# KOG

## King of Gores

# KOG 2.0

## FEATURE PROPOSALS

*Let's Make Gores Great Again!*

# TABLE OF CONTENTS

# EXECUTIVE SUMMARY

*KoG 2.0, probably the biggest KoG Gores update in the history of the clan. Not only did we actively sit down and try to come up with many cool new concepts, but we also listened to your feedback. We want to make KoG a place where everyone can feel comfortable and have fun with Teeworlds together.*

*What exactly does KoG 2.0 entail? This question is quite complex and can't really be answered quickly. Below you can see all the changes in detail, but I would like to give you a small overview of the situation.*

*Basically, everything is changed, except for the game mechanics itself. So, gores will remain Gores, but the whole system around it will be rebuilt from the ground up to provide an even more immersive gameplay experience. We are working on several innovations and want to bring KoG to a limit that will allow us to provide a lot of new great content and of course simplify our administration work. The update is something for everyone, because we want to be very user friendly but still have a reasonable administration line.*

*Enough talk, tell me what exactly is changing! Okay. We have now for a long time an official logo, which should give us a more professional appearance to the outside. We also have a completely new color palette and want to go with a strict design line. The next big system is the bonus system, which is always there for you as a user during your playing time and literally opens doors for you. We are especially proud of the account management, because we finally offer you the possibility to protect your account. No more finishes on your name without it being you. Furthermore, many have wished for a clan system and that is exactly what we liked very much. We also thought about tournaments and events, so that the whole thing is even more challenging and cool we want to introduce seasons, as already known from other games like League of Legends. To make sure that everything stays fair during the tournaments, we have thought about a new Anticheat system, which filters even more strictly and performs even more checks. Of course, your success in tournaments, events, quests and so on should not remain undiscovered and we have come up with new medals and competitive ranks. Quests will be more rewarding and fun than ever before. As part of the rewards, there will be a store where you can spend your collected coins.*

*The above are general changes that directly affect you as a player, but that's not all. We also want to improve the mapping system and introduce some new features regarding ranking and automated testing of maps. In the course of this, the administration team has been redesigned and we have the possibility to hold elections. There is a Steering Committee that consists of the community and is supposed to pave the way for KoG. We will also adjust our server regions to the current conditions. There will also be new modes that we want to host as a community based on Gores.*

*Rebuilding the website was only a matter of time. The current website has existed for years and has benevolently done its best, but at some point, we have to look into the future and go new ways here as well. Since we are already rebuilding the rest of the system, the website will also be rebuilt from scratch.*

*I would like to thank you in advance that you read through this. It's a lot of text, but please take your time and ask us your questions in Discord!*

*Cheers,*

*KoG Administration*

# INTRODUCTION

I would like to officially introduce you to KoG 2.0 and all the changes. We are already working since first quarter 2021 on it. In the following texts I would like to introduce you to some changes that are important to us & of course we invite you to participate in an active discussion on our Discord. The following concepts are already in a final version, i.e., major changes are no longer possible.

We have put a lot of time and love into the details to make the gameplay as interesting and innovative as possible. Of course, the player is always in the foreground, but we have also actively focused on the administration.

## WHAT IS KOG 2.0

What exactly is KoG 2.0? Very simply explained. It's more than just a simple update to our game servers. That's why we sat down and actively worked on an innovation. We have tried to implement many things that you have wished for. But because the changes are partly very big, we had to change some things. Many problems arise from old-grown structures, which we want to get completely out of the way with KoG 2.0. Basically, it's a 180-notch turnaround.

## COLLABORATION IS KEY

This project is huge, it's not done in a few days & will still need some fine tuning after release to really get it to a good state. We, the administration, are trying our best to give you a smooth gameplay experience. Also, we want to offer you a fair and responsible place to feel comfortable in this community. Therefore, in the future, all change requests will be started as a public discussion. You can then participate in this discussion via website or Discord & thus we guarantee a more transparent appearance. But please don't be disappointed if something doesn't go your way.

## TRANSPARENCY

We already started to show more transparency before KoG 2.0 & give you insights into our activities. This will become even more after the 2.0 release. Both our financial situation and more public discussion will be conducted. Communication between administration and players should also become transparent. **Let's make Gores great again!**

## FUTURE PLANS

KoG is more than just a service provider, we are a community that share at least one commonality, playing Gores. So, it is not only a technical step that should be forward-looking, but also a personal decision to shape the future. We will continue to develop and administer this project for you in the future & also want to get involved in other areas. But before we get to those steps, let's finish KoG 2.0 first & then we can breathe easy.

If you've read this far, I think you'll be interested in KoG 2.0 & would ask you to grab something to drink. There might be some hot topics waiting for you. Enough of the jokes, have fun & hope to see you in the end note.

# CORPORATE IDENTITY

KoG has existed for years and can now be considered a brand. We operate the service with passion & so we should also present ourselves to the outside. With KoG 2.0 we also want to market ourselves a bit better, focusing on recognizable as well as simple presentation of our community.

## COLORS

We have intensively dealt with the color selection for KoG 2.0. The choice was between blue and orange, whereby the latter was more pleasant. Orange is our color of the future and will accompany us in the next versions.

- "KoGrange": #FF5A1F
- Secondary: #FFA585
- Lighter: #212529
- Dark: #0A0C0C

## LOGO

KoG is fundamentally changing, so why not the logo? Our design team put a lot of effort into creating this logo. There were many different versions, but in the end, we liked the following one the best.



A logo should represent a brand and since we have a lot of players with the Greyfox skin, this should become our "mascot". It's catchy, simple but effective.

# BONUS SYSTEMS

The bonus system is an important part of KoG 2.0, which is intended to improve the quality of our service in the long term. We have various bonus systems that also partially interlock, so what exactly do these bonus systems do?

Bonus systems should offer you as a player an added value. Bonus systems should only be seen as a supplementary reward system, no game mechanics are touched that could offer you advantages over others.

## COINS

Let's start with the first bonus system, the so-called coins. You probably know them from other games. On our servers you will automatically collect coins during your game time through map finishes. You can either collect the coins and make yourself a millionaire, or you can spend them in our store. You can also use coins to request some other actions like name changes or clan requests.

## LEVELS

The next big system we have is levels. You can level up to Level 50. After reaching max level you will have 2 options:

1. Stay at level 50
2. Move on to a higher prestige division and start from level 0 again
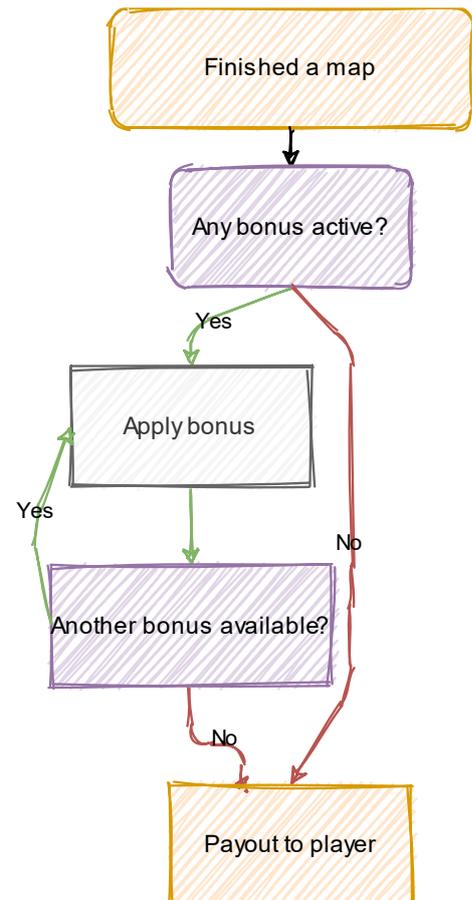
Depending on what level & prestige you have, you will get access to various new systems & internal features such as an exclusive prestige group where changes are discussed 1 month before official announcement.

Leveling works in principle quite simply; you just have to play & once you reach 25% of a map the level module is activated. From now on every percent count, because the more percent you reach, the higher your XP gain. Of course, you get 100% if you finish the map.

**Example:** You play a map and pass the barrier of 25%, depending on where you kill you will be charged with a percentage of the 100%. Suppose you play a map for which you get 15 EXP when you finish. Now you fail with your team or solo at 80% of the map, i.e., now 20% are deducted from the 100% & that would result in (80/100*15) = 12 XP.

## RANKINGS

As a third big system we have the so-called ranking. The ranking is an independent system in the background that records per player per map & creates a player profile by means of algorithms and data analysis. It records and analyzes your own factors, which we consider important, so we can determine how much skill you would have as a player.

You can only use this system if you play in a team. Team 0 players are not considered. As soon as we have recorded enough data from you, we will add you to a skill group and from this group you can either move up or down. The system is also known as the Elo system[1].

# ACCOUNT MANAGEMENT

Account management has always been quite difficult & Teeworlds was not created to work with accounts, but we see no other way than to develop this feature as the core of KoG 2.0.

To create an account, you have to login via Discord. We use Discord for a reason, because we don't need to store your password. Bonus system applies.

## REGISTRATION

The registration on our website will be much easier. It is almost only 5 clicks to successfully create an account. This is not only to reduce the acceptance in the creation of the account, but should solve a previously very time-consuming administrative task.

## WHAT ARE ACCOUNTS BEEN MADE FOR?

As I have already written, accounts will become the essential component of KoG. This will allow us better control as well as better player management. You can

- Edit your profile
- Report players
- Change your in-game password
- Request a name change
- Participate on votes and elections
- Playing on secured servers
- Use of the bonus system[2]

You see, it offers us and you an insane number of advantages. Through our improved player management as well as through new administrative changes we want to give you the possibility to make more out of your Gores account.

## PROTECTION

Your general user account is protected by Discord. No need to enter passwords or anything else. We also change the login behavior in the game itself. It is no longer possible to finish on your name without being logged in.

## BANS & GUIDELINES

Of course, bans are a part of why we want to introduce accounts. Not only does it allow us to exclude players from the community in the form of mutes or bans, but it also helps us prevent possible cheating attempts and take better action against botters. For this reason, we have decided to set new guidelines for bans, mutes and other administrative decisions. All future bans will be announced with reasons. However, I would like to state here that we, the KoG administration, can still make use of the house right & exclude players after an internal vote.

---

[1] https://en.wikipedia.org/wiki/Elo_rating_system, accessed at 2021-07-01.

## MULTIPLE NAMES OR ACCOUNTS

This is within KoG 2.0 not possible. If our system detects multiple accounts or accounts related to each other, all accounts will be locked and a moderation ticket will be opened. Administration has to verify you manually afterwards.

# CLAN MANAGEMENT

Clans are a fairly newly introduced system; we have included already discussed as well as invented new mechanics. Clans will play an important role in the future, but always with Gores focus on both competitive play styles and team play.

After your clan got claimed & registered, faking it is impossible, because our system checks if the player is in your clan or not.

## JOIN REQUESTS

The bigger your clan gets, the more requests you have to handle. Therefore, you can set a so-called application fee which a player must pay in order to send the request (i.e.: A player makes a request & pays 25 coins. The player makes another request & pays again 25 coins. The requesting player will be informed about the application fee before the successful request). To register a clan, you will need to pay some coins (we don't know at the moment how much the amount will be).

## PLAYER MANAGEMENT

Within the new clan system, clan leaders can add new members to their clan without contacting any moderator or administrator. Everything works automatically & players have to accept the clan invite.

In Addition, you can also perform other actions like

- Promote / Demote players
- Manage your internal clan ranking system
  - Add or remove ranks
  - Rename your ranks
  - Set permissions
- Use the clan chat to communicate within your clan. In game & on the website!

## CLAN WARS

Clan wars will be fun, you can compete against other clans & also set a price pool. Both clan leaders have to accept the clan war.

## STATISTICS

We will gather & compute clan performances, this will help you to climb up the ladder in the leaderboard. There will be a section to compare against other clans & see how your clan performs. If you're a leader or if you do have the permission, you're allowed to see your specific clan statistics on a per player basis.

## BONUS SYSTEM

### COINS

As a clan leader or with the correct permission you can set the Coin rate for your clan. Coins can be used to buy new awesome stuff from the shop & is member independent.

*ATTENTION* If the Coin rate is being changed, you'll get a notification from the system automatically. The change instantly applies, so be careful with non-trustworthy clans.

### LEVELS

The same goes for levels, players earn XP for the clan in addition to their own XP. As a clan leader or with the correct permission you can set the XP rate. This rate is deducted from the player after he receives his XP and is calculated into the clan levels.

*ATTENTION* If the XP rate is being changed, you'll get a notification from the system automatically. The change instantly applies, so be careful with non-trustworthy clans.

### BANK

Furthermore, besides the regular rates set by the clan leader or an authorized person, you have the possibility to make one-time payments to the clan bank. **But be careful**, you cannot pay out coins.

### STATISTICS

We love statistics as much as you do, so we collect some internal clan statistics to measure the performance of your clan members. For example, we show you who contributed how much coins and EXP to the clan in which period and how active a player was. This should give you the possibility to manage your clan completely and always have an overview. Because what could be better than playing with cool and chill people and at the same time unlocking clan events, but in return also exposing lazy people.

*NOTE:* This feature is only available for clan leaders and ranks with set permissions.

## SEASONS

As you know from other big games, we will also continue to use Seasons to enable competitive play. One season will last 3 months and during this time 3 tournaments will be held. The number of events is not fixed seasonally, because then we have more freedom. Seasons can also be viewed specifically on the website and player statistics and rankings and so on can also be compared across seasons.

### RANKING

You collect season activity by playing during an active season. You will see your activity in game as well as on the website and via our Discord bot. At the end of each season the system evaluates how high your activity was in the last season and adds XP as well as coins to your account.

*NOTE:* Clan bonus system applies here[3].

---

[3] Clan Bonus system

# TOURNAMENTS

As already written above, 3 tournaments will take place within one season. These tournaments are rewarded with medals as usual, as well as XP and coins. Tournaments are usually announced 1 week before the start with all the conditions that will be enforced in the tournament. (Attempted) cheating will result in immediate exclusion from the current and upcoming tournaments. It is only possible to participate in tournaments with a verified account. Furthermore, tournaments are always hosted on multiple servers in different regions to allow players from other continents to participate. The tournaments will take place on 3 consecutive days. For example, Friday, Saturday and Sunday 2 maps each.

## TOURNAMENT DESIGNER

The Tournament designer will be the new heart of our Tournament system. Tournaments can be planned completely; maps can be selected and XP/Coins and all conditions can be defined.

The advantage of this is that tournaments can be planned later by players and the administration only has to approve them. Of course, these tournaments will then run strictly under the remaining tournament requirements.

# EVENTS

Events are an official part of KoG. Through events we want to keep trying new things & generally create a better competitive game mode. You might even have to play with each other to complete an event, who knows :). Generally speaking, events are rather smaller, because they take place again and again & are announced only one day before. Events also count to the season activity, but only to a small part.

# ANTICHEAT

With KoG 2.0, we will increase our focus on Anticheat. We will rely on many new detection methods and also have a zero-tolerance policy. If someone has been successfully detected based on multiple factors, the finish will be deleted from the entire team. In addition, the successfully detected player will be automatically banned for 3 seasons (3 quarters of 3 months). He will automatically lose his current season activity as well as a percentage of coins will be automatically deducted. This is valid for team 0 as well as for team-based rounds.

Here also applies the principle: Ignorance does not protect from punishment! If someone in your team bots and you don't know it, you will still be punished by having your finish deleted.

Note: Since I don't want to announce here how we act against botters (because otherwise counter measurements could be hit), I want to give you one thing on the way. We have no place for botters/cheaters in our community and will take strong action against them with KoG 2.0.

# MEDALS

Medals are awards you can get when you participate in events, tournaments or extraordinary events. You can collect an unlimited number of medals, but you can only display a maximum of 3 in your "Quick Profile".

Since we want to drive a new design line, we have designed a few new medals for you. See Image 1.,



*Image 1 New medals*

But since we know exactly how much you like to collect different medals; we are always coming up with new ideas and awesome designs to provide you with ongoing updates.

# ACHIEVEMENTS

Achievements are already known in other games. Basically, you already know them as for example: "Jump 10x" or "Register". But we also want to set new standards and definitely invest a lot of work in the future to offer interesting Achievements. Achievements are partly publicly viewable, but some are only viewable once you have them yourself. For Achievements there may even be a medal or XP and Coins. Let us surprise you :)

# COMPETITIVE RANKS

Since we know that some of you would like to play competitively, we decided to develop a ranking system. Of course, it will take some time, because it will be quite complex and we want to use different data to rank a player. Our design team has been working on a very cool and definitely presentable version of a ranking system.



*Image 2 Bronze, Silver, Gold, Platinum, Diamond ranks*

# QUESTS

Are currently not very widespread, but we want to change that. We want to relaunch quests and give you an incentive to do them. In this case, new quests not only add XP and coins to your account, but depending on the difficulty can also award an achievement and special features.

Be curious about what exactly is in store for you. Quests will be adjusted again and again over time.

# SHOP

The store will be one of the biggest changes from the community. Since we are bound by the technical limitations of the Teeworlds client, we can only make the best of what we have. Therefore, we decided to offer new products again and again in the course of the operation. In the store you generally only pay with coins, which you can collect in the course of your playing time. Coins are not tradable and cannot be bought with real money or donations. The only possibility you have is to play actively on our servers.

Here we must distinguish between clan and individual purchases. There are 3 available scenarios that occur when you make a purchase.

- Option 1) Only for you as a player
- Option 2) Only for the clan
- Option 3) For all members of a clan

Example shop items:

- Buy the **/power** command (1 month)
  - Option 1 and Option 3
  - **Payment**: Clan or personal coins.
- Buy more clan member slots (1 month)
  - Option 2
  - **Payment**: Only clan coins
- Buy access to the Tournament Designer (1 season)
  - Option 1
  - **Payment**: Personal coins
- Buy 20% more XP gain (1 week)
  - All options
  - **Payment**: Clan or personal coins
- Buy 20% more Coins gain (1 week)
  - All options
  - **Payment**: Clan or personal coins

The items listed above are only exemplary, we can change or remove them at any time. The above list is also not yet complete, as we would like to offer some more.

# MAPS

After we change almost the entire system, maps also deserve a reboot. We will keep all the old maps, but in the future, it will be possible to download them faster via HTTP download. Thanks to DDNet who are providing their servers for us to use.

## GUIDELINES

Of course, we also want to adapt the mapping rules and guidelines. We have not yet discussed this in detail, this will also be done in the process of the KoG 2.1 update phase.

## TESTER

The tester team will also receive an update, especially when it comes to bringing new testers on board. The admission criteria will be visible on the website and an automatic application form will be available.

## RATING

In order to comply with the new system, we are revising the current points of each map category as well as the ratings of these. There will of course be point fluctuations in this regard as we have to reprocess all maps again.

## FEEDBACK

In addition, it is another concern for us to receive so-called map feedback. After each finish you have the possibility to fill out a short survey of the finished map. If you don't want to do that at the moment, you can do it afterwards on the website.

## AUTOMATED SYSTEMS

Furthermore, we would like to create some automated map test systems that pre-test certain areas of a map and give automated feedback. Whether the design and freeze tiles fit and so on. This will also be one of the biggest secondary systems of KoG 2.0.

# KOG TEAM

## ADMINISTRATOR

Administration is the highest authority present on the KoG network. They take care of the administration of the financial resources as well as the operational part. If there are problems with moderators or other team members, they are your contact person via the ticket system (if you have assigned the right category to the ticket, only administrators can read them).

Administrators cannot be elected or removed; they are considered impartial and do not have a leader, but all belong to the same authorization level.

## MODERATOR

As we want to go international with KoG 2.0, there are also various challenges such as local conditions and local conflicts. Since we are currently increasingly active in the European area, we have decided to do something for the internationalization. Therefore, we would like to have global as well as regional/local moderators, who only care about the players in the respective continent/country.

## EVENT MODERATOR

An event moderator takes care of the organization and planning of new events. This includes the announcement, event settings and prize draw. How exactly this could look like, we will certainly change more often in the course of time, because we ourselves are not yet quite sure which tasks will finally fall into the responsibility.
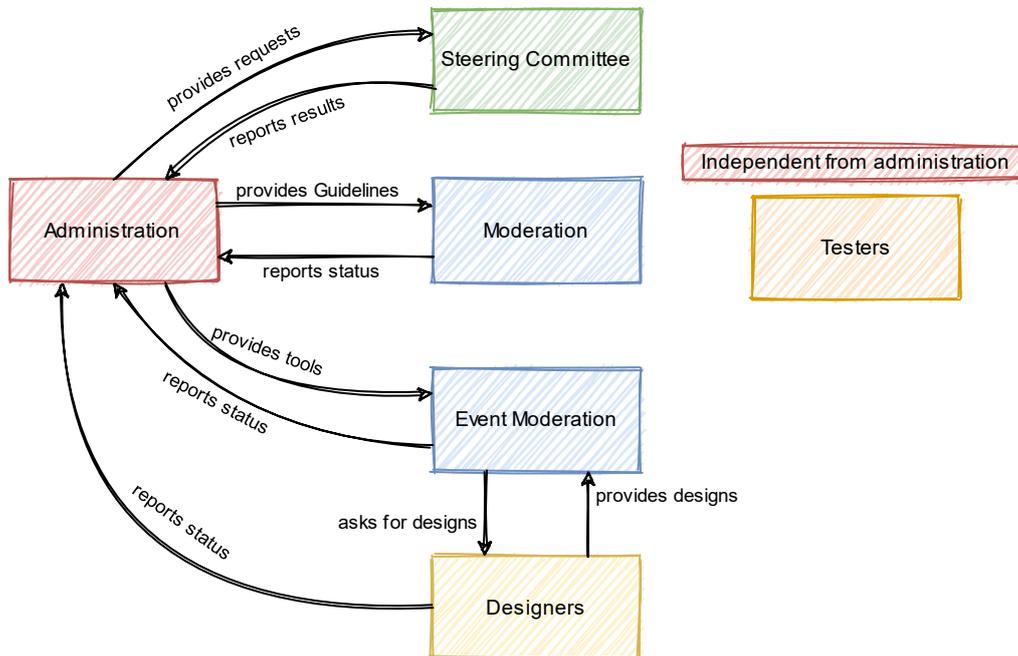


*Image 3 Team hierarchy*

The Steering Committee will receive feature requests or general concerns from the administration and will have to pass a decision to the administration after a certain period of time. The moderation team also acts completely autonomously, they only get guidelines to follow and therefore have to discuss the current status with the administration. The event moderation works with the design team on new events and both report the current status to the administration. The Testers Team will remain as usual, completely autonomous!

# STEERING COMMITTEE

*Since we always want to try out new ideas, we have to discuss them. Currently, this discussion mostly takes place within the project management and is therefore not discussed from outside. That's why I would like to introduce the so-called Steering Committee. This will consist of selected players who represent the community side. The opposite side – administration – will also participate in this case. In this committee it is about making decisions and discussing changes on the part of the administration.*
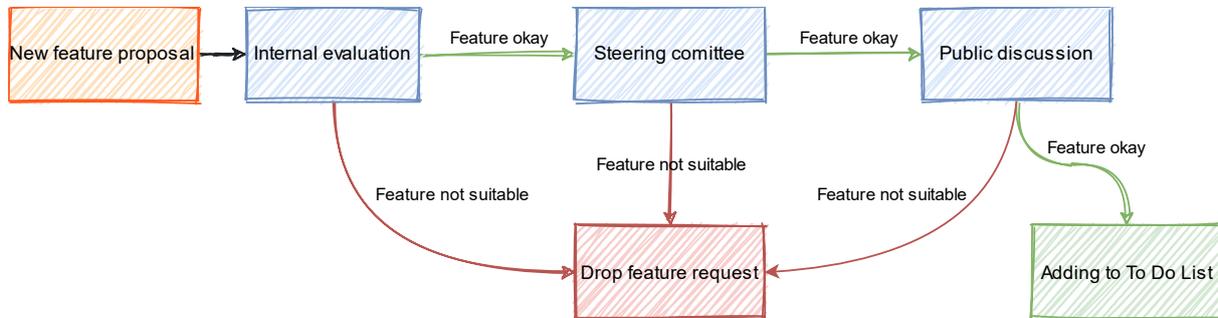


*Image 4 Proposal act*

*In the image above we can see how such a process will work. A new feature proposal can be submitted by any community member. After a feature is submitted by a community member, it goes to the Internal Evaluation, where the administration checks if it is a duplicate or a security relevant issue. In addition, the affiliation is determined immediately. If the feature is not considered suitable, it will be discarded. If the submitted feature is suitable, it will be discussed by the Steering Committee. There they will discuss the details regarding the current situation in the game and the priority of the feature. If the Steering Committee has any objections, the feature will be discarded. If not, there will be a public discussion in which all community members can participate. Same principle, if the feature is not liked by the public, it will be discarded, otherwise the feature will be added to our To Do list.*

*NOTE: I would like to point out again that no security or administrative changes are discussed here, but purely based on game mechanics. The administration has of course at any time the right to make changes not public.*

## ELECTION BASED, BUT

*The Steering Committee is accessible by election like any other community-based position. In addition, it is possible for the administration to nominate players and put them on the Steering Committee without an election. Also, a position can be revoked early by an internal vote. The reason will be posted publicly.*

# ELECTIONS

Elections will be a very big part of KoG. Through elections and democracy, we want to create a friendlier community base and thus encourage more players to stand up for fellow players. The voting system is kept very simple, you have the possibility to vote either via website or via Discord. Below you'll see how counting works.

| 1 Vote | 3 points |
|--------|----------|
| 2 Vote | 2 points |
| 3 Vote | 1 point |

You can choose a total of 3 different moderators; the order of your choice affects the scoring. The first gets 3 points, the second 2 points and the third 1 point. With this we also want to give players the chance who are not yet so well known.

NOTE: The administration reserves the right to exclude players from the election. Reasons for exclusion will be announced publicly. However, in order to avoid voting fraud, the candidate must be removed from the voting already before the voting.
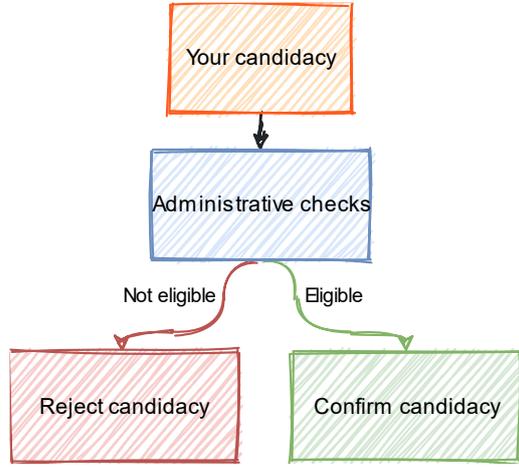
*Image 5 Election approval process*

## CANDIDATE

To run, you must register for the election via the website. Please note that you can only run for one election & attempted fraud will be punished with a project exclusion. After you have sent your candidacy request to the administration, they will check if you are eligible to run for this position. After the completion of this, you will be added to the list of candidates & the vote will be started. After the given time the vote will be finished and the result will be announced.
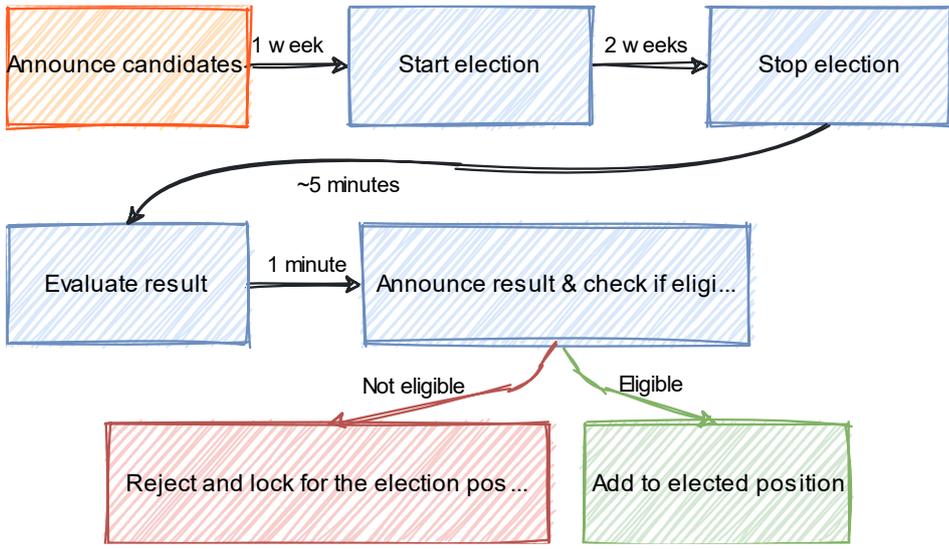
*Image 6 Detailed election process*

## HOW LONG WILL IT LAST?

When the election is announced, it is also announced how long this position will be upheld and what duties you would have. After this time, either a new election will be ordered or this position will be abandoned. After a successful election, you will be personally informed once again of the following

- 🦊 How long you will stay in this position
- 🦊 What tasks you have

NOTE: Election manipulation is not possible as there is no administrative intervention during the election. Data manipulation is prevented by a secured procedure & is intended to depict a transparent and trustworthy election.

# SERVERS

## ACCOUNTED

I'd like to talk about accounted servers, which are obviously servers where you can only play if you're logged in. This will affect nearly all of our servers, but we still going to provide servers without account. If you play on un-accounted servers and still want to save your time, you have to login! Without being logged in your time will expire 30 days after you finished.

## LOGIN

We have changed the /login command, it is now possible to connect with an alternative name, but still link your points to the original account. If you connected with an alternative name, you can authenticate using `/login <original name> <password>`. If you are connected with your real name, you can do this normally using `/login <password>`.

## REGIONS

As KoG wants to expand all over the world & players always want good pings on our servers, we're going to expand our network to get closer to our player base. As you might know, servers are expensive and that's why we're going to create a money pool on the website to take action & help us to provide such infrastructure.

## FEEDBACK

We're going to implement a feedback system for servers itself. So, if you play on the server, you can write feedback to us if the server performance is getting worse or if we should keep running this instance. Please don't abuse this feature by sending only negative feedback to us. We mostly can't do anything about ddos, keep that in mind!

# SERVER TYPES

In the past, we have often had requests for old server types such as race servers and, since recently, the game mode chaser. However, in the current configuration, it is not possible for us to simply offer such servers. We have intensively dealt with the problem & will establish a new system with KoG 2.0 to scale our infrastructure dynamically.

To make this change effective & easily recognizable, we change our server names according to the following scheme:

## GORES

This is our main server & will definitely remain. We will make some improvements in the course of restructuring & try to develop as many new features for you as possible. This includes numerous performance improvements as well as new in-game features & exciting new mods.

## RACE

For a long time, some players have wished for the old Race Gores server back. We have of course not forgotten about you & will relaunch this with KoG 2.0. There will be own maps & also a subpoint system that is not connected with the normal point system.

## CHASER

This is our 3rd mode that we want to introduce. We don't know yet if it will be available right at launch, but what we do know is that we definitely want to make this mode. There were clear signs from you that you enjoy it & we are working hard to make it even more fun for you. Because the last thing we want to be is a buzzkill.

## TEST

We also want to provide at least one test server for mods and maps in each region. So, every player should have the possibility to test maps or mods.

# WEBSITE

The website is one of the most important parts of the whole KoG network. Not only have we completely redesigned it, but we have also made a future-oriented effort to provide a public interface. This in turn should ensure that we can keep up with the development and gladly exchange data with other systems.

## SERVER STATUS

We will offer a real-time server status page, where you can see all of our services & their current status. Internally we'll get notifications if a service is out of order or do need Administrator's attention if it can't recover itself. The system has been rebuilt from scratch to do self-repair, but sometimes this is not possible.

## RANKINGS

We will offer 3 different Ranking pages.

### PLAYER

Rankings for individual players in general, skill levels are not counted within this ranking board.

### CLAN

A specific clan ranking board, where you can see all current clans & their current spot.

### COMPETITIVE

A competitive leaderboard, skill level will apply here.

## ACCOUNT SERVICES

Here you can do everything related to your account. From creating a ticket to check if your friends are online. Yes, friendship system is now possible with a check if this person is the real one 😊

## MAPS

In this section you can either download or check out all maps we currently host. Either download each one by one, category-wise or all at once. Furthermore, you're able to check map's performance and its corresponding feedback.

## TICKET SYSTEM

The ticket system is the new heart of administration and moderation. All problems, concerns/requests, changes converge in our new ticket system. From there, all people authorized for the ticket can access and edit your ticket. You will also receive notifications in game, in Discord and on the website as soon as your ticket has been changed.

# LEGAL DISCLAIMER

The Project "King of Gores", below KoG.tw, is an international project mainly located and operated from Europe. If you want to get in touch with us, please use Discord[4]. Since we are a community-based project and no person has been designated as legal representative, all legal inquiries will be forwarded directly to the administration, which will then respond to the legal inquiry depending on the country. If there is no natural person for the specified country, Russian law applies.

Gores is a Fork of DDNet[5], which is based upon Teeworlds[6] itself. All rights reserved.

The images used in this paper are copyrighted by KoG.tw.

The fonts used are:

"Know your product" trademarked by **Vic Fieger**[7].

"Komika Axis" protected by **Vigilante Typeface Corporation** by **Larry Yerkes**.

All images/fonts are copyright to their respective owners and are protected under international copyright laws and are protected under international copyright laws. Without prior written permission it is not permitted to copy, download, or reproduce these images in any way whatsoever.

The information to be found in this paper is of a general nature and solely serves the purpose of presenting KoG.tw as well as the other sub-products from KoG.tw.

While we have made every attempt to ensure that the information contained in this paper has been obtained and arranged with due care, KoG.tw is not responsible for any inaccuracies, errors or omissions contained in or relating to this information.

Certain links in this paper connect to other websites maintained by third parties over whom KoG.tw has no control. KoG.tw makes no representations as to the accuracy, or any other aspect, of information contained in third-party websites or information.

KoG.tw reserves the right to amend or update the information, products or services contained in this paper at any time without separate announcement.

Any relationship arising out of this information shall be governed exclusively by the laws of Russia. The exclusive place of jurisdiction for any action or other legal proceedings against KoG.tw arising out of, or in connection with, the information contained in this project shall be Russia.

---

[4] https://discord.gg/kogtw accessed at 2021-07-03
[5] https://ddnet.tw/ accessed at 2021-07-02
[6] https://www.teeworlds.com/ accessed at 2021-07-02
[7] http://www.vicfieger.com/ accessed at 2021-07-02

# END NOTE

First of all, I would like to thank all the players who believe in us, it is not a matter of course and certainly not easy to do such a project. This includes many hours of hard work & considerations.

We have already invested a lot of time in this project and want to continue to do so. There will also be versions after 2.0, but that will then probably be a new document again.

I, Avolicious, would also like to personally thank some of you who really helped me a lot. Be it concepts, designs, ideas, administrative things or just mental support during the conception.

| çraçk | Soyler | Migget | Shyzo |
|---|---|---|---|
| Legendre | mind | Gummibaer12345 | Jore |
| Beautemps | Miiep'* | ReiTW | noby |
| heinrich5991 | deen | kamillentee | Krumplee |
| FlipLipp | MonkeyDream | Fearless | Hawerer |
| Mixi | King | feat | Cyrow |
| And a very big thank you to **qshar**. |||| 

and many more... (please don't hate me If I haven't mentioned you here).

For me, it's definitely not natural to turn an already existing community upside down like that. Therefore, the following applies to all those who are still committed to KoG 2.0 and actively participate in the future

# THANK YOU VERY MUCH!

This project is run/managed/developed by volunteers and accordingly we cannot work on it full time. I know it's hard to wait for something & most of the time you want to have everything relatively soon, but I want to remind you again. We cover the project costs out of our own pockets, as there is no financial background.

## HOW LONG DOES IT TAKE TO RELEASE KOG 2.0?

Well, as you might know, development isn't an easy task, because we have to think about all kinds of problems before they even can appear. And in order that our network will be complete reworked from scratch we have to put in a lot of our spare time. We're investing a lot of our free time in, but we also have to go to work and study, so please be patient.

Enough from me, let's shape the future together & have fun.

"Our greatest glory is not in never falling, but in getting back up every time we have failed." – Confucius

Cheers,

Avolicious