

Intel Far Cry 2 Mapping Contest Rules

**** Important note:** participants will have to accept the following before entering into the competition.

1. General Rules:

- Intel® Core™ i7 logo as per the "Intel desktop" item needs to be placed properly and clearly visible somewhere in the map.
- Intel® Core™ i7 logo mustn't be edited or modified in terms of overall look, colour scheme and aspect ratio.
- The use of Intel® Core™ i7 logo is strictly limited to the "Intel Far Cry 2 Mapping Contest" and the desktop item can't be edited and or modified by participants.
- Any improper use of the Intel® Core™ i7 logo will result in the participant being excluded from the contest.
- Only levels for Far Cry 2 are being accepted.
- One unique judging for Multiplayer Map creation will happen.
- Level needs to be the own creation of each user.
- Assets for the levels creation can be taken from the Far Cry 2 MAP editor provided with the full game.
- No copyright infringements are allowed.
- The competition will run from **16/03/2009** until **25/05/2009**.
- Multiplayer levels will have to work in LAN and online modes.
- Staff Members of Intel, Ubisoft, infarcry community, ESL teams and any other third parties judged so kind by the jury, are not allowed to participate.
- Any used text part from the map creative needs to be in English language.

2. Levels Submission specific Rules

- Each map submission should be done to the **Intel® Far Cry® 2 Mapping Contest** that would be available at the following address: infarcry.com/intel-mapping-contest
- Level submission needs to include a complete levels folder either in a .zip or .rar file.
- Name of the folder (formation): "Intel_Entrant Name"
- Participant will have to add a submission form in the folder they submit, which can be downloaded from infarcry.com/intel-mapping-contest. All the personal information and data will only be used in this contest.
- Folder that is being submitted needs to have a "Readme" file inside that includes credits and/or the agreement when using copyright protected materials.
- All levels database entry needs to have background description (story or mission of the level), in English language only.

***Video and Screenshot Submission:**

- Each participant must deliver a 2" long video and 4 screenshots of his/her map, included in his final folder submission.
- Video and Screenshot submission begins on **16/03/2009** and lasts until level submission ends on **26/04/2009**.
- Each level entry needs to have at least 4 in-game screenshots (max size per file: 1600*1200 pixels)
- Screenshots should provide a good insight view of the level.
- Not sending in screenshots results in a removal from the contest.

There is only one global voting system for both jury and community.

It is based on the FOUR criteria.

Each criteria has max 5 points **whereas 5 = best and 1 = worst.**

So the max voting score for one map = **20 points.**

FOUR criteria:

- Originality & creativity on Map & Mission & Voice acting (Don't use existing assets, make your own! e.g. create a new or unique environment!)
- Integration of the Intel Logo originality
Intel® Core™ i7 logo 'Clever & Smart' visibility which means a strategic intelligence in the use of the Intel Item such as the "Ci7 Desktop" to be placed into the map creations and where such place on the map allows the inclusion.
- Intel® performance* (VTune™ test in Intel® lab)
- Fun, gameplay