

# Craftmate Season 2

Official Rules, Evaluation Criteria & Prize Distribution

## Theme: Epstein Island (SFW)

Participants are invited to unleash their creativity and design a **Safe-For-Work island map** inspired by the concept of **Epstein Island**.

Contestants are encouraged to explore innovative gameplay mechanics, storytelling elements, and environmental design while maintaining full compliance with platform guidelines.

### Important Note:

To ensure compliance with Garena's UGC Terms of Service  
[https://content.garena.com/legal/toc/toc\\_en.html](https://content.garena.com/legal/toc/toc_en.html)

Participants must not use sensitive or real-world names directly (such as "Epstein", "Diddy", etc.). Instead, please use alternatives such as "Einstein", "Daddy", or other creative substitutes that maintain a safe and appropriate environment.

## Example Concepts

The following ideas are provided as inspiration. Participants may implement them as presented or modify them creatively according to their own vision.

### 1. Puzzle Escape Scenario

A female character is kidnapped and taken to an island. Players must solve puzzles and overcome obstacles in order to escape the island.

## 2. The Einstein Files

Players shout “Release the Einstein Files!” while fighting waves of enemies or zombies. After defeating them, players receive Einstein Files as rewards.

These files contain multiple redacted sections. Players must collect or unlock file fragments to reveal the hidden message.

Eventually, the complete message reveals the famous formula:  $E = mc^2$ .

## 3. Team-Based Mode

Two teams compete in a strategic scenario:

- **Girls Team:** No weapons. They must run, hide, and survive.
- **Boys Team:** Equipped with weapons and must capture the girls.

After capturing the girls, the Boys Team can carry them to beds. If the room is locked successfully, the Boys Team wins.

The game is timer-based; if the Girls Team survives until the timer ends, they win.

Participants are free to adapt these ideas or create entirely new mechanics. Using the example concepts exactly will not reduce the chances of winning or affect the uniqueness of a submission.

## Judgement Criteria

Submissions will be evaluated based on:

- Creativity
- Design & Environment

- Gameplay Experience

## Prize Distribution

Prizes will be awarded to the top five participants:

 **1st Place** — \$15

 **2nd Place** — \$10

 **3rd Place** — \$5

 **2 Honorary Mentions** — \$2.50 each

## Contest Duration

**15 March 2026 – 15 May 2026**

## Submission

Participants may submit their entries through the official portal:

<https://craftmate.afterduskgame.online/>

Global participation is allowed. Winners may choose their preferred payment method to receive their prize.

Participants may submit multiple maps if they reach the object placement limit.

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**Hosted & Organized by:**

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For any queries regarding the contest, participants may reply to the official announcement post.

Prepared on: 14 March 2026