

KOPICS USER MANUAL (English)

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■Introduction

1) What is KOPICS?

■Let's have fun in Dress-up-games■

KOPICS is the dress-up game generator.

You can create dress-up games with sounds and motions.

You can publish your games freely.

■Game Mode■

You can enjoy dress-up games with intuitive mouse operation.

There is a community feature to share game data.

■Creation Mode■

KOPICS has intuitive and simple features for creating dress-up games.

PNG, JPG, BMP and PSD image formats supported.

WAV, MP3 and OGG sound formats supported.

You can easily upload your games to Steam Workshop for distribution to users around the world.

■Trial Mode■

You can try the sample games for KOPICS.

Use it as a reference for creating games.

2) Types of KOPICS

KOPICS has released the following two types.

KOPICS (Steam Edition)

KOPICS (Steam Edition) is released for free on Steam.

The Steam Edition has Steam community features (workshop, achievements, etc.).

KOPICS (Standard Edition)

KOPICS (Standard Edition) is available for free at

<https://drive.google.com/uc?export=download&id=1uXhEHXFO9U8drOrt-vqPwMxPEI2XRAdE>

The Standard Edition does not have Steam community features.

3) Update

Update information are announced on the official website, twitter and Steam News.

We would appreciate updating it if you notice it.

*The Steam Edition will be automatically updated to the latest version.

■ Mode

KOPICS consists of three modes: Game Mode, Creation Mode and Trial Mode (Figs. 1-4).

Game mode is the mode in which you play the games you own or have created. You can enjoy the dress-up games by intuitive mouse operation.

Creation Mode is a mode to create games for KOPICS. It implements visual and simple features for game creation.

In the Trial Mode, You can try the sample games for KOPICS.

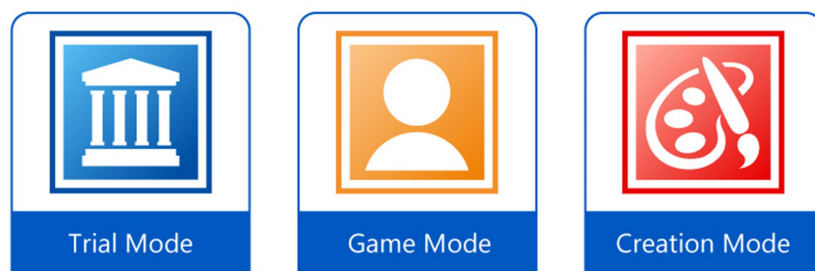


Fig.1: Icons of each mode of KOPICS

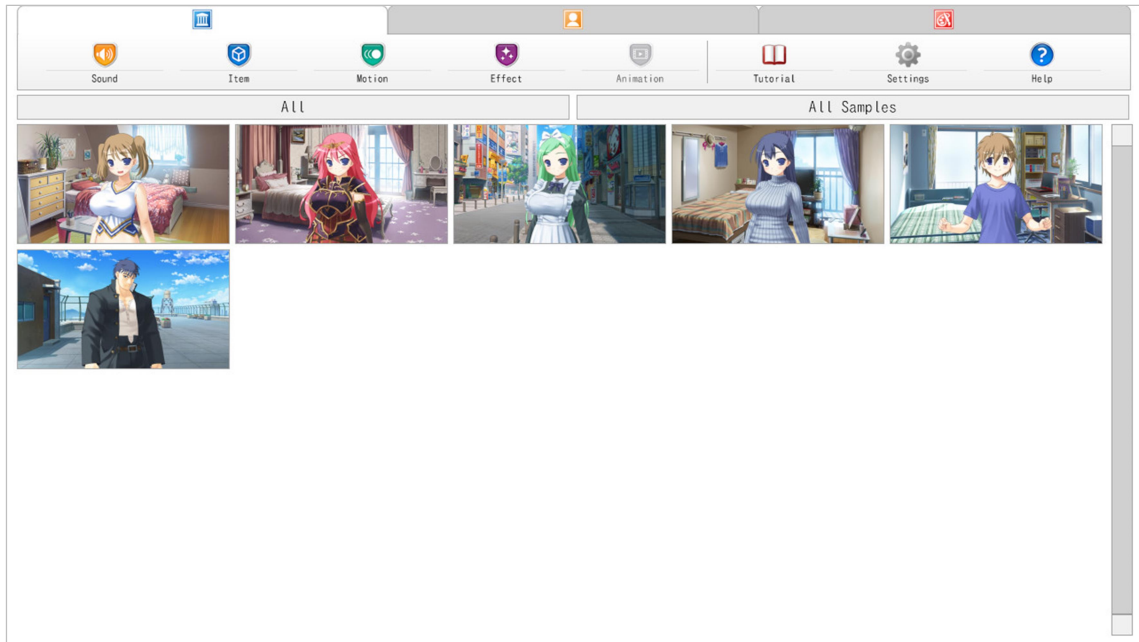


Fig.2: Trial Mode

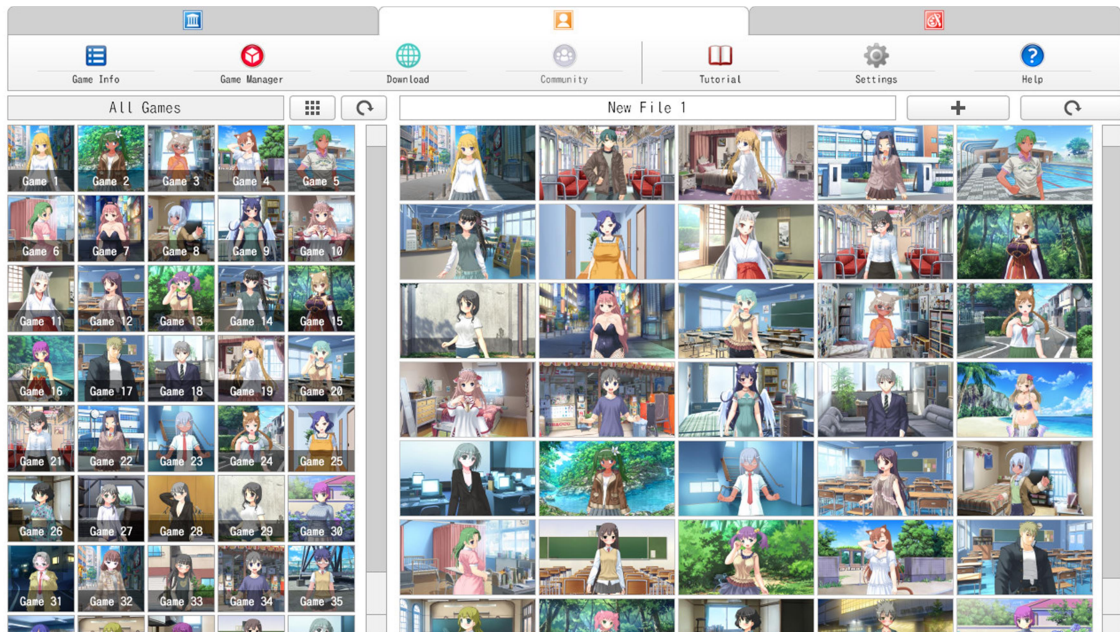


Fig.3: Game Mode

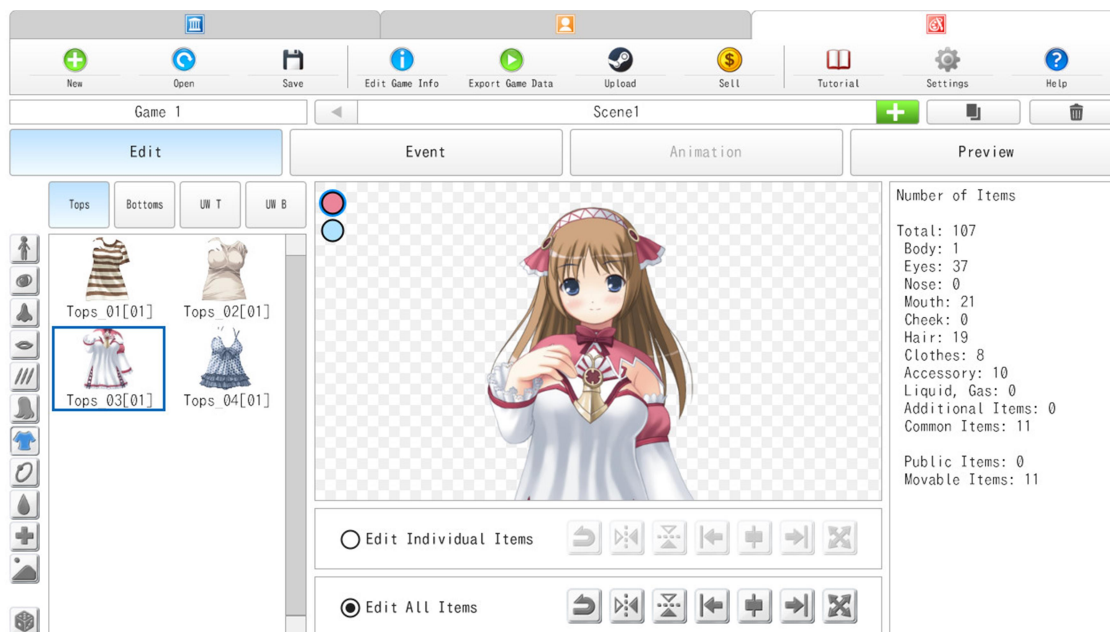


Fig.4: Creation Mode

■ Game Data

KOPICS supports game data in EGD file format.

You can use downloaded game data by putting it in the "assets" folder.

* It is not necessary to put the game data in the "assets" folder to subscribe the game on the workshop (Steam version only).

You can open the "assets" folder by clicking on the folder button in the game manager in Game Mode.

■ Trial Mode

In Trial Mode, you can try the sample games for KOPICS.

The toolbar has the following items (Fig.5)



Fig.5: Toolbar in Trial Mode

■ Game Mode

Game Mode is a mode where you play dress-up games using your own game data.

1) Toolbar

The toolbar has the following items (Fig.6).



Fig.6: Game Mode toolbar

2) Download links

The game data for KOPICS that has been released are displayed on the "Download" menu. There are three kinds of game data displayed here (Fig.7).

The first is the game data posted to Steam Workshop. You can get the game data by subscribing, which will only be shown in the Steam Edition (blue frame in Fig.7).

* "Workshop" is a hub for publishing, organizing and downloading content and tools created by users.

"Workshop" is managed by Valve which operates Steam, and it becomes possible to use it by agreeing to the usage agreement.

<https://steamcommunity.com/workshop/workshopsubmitinfo/>

The way the workshop is used depends on the video games, and it is used to share the game data in KOPICS.

Users can upload their own games to the workshop and use it to create illustrations by subscribing them.

The second is the game data sold in the Steam Item Store. You can use it by purchasing it on Steam (red frame in Fig.10).

The third is the game data published outside the Steam Workshop (green frame in Fig.10). Since creators are published on their own website, please access the link and download the game data.

Downloaded game data can be used by putting it in the "assets" folder.

The "assets" folder can be displayed by pressing the folder button on the Game Manager menu on the Game Mode.

The added game data is automatically loaded on KOPICS.

Game data have the terms set by the creator, please use game data after observing it.

If you want to display links for the game data you created, please contact us.

* EGD files may be published as a set with the "HOKUSAI (Redistributable version under the old name of KOPICS: Distribution is finished)". In that case, move or copy the EGD file in the "assets" folder to the "assets" folder of KOPICS.

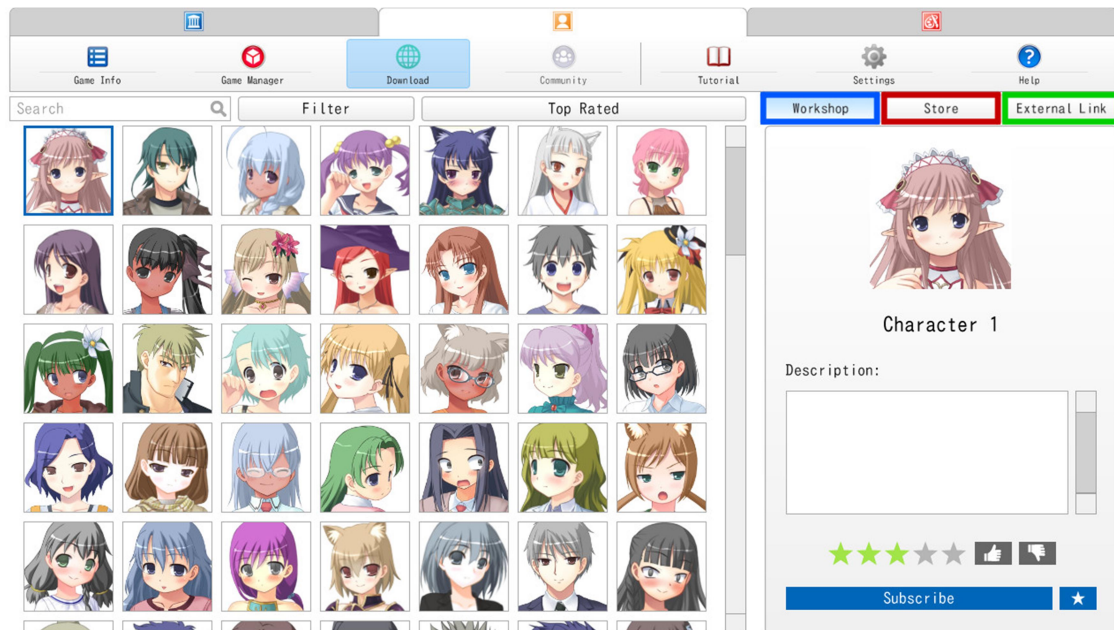


Fig.7: Type of the download links

3) Game selection

Select the game to use (blue frame in Fig.8).

All scenes in the selected game data are moved to the scene list (red frame in Fig.8), and you can move to the game screen by selecting it.

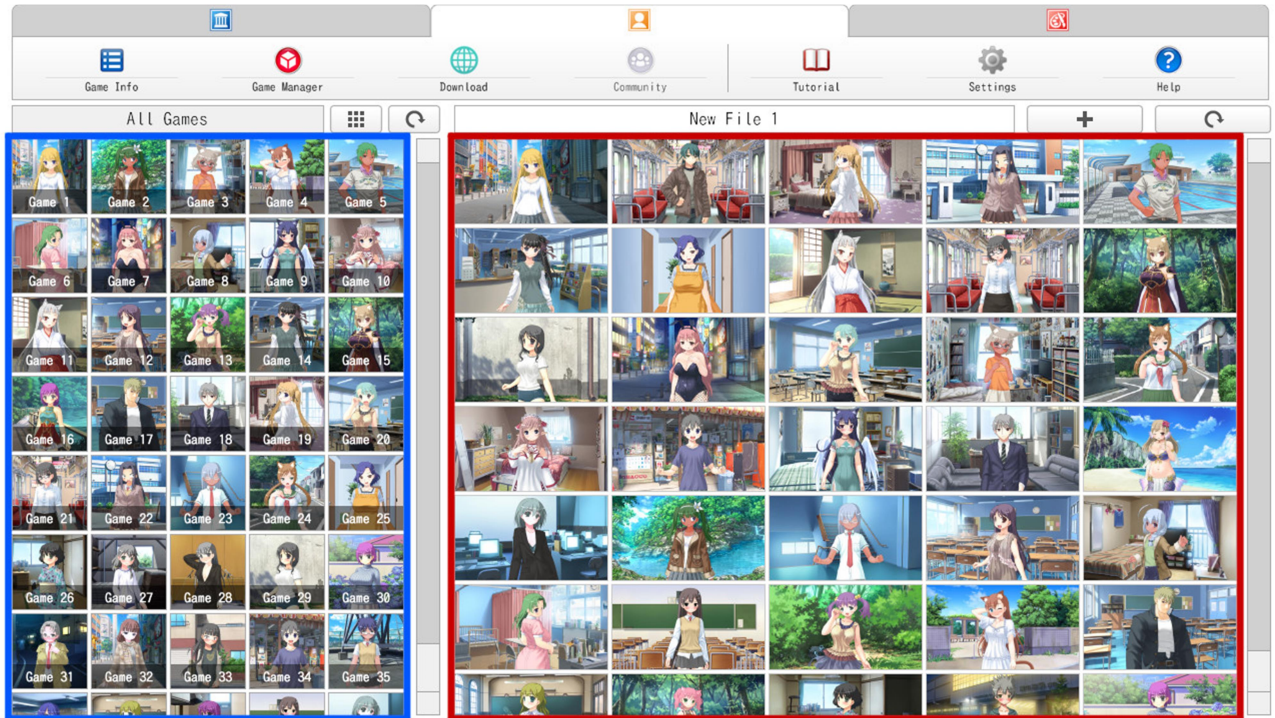


Fig.8: Game selection

4) Gameplay

In the dress-up game screen, you can select items in different categories and their colors by left-clicking on them (Fig. 9).

You can remove the item from the selection list by unchecking the checkbox on the left side of the item name.


You can change the display position of items with "movable" attributes by clicking  button. At this time, you can also use the directional keys on your keyboard.



Fig9: Dress-up game screen

(1) Category selection buttons

Categories are made up of body, eyes, nose, mouth, cheeks, hair, clothes, accessories, body fluids, additional items, public items group and text. These can be customized by selecting them (red frame in Fig.9). The categories are as follows (Fig.10).

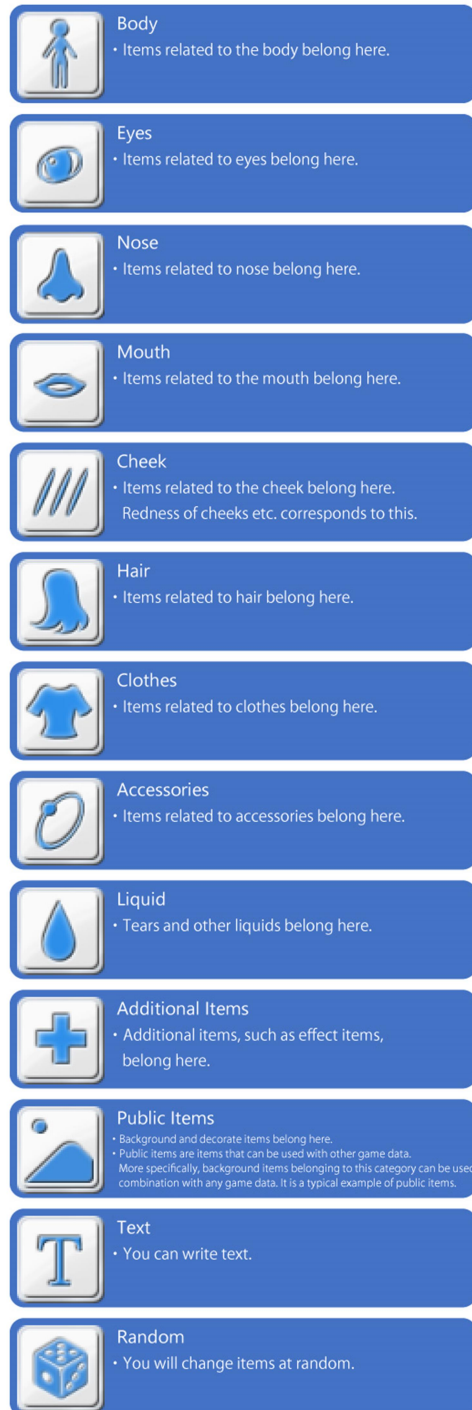


Fig.10: Category selection buttons

(2) Subcategory selection buttons

Each category has several subcategories. For example, "Eyes" category is divided from "Eyes" and "Eyebrows" (blue frame in Fig.9).

You can deselect all items by left clicking on the selected subcategory button.

*If the subcategory has no items, it is not displayed.

(3) Item selection buttons

Select items in the category. For example, you can select eyes in Fig.9 (green frame in Fig.9).

If there is an arrow icon on the left of the item name, it is possible to move position of items. After moving the item by clicking the icon, you can set the position by pressing the left click or enter key. To reset the position, deselect the item once and select it again.

(4) Color selection button

You can select a color difference (purple frame in Fig.9).

(5) Command buttons

Buttons to turn on/off the settings built into the game (yellow frame in Fig.9).

The command buttons are as follows (Fig.11).



Fig.11: Command buttons

5) Save files

The edited file will be automatically saved at the following timings:

- When you press the "Exit" button on the game screen.
- When adding, duplicating, deleting and reordering illustrations in Game Mode.

6) Simple selection mode

In the simple selection mode, the item list is hidden and you can select items in the selected sub-category with mouse scroll.

The icons of the subcategories are as follows.

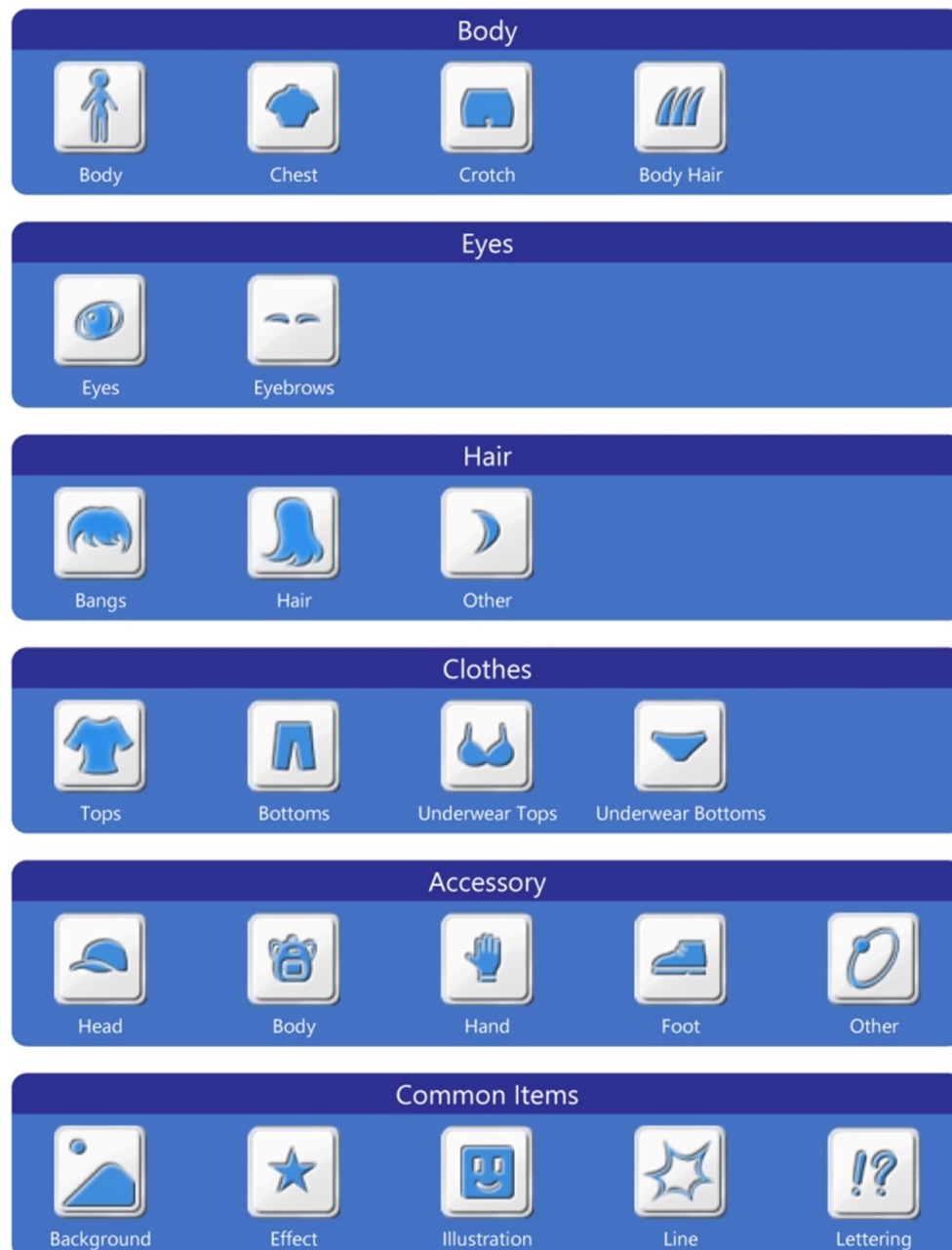


Fig.12: Sub-category icons

■Creation Mode

In Creation Mode, you can create game data for use in Game Mode.

1) Overview

Overview of Creation Mode is as follows.

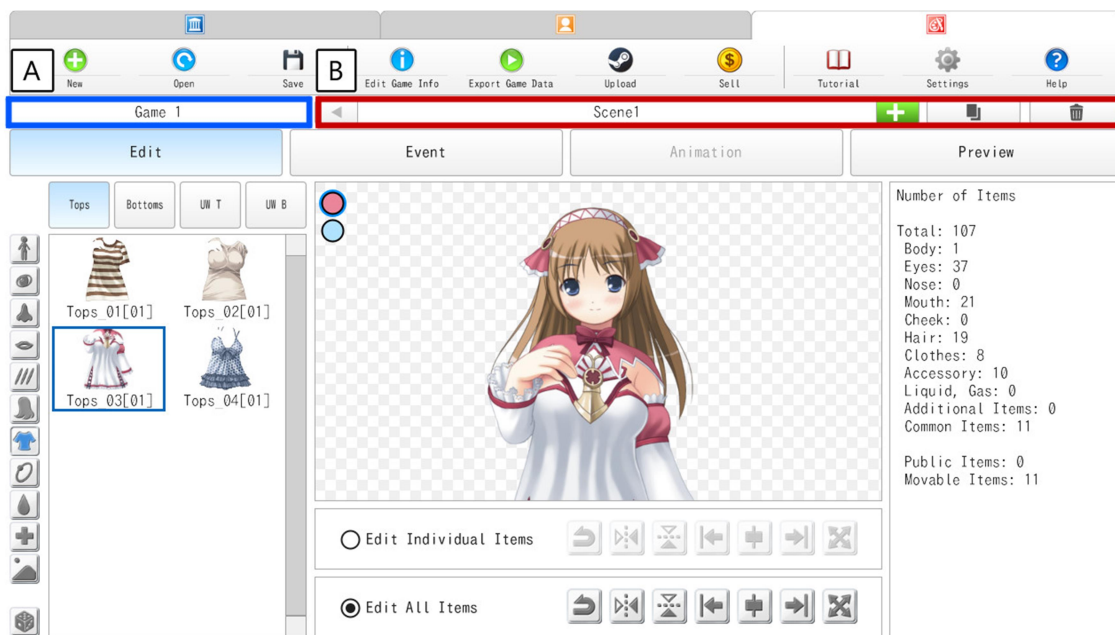


Fig.13: Creation Mode UI

1-1: Toolbar

Creation Mode toolbar is as follows (Fig.14).



Fig.14: Toolbar in Creation Mode

1-2: Game title

The game title is displayed here (Fig.13 A).

1-3: Scene name

The scene name is displayed here (Fig.13 B).

You can duplicate and delete scenes.

1-4: Edit

Drag and drop the image data to import it.

The supported image data formats are PNG, JPG, BMP and PSD.

By double-clicking the item, you can display the detailed settings dialog.

1-5: Event

You can set events such as sounds and effects on your scene.

With this feature, for example, you can create dress-up games that play music at the start, or play sounds when you click on certain items.

1-6: Animation (Unimplemented)

Create the animation.

1-7: Preview

Preview your game.

It is recommended to preview your game before exporting it.

2) How to make game data

2-1: Preparation

Prepare the images you want to use for your games.

The available formats are PNG, JPG, BMP and PSD.

If you want to import character images, prepare images in a format that contains transparency information, specifically PNG or PSD format.

JPG images can also be used for background images that do not require transparency.

The following is how to create the game that can be dressed up.

Prepare your character's image in PSD format.

The following two things are recommended for the PSD data (Fig. 15).

- The PSD data should be layered by body, eyes, mouth, clothes, etc.
- The layers of each part are combined into a single layer.

Please refer to the item classification of the test PSD data included with the software.

When you import the PSD data which is layered for each part, the items are automatically assigned to the category based on the layer name. Please refer to Table 1 for the keywords.

Some PSD files created by some software may fail to import due to the difference of data structure.


If you save the failed PSD file in Photoshop, you may succeed to import it.

If the name of the PSD file is not English or Japanese, it will fail to import. Please change the name of the PSD file to English or Japanese.



Fig.15: An example of PSD layers

2-2: Launch Creation Mode

Click the Creation Mode icon  on the main tab to switch to Creation Mode.

2-3: Create new project

To create a new game data, click "New" on the toolbar (Fig.16).

The "New Project" dialog is displayed. Enter the project title.

*Please enter the project title in half-width alphanumeric characters.

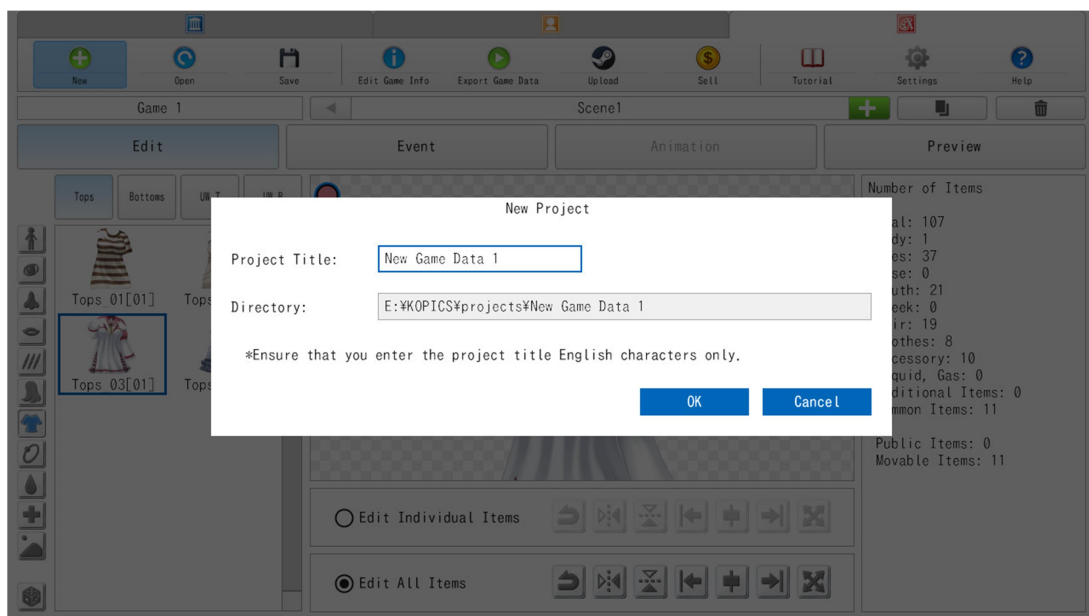




Fig.16: Create new project


2-4: Creating scenes

A scene is a subproject generated in a project.

"Scene1" is automatically added when creating a new project (Fig.17).

To add a new scene, click  button.

You can duplicate scenes by clicking  button. Duplicating scenes is a useful feature, for example, to create a scene above the character's knee after creating the entire character.

If you want to delete scenes, click  button.

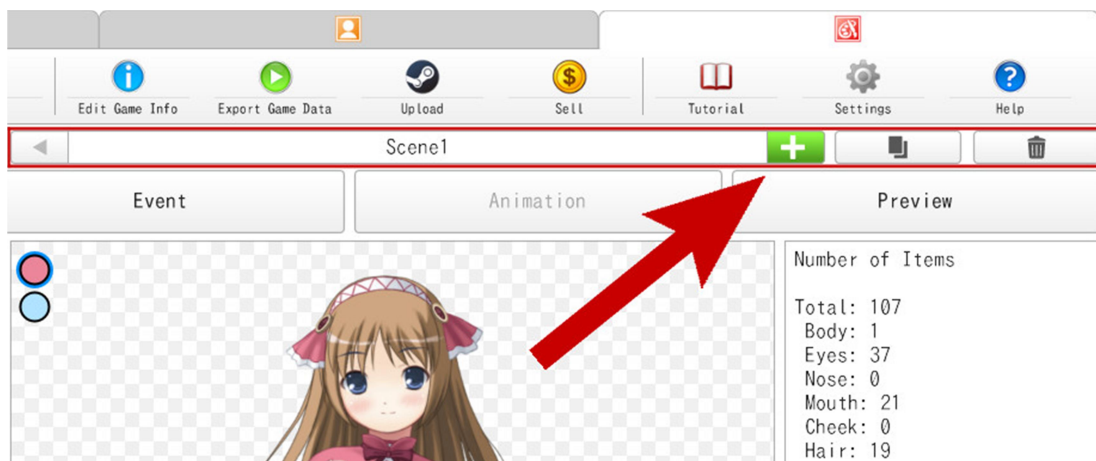


Fig.17: Adding and selecting a scene

2-5: Import images

Import images with drag & drop. When the import is successful, it will be imported for each part such as body, eyes, and clothes. At this time items are automatically placed in categories and sub categories which should be arranged according to the layer name of the PSD image.

*The feature of automatically placing items supports only Japanese and English layer names. The correspondence to other languages is undecided.

The words where automatic placement takes place are below (Table 1).

Sorting destination	Keyword
Body	lineart
Chest	chest
Crotch	crotch
Body Hair	body hair, arm hair
Eyes	eyes
Eyebrows	eyebrow, brow
Nose	nose
Bangs	bangs
Hair	hair
Hair Others	hair_other, ahoge, beard, sideburn
Mouth	mouth
Cheek	cheek
Clothes(Top)	cloth, wear, clothes_top, shirt, suits, sweater, dress, jacket
Clothes(Bottom)	clothes_bottom, pants, skirt
Underwear(Top)	underwear_top, bra
Underwear(Bottom)	underwear, shorts, bikini
Accessory(Head)	accessory_head, earring, hat, cap, glass
Accessory(Body)	accessory_body, piercing
Accessory(Hand)	accessory_hand, glove, bracelet
Accessory(Foot)	accessory_foot, shoes, boots
Accessory(Others)	accessory_other
Liquid, Gas	liquid, breath, sweat, blood
Additional Items	additional
Background	background
Effect	effect, foreground
Illustration	illust
Line	line
Lettering	letter, onomat

Table 1: Layer name list supports automatic placement feature

2-6: Categorize items

In case of unintended placement, move items by dragging and dropping (Fig.18), or cut (Ctrl + X) and paste (Ctrl + V) it.

Z-index values are set for each category and sub category. Specifically, the items placed in the clothing category are higher in the z-index than the items placed in the body category, and the part is set to be drawn on the front side.

Recommended placement categories and sub categories for each part and the default z-index values are as follows (Table2).

*You can change the z-index for each item. Please double click on items and change z-index with item detail settings. For details see 2-14: Change z-index.

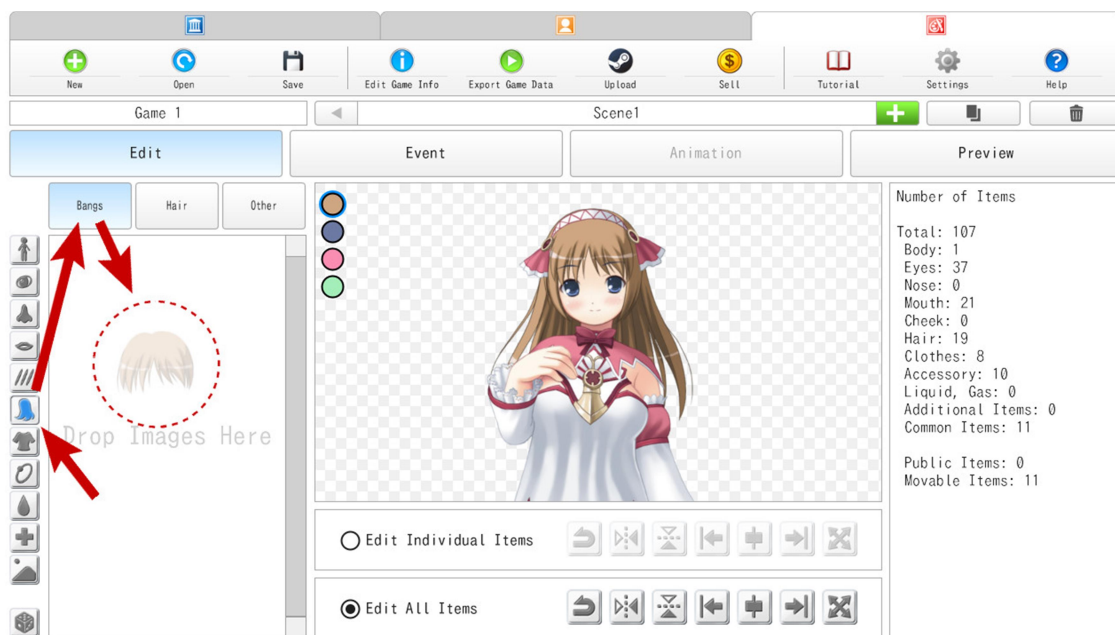



Fig.18: Change the item category by dragging and dropping

Examples	Recommended Category	z-index	Group ID	Public	Movable
Body, Face, Hands	Body	10000	Any value	No	No
Breast	Chest	12000	Any value	No	No
Genital	Crotch	11000	Any value	No	No
Body Hair	Body Hair	13000	Any value	No	No
Eyes	Eyes	19000	Any value	No	No
Eyebrows	Eyebrows	26000	Any value	No	No
Nose	Nose	20000	Any value	No	No
Bangs	Bangs	25000	Any value	No	No
Hair(back)	Hair	5000	Any value	No	No
Sideburns, Ahoge	Hair Other	24000	Any value	No	No
Mouth	Mouth	18000	Any value	No	No
Cheek, Pale face	Cheek	17000	Any value	No	No
Shirt, Jacket	Clothes(Tops)	22000	Any value	No	No
Pants, Skirt	Clothes(Bottoms)	21000	Any value	No	No
Brassiere	Underwear(Tops)	16000	Any value	No	No
Shorts, Panties	Underwear(Bottoms)	15000	Any value	No	No
Cap, Glasses	Accessory(Head)	27000	Any value	No	No
Belt, Tie	Accessory(Body)	14000	Any value	No	No
Gloves, Bracelet	Accessory(Hand)	14000	Any value	No	No
Shoes, Sox	Accessory(Foot)	14000	Any value	No	No
Aura	Accessory(Other)	23000	Any value	No	No
Tears, Sweat, Blood	Liquid, Gas	14000	Any value	No	No
Icons, Emoticons	Additional Items	30000	Random	Yes	Yes
Background	Background	1000	Random	Yes	Yes
Glitter, Hearts	Effect	100000	Random	Yes	Yes
Animals, Foods, Items	Illustration	80000	Random	Yes	Yes
Manga effects	Line	70000	Random	Yes	Yes
Text, Speech Bubbles	Lettering	90000	Random	Yes	Yes

Table2: Recommended placement categories for each part and the default z-index list

2-7: Changing the position and size of items

By clicking on  button, you can change the position and size of the imported items.

If you want to change the size scroll the mouse.

If you want to change the items at once, select "Edit All Items". If you want to change the items individually, select "Edit Individual Items".

With this feature, you can create illustrations of your character's upper body or above the knee.

After importing the images and categorizing the items, click on the Duplicate Scene button (red frame in Fig.19).

Then click on the Change Position and Scale button (blue frame in Fig.19).

In this state, you can change the size by scrolling the mouse and adjust the position by moving the mouse.

If an unwanted scene is generated, click on the Delete Scene button to delete the scene (green frame in Fig.19).

*If you zoom in too much, the image may be blurred. In this case, you should prepare a larger resolution image and import it.

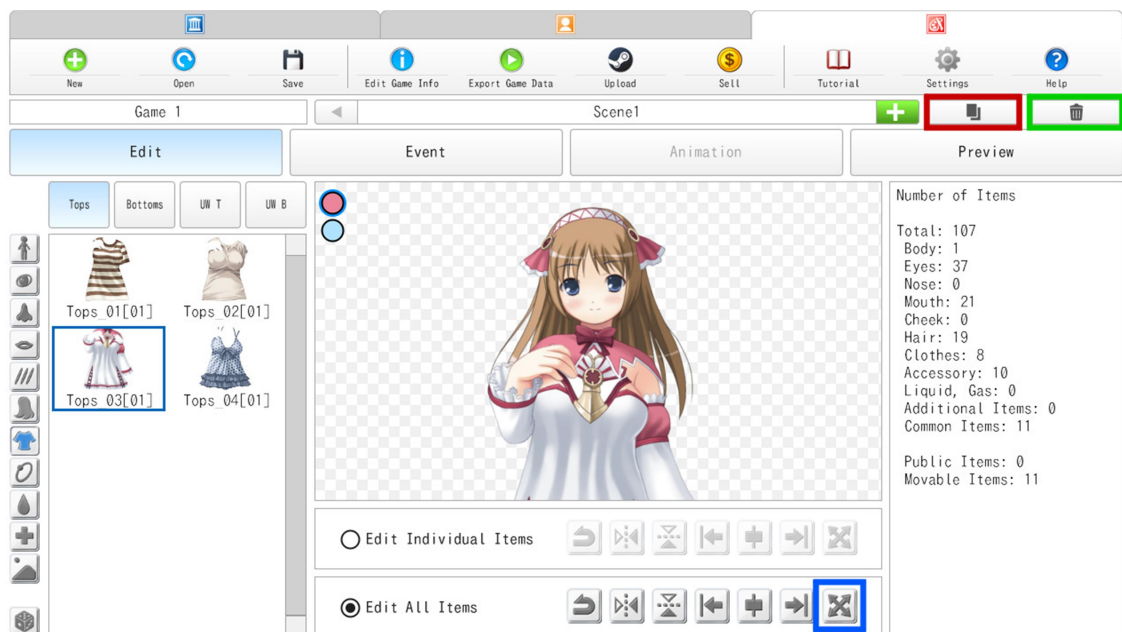


Fig.19: Duplicate scenes and adjustment image position

2-8: Change z-index value

Z-index value is set for each part, and it is decided whether it is drawn on the front side or the back side.

The z-index has a default value for each category and sub category. In particular, the clothing category has a z-index higher than the body category, and as a result, it is always displayed on the front side

You can change this z-index manually for each part. Change the z-index value of item detail settings (Fig.20).

Specifically, we think that you will use this function when you want to register socks and shoes as items. The categories where socks and socks should enter are accessories, and the sub category to be entered is "Accessory foot". Since the group ID is different from the default value, it can be selected at the same time. However, the shoe cannot be depicted on the front side of the sock because the z-index has the same value.

If the z-index values of the items in the same category are the same value, the items to be displayed on the front side are decided by the loading priority. In other words, the items that were load in advance will be displayed on the back side in Game Mode.

In such a case, by changing to socks (z-index = 14000) and shoes (z-index = 14001), it becomes possible to describe the shoes in front of socks.

Also, by changing the number of layers in one item, images with different z-index can be displayed together (blue frame in Fig.20).

Item Settings


Item Name:

Group ID:

☒ Public ☒ Movable ☐ Locked

Layer:

z-index:



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

OK Cancel

Fig.20: Z-index

2-9: How to allow multiple selections of items (about group ID)

There are items that can be selected at the same time and items that can be selected only one within sub categories.

Specifically, you can select only one part belonging to the sub category of body. On the other hand, it is set so that you can select multiple items belonging to the accessory in the default settings.

Whether items can be selected at the same time is managed by the numerical value called group ID (red frame in Fig.21).

For example, the reason why only one part belonging to the body subcategory can be selected within the same category is because the group ID is set to the same value.


If you need to select two or more items at the same time in the body category, open the item detail settings and change the group ID to a different value.

Item Settings

Item Name:

Group ID: Layer:

☒ Public ☒ Movable ☐ Locked z-index:



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

OK Cancel

Fig.21: Group ID

2-10: How to make items with color difference

If you want to create hairstyles and clothes for characters with different colors, create items according to the following steps (1) to (4).

(1) Import PSD or different color images as separate items.

*If you want to import PSD, place different color images in separate layers in the PSD (refer the sample PSD).

(2) Select all items imported in (1), right-click and select "Merge Items"(Fig.22).

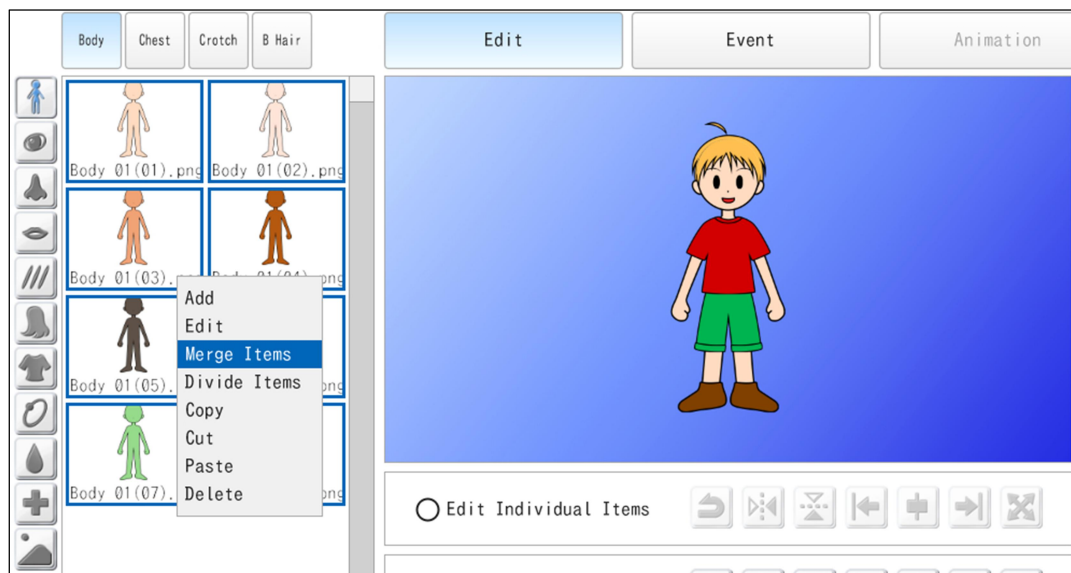


Fig.22: Merge different color items

(3) The different color images selected in (2) are merged with the first item (upper left on the listview).

*Open the item edit dialog and confirm that the items selected in (2) are added to the second and subsequent color slots (Fig.23).

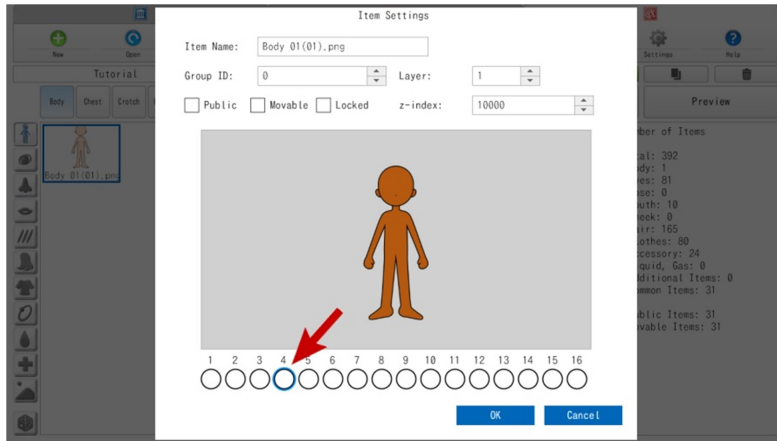


Fig.23: Merged item with different colors

(4) Click the preview image with the eyedropper to set colors of each icon (Fig.24).

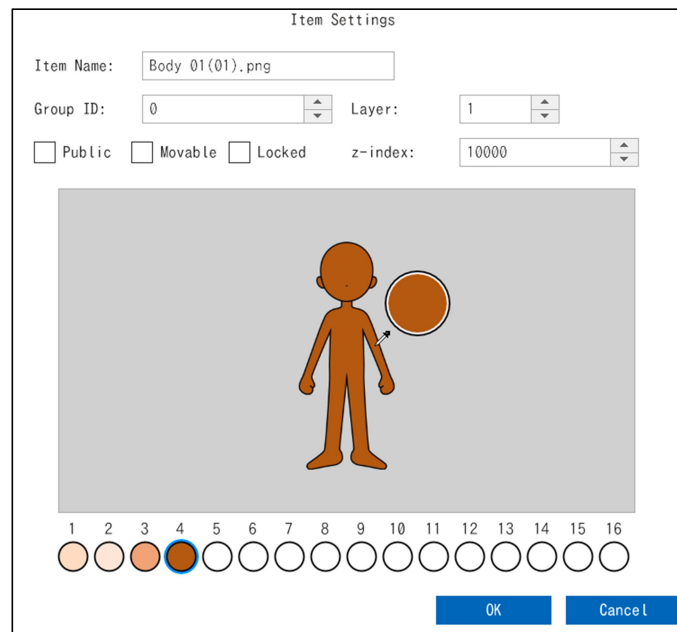


Fig.24: Settings of color icons

2-11: Public Items

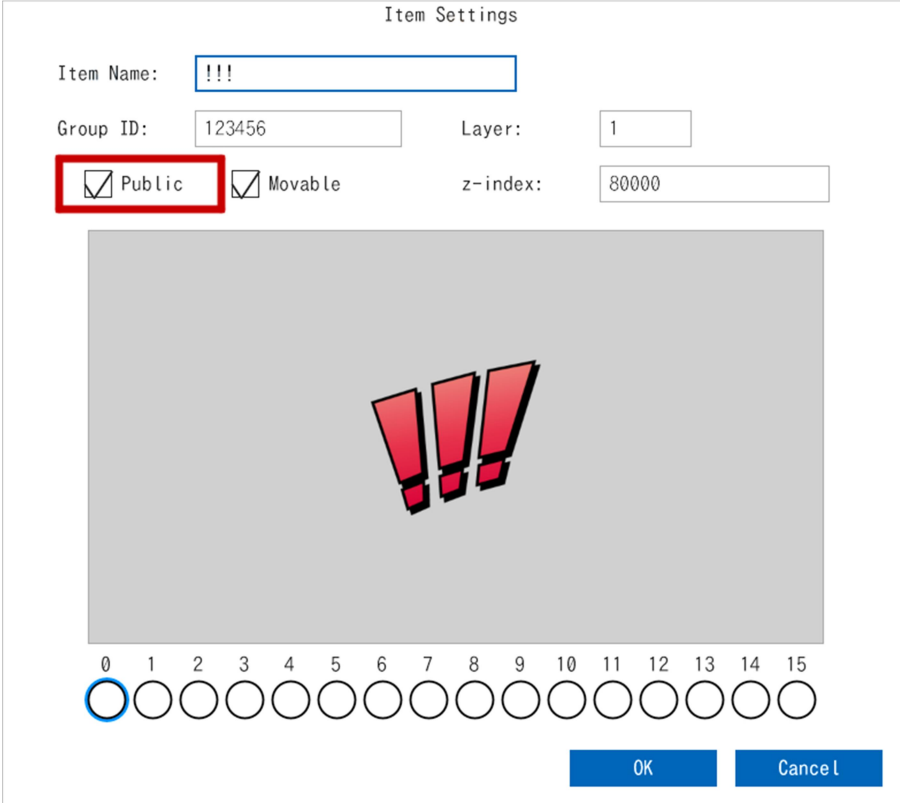
Public items can be shared and used in Game Mode.

Public items are backgrounds, effects, illustrations, lines and lettering in the category "Common Items".

Public items let you make more flexible character customization.

Public items settings can be set by enabling the "public" check box in the item detail settings (Fig.36).

The background, effect, illustrations, lines and lettering belonging to the additional items are set as public items by default, but by removing the check box, it becomes non-public items. If you want to create a dress-up game containing a background image and want to use that background only within the game, please uncheck the "Public".



The image shows a dialog box titled "Item Settings". It contains the following fields and controls:

- Item Name:** A text input field containing "!!!".
- Group ID:** A text input field containing "123456".
- Layer:** A text input field containing "1".
- Public:** A checked checkbox, highlighted with a red rectangle.
- Movable:** A checked checkbox.
- z-index:** A text input field containing "80000".
- Preview:** A large gray rectangular area showing a preview of the item, which is three red exclamation marks.
- Selection:** A row of 16 radio buttons, numbered 0 to 15. The radio button for index 0 is selected and highlighted with a blue circle.
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

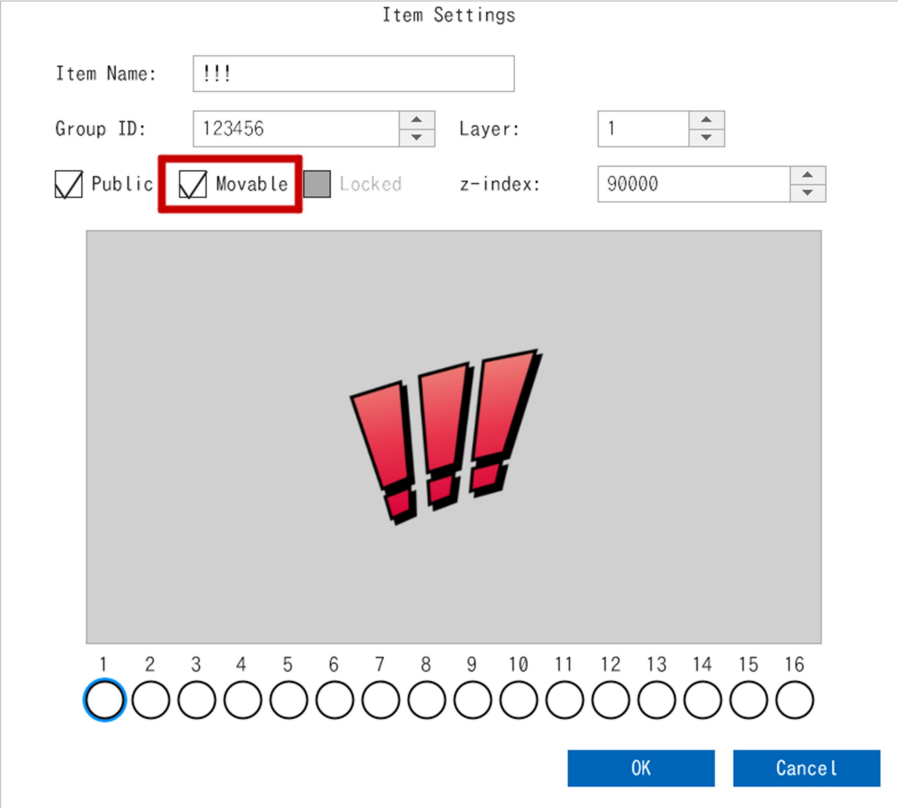
Fig.25: Settings of public items

2-12: Movable items

"Movable" items are items that can change the display position and the scale in Game Mode.

It is recommended to designate the effect, illustration, line, and lettering as movable items.

The movable part setting can be changed by the detailed setting of the item.



The image shows a dialog box titled "Item Settings". It contains the following fields and controls:

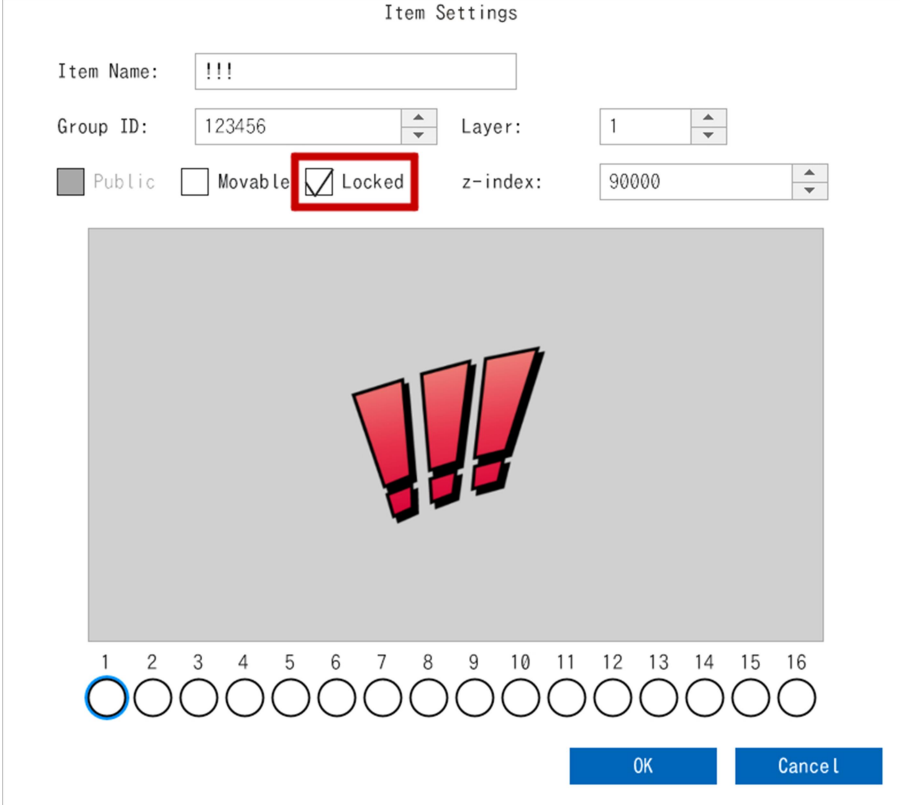
- Item Name:** A text field containing "!!!".
- Group ID:** A text field containing "123456" with up and down arrow buttons.
- Layer:** A text field containing "1" with up and down arrow buttons.
- Public:** A checked checkbox.
- Movable:** A checked checkbox, highlighted with a red rectangle.
- Locked:** An unchecked checkbox.
- z-index:** A text field containing "90000" with up and down arrow buttons.
- Preview:** A large gray rectangular area showing a 3D rendering of three red exclamation marks.
- Selection:** A row of 16 circular buttons numbered 1 to 16. The first button (1) is highlighted with a blue ring.
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

Fig.26: Settings of movable items

2-13: Locked Items

You can always display the item by adding the "Locked" attribute.

We assume that you create an item with an image of the game creator's signature and add this attribute (Figure 27).



The image shows a dialog box titled "Item Settings". It contains several input fields and checkboxes. The "Item Name" field contains "!!!". The "Group ID" field contains "123456". The "Layer" field contains "1". The "z-index" field contains "90000". There are three checkboxes: "Public" (unchecked), "Movable" (unchecked), and "Locked" (checked). The "Locked" checkbox is highlighted with a red rectangle. Below the checkboxes is a large gray rectangular area containing a red signature graphic. At the bottom of the dialog, there is a row of 16 small circles, with the first circle (labeled "1") selected. At the bottom right, there are two buttons: "OK" and "Cancel".

Fig.27: Settings of locked items

2-14: Event Creation

You can add sounds and motions to the scene by using the event creation feature.

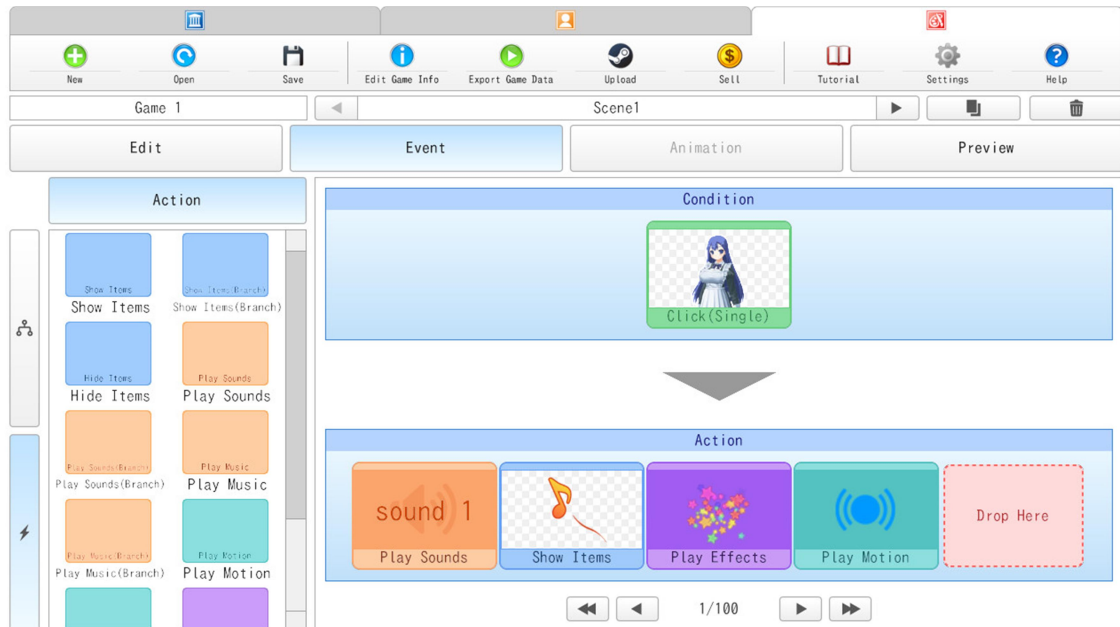


Fig.28: Example of creating an event

In order to create events, you need to place "nodes" in the slots according to the purpose of the event.

There are two types of nodes, "Condition" and "Action". Drag and drop each node to the corresponding slot (Fig.29 and 30).



Fig.29: Types of nodes

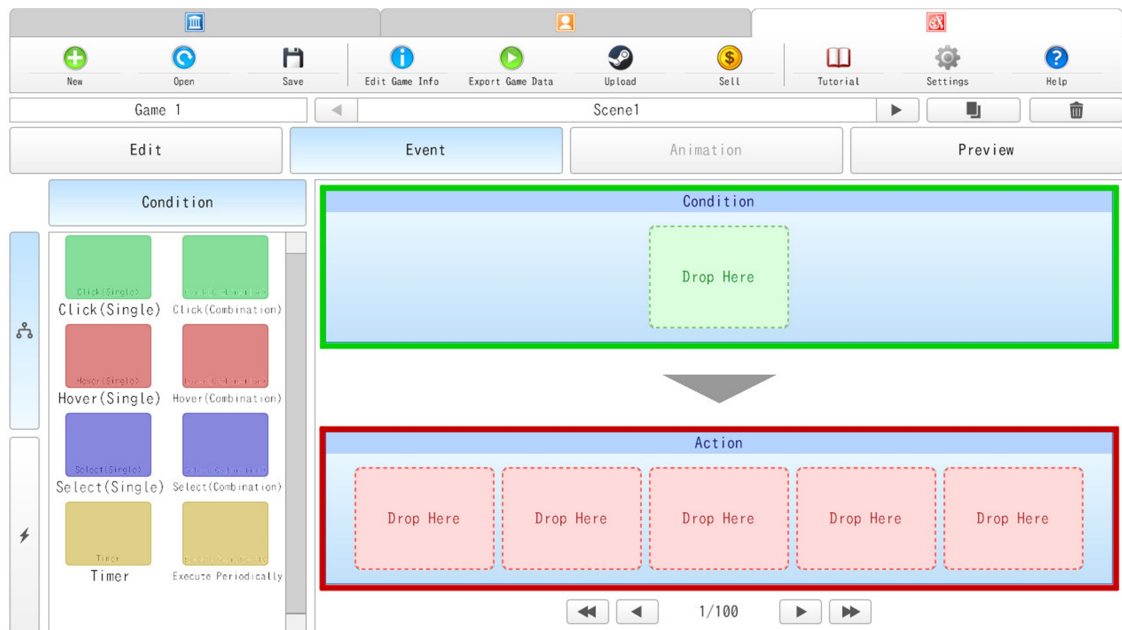


Fig.30: Condition Slot (green frame) and Action Slot (red frame)

Example 1) Play background music

If you want to create an event that plays music at the start of the game, set the "Timer" node to the condition slot and the "Play Sounds" node to the action slot as shown below (Fig.31).

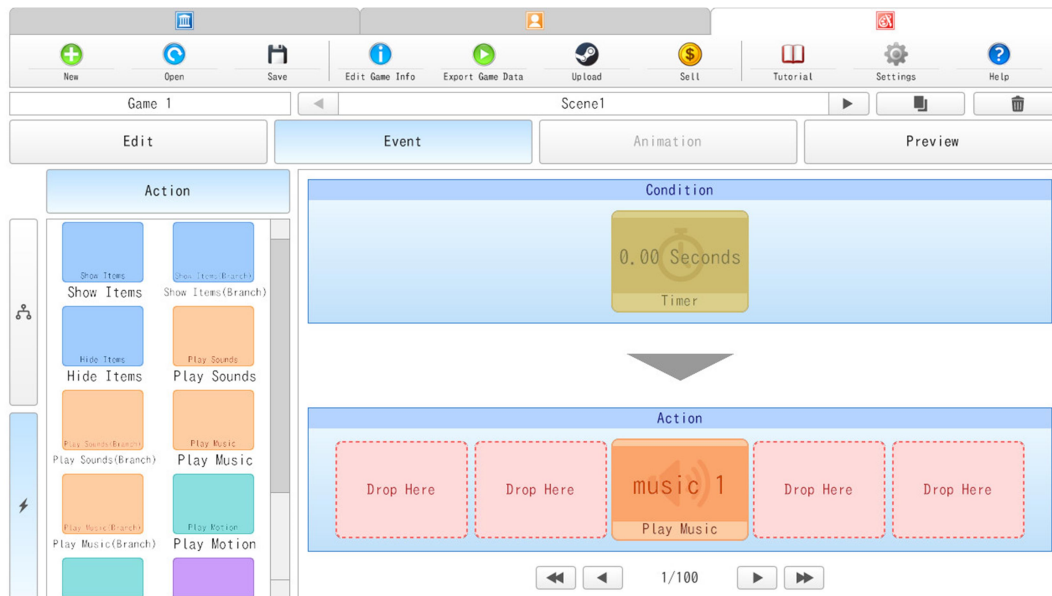


Fig.31A: Play background music

1: Set the elapsed time of the "Timer" to 0.00 seconds.

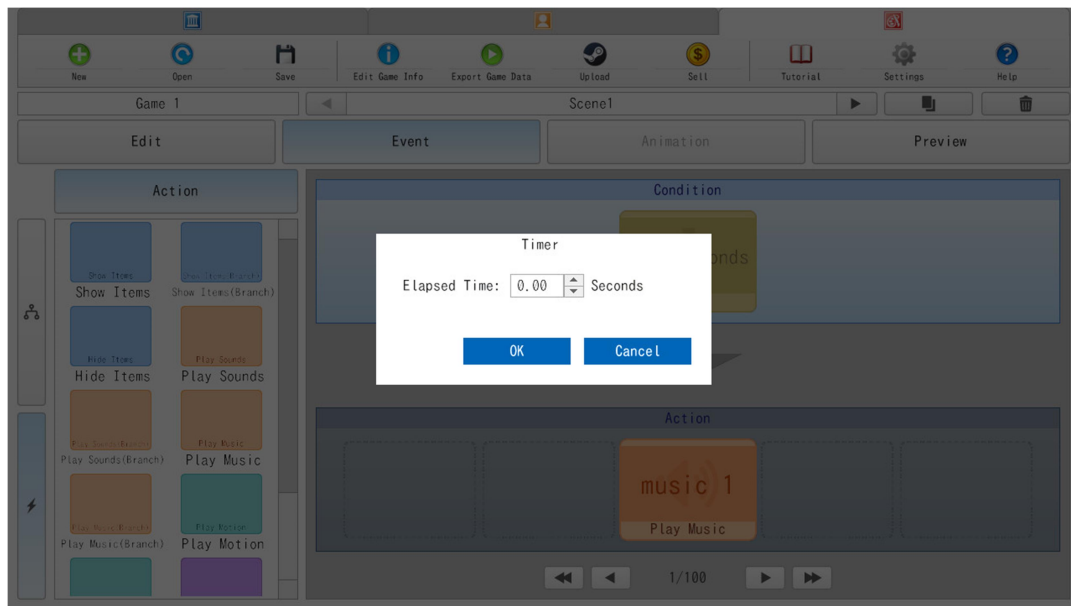


Fig.31B: Play background music

2: Double-click on the "Play Sounds" node to open the detail settings.
Select a sound file and check the "Loop" checkbox.

You can use MP3, OGG and WAV audio data as sound files.

To reduce the data size, it is recommended to use MP3 or OGG files for the audio data.

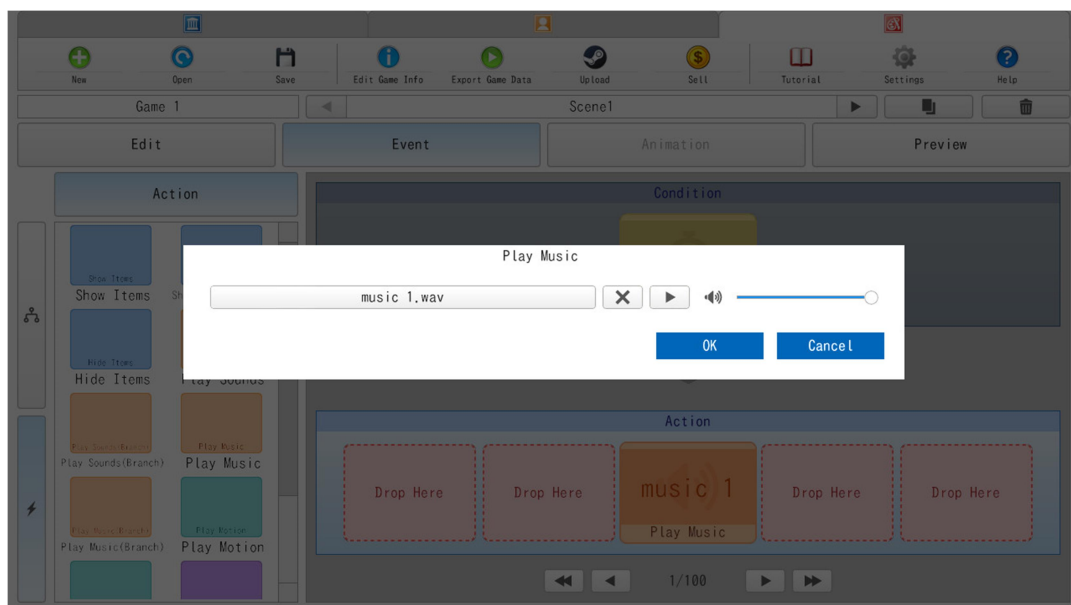


Fig.31C: Play background music

Example 2) Play a sound at the specified time has elapsed since the game started

If you want to create an event that plays a sound at a specified time from the start of the game, set the "Timer" node to the condition slot and the "Play Sounds" node to the action slot as shown below (Fig.32).

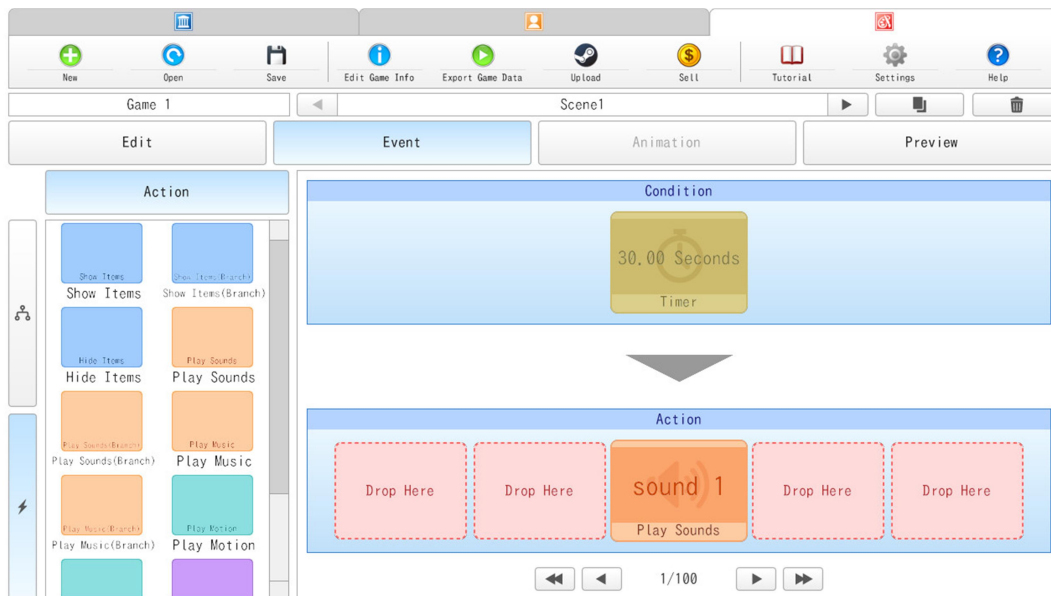


Fig.32A: Play a sound at the specified time has elapsed since the game started

- 1: Double-click on the "Timer" node to open the settings and set the time for the action to occur.

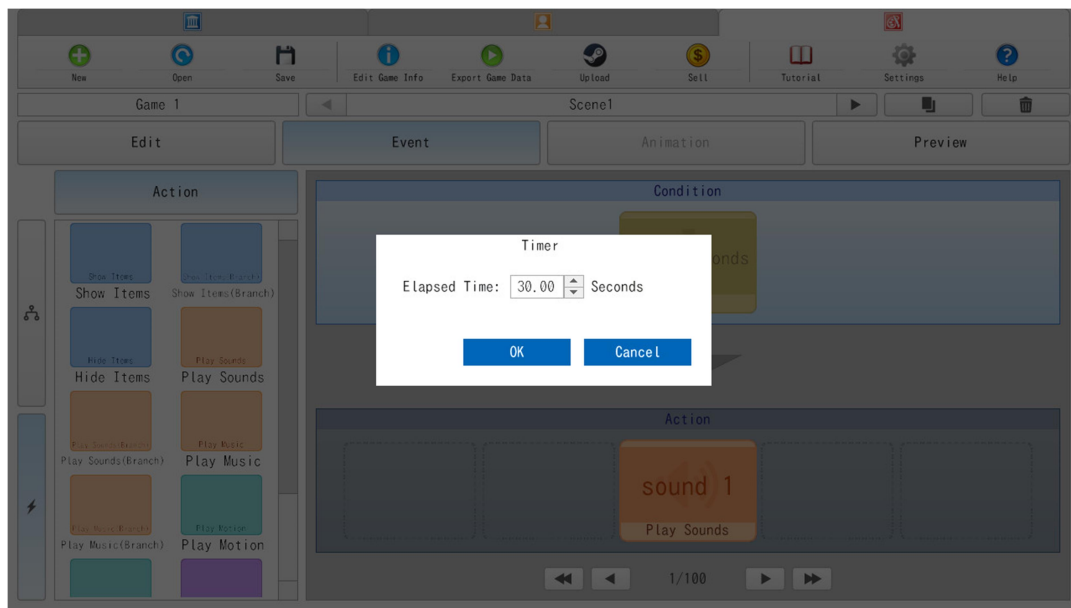


Fig.32B: Play a sound at the specified time has elapsed since the game started

- 2: Double-click on the "Play Sounds" node to open the settings and set the sound. Don't check the "Loop" checkbox.

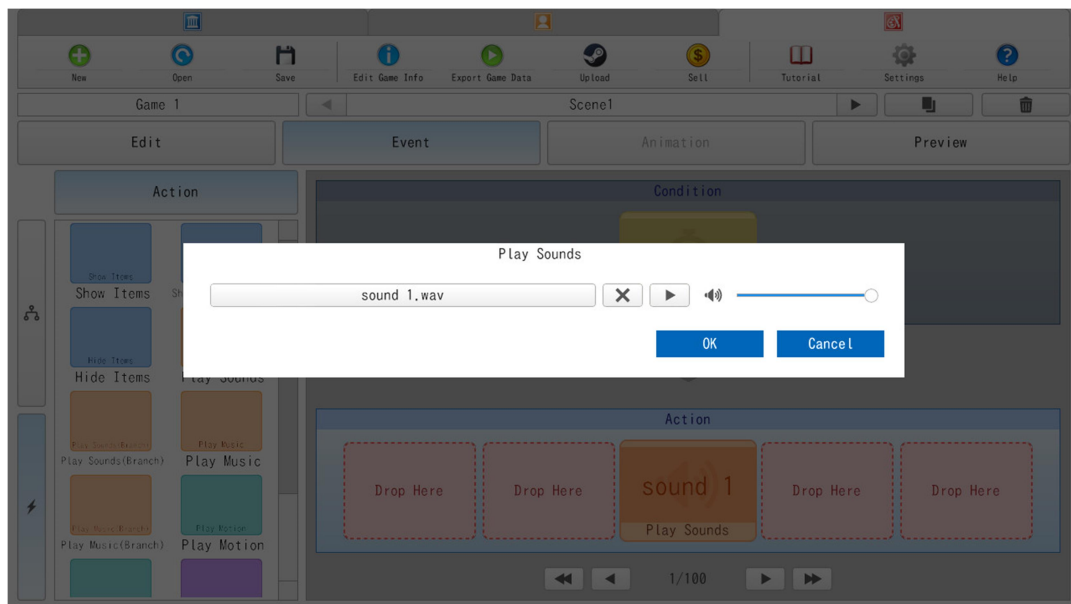


Fig.32C: Play a sound at the specified time has elapsed since the game started

Example 3) Play a sound when selecting the specified items

If you want to create an event that plays a sound when the specified items are selected, set the "Select" node to the condition slot and the "Play Sounds" node to the action slot as shown below (Fig.33).

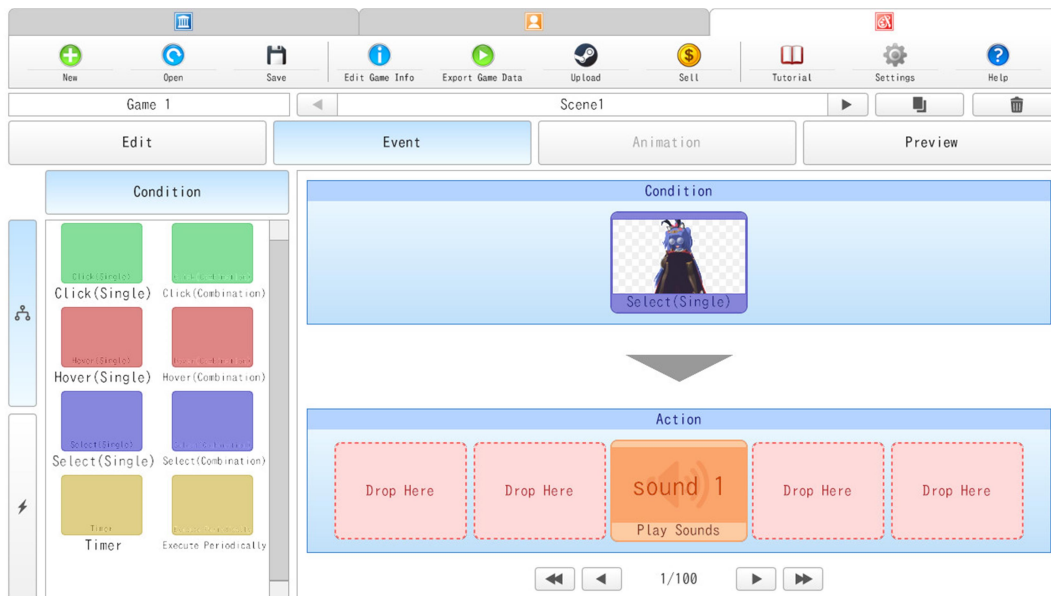


Fig.33A: Play a sound when selecting the specified items

- 1: Double-click on the "Select" node to open the settings. Click on the "ALL" button to set all items as conditions.

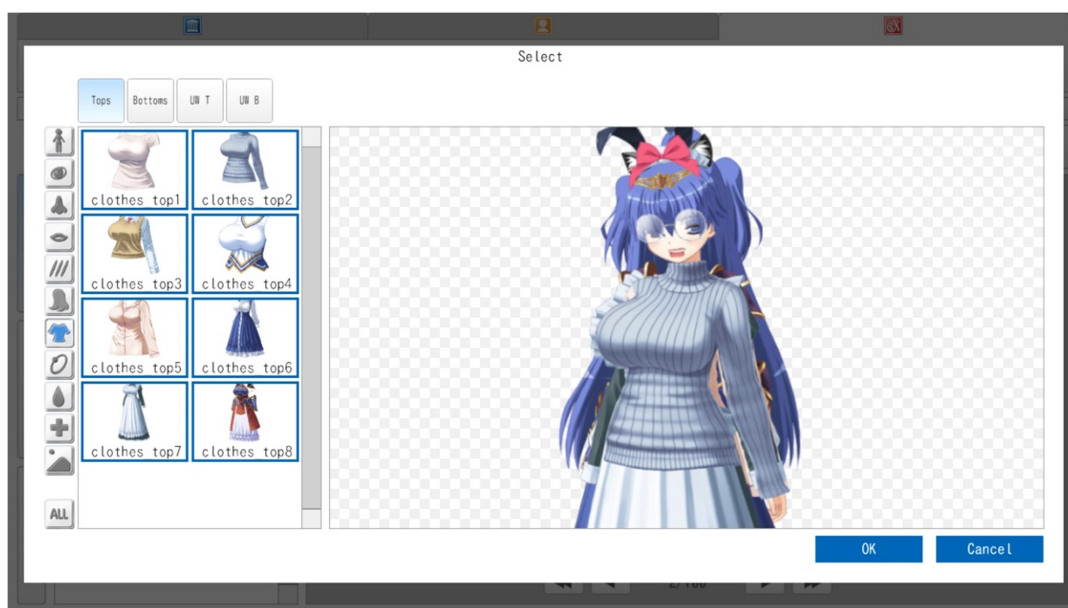


Fig.33B: Play a sound when selecting the specified items

- 2: Double-click on the "Play Sounds" node to open the settings and set the sound. Don't check the "Loop" checkbox.

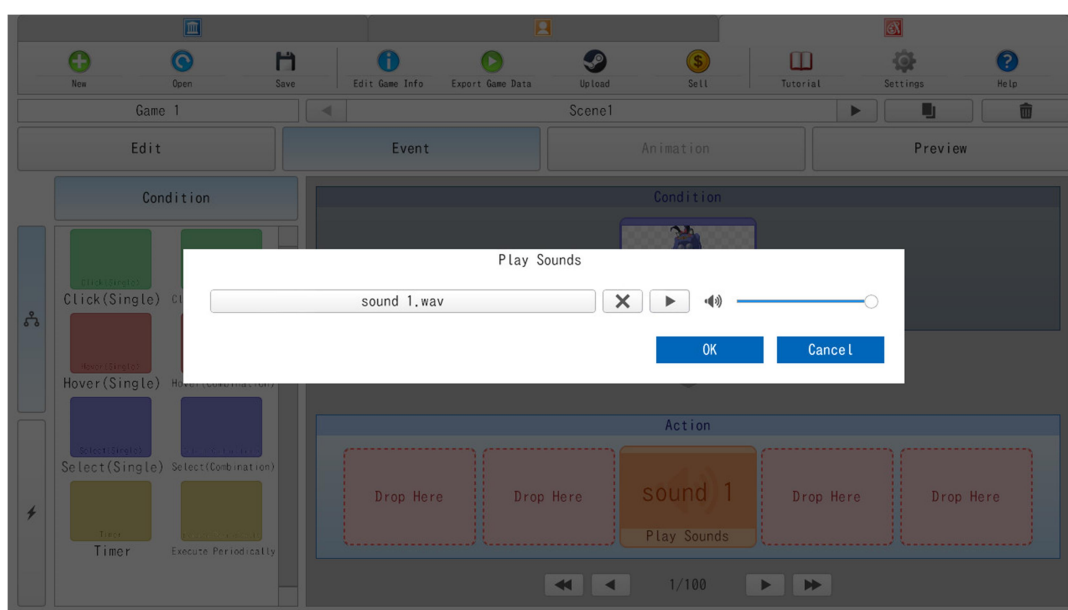


Fig.33C: Play a sound when selecting the specified items

Example 4) Show other items when clicking the specified items

If you want to create an event that show other items when the specified items are clicked, set the "Click" node to the condition slot and the "Show Items" node to the action slot as shown below (Fig.34).

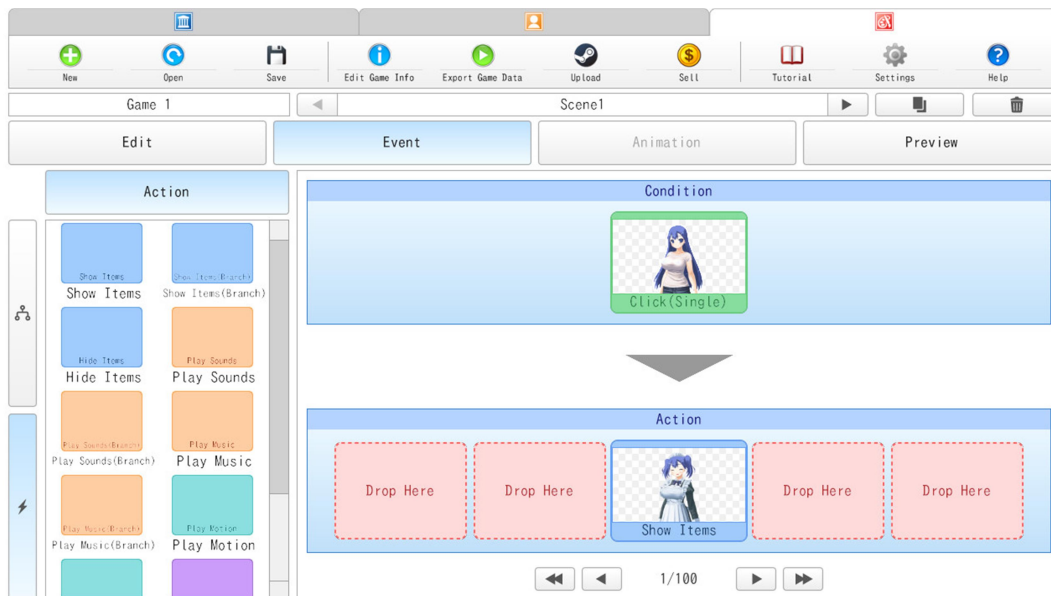


Fig.34A: Show other items when clicking the specified items

- 1: Double-click on the "Click" node to open the settings.
Select items that you want to set as conditions.



Fig.34B: Show other items when clicking the specified items

- 2: Double-click on the "Show Items" node to open the settings.
Select the items that you want to display when clicked on the items set in the conditions.

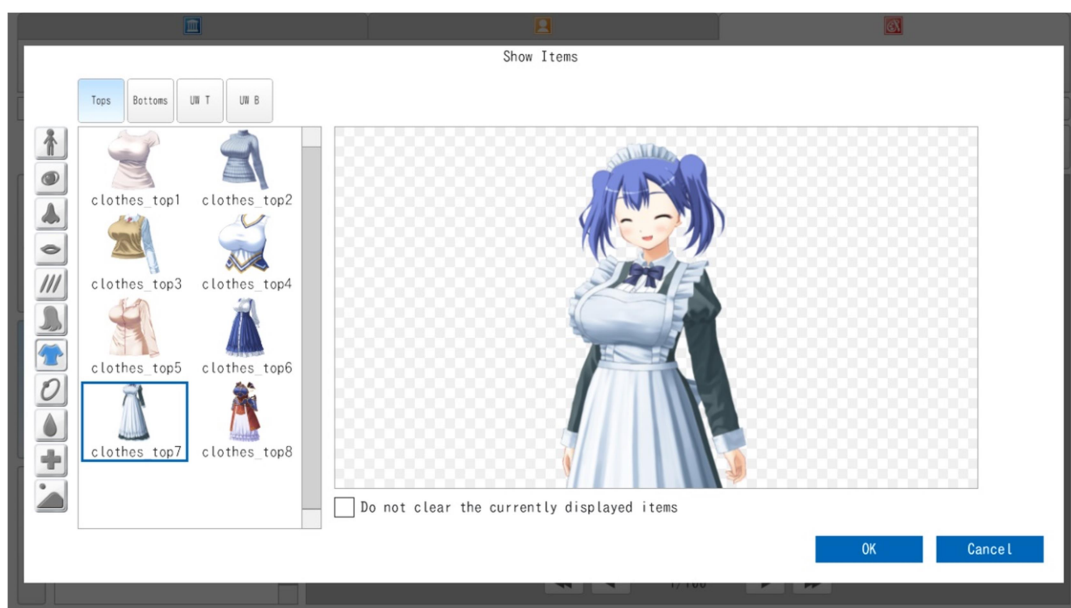


Fig.34C: Show other items when clicking the specified items

Example 5) Play a motion when clicking the specified items

If you want to create an event that plays a motion when the specified items are clicked, set the "Click" node to the condition slot and the "Play Motion" node to the action slot as shown below (Fig.35).

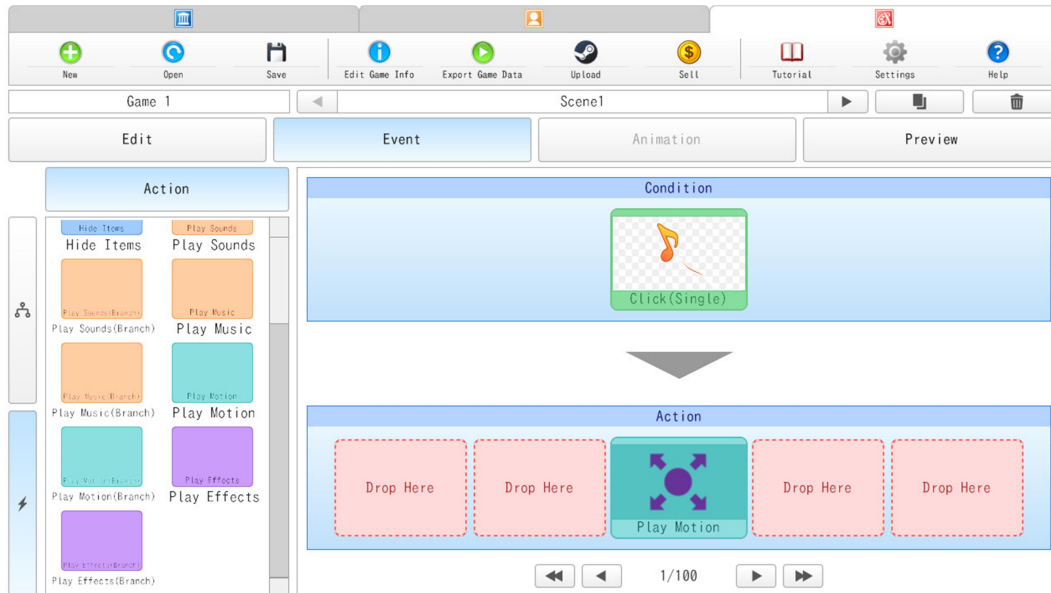


Fig.35A: Play a motion when clicking the specified items

- 1: Double-click on the "Click" node to open the settings.
Select items that you want to set as conditions.

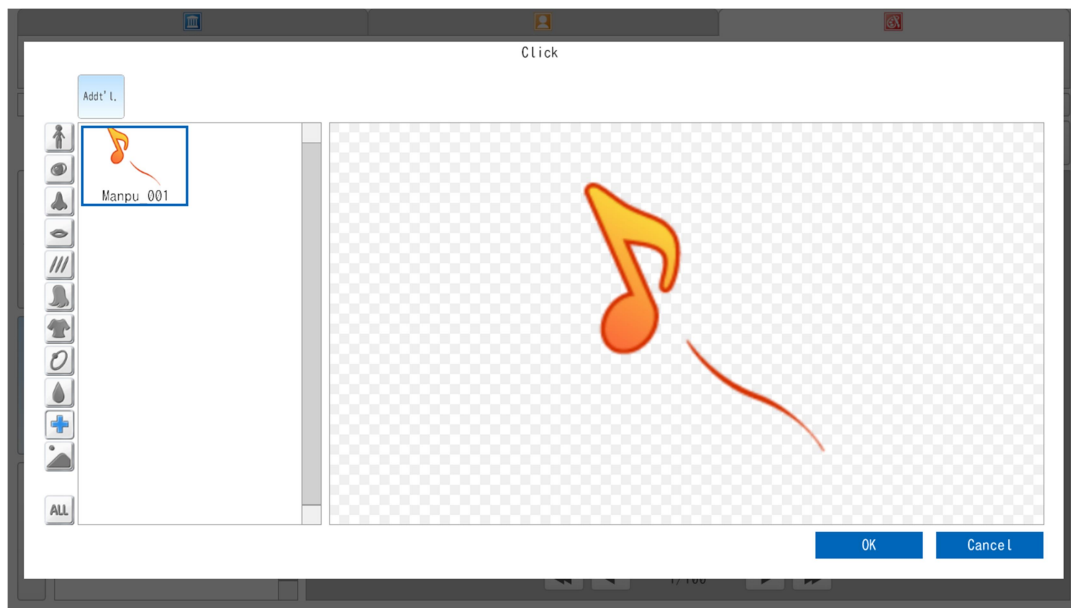


Fig.35B: Play a motion when clicking the specified items

- 2: Double-click on the "Play Motion" node to open the settings.
Select the motion that you want to play.

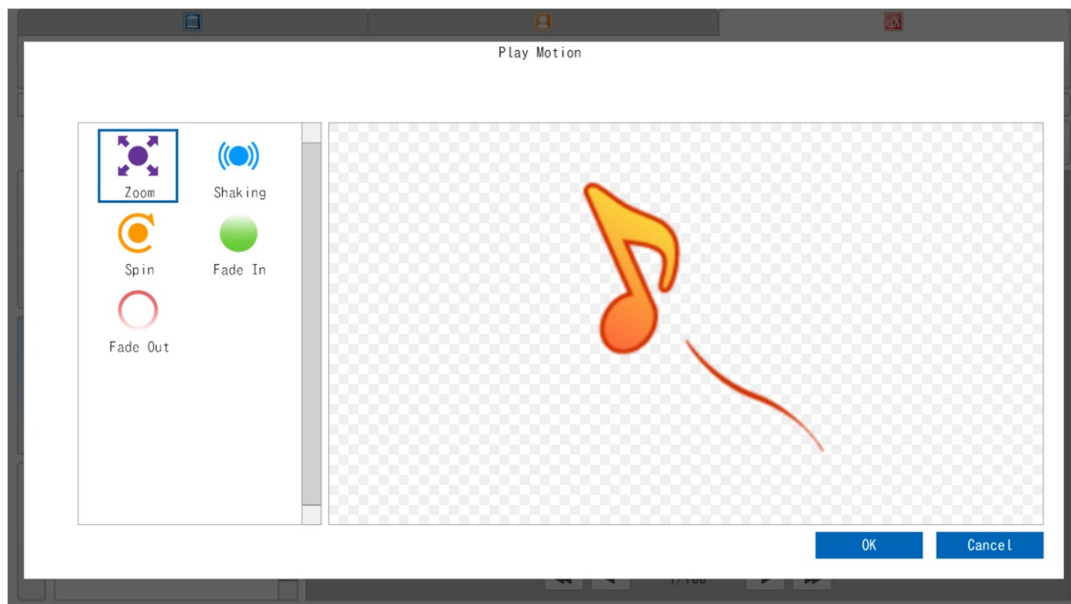


Fig.35C: Play a motion when clicking the specified items

Example 6) Play an effect when clicking the specified items

If you want to create an event that plays an effect when the specified items are clicked, set the "Click" node to the condition slot and the "Play Effects" node to the action slot as shown below (Fig.36).

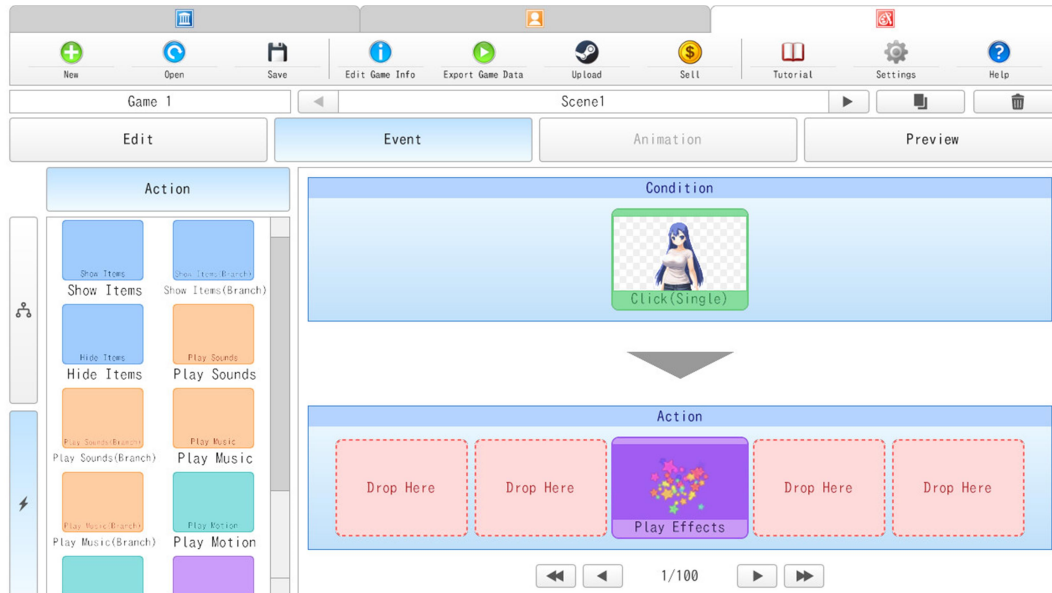


Fig.36A: Play an effect when clicking the specified items

- 1: Double-click on the "Click" node to open the settings.
Select items that you want to set as conditions.



Fig.36B: Play an effect when clicking the specified items

- 2: Double-click on the "Play Effects" node and select an effect in the settings.
You can change the size of the effect by scrolling the mouse and the position of the effect by dragging the mouse.

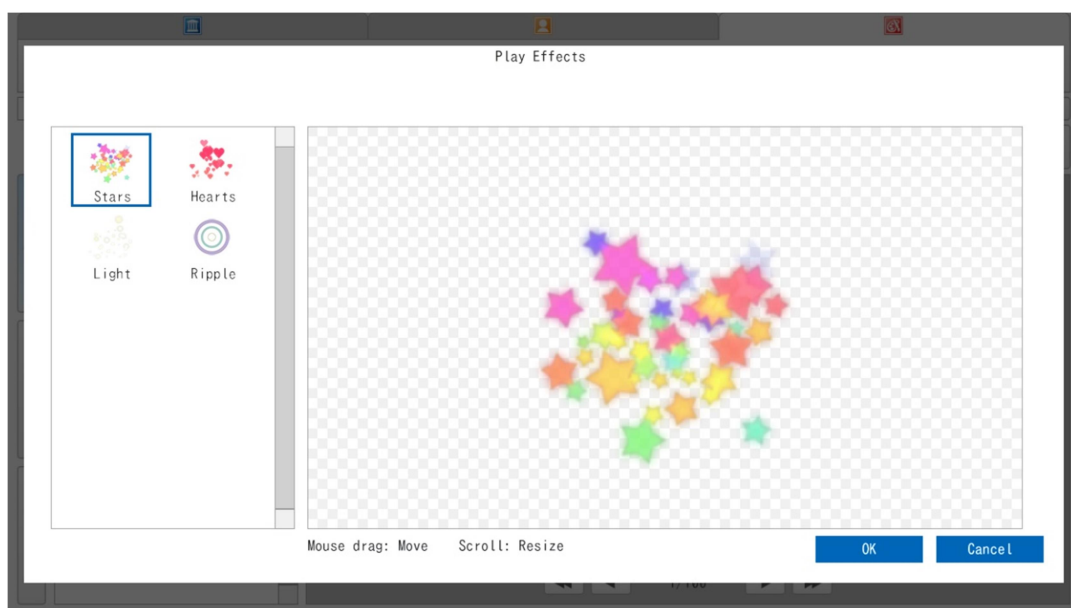


Fig.36C: Play an effect when clicking the specified items

2-15: Game information settings

To change the game information, click "Edit Game Info" button from the tool bar. Here, you can set game title, author name, terms of use, visibility (only Steam Edition), preview image, and item tag (Fig.37).

Game Title: Set game title to be displayed in KOPICS.

Also, if you submitted the game data to Steam Workshop, this name will be displayed.

Author Name: Set the name of the game creator.

Stand-Alone: Configure the settings for standalone. Enable this checkbox if you want to prevent your game data from being used in combination with other games.

Rules/Terms of Use: Enter the rules and terms of use of your game data.

In particular, when publishing games to other users, be sure to define the terms of use and fill in here.

The text you enter will be displayed in Game Mode of KOPICS, Workshop item page, etc.

Tags: Users can easily find items by selecting the tag related to the created game data. Multiple tags can be selected.

Visibility: You can select the target of publication in Workshop.

Public: Publish to the whole Workshop user.

Friends-only: Releases only to Steam's Friends.

Hidden: Just uploading it will not appear on Workshop.

Preview: Set thumbnail of KOPICS game selection screen and thumbnail image used for Workshop preview image.

By default, the thumbnail set in "Scene 1(Scenes created first)" is set as the thumbnail image of the game.

Drag and drop the image (BMP, JPG, PNG) into the preview image area, or click the browse button to select the image.

When a transparent PNG image is used as the preview image, the transparent portion is automatically set as black.

The optimal image size for the preview image is 512 x 512 px (aspect ratio 1:1). Since the size of the image is automatically adjusted at the time of reading, it is not necessary to change the image size in advance.

Game Title:

Tutorial

Author Name:

☐ Stand-Alone

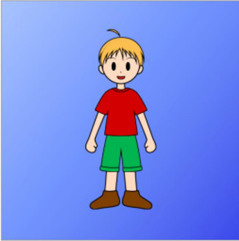
Rules/Terms of Use:

Game Info

☒ Public

☐ Friends-only

☐ Hidden



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<input type="checkbox"/> Original	<input type="checkbox"/> CGI	<input type="checkbox"/> Real Life	<input type="checkbox"/> Pixel Art	<input type="checkbox"/> Person	<input type="checkbox"/> Male
<input type="checkbox"/> Female	<input type="checkbox"/> Boys	<input type="checkbox"/> Girls	<input type="checkbox"/> Kisekai	<input type="checkbox"/> Base	<input type="checkbox"/> Hair
<input type="checkbox"/> Clothes	<input type="checkbox"/> Accessory	<input type="checkbox"/> Background	<input type="checkbox"/> Foreground	<input type="checkbox"/> Icon	<input type="checkbox"/> Line
<input type="checkbox"/> Lettering	<input type="checkbox"/> Frame	<input type="checkbox"/> Effects	<input type="checkbox"/> Liquid	<input type="checkbox"/> Gas	<input type="checkbox"/> Anime
<input type="checkbox"/> Cartoon	<input type="checkbox"/> Game	<input type="checkbox"/> Sports	<input type="checkbox"/> Music	<input type="checkbox"/> Pop Idol	<input type="checkbox"/> Memes
<input type="checkbox"/> Food	<input type="checkbox"/> Item	<input type="checkbox"/> Weapon	<input type="checkbox"/> Vehicle	<input type="checkbox"/> Building	<input type="checkbox"/> Furniture
<input type="checkbox"/> Machine	<input type="checkbox"/> Creature	<input type="checkbox"/> Animal	<input type="checkbox"/> Plant	<input type="checkbox"/> Bug	<input type="checkbox"/> Landscape
<input type="checkbox"/> Nature	<input type="checkbox"/> Ocean	<input type="checkbox"/> Sci-Fi	<input type="checkbox"/> Cyberpunk	<input type="checkbox"/> Present	<input type="checkbox"/> Middle Ages
<input type="checkbox"/> Ancient	<input type="checkbox"/> Fantasy	<input type="checkbox"/> Universe	<input type="checkbox"/> Abstract		

OK

Cancel

Fig.37: Game Information settings dialog

2-16: Save project

Pressing the save button saves the project.

Save data is saved in IMP file format.

To restart a project, click the Open button and select the IMP file of the project you want to resume.

2-17: Export game data

In order to be able to use game data in Game Mode, it is necessary to output it as an EGD format file.

Select "Export Game Data" from the toolbar.

Specify the save destination and select "Save", the EGD file will be output. You can use EGD file by placing it in the "assets" folder of KOPICS.

2-18: Publish game data

You can publish your own game data and share them with other users.

There are 4 ways to publish game data.

- (1) Publish on your website
- (2) Sell it on web market
- (3) Publish on Steam Workshop
- (4) Sell on the Steam Item Store

(1) You do not have to contact OCTET if you are publishing game data on your website. If you contact us, we will introduce your game data as the links on Game Mode of KOPICS.

(2) It is also possible to sell game data with some web market. Also, you do not need to contact us. In this case, we don't ask for some of the revenue that game creators have earned on sale. If you contact us, we will introduce your game data as the links on Game Mode of KOPICS.

(3) Steam Workshop is a valve service that allows you to upload and share items created by you.

* The feature to upload to Workshop is available only in "KOPICS Steam Edition".

By using Workshop, you can share game data you created with other users.

To upload game data to Steam Workshop, select "Upload" button on the tool bar. Fill out the necessary information in the displayed "Publish to Steam Workshop" dialog (Fig.23).

Please check whether the content of the data violates "Steam Community Content Guidelines" before uploading game data.

You can upload game data to Workshop by clicking the "Upload" button.

* If you have not agreed to the Steam Terms of Service, a confirmation page to the Terms of Service will be displayed. By agreeing to the terms of service on this page, you will be able to publish game data to the whole Workshop.

After the upload is completed, you can check / edit game information on the displayed link destination.

Publish to Steam Workshop

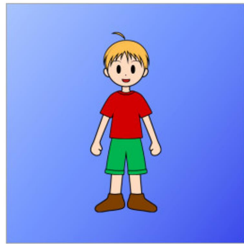
Game Title:

Author Name:

☐ Stand-Alone

Rules/Terms of Use:

☒ Public
☐ Friends-only
☐ Hidden



<input type="checkbox"/> Original	<input type="checkbox"/> CGI	<input type="checkbox"/> Real Life	<input type="checkbox"/> Pixel Art	<input type="checkbox"/> Person	<input type="checkbox"/> Male
<input type="checkbox"/> Female	<input type="checkbox"/> Boys	<input type="checkbox"/> Girls	<input type="checkbox"/> Kisekai	<input type="checkbox"/> Base	<input type="checkbox"/> Hair
<input type="checkbox"/> Clothes	<input type="checkbox"/> Accessory	<input type="checkbox"/> Background	<input type="checkbox"/> Foreground	<input type="checkbox"/> Icon	<input type="checkbox"/> Line
<input type="checkbox"/> Lettering	<input type="checkbox"/> Frame	<input type="checkbox"/> Effects	<input type="checkbox"/> Liquid	<input type="checkbox"/> Gas	<input type="checkbox"/> Anime
<input type="checkbox"/> Cartoon	<input type="checkbox"/> Game	<input type="checkbox"/> Sports	<input type="checkbox"/> Music	<input type="checkbox"/> Pop Idol	<input type="checkbox"/> Memes
<input type="checkbox"/> Food	<input type="checkbox"/> Item	<input type="checkbox"/> Weapon	<input type="checkbox"/> Vehicle	<input type="checkbox"/> Building	<input type="checkbox"/> Furniture
<input type="checkbox"/> Machine	<input type="checkbox"/> Creature	<input type="checkbox"/> Animal	<input type="checkbox"/> Plant	<input type="checkbox"/> Bug	<input type="checkbox"/> Landscape
<input type="checkbox"/> Nature	<input type="checkbox"/> Ocean	<input type="checkbox"/> Sci-Fi	<input type="checkbox"/> Cyberpunk	<input type="checkbox"/> Present	<input type="checkbox"/> Middle Ages
<input type="checkbox"/> Ancient	<input type="checkbox"/> Fantasy	<input type="checkbox"/> Universe	<input type="checkbox"/> Abstract		

By submitting this item, you agree to the workshop terms of service.

Fig.38: Upload settings dialog

(4) The Steam Item Store is a service that allows you to sell your items on Steam. To sell game data in the Steam Item Store, select the "Upload" button on the toolbar.

Fill out the required information in the "Sell on the Steam Store" dialog (Fig.39). Asking price is an estimate of the price that will be sold in the Steam item store when the item is adopted. The price set here will not be announced before it is sold in the Steam Item Store.

* The feature to sell game data on Steam Item Store is available only in "KOPICS Steam Edition".

* The price is based on US dollars and changes to all supported currencies depending on the conversion rate managed by Valve.
The conversion rate is updated according to currency trends.

* Please contact us if you want a price not in this selection field.

*Before uploading game data, make sure that the data does not violate the Steam Community Content Guidelines.

Sell on the Steam Store

Game Title:

Author Name:

☐ Stand-Alone

Rules/Terms of Use:

Asking Price:

☐ \$ 0.99 USD

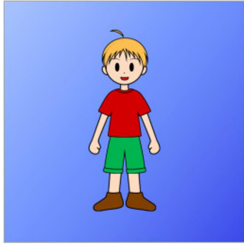
☐ \$ 2.99 USD

☐ \$ 4.99 USD

☒ \$ 9.99 USD

☐ \$14.99 USD

☐ \$29.99 USD



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<input type="checkbox"/> Original	<input type="checkbox"/> CGI	<input type="checkbox"/> Real Life	<input type="checkbox"/> Pixel Art	<input type="checkbox"/> Person	<input type="checkbox"/> Male
<input type="checkbox"/> Female	<input type="checkbox"/> Boys	<input type="checkbox"/> Girls	<input type="checkbox"/> Kisekæ	<input type="checkbox"/> Base	<input type="checkbox"/> Hair
<input type="checkbox"/> Clothes	<input type="checkbox"/> Accessory	<input type="checkbox"/> Background	<input type="checkbox"/> Foreground	<input type="checkbox"/> Icon	<input type="checkbox"/> Line
<input type="checkbox"/> Lettering	<input type="checkbox"/> Frame	<input type="checkbox"/> Effects	<input type="checkbox"/> Liquid	<input type="checkbox"/> Gas	<input type="checkbox"/> Anime
<input type="checkbox"/> Cartoon	<input type="checkbox"/> Game	<input type="checkbox"/> Sports	<input type="checkbox"/> Music	<input type="checkbox"/> Pop Idol	<input type="checkbox"/> Memes
<input type="checkbox"/> Food	<input type="checkbox"/> Item	<input type="checkbox"/> Weapon	<input type="checkbox"/> Vehicle	<input type="checkbox"/> Building	<input type="checkbox"/> Furniture
<input type="checkbox"/> Machine	<input type="checkbox"/> Creature	<input type="checkbox"/> Animal	<input type="checkbox"/> Plant	<input type="checkbox"/> Bug	<input type="checkbox"/> Landscape
<input type="checkbox"/> Nature	<input type="checkbox"/> Ocean	<input type="checkbox"/> Sci-Fi	<input type="checkbox"/> Cyberpunk	<input type="checkbox"/> Present	<input type="checkbox"/> Middle Ages
<input type="checkbox"/> Ancient	<input type="checkbox"/> Fantasy	<input type="checkbox"/> Universe	<input type="checkbox"/> Abstract		

Please enter your payment information on the Steam Client.

Upload

Cancel

Fig.39: "Sell on the Steam Store" dialog

Click the "Sell" button to upload the game data to the workshop. Game data are posted to the curated workshop that is different from the regular workshop in (3). In curated workshops, users vote for items, and items that have gained a certain level of popularity are adopted.

Approved items are actually sold in the Steam item store, and item creators can receive profits from sales.

After uploading to the curated workshop, you need to enter payment information (Fig.40).

Enter your payment information on the Steam Launcher.

*** Payment information is managed by Valve and OCTET will not receive it.**

*** Please enter payment information using only alphanumeric characters and some symbols.**

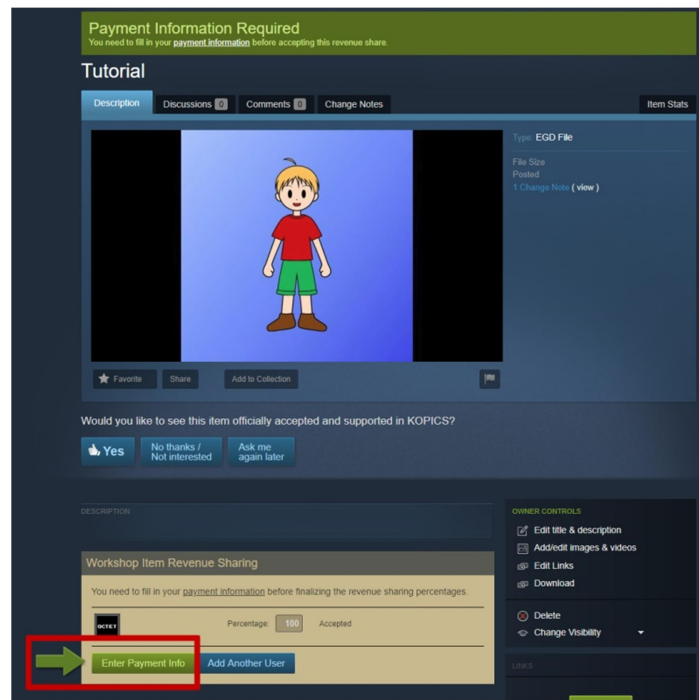


Fig.40: Enter Payment Info

Enter Contact Information

Contact Information

Status Incomplete

☐ This is for a company (not an individual)

ONCE YOU HAVE AN ITEM ACCEPTED FOR SALE WITHIN THE STEAM WORKSHOP, YOU WILL NOT BE ABLE TO CHANGE YOUR NAME.

BANK ACCOUNT HOLDER NAME MUST MATCH BANK RECORDS

FIRST NAME (AS WRITTEN ON BANK RECORDS)

LAST NAME (AS WRITTEN ON BANK RECORDS)

ADDRESS 1

ADDRESS 2

CITY

STATE/PROVINCE

Alaska

ZIP/POSTAL CODE

COUNTRY

United States

PHONE

Save

Enter your name, address, postal code, and phone number in alphanumeric characters.

***Bank account holder name must match bank records.**

Enter Payment Details

Enter Payment Details

Please enter your bank account information. Ensure that you enter all banking information in English characters only. If your bank information is in another language, please contact your bank and request their bank name and related information in English. Make sure the payee matches your bank owner and the name on your steam account!

For more information about company, bank, and tax information, please see [Payments, Bank & Tax FAQ](#)

* indicates required fields

Payee Name*	<input type="text"/>	The payee name is the name of the owner of the bank account in which proceeds will be deposited. This field must match the account holder name for both the bank and the contributor name as entered in the contact information.
Payee Account Number*	<input type="text"/>	The payee account number identifies the bank account that proceeds should be deposited.
Bank SWIFT Code*	<input type="text"/>	The bank SWIFT code is a bank specific code that identifies the bank that your account is held at. This code is either 8 or 11 alpha numeric characters long.
Bank Name*	<input type="text"/>	Enter the receiving bank name
Bank Street Address*	<input type="text"/>	Enter the receiving bank's branch location
Bank City*	<input type="text"/>	
Bank State/Province	<input type="text"/>	
Bank Postal Code	<input type="text"/>	
Bank Account Country	Japan	
Account Type*	<input type="text" value="Savings"/>	

Payee Name: Enter the name of the bank account holder.

Payee Account Number: Enter your bank account number.

Bank SWIFT Code: Enter your bank identification number.

Bank Name: Enter the bank name.

Bank Street Address~: Enter your bank address.

Account Type: Select your bank account type.

Enter Tax Information

What to Expect

This short tax interview will guide you through a step-by-step process to submit required tax information to us. Before getting started, please review the following important reminders:

- **Navigation Tips:** Always use the "Continue" and "Previous" buttons to navigate through the interview. Also, if you exit the interview prior to completion, your answers will be lost.
- **Get Help:** If you need help answering a question, refer to the Help guide in the top-right corner of any interview page. In addition, pop-over help may be available when mousing over a field.
- **Be Accurate:** Complete all required fields, including items with a red asterisks that are mandatory, and verify the information entered is accurate. Some fields may be populated with information previously entered.
- **Provide Electronic Consent:** We will ask you to consent for electronic signature. If you do not provide it, you will be required to print and mail in your form to us.
- **Print Copy for your Records:** At the end of the interview, you will have the option to print a copy of your IRS form.
- **Anti-Virus or in memory applications:** Certain anti-virus or in memory applications may interfere with your web browser and cause display issues within the tax interview. If you encounter any blank pages or forms, you will need to disable the software and start the interview over again.
- **Privacy / data retention policy** - please review [here](#)

We will now begin by collecting your tax information.

Click "Continue".

Individual or business?

Are you registering with us as a Individual or on behalf of a Corporation, Trust, Partnership or Limited Liability Company (LLC)?

Registering as: ☒ Individual / sole proprietor or single-member LLC *
☐ Corporation, Trust, Partnership or LLC (other than a single-member LLC) *

We require your consent so that we may collect additional information to comply with US IRS tax regulations, which may include using a 3rd party to process your personal details. Please select. ☒ Yes ☐ No

Identity information

First Name *

Last Name *

Business, Trade, DBA or Single -Member LLC Name

Date of birth (not required if completing W-9)

Country of Citizenship *

Select "Individual / sole proprietor or single-member LLC" and select "Yes".

Enter your name, last name, and select your date of birth and country.

Click "Continue".

Permanent Address

This is the address that you would typically provide for the service of tax notices, utility accounts, drivers license, passports etc. Do not enter a P.O. box or an in-care-of address.

Country *

Address Line 1 (Street address) *

Address Line 2 (Suite, unit, building, floor, etc)

City *

State / Province

Zip / Postcode

☒ I received an error message stating the address input was invalid, however I confirm that the address is valid

☐ Mailing address is different to permanent address

Please verify the following address errors / warnings / modifications:

- The administrative area (state, province) was added or changed.

Enter the address in the same way as "Enter Contact Information"

Click "Continue" and the message will be displayed in red at the bottom.

Check "I received an error message stating the address input was invalid, however I confirm that the address is valid" and click "Continue" again.

Consent for Electronic Signature and Information returns

You may be required to sign your tax identity document. In order to electronically sign your tax identity document, it is necessary to obtain your consent. If you do not provide your consent, at the end of the interview you may be required to print the form, sign it with a blue or black pen, and send it to the address that is provided.

I consent to providing my electronic signature. * ☒ Yes ☐ No

If you would like us to provide your information reporting documentation that is required by law (for example, 1099-MISC, 1042-S) electronically, it is necessary to obtain your consent to receive these documents electronically.

I consent to electronic receipt of my information reporting documentation * ☐ Yes ☐ No

Select "Yes" for both and click "Continue".

***Pattern A: Except United States**

Tax Status

For tax purposes, are you a U.S. citizen, U.S. resident, U.S. partnership, or U.S. corporation? *

☐ Yes
☐ No

In general, you are considered a US resident if (1) at any time during the calendar year you were a lawful permanent resident of the United States immigration laws and this status has not been rescinded or administratively or judicially determined to have been abandoned or (2) you have been physically present in the United States on at least 31 days during the current year, and 183 days during the 3 year period that includes the current year and the 2 years immediately before.

[Previous](#) [Continue](#) [Exit](#)

Select "No" and click "Continue".

Beneficial Owner?

Type of Beneficial Owner *

[Previous](#) [Continue](#) [Exit](#)

Check that "Individual" is entered and click "Continue".

U.S. Person tests

U.S. tax law requires Valve to test whether any of the following conditions apply that could change your tax status for U.S. tax purposes from a Non U.S. Person to a U.S. Person.

Select all the items that apply:

☐ I have a U.S. Passport

☐ I was born in the U.S. and have not renounced my birth rights

☐ One or both of my parents were born in the U.S.

☐ I currently hold or have held a Green Card

☐ I have spent time in the U.S. in the past 3 years

☐ Held temporary non-immigrant Visa type "F", "J", "M" or "Q"?

☒ None of the above apply

[Previous](#) [Continue](#) [Exit](#)

Check only "None of the above apply" at the bottom and click "Continue".

Treaty Benefits

You may be eligible to claim a reduced rate of tax withholding if your country of residence has a tax treaty with the United States, and you meet certain requirements as described in the tax treaty.

You have previously indicated when providing your Permanent address, that you are a resident, for income tax purposes, of Japan.

If your resident country, for income tax purposes is different from the above, and you have reviewed the tests that appear at Article 4 of the Double Taxation Treaty between the U.S. and your country, then choose the appropriate country from the drop down list.

Japan ▼

[Previous](#) [Continue](#) [Exit](#)

Make sure your country of residence is selected and click "Continue".

Do you have a Tax Identification number?

In order to claim treaty benefits, you will need to provide your Tax Identification Number (TIN). This may be your US TIN, such as a Social Security Number (SSN), Employer Identification Number (EIN), or Individual Tax Identification Number (ITIN). If you do not have a US TIN, you may provide your local country (referred to as a 'Foreign') TIN.

If your local country does not use a TIN, you can:

- * [apply for an EIN](#), online with the IRS OR
- * [apply for an ITIN](#).

Additional information can also be found [here](#).

It is not necessary to have a TIN in order to determine if you are a US person or non US person for U.S. income tax purposes. However any reduction of the standard withholding rate (30%) that may be available under Treaty will not apply until you can provide either your Foreign or US TIN.

Do you have a TIN? *

☐ Yes

☐ No

The US and / or Foreign (your local country) TIN that you provide must match with the given name that you use with correspondence with your local tax authority and the name you entered in an earlier interview.

If you have a US TIN then provide this number in the box to the right and select the appropriate TIN type.

☐ this is my SSN / ITIN number or *

☐ this is my EIN number *

When entering your TIN, do not add any spaces or dashes.

☐ I received my US TIN within the last 30 days.

If you have a Japan TIN, then provide this number in the box to the right.

☒ I confirm that my Japan TIN is correct and is used for income tax purposes.

DO NOT ENTER YOUR VAT / GST / SALES TAX identification number

[Previous](#) [Continue](#) [Exit](#)

Select "Yes" and enter your tax ID (TIN) in the "If you have a ~ TIN, then provide this number in the box to the right"

*Reference: <https://partner.steamgames.com/doc/finance/taxfaq#2>

Income classification for treaty purposes

We have determined, based on your contract with Valve, that the income subject to treaty benefits is Royalty - Copyright. The withholding rate for Royalty - Copyright is 0%.

Your withholding tax rate for non-US source income is 0%.

Previous Continue Exit

Click "Continue".

Effectively Connected Income

The exemption or reduction to the standard rate of withholding where a tax treaty operates does not apply if you have a permanent establishment in the United States and the property giving rise to the income is effectively connected with this permanent establishment.


Do you own and or operate a business in the United States selling services, products, or merchandise? *

☐ Yes
☐ No

In general, you have U.S. Business Activities if you have employees in the United States, or own, lease or control equipment or other assets in the United States that you use to generate revenue.

Previous Continue Exit

Select "No" and click "Continue"

Sign Here 

Signature of beneficial owner (or individual authorized to sign for beneficial owner) Date (MM-DD-YYYY)

Print name of signer Capacity in which acting (if form is not signed by beneficial owner)

For Paperwork Reduction Act Notice, see separate instructions. Cat. No. 25047Z Form **W-8BEN** (Rev. 7-2017)

Please review the W-8BEN above. If you are satisfied with the form, select the continue button.
If you did not consent to provide your electronic signature, you will be required to print your W-8BEN.

Previous Continue Exit Print W-8BEN

Check the contents of "W-8BEN" and click "Continue"

W-8BEN Certification

Under penalties of perjury, I declare that I have examined the information on this form and to the best of my knowledge and belief it is true, correct, and complete. I further certify under penalties of perjury that:

- ☒ I am the individual that is the beneficial owner (or am authorized to sign for the individual that is the beneficial owner) of all the income to which this form relates or am using this form to document myself as an individual that is an owner or account holder of a foreign financial institution,
- ☒ The person named on line 1 of this form is not a U.S. person,
- ☒ The income to which this form relates is: (a) not effectively connected with the conduct of a trade or business in the United States, (b) effectively connected but is not subject to tax under an income tax treaty, or (c) the partner's share of a partnership's effectively connected income,
- ☒ The person named on line 1 of this form is a resident of the treaty country listed on line 9 of the form (if any) within the meaning of the income tax treaty between the United States and that country,
- ☒ For broker transactions or barter exchanges, the beneficial owner is an exempt foreign person as defined in the instructions, and
- ☒ I agree that I will submit a new form within 30 days if any certification made on this form becomes incorrect.

Furthermore, I authorize this form to be provided to any withholding agent that has control, receipt, or custody of the income of which I am the beneficial owner, or any withholding agent that can disburse or make payments of the income of which I am the beneficial owner.

The Internal Revenue Service does not require your consent to any provisions of this document other than the certifications required to establish your status as a non-U.S. person and, if applicable, to obtain a reduced rate of withholding.

By typing my name, date, and the email address I use to access my account, I acknowledge I am signing the tax documentation under penalties of perjury.

Name of beneficial owner (or individual authorized to sign for beneficial owner)

Email address associated with your Steam Account Date

Capacity in which acting

Once you are satisfied with the information presented in your W-8BEN, and you have signed the certification above, select the Submit W-8BEN button to complete your registration.

Check all check boxes.

Enter your name in "Name of beneficial owner (or individual authorized to sign for beneficial owner)".

Enter your Steam account email address in "Email address associated with your Steam Account".

Enter "Individual" in the "Capacity in which acting" field.

Click "Submit W-8BEN" after entering all.

Tax information entry (for non-US users) is complete.

*Pattern B: **United States**

Tax Status

For tax purposes, are you a U.S. citizen, U.S. resident, U.S. partnership, or U.S. corporation? *

☐ Yes
☐ No

In general, you are considered a US resident if (1) at any time during the calendar year you were a lawful permanent resident of the United States immigration laws and this status has not been rescinded or administratively or judicially determined to have been abandoned or (2) you have been physically present in the United States on at least 31 days during the current year, and 183 days during the 3 year period that includes the current year and the 2 years immediately before.

[Previous](#) [Continue](#) [Exit](#)

Select "Yes" and click "Continue"

US Person

Select your Federal Tax classification *

☐ Check this box if you are a Single Member LLC and pay employment / certain excise taxes For additional TIN information for Single Member LLC's, review IRS requirements [here](#).

Tax Identification number *

This is my *

☐ SSN number ☐ I received my TIN within the last 30 days
☐ EIN number

☐ I am subject to Backup Withholding Tax (BWHT)

Exempt payee code (if any)

[Refer to HELP for Exempt payee code](#)

[Previous](#) [Continue](#) [Exit](#)

Select "Individual".

Enter a TIN and select whether the number corresponds to SSN or EIN.

Click "Continue".

3. I am a U.S. citizen or other U.S. person (defined below); and
4. The FATCA code(s) entered on this form (if any) indicating that I am exempt from FATCA reporting is correct.

Certification instructions. You must cross out item 2 above if you have been notified by the IRS that you are currently subject to backup withholding because you have failed to report all interest and dividends on your tax return. For real estate transactions, item 2 does not apply. For mortgage interest paid, acquisition or abandonment of secured property, cancellation of debt, contributions to an individual retirement arrangement (IRA), and generally, payments other than interest and dividends, you are not required to sign the certification, but you must provide your correct TIN. See the instructions for Part II, later.

Sign Here Signature of U.S. person ▶ Date ▶

Please review the W-9 above. If you are satisfied with the form, select the continue button.
[If you did not consent to provide your electronic signature, you will be required to print your W-9](#)

[Previous](#) [Continue](#) [Exit](#) [Print W-9](#)

Check the contents of "W-9" and click "Continue".

W-9 Certification

Under penalties of perjury, I certify that: [Explain this?](#)

- ☒ 1. The number shown on this form is my correct taxpayer identification number (or I am waiting for a number to be issued to me), and
- ☒ 2. I am not subject to backup withholding because: (a) I am exempt from backup withholding, or (b) I have not been notified by the Internal Revenue Service (IRS) that I am subject to backup withholding as a result of a failure to report all interest or dividends, or (c) the IRS has notified me that I am no longer subject to backup withholding, and
- ☒ 3. I am a U.S. citizen or other U.S. person, and
- ☒ 4. The **FATCA** code(s) entered on this form (if any) indicating that I am exempt from FATCA reporting is correct.

By typing my name, date, and the email address I use to access my account, I acknowledge I am signing the tax documentation under penalties of perjury.

Signature *

Date

Email address used to log in to your Steam Account *

Once you are satisfied with the information presented in your W-9, and you have signed the certification above, select the Submit W-9 button to complete your registration.

Check all check boxes.

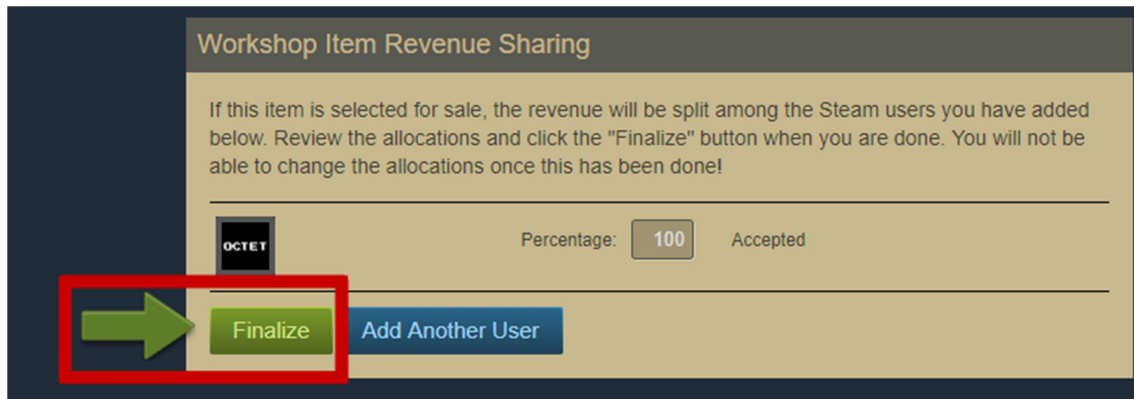
Enter your name in "Signature".

Enter your Steam account email address in "Email address used to log in to your Steam Account".

Click "Submit W-9".

Tax information entry (for US users) is complete.

Finalize item revenue sharing



Click "Finalize" to publish the item to the curated workshop. In curated workshop, users vote for items, and they will be adopted sequentially in the Steam item store. 60% of the sales of the item sold are paid to the creator of the item.

*KOPICS workshop revenue share (60%) may change in the future.

■Terms

- Copyright of the game data made with Creation Mode belongs to the creator of the game data.
- Game data exported with Creation Mode can be published freely for general / adults, commercial or non-commercial use.
- You can freely publish game data without contact us.
- When distributing game data, please specify the terms and rules on your own.
- OCTET assumes no responsibility for any problems caused by the distribution of game data.
- OCTET assumes no responsibility for any problems caused by usage of game data.
- We will prohibit redistributing or reselling KOPICS.
- We will prohibit the act of reverse engineering (disassemble, decompile, etc.) on this application to analyze / modify the contents.
- KOPICS can be used only if you agree to the above terms of service.

■Notes■

- We may change the contents of this agreement, but we can not notify the user every time.
- The latest terms and conditions are always applied.

■Others■

1: About download links in Game Mode

Please contact OCTET if you publish the game data to your website and wish to display it in download links of KOPICS.

2: About HOKUSAI

"HOKUSAI" is the name at the early stage of development of this application. For this reason, the name of HOKUSAI may be displayed on websites related to KOPICS.

3: When application can not be started

"If you can not start the application by displaying a message such as" Can not start the program because there is no msvcp140.dll (msvcr140.dll, vcruntime140.dll) on the computer ", please download and install Microsoft Visual C ++ redistributable package (x86) of Visual Studio 2017.

Execute the downloaded vc_redist.x86.exe and check "I accept the license terms and terms of use". Then you can setup by installing data.

■Special Thanks

We used the following contents in the manual, the sample games, the store page and the trailer.

[Illustration]

きまぐれアフター

<http://www5d.biglobe.ne.jp/~gakai/>

- 著作権フリー立ちキャラクター素材集 vol.1～9
- 著作権フリー立ちキャラクター素材集 久子
- 著作権フリー立ちキャラクター素材集 仁
- 著作権フリー立ちキャラクター素材集 駿太
- 著作権フリー立ちキャラクター素材集 昂馬
- 著作権フリー立ちキャラクター素材集 vol.5X(仮)
- 著作権フリー背景素材集[女子部屋]
- 著作権フリー背景素材集

[Sound]

Peritune

<https://peritune.com/>

- Pop_Motivation
- Coffee Lounge
- Strategy4
- Tea party
- Daybreak
- Enjoyable2
- Breakthrough

Honey Drop

https://www.dlsite.com/home/circle/profile/=maker_id/RG26929.html

- 汎用台詞素材集

さくら庵

<http://appelkoos.kitunebi.com/index.html>

-ボイス素材集 vol02 生意気少年_佐倉杏

VoiceRec

<https://voicerecest.wixsite.com/home>

-Japanese Anime Voices:Male Character Series Vol.5

■Contact Us

For questions, requests, bug reports etc. on KOPICS, please contact the following contacts.

E-mail: octetgames@gmail.com