 1 week since it's not meant to be a major event. However, we will extend it for 1 more week (up to April 15th) if players need additional time to complete the tour. ~~Don't let the memes make you forget to file your taxes if you're in the USA.~~

Thanks for your cooperation and patience as we work to get this all set up.