

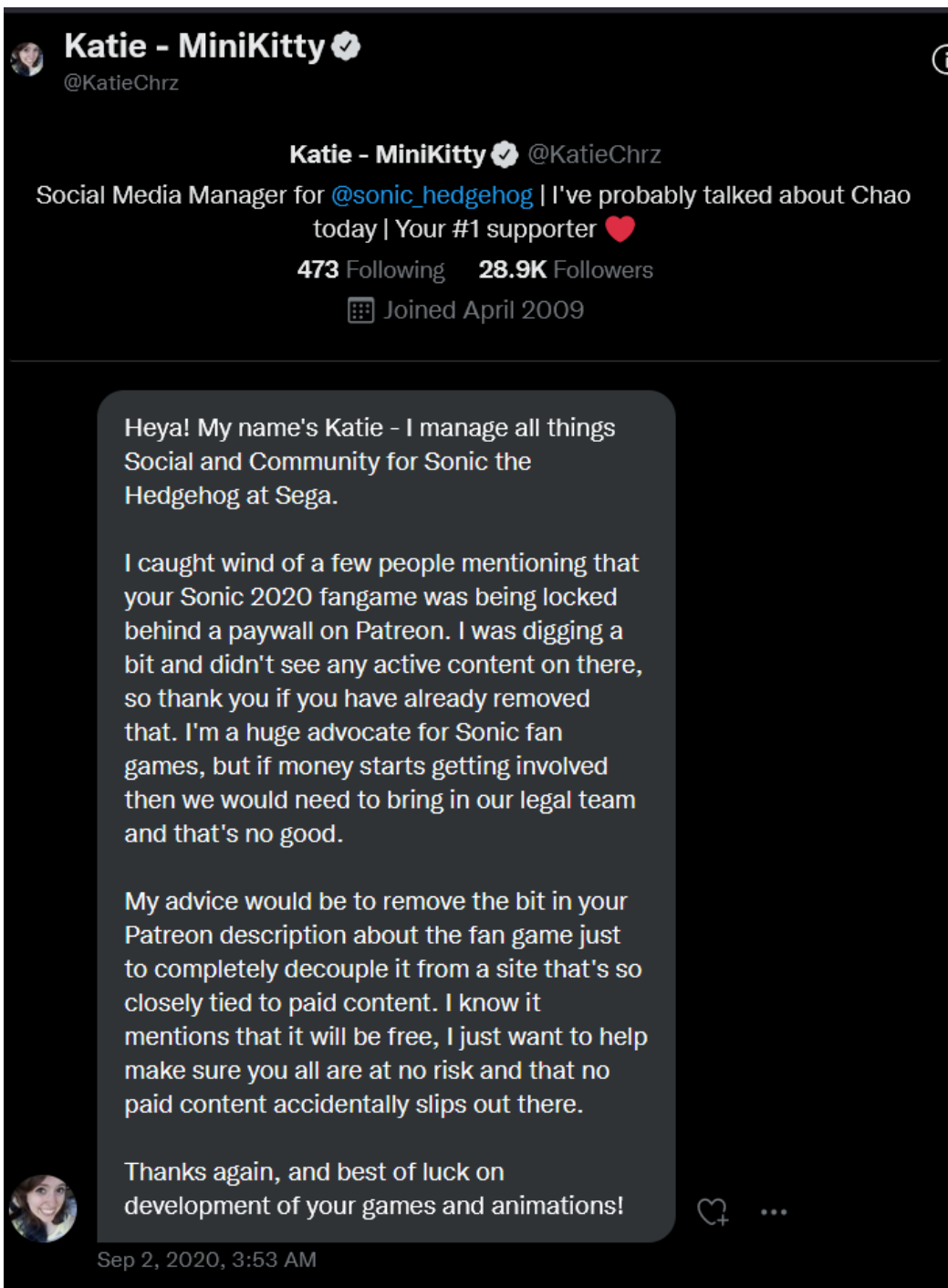
Ouroboros Team's official statement about another wave of hatred and misinformation

It has come to our attention that about a week ago, a document called "Sonic Omens and the Downfall of Ouroboros", created by a user named Farkle, started to get brought up in the social media. The said document's purpose was to spread misinformation by taking the words out of context, bringing up the controversial topics that were solved a long time ago, all designed to attract as much attention to the document as possible. There's a certain irony in the fact that the document has been originally posted through the @sonicomens account - the account that was created about 2 years ago, presumably to benefit from the hype going on around the project. Considering the attention the document received and people's reactions to it, we have decided to respond to every point mentioned in it as a team, and not personally, like we did before.

Criticism and Patreon

First and foremost, we are going to talk about the criticism. Starting with the second demo release (the episode "Shadow of Water"), we have been adding the improvements to the previous chapter and overall gameplay. This approach has been repeatedly applied with each of the next releases. Not to mention multiple patches after the release of each demo. The differences can be clearly seen by comparing old gameplay videos of "Sonic Omens" (previously titled "Sonic 2020") on Youtube with current ones. And as a result of that comparison, many things are bound to become apparent, such as a new and improved homing attack, lots of optimization, rebalanced bosses and other mechanics, a brand new tutorial system, clarification of some frustrating level design, and a lot of other changes. All these improvements happened because we tried our best to check every walkthrough on Youtube and Twitch, and also because the community was involved in the process - you can find #bug_report channel on the Discord server which, thankfully, has a lot of users active on it. Sure not everything was done because we are rather new to the game development process, but we did everything we could.

Moving on to Patreon. The incident did indeed take place in the past. However, it happened a long time ago, we apologized and are still keeping the promise we made - the only Omens-related content we post on our Patreon page is our original content produced for the game by our team. It is important to clarify that we have all legal rights to do this. To back that up, we would like to mention that all of our social media had been checked by the SEGA community manager and no violations had been found.



Katie's DM to Bolt

Several additional points:

- On the screenshots demonstrated in Farkle's document you could see the Hyper Tornado, which doesn't belong to SEGA, an original in-game location, which doesn't belong to SEGA, and a really small Sonic figure which is fine according to the Fair Use system. If SEGA or Hyper Tornado authors asks us to remove these pictures, we will do it at first demand.
- "Boosty" is a Patreon analog, so every upload there was done with the same rules in mind as for Patreon.

- Other screenshots Farkle demonstrated are taken from the VK.com page, from the posts which are public.
- We have once again gone through our Patreon and Boosty pages, revised all of Sonic Omens-related content we posted there and even removed a couple of posts we deemed questionable for the sake of the safety of all sides.

All the rest of the information was presented here:

Why Patreon Drama around Sonic Omens in 2020-2022 is stupid:

"Sonic 2020 and Mania Team"

1. The problem took place in the Fall of 2022. On BOLT's PERSONAL(!) Patreon page there was a goal set for the level with Shadow. Those who donated could participate in beta testing of the levels of the upcoming "Shadow of Water" Episode. The donation was absolutely optional but solved the issue of motivating the testers (people who donated) and gave the developer at least some guarantee that they would not spoil the content before the release.

2. The "Shadow of Water" episode was released on promised time in July 2020 and was absolutely free.

3. After some time, some Twitter users considered the materials on Patreon to be a violation of the copyright law. When it was brought to attention, the team couldn't even understand the problem. Donations even like that kind have never been flamed by anyone - moders, artists, and animators had those. Moreover, it was a personal Patreon BOLT, it was not created specifically for Sonic 2020.

However, people were worried, and after consulting with his team from «Mania Team», BOLT removed these goals from his Patreon and did not plan to do anything similar in the future. The issue had been closed. The community had nothing to worry about anymore.

4. But this was not enough for the brawlers. In cooperation with the english-speaking moderators of the Mania Team discord server (the people who were responsible for developing the episodes released in 2020), they raided the server, completely deleting all users, who were about 3900 people, the entire history of messages, events and destroying all the work that was done by the BOLT's team to develop that fan community, which wasn't even based around Sonic 2020!

5. BOLT contacted his friends in the Ouroboros Studio animation community, with whom he had previously worked on various projects. Since then, Sonic 2020 got a new team, and Patreon became part of the social networks of Ouroboros. All old projects were removed, Patreon received a complete re-brand, and also started to be used for the team's original projects which attracted the support of the people from the country where the main Ouroboros community is based.

Everything published from Sonic 2020 (later known as Sonic Omens) was original content - such as bosses, team-created assets, original soundtrack and concept art. Ouroboros has every right to monetize that content.

"2021-2022 release and disinformation hysteria"

1. Sonic Omens had two new episodes released in May 2022. Having managed to please the fans of the project and attract a new audience. This release generated an incredible hype.

2. In the wake of that hype, a number of YouTubers and Twitter users decided to accuse Ouroboros Studio of monetizing someone else's IP. After the general enthusiasm, the aggressive minority raised a new, unfounded wave of hatred, to which SEGA community managers themselves had to respond that they will solve problems on an individual basis, and not judge all content makers. BOLT had a personal dialogue with them. All social media had been looked through and no violations were found. Everything was fine with Sonic Omens legally and the development continued.

3. So, after all that... The development of the final episodes has not been stopped. One of SEGA's community managers is even currently on the Sonic Omens Discord Server. SEGA has not canceled any fan games. Community of the Ouroboros Studio is also promoting the pilot episode of its animated series "The Adventures of the Bard of Tiell" in August and is gearing up for production of the original game- "Race of the Nine Worlds".

4. Recently, the announcement of the release date of the final episodes of Sonic Omens took place. It will be in August 2022. And once again, In the comment section there were people who did not know any of this information. Only bits and pieces, judging by their accusations. The team was accused of planning on selling the game. Again. Accused of having been selling the game before. Again. Blamed for the possibility of all fan-made Sonic games to be banned because of Sonic Omens. AGAIN.

5. If you believe this crap, then how about you also go ask Team Sea3on (3rd season of Sonic SatAM) and Miitoons (Sonic Villains) about their Patreon pages? And how they compete with SEGA, which together with Netflix are now making Sonic Prime.

There is no difference here. SEGA is a multimedia company. But it's only Sonic Omens that receives this drama again and again, despite never having sold a single copy of the game to anyone!

Do not worry. Sonic Omens will be completed in August this year. Some people will be happy, some will be disappointed. This is fine.

No one is going to cancel the fan games.

We have no plans of selling the IP of SEGA.

Stop spreading misinformation, scaring people and distracting the developers and rights holders from their work.

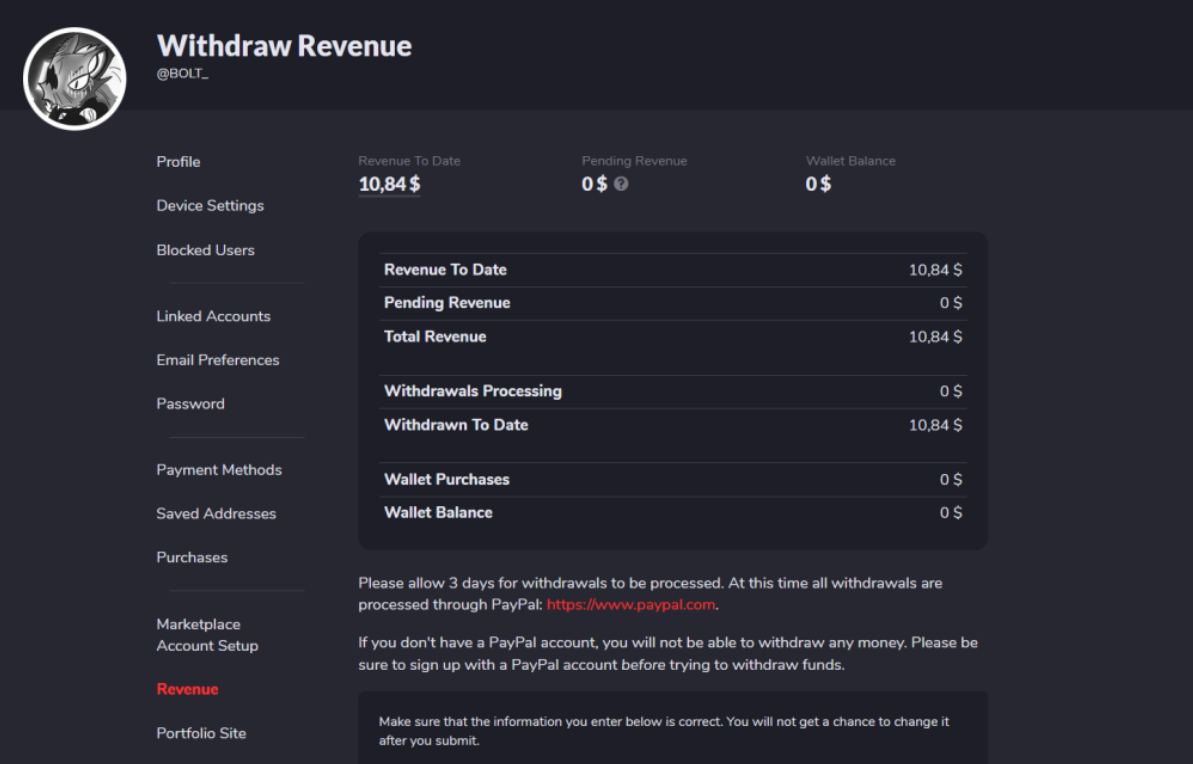
Find other uses for the energy you waste on hate and misinformation. (Such as actually taking your time to check the information yourself before you speak up) Fan games are made for fun. *Not for scandals.*

Dragon of the Edge

That fan game project wasn't even developed by our studio. You can find all credits on pages belonging to this project and you won't find our names or our studio name there. The only connection between us and that project was that more than 3 years ago, when we helped to promote it in several videos and shared several 3D models with this project author for free. Bringing that project up was nothing but a cheap attempt at manipulation from Farkle.

Game Jolt ads

Thanks to Farkle's document we are now aware that we've been benefiting from these ads the entire time. The ads are switched off now and on the screenshot below you can see how much money we made with Sonic Omens:



Withdraw Revenue
@BOLT_

Profile Revenue To Date **10,84 \$** Pending Revenue **0 \$** ? Wallet Balance **0 \$**

Device Settings

Blocked Users

Linked Accounts

Email Preferences

Password

Payment Methods

Saved Addresses

Purchases

Marketplace Account Setup

Revenue

Portfolio Site

Revenue To Date	10,84 \$
Pending Revenue	0 \$
Total Revenue	10,84 \$
Withdrawals Processing	0 \$
Withdrawn To Date	10,84 \$
Wallet Purchases	0 \$
Wallet Balance	0 \$

Please allow 3 days for withdrawals to be processed. At this time all withdrawals are processed through PayPal: <https://www.paypal.com>.

If you don't have a PayPal account, you will not be able to withdraw any money. Please be sure to sign up with a PayPal account before trying to withdraw funds.

Make sure that the information you enter below is correct. You will not get a chance to change it after you submit.

Bolt's withdraw revenue (Aug 2022)

In order to prove to the entire community that we have no intention of claiming that money as our own, as well as to support the official Sonic games from SEGA, we are going to add a bit of our own money to this amount, buy a copy of Sonic Origins and make a giveaway event on our Discord server to one of Sonic fans.

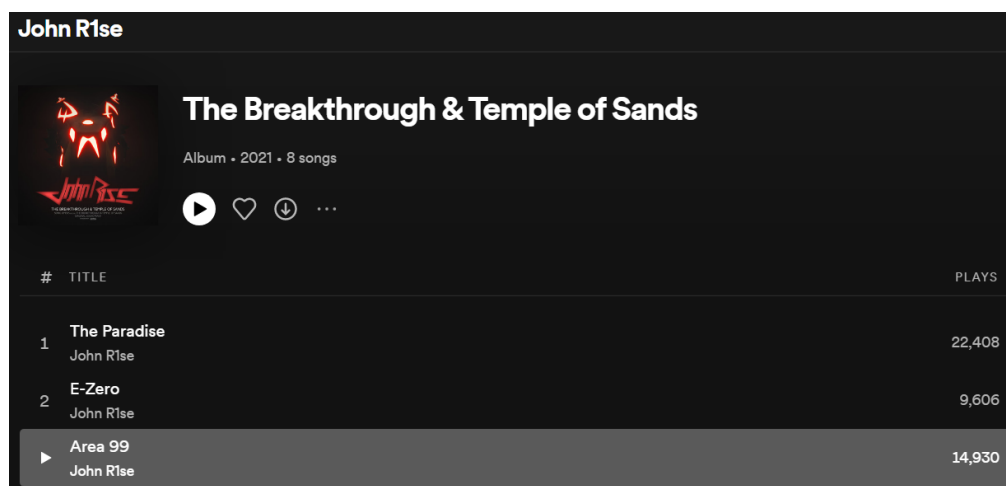
UPD from August 24, 2022. The event has not taken place yet, but pre-orders for Sonic Frontiers have opened. Most likely, it will be the main gift, and not Sonic Origins.

UPD from September 19, 2022. We have not yet found a way to transfer the pre-order, and therefore we will wait for the release of Sonic Frontiers in order to hold the event then. Even if it is not possible to find a way to transfer the prize in the current conditions, we will find any other equivalent merch.

UPD from March 2, 2023. Due to the situation in the world, we have not yet been able to find a legal way to purchase and transfer any of the SEGA products. We have reserved this \$10 until such an opportunity occurs. Unfortunately, these are circumstances that we cannot change.

“Cars 2” music

One of our music composers - John R1se - has been accused of stealing the soundtrack from “Cars 2: The Video Game”. First and foremost, we would like to focus on the legal aspect of this accusation. Before being accepted by the label, by the distributor, and being successfully published on each streaming service and store, each musical track undergoes several checks for containing any copyrighted parts. Taking into account that “Area 99” is still available on [Spotify](#), [Itunes](#), [Youtube](#) and other platforms, as well as the fact that the first accusation of “plagiarism” has been voiced by Farkle more than a year ago, it’s safe to assume that the legal system hasn’t found any copyright violation in John’s track.



John R1se's Spotify page screenshot (Aug 2022)

With that out of the way, let's focus on the musical aspect. Farkle claims that John “***changed the instruments and claimed that the song was original***”. According to them, the only thing John made was changing the instruments and leaving everything else the same as in the “Oil Rig” track. Let's try and see if that's true. Each track can be split into 3 parts - melodies, rhythm/dynamics, instruments/genre.

Melodies - despite a couple of musical solutions and chosen tonality(key) being the same, each melody in both tracks develops in its own way.

"Area 99" main part notes progression:

Bass C(x16)D#(x16)A#(x16)F(x16)

Solo CA#GFFD#C A#CD#FF#F CA#GFFD#C A#CD#CA#C

"Oil Rig" main part notes progression:

GG G#G# FF GG FGG(x2) D#D# FF DD D#D# DD#D#(x2)

Despite it's mostly being the same notes, their order and overall structure is different

So, any similarities with "Oil Rig" found in "Area 99" are within genre conventions, common electric guitar techniques, and melodic progressions of this genre.

Rhythm/dynamics - despite the fact that both tracks can be described as action music, their beats per minute numbers and rhythmic patterns are different. Overall dynamics are also not the same - Area 99 gives more fast, tough and aggressive vibes.

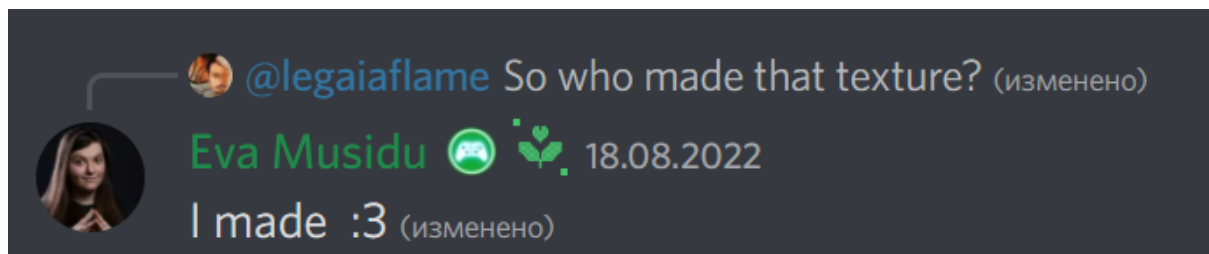
Instruments/genre - both tracks are done in the same rock genre, which means the main instruments are the same - live drums, bass guitar, and a couple of electric guitars.

Funny enough, after taking a closer look, it just becomes apparent that every point that Farkle mentioned in their document regarding this topic is the exact opposite of reality - they said John changed the instruments when the main instruments are *literally* the same, they said that the melody and rhythm weren't changed - they were. That can't be called an expert opinion. In our opinion, it's merely another excuse to hate on the team.

So it's another baseless accusation by Farkle.

Maria Textures

Maria's model was created by the outsourced 3d modeling specialist Eva Musidu, and that texture was her personal joke that was, according to her words, based on the underwear popular in Ukraine in her younger years. The joke had no negative background or intention. Although unintentional, this texture is in the game build 3.0.0. And despite the fact that it's impossible to see it during the gameplay, it will be addressed in the upcoming update.



Eva Musidu's answer on Sonic Omens discord server

Censorship drama

We would like to make it clear that the moderators of our social media have never banned people for negative opinions. People have only been banned for toxicity and raid attacks against us, which is a direct violation of our community rules, - unfortunately, there were enough people who were rude, blamed or insulted our players, subscribers and developer team. But despite all that, some time later we have decided to give all of them the second chance to become a part of the community.

**Ouroboros Studio**
30 мая в 17:44

⚡ Мы тут посоветались и по случаю скорого августовского релиза новых эпизодов Sonic Omens, пока еще есть время ознакомиться с уже вышедшими материалами, решили провести большую амнистию попавших в бан с июня 2021 по февраль 2022.

Надеемся больше не увидать вас в черном списке нашего сообщества.

[#Студия_Уроборос](#) | [#Ouroboros_Studio](#)



 52  51  4  4.8K

translation from russian:
(may 30, 2022) We conferred and before the upcoming August release of new episodes of Sonic Omens, while there is still time to look through the materials already released, we decided to make a big amnesty for those who were banned from June 2021 to February 2022.

We hope to see you no longer blacklisted by our community.

Screenshot from Ouroboros VK.com page

So for that point Farkle deliberately changed the context.

Sumochkin

Eggman's VA - Sumochkin - is a good friend of ours. No conflict has ever arisen between us. It is a common thing between gamers to poke fun at each other, especially when they are friends. After his rage quit, we messaged him, laughed at the whole matter and a few days later were having fun together at the fan convention called SuperSonicCon.



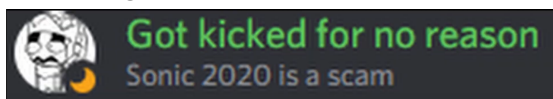


Ouroboros Team with Sumochkin at Super Sonic Con. (Aug 13, 2022)

We do not understand what point Farkle was trying to make, but it is clear to us that they either didn't have a complete picture of the situation, or deliberately took away the parts of it.

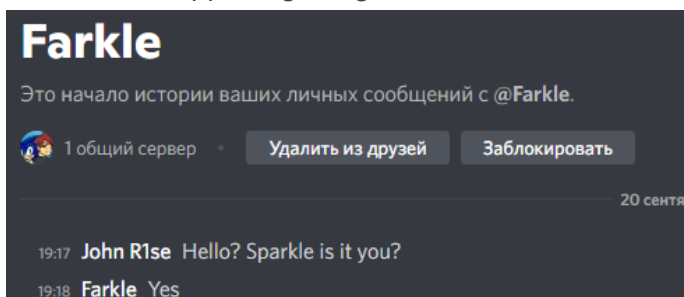
The personal accusations from Farkle

We are usually against putting any personal confrontations into the Internet, however, this time we don't see the way around it. So, let us start from the beginning. Back in 2020, Farkle joined our old discord server - Mania Team Server - and appeared to have malicious intentions from the start. He had been warned, and some time later kicked from the server for making a scam accusation, which was displayed in his status message.

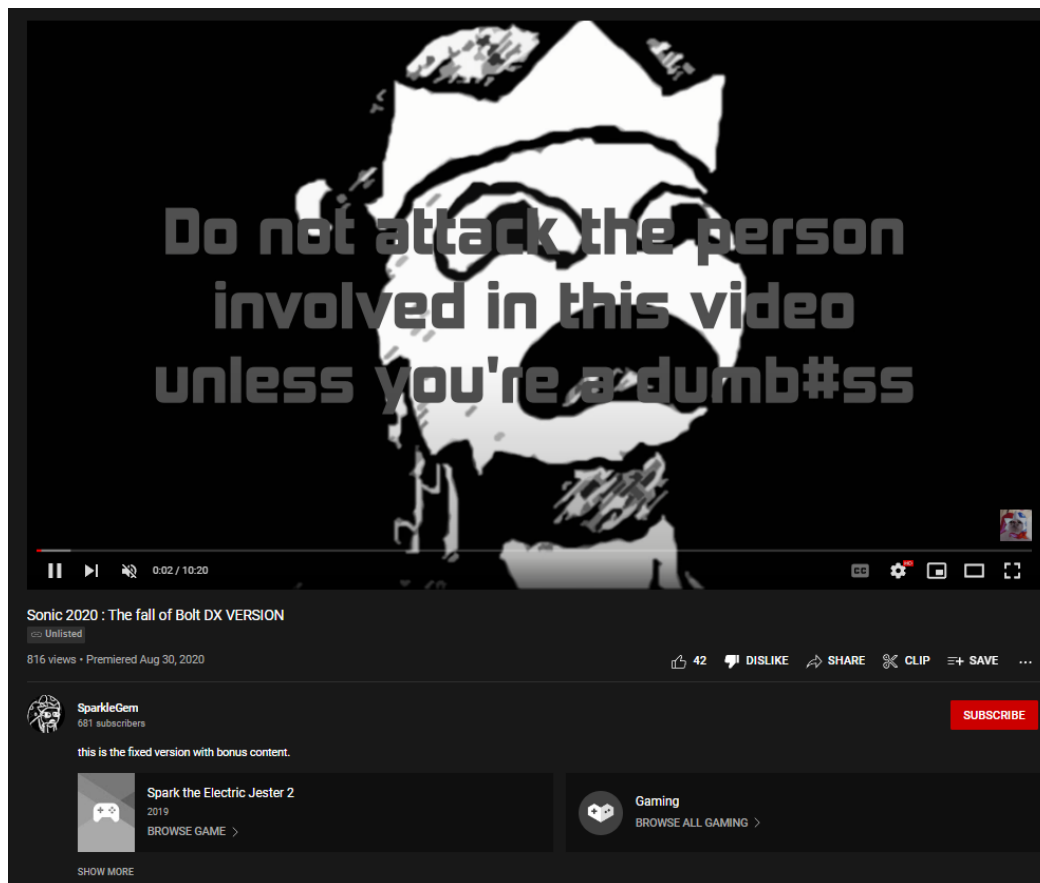


Farkle's status

Some time later, Farkle uploaded a video on their YouTube channel "SparkleGem", in which the author, through trying to show the developer team in a bad light, encouraged people to refrain from supporting the game.



Proof that SparkleGem and Farkle are the same person.



This video really existed at Farkle's YT channel and became unlisted at aug 22.

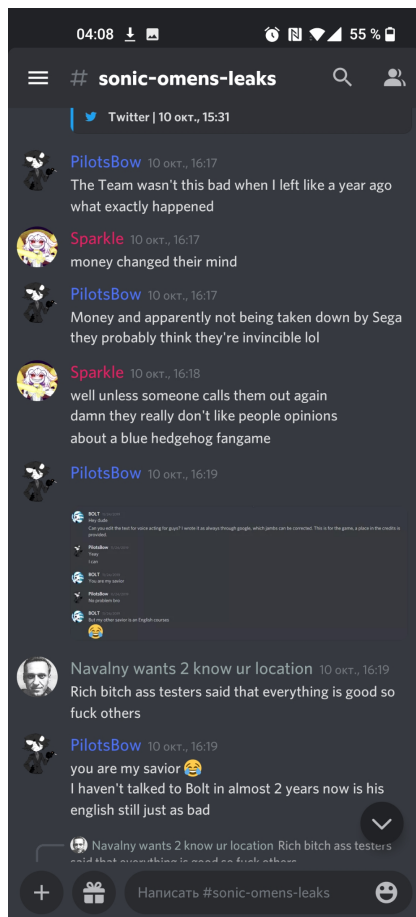
Video:  Sonic 2020 : The fall of Bolt DX VERSION

link to reuploaded video, in case the original gets deleted:

<https://drive.google.com/file/d/1DqHeQw0T7Bj-Dr9FhDUqxs9vqK0-mdQn/view?usp=sharing>

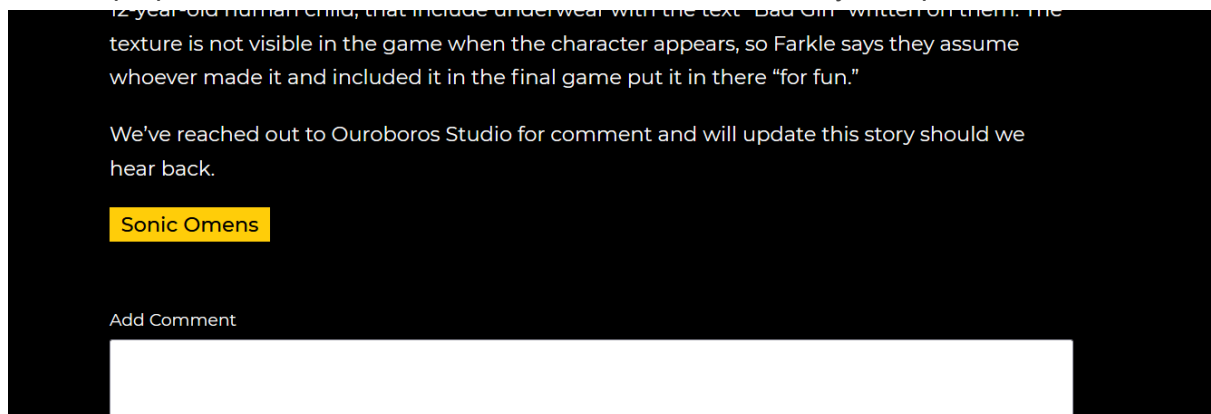
It is a rather interesting coincidence that shortly after the publishing of the "Sonic Omens and the Downfall of Ouroboros" document that video became unlisted. After all, it shows the proof that Farkle was going after Bolt with the baseless accusations in the online piracy before the development of Sonic 2020 even began.

Considering what has been said, as well as the fact that Farkle's discord server has a channel called "sonic-omens-leaks", it is safe to assume that Farkle is deliberately going after Bolt, the dev team and anyone who appreciates our work, and this has been going on for more than 3 years by now. It is true that sometimes our responses to Farkle's actions were rude, however, that only goes to show that there are just the regular people behind the fancy team logo picture. At this point in time, we can see that Farkle's action crossed the reasonable lines, and would like to point out that it might be unwise to expect an unbiased and complete information from such a person. It is disappointing to see that many community members, as well as some journalists, are quick to jump on any controversial information, yet aren't as quick to turn to our team for answers. Before you choose to spread and support the documents of such kind, we advise you to double-check that you're not being a partaker of somebody's personal vendetta.



Screenshot from Farkle's discord server. "Sonic-omens-leaks" channel.

Taking our history with Farkle into consideration, we expect more of the dubious accusations being thrown our way. However, this document is our first and final response of this kind, and its main purpose is to offer the answers to those few who actually ask questions.



They have never reached out to us.

We would like to apologize for the late response - our team was on a trip to SuperSonicCon to present the final episodes, so we were absent from the 11th to the 19th of August. Now that we have given the answers to the questions our community seems to be the most interested in, we are going to go back to our main responsibilities as game developers - applying fixes to the game according to the feedback we have received from our community. Thank you for reading this document to the very end. If you still have more questions you'd

like to ask, we'll be looking forward to welcome you on our discord server:
<https://discord.gg/rnXJyqA>

- Ouroboros Team

