

## **VODVOICE, LLC Disclaimer**

Please read this disclaimer ("disclaimer") carefully before using the VODVOCIE Website, or TKO APP or other services ("website", "TKO APP", "services") offered or operated by VODVOICE, LLC ("us", "we", "our").

The content displayed on the website and in the TKO APP are the intellectual property of the VODVOICE, LLC. You may not reuse, republish, or reprint such content without VODVOICE, LLC's written consent.

All information posted is merely for entertainment, educational and informational purposes ONLY. It is not intended as a substitute for professional advice. Should you decide to act upon any information on this website, you do so at your own risk.

While the information on this website and within the TKO APP and other games offered by VODVOICE, LLC have been verified to the best of VODVOICE, LLC's abilities, VODVOICE, LLC cannot guarantee that there are no mistakes or errors.

VODVOICE, LLC reserves the right to change this policy at any given time. If you want to make sure that you are up to date with the latest changes, VODVOICE, LLC advises you to frequently visit the VODVOICE website and TKO APP.

# DISCLOSURES & RULES

## THE KNIGHT'S ODYSSEY APP (The TKO APP)

---

### VODVOICE DISCLOSURES:

VODVOICE is the developer of the TKO APP and is the sole sponsor of the TKO contest.

Rule 5.3.1

---

### APPLE DISCLOSURES:

Apple and Apple's affiliates are not a sponsor or involved in any of the TKO APP's contest or activity in any manner.

Rule 5.3.2

---

## TKO RULES DISCLOSURES:

The following are the official rules of the TKO contest:

The TKO APP offers "The Knight's Odyssey" which is a game puzzle contest of skill. By performing the move of a Knight chess piece, a player must maneuver a Knight around a chess board, in a creative, logical, and skillful manner in order to successfully solve the TKO game puzzle challenge.

The TKO is a game puzzle contest that offers a "money grand prize" to the first person that successfully solves the game puzzle that is associated with the "money prize." For example, the developer of the TKO APP is offering a starting "grand prize" of \$25,000 to the first person that solves the 9x9 Knight's Odyssey Challenge. In order to officially win the 9x9 Knight's Odyssey Challenge a player utilizing the Knight chess game piece and by performing the Knight's chess move MUST from a designated starting spot, land on each square exactly one time and MUST end up on a designated ending spot. A player must do the aforementioned by adhering to specified time constraints and by full-filling ALL of the rules associated with the TKO game. [The Knight's Odyssey Challenge Official Rules \(Link\).](#)

---

## TKO PURCHASE & COST DISCLOSURES:

### Offline Game Play:

1. Players can choose either a 5x5 or 6x6 in offline mode.
2. Number of puzzles loaded for either the 5x5 or 6x6 for the offline play mode will be 250+ game puzzles. The offline game puzzles will be chosen randomly for the 5x5 or 6x6 game play.

### The Offline Game Play Cost:

There is no cost for the offline game play of the TKO.

### Online Game Play:

1. Players can choose either a 5x5, 6x6, 8x8 or 9x9 in the online game play mode.
2. The number of puzzles loaded for either the 5x5, 6x6, 8x8 or 9x9 online game play will be created and or chosen randomly via the online game play AI.

### The Online Game Play Cost:

The cost to purchase tokens in order to play the TKO will be \$1. The following details the different options associated with the \$1 purchase of tokens:

1. \$1 buys 10 VRT6-P tokens. The 10 VRT6-P tokens can be used to play 10 of the 5x5 or 6x6 TKO game puzzles. Each time someone wins a 5x5 or 6x6 TKO game puzzle they will win a Token that can be either "1" VRT6-P or "1" VRT6-GT token.

The "1" VRT6-P token can be utilized to ONLY play one 5x5 TKO Game or one 6x6 TKO Game.

The "1" VRT6-GT token can be utilized to ONLY play one 8x8 TKO Game or one 9x9 TKO Game.

2. "10" VRT6-P tokens can be converted into "1" VRT6-GT token.
3. \$1 buys you 1 VRT6-GT token. The VRT6-GT token can be utilized to play one 8x8 TKO Game or one 9x9 TKO Game.
4. The VRT6-GT token can ONLY be used to play the 8x8 or 9x9 game puzzle.

# **TKO GAME PLAY POLICIES AND PROCEDURES DISCLOSURES:**

## **1. Cheating Policy:**

WE want you to WIN and WE encourage you to discover the GENIUS that is within you and not within someone else for you.

Please note that every person that logs in, every game that is played and every move that is made is recorded and archived into a permanent database for your protection and for VODVOICE's protection.

There will be a NO CHEATING TOLERANCE policy. If it is discovered that someone has cheated then they WILL NOT be awarded any prizes or prize money. In addition, any exclusive meetings that have been scheduled and any exclusive trips that have been arranged for them, their family members, friends, etc. will be immediately CANCELED.

What is an example of blatant CHEATING? Someone playing a game for you and saying that it is you. Case and point if a parent plays a game for a student whose school has been sponsored to play The Knight's Odyssey VODVOICE considers that cheating.

What is an example of NOT cheating? If a school that is sponsored allows a group of students to collaborate when playing "The Knight's Odyssey" game challenge and that "group" WINS, we will not consider that cheating. We believe it will take a team effort from students to solve these very intricate and challenging game puzzles and with that we say, "Let the games begin!"

If a "group" of students should WIN then it will be solely up to the school to decide which students participated in "The Knight's Odyssey" game challenge. If there is no clear means to determine which students participated in the group then NO prizes will be awarded to the school's students. Therefore we recommend that if a school has students working as a team then they should create a "group" name that each student will be part of. That way each student knows what "group" they are in. VODVOICE WILL NOT be the judge of who did what or which student was in which "group." Once again, if there is ANY discrepancies then NO prizes will be awarded to the school's students. So we suggest students learn to work together in order to achieve a common goal and form a "group" if they are going to collaborate to solve "The Knight's Odyssey" game challenge or any student can simply play as an individual.

## **1. Identification Verification Policies:**

At any time and for any reason VODVOICE reserves the right to verify the identity of anyone who signs up on the VODVOICE DCEP or plays "The Knight's Odyssey" game challenge. For example, if a Grandmaster chess player is claiming to be a 2 year old child who has solved "The Knight's Odyssey" game challenge then VODVOICE reserves the right to verify if this is true or false if that person is utilizing

any services offered by VODVOICE. The above scenario is unquestionably something that we will want to verify.

1. Service Cancellation Policy:

VODVOICE will reserve the right to cancel any individual, school or institutions service at any time. For example if VODVOICE discovers that someone has been cheating, sending threatening messages, or anything else that has the potential to hurt or harm others in anyway then VODVOICE will cancel that individual's, school's, or institution's service.

1. Terms of Service:

VODVOICE [Terms of Service Document](#)

1. Privacy Policies:

VODVOICE [Privacy Policy Document](#)

## **WHAT YOU NEED TO KNOW DISCLOSURES:**

When playing "The Knight's Odyssey" game challenge you will only have "6" seconds to make a critical decision that continues your journey or leads you to a DEAD END. The goal is to score 64 on the 8x8 game board (100%) as that is the only score that will allow you to WIN the game. Otherwise, "GAME OVER." This is similar to playing football, basketball, baseball, or soccer. If the ball or bat is in your hands or the ball is at your feet and you wait too long, to make a decision, then the opportunity to WIN may be over before you know it.

### **FOOTBALL vs "The Knights Odyssey" Game Challenge**

The Knight can be compared to a running back in football. With the football in hand, the running back uses his blockers (shields), his speed ("6" second clock) and awareness (viewing the game board) to accomplish his or her objective which is to get the ball as far as they can down the field in order to score a touchdown or to kick a field goal in order to WIN the game. When playing "The Knights Odyssey" game challenge, decisions of what to do have to be made as the Knight is moving around the game board. Does it go right, left, up or down? It ALL depends on what the best move is for that point in time which will be different in the next "6" seconds when the next move has to be made.

### **BASKETBALL vs "The Knights Odyssey" Game Challenge**

The Knight can be compared to a point guard in basketball. Does the guard shoot the jump shot or does he or she make the next pass that may produce a better shot. Those timely decisions have to be made as the point guard is progressing down court. When playing "The Knights Odyssey" game challenge, decisions of what to do have to be made as the Knight is moving around the game board. Does it go right, left, up or down? It

depends on what the best move is for that point in time which will be different in the next “6” seconds when the next move has to be made.

#### BASEBALL vs “The Knights Odyssey” Game Challenge

The most difficult thing to do in sports is to hit a baseball. Do you swing at the curveball or do you let it pass as a strike. You only have a split second to decide. The ability to see and quickly make a decision and take action and exercise the right mechanics is the key to successfully hitting a baseball. The Knight has to determine if the game is pitching him or her a curveball that is hit able or is the game simply throwing pitches that are out of the strike zone. The answer is both. If the Knight finds the right path then ALL of the curves in the game are hit able but if the Knight gets off track then the curve balls become extremely difficult to hit.

#### SOCCKER vs “The Knights Odyssey” Game Challenge

The Knight can be compared to a forward in soccer. Does the forward try for the goal shot or does he or she make the next pass that may produce a better shot. Those timely decisions have to be made as the forward is progressing down field. When playing “The Knights Odyssey” game challenge, decisions of what to do have to be made as the Knight is moving around the game board. Does it go right, left, up or down? It depends on what the best move is for that point in time which will be different in the next “6” seconds when the next move has to be made.

# **TKO GAME PLAY RULES DISCLOSURES:**

## **"THE KNIGHTS ODYSSEY" RULES**

This Knights Odyssey takes place on either a 5x5, 6x6, 8x8 or 9x9 chess board.

### **TOTAL GAME TIME PER TKO CHALLENGE DISCLOSURES:**

1. 5x5 Total Game Time: 3 Minutes and 12 Seconds
2. 6x6 Total Game Time: 4 Minutes and 40 Seconds
3. 7x7 Total Game Time: 4 Minutes and 48 Seconds
4. 8x8 Total Game Time: 6 Minutes and 18 Seconds
5. 9x9 Total Game Time: 8 Minutes and 0 Seconds

The idea of the game is to start from a designated starting spot and end up on a designated ending spot on the last move in order to successfully complete the Knights Odyssey game challenge.

The Knight's moves for the game challenge are exactly like the moves of a Knight on a chess board. The Knight can move up or down 2 spaces and then left or right 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.

Throughout the history of Chess, the Knight's Tour around a chess board has taken on a life of its own. Books have been written and programs have been developed to address the Knight's movements on a chess board. These books and programs have sought to solve how the Knight can traverse a chess board and land on each of the squares exactly one time.

For example, the 5x5 Knight's Odyssey Game Challenge game puzzle takes the Knight's Tour several steps forward. In order to solve the 5x5 Knight's Odyssey Game Challenge game puzzle a player must successfully complete 24 steps. NOT only does a player have to traverse a chess board landing on each of 25 squares exactly one time but the player must do so by avoiding attacking Medusas, by looking to travel to a single designated end spot from a single designated starting spot and by doing so under a designated time that will continue to count down until the player succeeds in their journey or their journey ends by some other foretold WAY.

## THE GAME RULES ARE SIMPLE!

- 1.) The Knight BEGINS at a designated starting spot and must make its LAST move to a designated ending spot.
- 2.) Each of the Knight's moves is conducted in the same manner as a regular knight's move on a chess board. The Knight can move up or down 2 spaces and then right or left 1 space or move left or right 2 spaces and then up or down 1 space. The combination of the 3 spaces is conducted in a single Knight's move.
- 3.) The Knight MUST land on each square EXACTLY one time. If a Knight lands on a square that it has previously visited then the Knight's Odyssey game challenge will end. GAME OVER!
- 4.) The total game time for the 5x5 Knights Odyssey game challenge is about 3 minutes and 12 seconds which is approximately 8 seconds per move.
- 5.) Each move that a Knight makes must be conducted within 8 seconds. If the time reaches 8 seconds and a move has not been made then the game challenge will end. GAME OVER!
- 6.) The Knight must collect all of the shields and must capture ALL of the Medusas on the 5x5 chess board. The Knight must utilize its shield to protect it from Medusa attacks.
- 7.) The Knight will have the opportunity to increase the power of its shield throughout the Knights Odyssey game challenge by collecting shields along its path. Each shield collected increases the Knight's shield power by 1. Each Medusa attack that is blocked by the shield will reduce the Knight's shield power by 1.
- 8.) If a Knight has NO shield power to protect it from a Medusa's attack then a Medusa's attack will end the game challenge. GAME OVER!
- 9.) There may be "Magic" squares on the board that will provide clues for solving the game challenge. The numbers on the "Magic" square show the exact step that the Knight must land on that square. If Knight is too late or too early then the Knight will not be able to reach the end square successfully. GAME OVER!
- 10.) At the end of the Knight's journey, the Knight must have NO shield power on its last step in order to WIN and to have successfully completed the game challenge! If a Knight has any shield power left then the Knight will have failed in its journey to successfully solve the Knights Odyssey game challenge. GAME OVER!

## "LET THE KNIGHTS ODYSSEY BEGIN!"

[The VODVOICE Privacy Policy](#)

[The VODVOICE Term of Service](#)

[Suspended Accounts](#)

VODVOICE, LLC