Moubootaur Legends
Test Server Event - Open Beta 2019

Event Date: July 20th ~ July 31st (begin/end at 20:00 UTC)
Event Duration: 11 Days (about 264 hours, downtimes not included)
Event Server will be:
    NAME: MOUBOOTAUR LEGENDS TEST SERVER
    ADDRESS: testserver.tmw2.org
    PORT: 8901
    TYPE: Evol2

General Bug Reports Rewards
1st Place Reward: [Legendary Mouboo], 50x [Strange Coin]
2nd 3rd 4th and 5th Bugs: 40x, 30x, 20x and 10x [Strange Coin]

General Score Rewards
1st Place Reward: [Tyranny ★★★★★], 1x [Merc Boxset ★★★★★], 1x [Equipment Blueprint ★★★★★], 1x [Housing Letter], 150x [Strange Coin]

2nd Place Reward: 1x [Merc Boxset ★★★★★], 1x [Equipment Blueprint ★★★★★], 1x [Housing Letter], 100x [Strange Coin]

3rd Place Reward: 1x [Merc Boxset ★★★★], 1x [Equipment Blueprint ★★★★], 1x [Housing Letter], 100x [Strange Coin]

4th and 5th Reward: 1x [Merc Boxset ★★★], 1x [Equipment Blueprint ★★★], 1x [Housing Letter], 50x [Strange Coin]

6th and 7th Reward: 1x [Merc Boxset ★★], 30x [Strange Coin]

8th and 9th Reward: 1x [Merc Boxset ★], 10x [Strange Coin]

10th Place Reward: 1x [Merc Boxset ★]

Rewards will be delivered on Moubootaur Legends live server (port 6901)

At our sole discretion, we may carry over part of the EXP collected on test server to live server, as a way to stimulate players to participate on the Open Beta Event. (EDIT, July 15th)

Event Objectives: are to show people <u>what the server can offer</u> (specially the (current) endgame content) as a demo, have a massive event capable to <u>bring several players online</u> (because the game is fun when played with others), <u>identify bugs</u> (it is BETA and bugs are evil), <u>test the server capacity</u> of multiple players connected, and <u>hand out the Legendary Tyranny</u>, one of the five Legendary Weapons, and the fourth one to be assigned. After this event, only the Runestaff will be available for GM Team assignment.

Important Notice about downtimes: The test server may need to be brought down for maintenance several times during the event, depending on the gravity of reported bugs, or if the server fails to sustain the player load. If possible, we will be informing about such downtimes with a short notice in our IRC Channel (#tmw2-dev) and Discord (discord.gg/BQNTe68). This game comes with **NO WARRANTIES**.

Important Notice about Beta: The game is in Beta state. This means it is an **unifished** game, and it also have several **bugs**, which may impact gameplay significantly. The game comes with **NO WARRANTIES** whatsoever. By playing the game, in Live Server or Test Server during the event, you agree with our Terms Of Service, available in https://tmw2.org/legal

Important Notice about Tyranny: Tyranny is a Legendary Weapon. As such, it is not only more powerful than every other weapon of its kin, but it is unique and possibly required for the server final event. It is so important, that even donations cannot be done regularly, but must be done using the `@grantpower` command. We reserve ourselves the right to confiscate the weapon if we believe that the player stopped playing in definitive without passing the weapon along. (This is not a simple operation even for ADMs, and will not be used unless deemed necessary)

About our Test Server: The Test Server is NOT PUBLIC. This means only a selected group of persons actually have regular access to it. Access to test server will be once again restricted after the event is over.

Draws in the scoreboards: In the case a draw do happen in a partial scoreboard (eg. PVP Scoreboard), oldest registered account will have priority over newer registered accounts.
In the case a draw do happen in the final scoreboards, we will give the following priority:
1st - Bug Report Ranking
2nd - Number of Legendary Items
3rd - Average position on individual scoreboards
4th - Activity in live server
5th - Internal vote by ADMIN team
In all cases, we will say which criteria was used.

Prize Rennounce: Players with no interest in the prizes on ML Live Server may rennounce any prizes they might be entitled to gain. In such case, prize will go to next qualified person. If too many rennounces happen, we reserve ourselves the right to remove exceeding prizes.

<u>EVENT DETAILS MAY CHANGE WITHOUT PRIOR NOTICE.</u>

Event Description

During this event, Test Server (port 8901) registration will be enabled. Same rules as live server applies: Botting is allowed, <u>as long that not AFK</u>, player may only have one account (but can have multiple chars), players cannot cause intentional, undue server load or interfer in the services normal operation, GMs shall not use their privileges to affect the event in way to give benefits to a particular player and/or group. Users found out circumventing said rules will be **disqualified** from the event, and may be banned.

Test Server Changed Stats

Battle config will be changed in the following way:
* Each luck point will raise drop rates in 0.2% (aka. The BETA Patch)
* Drop Rate x10
* Exp Rate x3
* Daily Login Rewards: Increased drastically
* Multiple Level Up Allowed
* Max Level: 150 (official cap, instead of current cap of 85)

Also, players will begin with:
*   50,000 GP
* 100x [Return Potion] (consumable, return to Soul Menhir)
* 30x [Fate Potion] (consumable, healing item)
* 1x [Time Flask] (permanent teleport item)
* 1x [Plush Mouboo], with only ONE of those bonuses:
     * Max HP +75%
     * +50% EXP Gain
     * Damage +50%

Protip: Damage Up might be more interesting than the other bonuses.

Reporting Bugs Apuration

All bugs are to be reported in the following channels:
     IRC: #tmw2-dev on freenode.net
     Discord: #tmw2-dev on discord.gg/BQNTe68
     InGame: #world on chat tabs

Only first report of same bug will be considered. Reports done prior to the event begin will be disregarded. Event server may feature different bugs and design than live server.
Reporting Invalid Bugs may result in disqualification or a single negative point from the Bug Rankings, so be careful.

Score Formula
We'll make several rankings, and the one who get most points will be deemed the event victor.

For this, the 1st place will be assigned 10 points, and the 10th place will be assigned 1 point, proportionally (so 3rd place gets 7 points, and 8th place gets 3 points, etc.)

The following scoreboards will be written and considered:
* Player Kills (PVP)
* Total Monster Points Generated (PVE)
* Base Level
* Job Level
* Money in hands (banks disregarded)
* Amount of Strange Coins
* Points in Candor Battle
* Player Crafted Items amount

Additionaly, the following will have HALF the pontuation: (1st place gives 5 points, 5th place gives 1 point):

* Guild Level

Additional 3 points for: Holding a Legendary Item (5 stars weapons or mounts)
    + Additional legendary items: 1 point each

Additional 1 point for: Finishing player story ; Having a Dustynator 2000 ; Having a Blacksmith Axe ; Mastering Crafting (final class at lv 200)

Event ends in the precise time.

Legendary Items can be obtained in the following way:

LEGENDARY TORTUGA* - Obtained by luck, slaying a rare Tortuga monster

LIGHTBRINGER - The supreme sword ingame. It's a secret.

AEGIS SHIELD - Awarded for defeating the Monster King in his throne room.

And only in this event:

DEMURE AXE - First Player to Complete - THE YETIFLY CHALLENGE*
TYRANNY - First Player to Complete - HEROES HOLD MASTER DUNGEON
RUNESTAFF - First Player to Complete: THE YETI KING QUEST
LEGENDARY MOUBOO - First Player to Complete: CINDY QUEST

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*: This event might not be available on event server, if we deem it to be buggy or easily exploitable.
Note that multiple legendary tortugas won't be taken in account.