Mapping Event – Official Rules

The mapping event is a competition that will begin on 16 January 2026 at 21:00 CET and end on 30 January 2026 at 21:00 CET.

General Concept

The competition consists of a collaborative mapping phase aimed at creating an original mixed map based on a given theme. Each country can only submit one map. The submission deadline is 30 January 2026 at 21:00 CET.

The idea is to bring together different talents from a single country (way creators, scenery makers, item designers, media trackers, etc.) around a single project. With this in mind, the coach of each national team must indicate, when registering the line-up the 28 December 2025, **a mapping representative** who will be responsible for gathering as many mappers as possible within their country to carry out the project.

Judging Process

On 8 February 2026, a jury composed of five Trackmania experts will evaluate the maps according to the following criteria. All judges will give a score (out of 10) to each category. All criterias are weighted to obtain the final score of a map:

- Route (coefficient 4): Quality of the route, both in terms of readability when discovering it and intrinsic quality when played.

- Scenery (coefficient 3): Quality of the decoration. Expectations in terms of scenery are based as much on the readability of the map as on the visual appeal when driving the map. Consistency in terms of decoration is expected.

- Accessibility (coefficient 3): The map must be suitable for everyone, from beginner to pro. The difficulty of the map must be designed so that it can be used in COTD.

- Diversity (coefficient 3): Good balance of driving techniques and surfaces used, but also overall consistency of the map.

- Originality (coefficient 2): Ability to be original in terms of both way and scenery creation.

- Competitiveness (coefficient 2): The map should still be interesting to play after several runs. We still expect a challenging map that could potentially

have a place in a mixed competition.

- Theme (coefficient 3): How well the Trackmania Games logo has been integrated to the map.

In addition, players and spectators will be able to vote for their favorite maps through polls set up on the official stream.

- Jury score: 75% of the final score
- Public vote: 25% of the final score

The best map will be eligible for **Cup Of The Day**.
The 25 highest-ranked maps will be selected to form a “souvenir” campaign.

Mapping Rules & Technical Constraints

The following rules apply to all submissions:

- It is strictly forbidden to create the map with people from another country.
- It is mandatory to list all the people who contributed to the creation of the map when sending it.
- The map must be a mixed map, meaning with several surfaces and driving techniques mixed in the same track.
    - It is expected to have at least 3 different main playstyles across the track (Tech, Dirt, Grass, RPG, Fullspeed, Alt Cars...).
    - Each playstyle must include at least two significant corners or difficulties.
- The map must last between 40 seconds and 1 minute 10 seconds maximum.
- The use of alt cars is allowed.
- GPS is mandatory but ghost names and car skin must be anonymous.
- It is strictly forbidden to mention registered trademarks. If you wish to use custom music, it must be royalty-free.
- It is strictly forbidden to have signs that could indicate affiliation with a country, mapping team, or other distinctive sign.
- Map must be less than 7 MB and playable online.
- The map must be beginner-friendly, aiming for a COTD difficulty. All checkpoints must be double respawnable.

The map must be built using the gbx file provided on January 16, 2026, on the competition's official website. The mapping representative may only submit one version of the map.

Theme, Base Map & Logo Integration (Additional Mandatory Rules)

Let's celebrate the Trackmania Games event with this mapping competition. All maps must be built around (and on) the Trackmania Games logo. During their run, the player must drive on each one of the 6 colors of the Trackmania Games logo to make the track valid.

- A base map will be provided by the organization on 16 January 2026 via the official Discord.
- The drivable logo is composed of six 3D items, already placed in-game for the initial ground level position and existing in 6 declinations : tech/plastic/dirt/ice/grass/wood. This items pack must be placed in the following folder "Trackmania\Items\00_TMGames_Items"
    - These blocks must not be moved horizontally.
    - Vertical movement (up/down) is allowed only within the vertical axis of the original block.

- The logo forms the core structure of the map.
    - During the run, the player must drive on every color of the logo items given by the organization. "Driving on" means that all four wheels must touch the colored surface at the same time.
    - The players may drive several times on a color.

- The players may use the same item color at different height levels as long as they are vertically aligned to each other.

- Modifying the custom items provided by the organization is strictly forbidden.
- Any other block/item may be used on or around the logo.
- All blocks and items must remain within the original stadium boundaries (48x48x31).
    - This is forbidden to edit the limits of the map base..

Download Links

The base provided by the organization can be found here.
All blocks and their variations are available here.
We have a series of custom 3D blocks that we have used on other maps which include the competition logo and the event logos; it is not mandatory for them to appear, but we are making them available to you if you want to use them here.
In the same spirit, here are some signs you could use here.

Allowed / Forbidden Elements

- Mood: Any
- Custom Blocks: Allowed as long as it is impossible to identify a country, mapping team, or affiliation
- Custom Mods: Allowed as long as it is impossible to identify a country, mapping team, or affiliation
- Custom MediaTracker & signs: Allowed, as long as it is impossible to identify a country, mapping team, or affiliation
- Mix Mapping : Allowed
- Map name format: $000TM$928 Games $000- $fffMAP_NAME

- The map must not be shared with anyone other than those who are working on it, the national captain and the national coach. Any breach of this rule could result in severe penalties, or even disqualification of the country.

Submission Versions & Deadlines

Each mapping team must produce an “anonymous” version of the map to validate their participation in the contest They also may send a “non-anonymous” version which may be used after the event in a dedicated campaign

1. Anonymous version
    - Neutral map name
    - No identifiable elements (country, team, names, skins, signs etc.). Mediatracker tracks must be in english. You can use the game in english or rename them.
    - Used for jury evaluation and public voting
2. Non-anonymous version (optional)
    - May include country, names, team affiliation...
    - Used only if the map reaches the Top 25 and is included in the official campaign

Deadlines

- Anonymous version:
  Must be submitted **ONLY ONCE** before 30 January 2026 at 21:00 CET by the mapping representative via the form sended on the official discord.
    - Any delay will result in an elimination from the competition, so make sure to send it on time !
    - Non-anonymous version:
      May be submitted **ONLY ONCE.** Submission deadline is Sunday 9 February 2026 at 12:00 CET.

Results & Public Review

- The 25 best maps will be reviewed live on the official Trackmania Twitch Channel on Sunday 8 February 2026 from 14:00 to 16:00 CET, using the anonymous versions.
- Once public votes are done on the stream, the final ranking will be announced in ascending order, starting from 25th place to 1st place.
- The jury score (out of 10) represents 75% of the final score.
- The public score (out of 10) represents 25%, collected via Twitch chat polls on the official Trackmania channel.