The start - 12 Feb 2023 - INTRODUCTORY VIDEO TO VNL KZ

Title of video: What is Vanilla KZ?

References:
Story of KZ

Intro - What is KZ?
KZ is a custom counter strike mode in which you need to go from point A to point B on a map as fast as possible. It was originally created by a player named KreedZ in 2003 for cs 1.6. This is where map "kz_" prefixes come from. Two decades later, his legacy lives on with Global Offensive KZ, or GOKZ, now with global leaderboards where you can compare yourself to other players around the world.

GOKZ is divided into three modes - KZT, SKZ, and VNL (AKA vanilla). KZT and SKZ teach you the core concepts of KZ but they are not as applicable to real csgo gameplay as VNL. This is because unlike the other two modes, VNL is csgo on default competitive settings on 128 tick. It's the same as Faceit, except you can checkpoint and teleport around, among other things. If you want to learn more about KZT and SKZ, you can check out Nykan's video, which is linked in the video's description. I've also linked a video talking about differences between VNL and the two other modes.

What is Vanilla KZ?
Vanilla KZ is running KZ maps on default CSGO settings. It can be very challenging as you are trying to run maps not made with the mode in mind. Hence, VNL map runners will use anything imaginable and within the rules to break maps and make them possible. Things such as grabbing pixel surfs mid air, abusing negligent mapping such as pixel walks to avoid being teleported, doing 360 turns to gain more speed, and this thing (show LAG clip). One could say that the essence of VNL is about

"Using anything imaginable to make jumps and maps possible." - A VNL map runner.

However, VNL KZ is not just about overcoming the hardest obstacles. On easier maps, the focus is shifted towards speed, where competition is fierce and a few milliseconds can make or break a world record. Some map runners are so good at optimising their runs that it will leave you wondering how you are still so much slower even after doing everything on the first try. If KZ has a very steep learning curve, VNL KZ's is probably steeper.

How to play VNL KZ?
VNL KZ can be played on any GOKZ server. Just go to the community servers tab and search GOKZ. Once in the server, you can type !mode and switch to VNL.

If you fancy running maps, the VNL map running spreadsheet will probably come in handy. It lists all of the global maps possible on VNL and their difficulties. Other things such as map bonuses and resources can be found across the spreaded sheets. Haha, get it? You can find videos on how to do most hard maps, tricks and skips, and even where to go if you're playing spider1 maps. If you still have VNL related questions, you can ask them in the GMC discord where you'll find other VNL map runners and the people who take care of the VNL spreadsheet.

Finally, you can track your progress on websites such as this one, where you can see which maps you have or haven't completed, and many other cool things. All you have to do is to put your steam ID or someone else's steam ID at the top and start messing around.

Outro - final words
VNL KZ has much more to offer, with many niche tricks and techniques that can be used to your advantage. If you want to learn more about VNL, don't hesitate to ask questions on the GMC discord or in the comments. Hopefully this gave you an idea of what VNL KZ is. Thanks for watching.

Video description
KZ is a popular movement mode in Counter Strike. Created by KreedZ in 2003 for cs 1.6, it lives on as GOKZ in Global Offensive. This video is an introduction to one of GOKZ's mode - VNL. Huge thanks to zer0.k and dots!

*** Links:
What is GOKZ/SKZ/KZT by Nykan - https://youtu.be/DP42PyTZmVk
VNL map running spreadsheet - https://bit.ly/vnltiers
GMC discord - https://discord.gg/xJXhMjHcGV
Website to track VNL completion/leaderboards - https://kzgo.eu/maps?vnl
GOKZ wiki - https://github.com/KZGlobalTeam/gokz/wiki/Modes
What is VNL KZ but for KZ players - https://youtu.be/Dx3sqTAKems

*** Music:
$UICIDEBOY$ - Kill Yourself (Part IV) INSTRUMENTAL
$UICIDEBOY$ - Runnin' Thru The 7th With My Woadies INSTRUMENTAL

*** Timestamps:

*** Behind the scenes:

This video was originally supposed to be released late February but was scrapped and remade into this one to fit a more general audience (thanks zer0.k).

Original video -

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BELOW IS ORIGINAL VIDEO - SCRAPPED

- Intro on what gokz and VNL game mode are
- Implications of the tick rate (128 vs 64 for eg)
- VNL kz - map running **(emphasis on map running)**
- Air acceleration and how it affects turning and LJs (show paths)
- BINDS and the binds doc
- Stamina and how it affects gameplay
- Mention GMC discord for map running
- Mention kz;go EU (how to use it briefly)

References:

What is GOKZ/SKZ/KZT by Nykan - https://youtu.be/DP42PyTZmVk
GOKZ wiki - https://github.com/KZGlobalTeam/gokz/wiki/Modes
VNL map running spreadsheet - https://bit.ly/vnltiers
VNL KZ BINDS/ALIASES - https://docs.google.com/document/d/10FU22VLNa0cUlMEh2bBbRhnEzQxigm3pAcigNZ9K0mw/edit
GMC discord - https://discord.gg/xJXhMjHcGV
Website to track VNL completion/leaderboards - https://kzgo.eu/maps
Crouch spam update blog post - https://blog.counter-strike.net/index.php/2016/09/16029/

Title of video: What is Vanilla KZ?

Intro
Global Offensive KZ, or GOKZ comprises three modes: KZT, SKZ, and VNL. This video is gonna focus on VNL on 128 tick and its differences to the other two. If you want to learn more about KZT and SKZ, you can check Nykan's video which is linked in the video's description.

What is Vanilla KZ?
Vanilla, or VNL, is CSGO on default matchmaking settings. VNL KZ is running KZ maps on those settings. It is played on 128 tick servers where you gain speed more easily while strafing compared to 64 tick. It's the same as playing Faceit except you can checkpoint and teleport around. If you want to play VNL, you can do so on any GOKZ server by typing !v in chat.

Running maps on VNL can be very challenging as you are trying to complete maps not made for the mode. As a result, VNL map runners will employ anything that is not bannable to do

maps. Things ranging from pixel surfs, abusing negligent mapping (which is often the key), doing 360 turns to get more speed, to… getting offset on ladders mid air. One could say that the essence of VNL is about using anything imaginable to make jumps and maps possible.

The VNL player base is much smaller than KZT's, but is slowly catching up to the… ahem.. dead game mode that is SKZ. As a result, times mostly only competitive on easy maps often referred to as micro maps. VNL map running is mostly focused on TP runs rather than PRO runs as many maps would require incredible RNG or insane execution to PRO. Completing harder maps is regarded more as achievements.

Now let's take a look at some of the differences between VNL and the other two modes.

Differences to KZT/SKZ

If you're coming from KZT/SKZ, the first thing you'll notice when playing VNL is the very clunky movement. You feel slow, you are unable to bhop, and turning is hard for some reason. All of those stem from two major differences - stamina penalties and lower air acceleration (AA).

Stamina is divided into two - jump stamina and crouch stamina. KZT and SKZ do not have those stamina penalties.
Jump stamina affects your general speed and jump height every time you land and jump. In general, the higher you fall from, the more stamina you'll lose, immediately resulting in a lower jump height and a longer time before you can run at full speed again. (show stamina with showpos)

Crouch stamina will affect how often and fast you can crouch. Ever since the crouch spam update in late 2016, crouching was never the same (RIP crouch spamming). This is critical for jumps that require you to CJ then crouch again to land on a block, as improper crouch stamina management can make jumps impossible. (show kz_colors_v2 yellow room low pre CJ)

Air acceleration in VNL is much lower, at 12aa, compared to 100aa in KZT and SKZ. This makes turning sharply impossible. If you thought that sucked, there's more. AA is not even constant throughout your jump, making it even harder to turn around corners and gain speed when long jumping. It starts off at 12 which is the normal amount, goes down to a quarter of that just before the apex of your jump, and goes back up to 12 after, due to…. Uhhhhh… code (show code).

Another major but less known difference is the extra height when crouch jumping. Manually couch jumping will give 1.2u of extra height in all modes. However, crouch jumping with a bind will only give extra height in VNL. This makes the CJ bind one of the most, if not the most powerful bind in VNL. If you want to see more binds, check out the VNL KZ BINDS/ALIASES doc linked in the video's description.

With all of this, why would anyone run maps on VNL? Well, if you're looking for a challenge or if you are not competent enough at KZT/SKZ to see your name appear on the sweet top 100 leaderboards (aka skill issue), VNL KZ might just be for you.

Running maps
If you fancy running maps, the VNL MAP RUNNING SPREADSHEET will probably come in handy. It lists all the maps possible on VNL and has much more. It's the equivalent of the bible for VNL map runners. You will find resources on almost every single hard map, with videos on how to do jumps, skips, and even where to go if you're playing spider1 maps. If you have any VNL related questions, you can ask anything in the GMC discord server, where you can find other map running enthusiasts and contact the people who take care of the spreadsheet.

Offtopic - as of the time of writing this, 511 maps are possible on VNL out of 917 total global maps. These maps range from very easy to people wondering how the map is even possible. A single player completing all of them might just be the hardest thing known to mankind, besides myself when new techs or maps are discovered.

Anyway, this site can help you during your map running journey. It allows you to check which maps you haven't done and to see global leaderboards when the API is up and running.

Outro
The last thing to do is to give some maps a shot and ask many questions. Good luck. Thanks for watching. ALL LINKS ARE IN THE VIDEO DESCRIPTION.

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VIDEO DESCRIPTION

This video is an introduction to VNL KZ map running. It briefly talks about the gamemode and some of its differences to KZT and SKZ. Thanks to zer0.k and dots for the help!

========== LINKS ==========
What is GOKZ/SKZ/KZT by Nykan - https://youtu.be/DP42PyTZmVk
GOKZ wiki - https://github.com/KZGlobalTeam/gokz/wiki/Modes
VNL map running spreadsheet - https://bit.ly/vnltiers
VNL KZ BINDS/ALIASES - https://docs.google.com/document/d/10FU22VLNa0cUlMEh2bBbRhnEzQxigm3pAcigNZ9K0mw/edit
GMC discord - https://discord.gg/xJXhMjHcGV
Website to track VNL completion/leaderboards - https://kzgo.eu/maps
Crouch spam update blog post - https://blog.counter-strike.net/index.php/2016/09/16029/

========== MUSIC ==========
$UICIDEBOY$ - Kill Yourself (Part IV) INSTRUMENTAL

$UICIDEBOY$ - Runnin' Thru The 7th With My Woadies INSTRUMENTAL
$UICIDEBOY$ - Vices (ft. JGRXXN) INSTRUMENTAL

========== TIMESTAMPS ==========
Intro
What is VNL?
Differences between VNL and KZT/SKZ
Map Running on VNL
Outro

========== BEHIND THE SCENES ==========

Script - https://docs.google.com/document/d/11c9EETixoUPcVHREICkmTJw2V_dIpj2sdQ6Z-rdI8TY/edit?usp=sharing
Draft v1 - https://youtu.be/s3SAin63_-w

Contributors: zer0.k, dots, redmoon

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BELOW IS DRAFT SCRIPT (VERSIOn 1)

Intro

KZ is a game mode where you need to complete a map as fast as possible. In CSGO, there are 3 modes you can run maps on - KZT, SKZ, and VNL. This video will focus on 128 tick vanilla kz, and show some of its major differences and quirks to the rest of the modes.

What is VNL kz?

Vanilla KZ is running kz maps on default csgo settings. It's exactly like faceit servers, except you can checkpoint and teleport. When you join a GOKZ server, the default mode is KZT, you can change this by typing these in chat: !v for VNL, !k for KZT, !s for SKZ.

If you are thinking of running maps, an up to date list of maps possible on vanilla and their difficulty can be found on the VNL spreadsheet (linked below). The spreadsheet provides you with routes, skips and good ways to do hard jumps through the attached notes and videos.

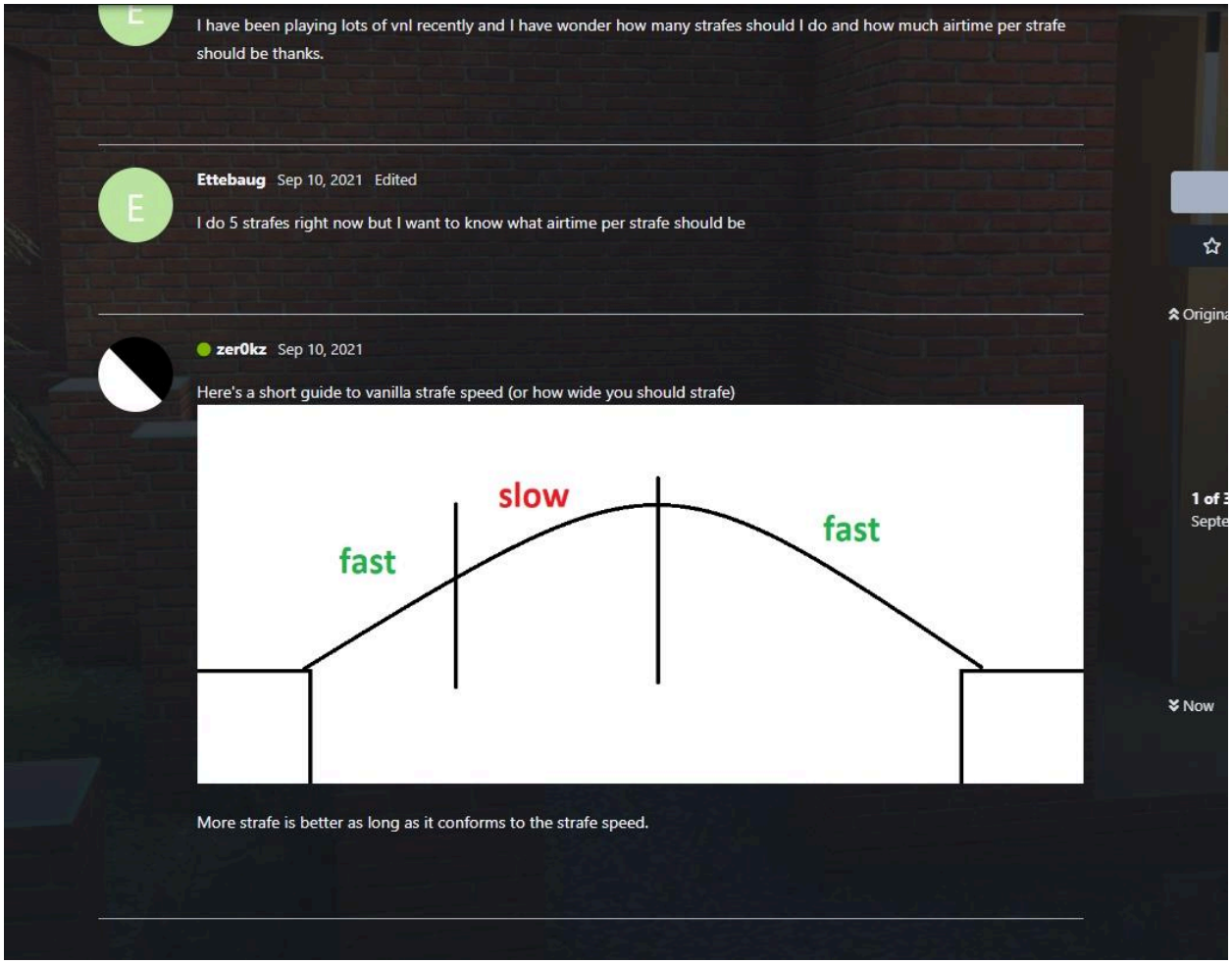
You can also find other VNL map runners on the GMC discord, where you can contact VNL spreadsheet members and ask for help.

Differences to KZT/SKZ

If you're coming from KZT/SKZ, the few first things you will notice when playing VNL are that strafing is harder and bhopping is terrible, just like in matchmaking. These stem from the lower air acceleration (12aa* compared to 100aa) and the presence of stamina penalties on landing and jumping. Show the table in [gokz wiki]

Differences - Air Acceleration

https://forum.gokz.org/d/2385-how-many-strafes-should-i-do/2
AA on VNL is not even constant during your jump. It's much lower than the normal value for a split second before the peak of your jump. This results in a "dead period of time" during your jump where it is harder to gain a lot of speed. This is the reason why turning in VNL is weird and why deadstrafing is good.



Differences - Jump stamina

In VNL, you will get slowed and jump with less height for a short period after landing. This is why jumping around feels so terrible in comparison to KZT/SKZ. However, you can use the

lower jump heights to your advantage to save split seconds when jumping on blocks. Example: show some random example idk

Differences - Crouch stamina

Due to the crouch spam nerf update in late 2016, you have to be conscious of your crouch stamina, which will affect how fast you can crouch again. Other modes are not affected by this mechanic. Example: kz_colors_v2 yellow room small CJ jump

Crouch jumping with bind

Crouching jumping always gives you an extra 1.2u of height in VNL, regardless of whether you use a CJ bind or manually do it. In KZT/SKZ however, you can only gain the extra height by manually crouch jumping. Binding does not work on the other modes.

Show KZT/SKZ/VNL jump heights with bind.

Binds

Running the hardest maps on VNL is very dependent on binds. You may or may not like them but if you ever need a bind, you can look in the VNL KZ BINDS/ALIASES document linked below. Beware that a few servers can ban you for some of those binds, not globally, just banned from those specific servers.

Tracking your map completion progress

As of the time of making this video, 511 global maps can be completed on VNL, out of 917 total. You might want to check out KZ:GO to track which maps you haven't yet done on VNL. It will be kept up-to-date by us in the future. (show how to navigate site briefly)

With all of this, if you want to know more about VNL map running, you can check the VNL-KZ - In-depth playlist and other videos on my channel.