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## [Knights of the Old Republic: The Sith Lords Restoration Team - Mod of All Mods](#)

### *Gamer community fixing incomplete KOTOR II*

Knights of the Old Republic II: The Sith Lords was a great role-playing game success and although details about the upcoming EA efforts for a future title are unknown, the collective fan heart is still pounding hard. The community is ready to transform that which was already created, should a new incarnation never reach the game store shelves. The KOTOR gaming scene has put up a wonderful project that deals with fixing a lot of the game's known major glitches and, at the same time, deal with minor tweaks, details that make the overall experience more enjoyable. The members of Team Gizka took the challenge upon them and have been gradually adding points to the score card by fixing 422 out of the 675 known issues with the original title. This titanic work has kept them busy for the last 18 months but their endeavor is nearing completion, as most of the major bugs have been addressed. The current mod build is already in beta testing as its next version is said to incorporate nearly all the material there is to be had. The upcoming mod is intended to work for the PC version, yet there are plans for an Xbox 360 makeover once the original content is released. Team Gizka is trying to add back as many of the cut scenes and content that never made it into the final version of the game. This data was not implemented in the retail version of the game, but discovered on the disc by curious gamers at a later point in time. The self called "restoration team" is adding back in as much of the cut content as possible including the long lost HK Droid Factory, several new ways of killing Visas and a lot of additional opponents trying to kill your character and your party. I can say I'm not hyped by the perspective of more hilarious yet cynical dialogue options with extra HK (hunter-killer) robots. After all, taking your companions to the greatest levels of confidence seemed to pay up greatly in the game, in both achievements and feeling. Be aware they don't intend to handle the Droid Planet M4-78, since it only features incomplete bits and pieces of buildings and voice-overs. It appears that Obsidian Entertainment purposely left a lot of end game content without properly including in additional endings, thus the restoration team made good use of them. We'll see multiple actual endings, featuring innovative story twists, complete with various ways to be responsible for your comrades' deaths throughout the game. Although Lucas Arts can shutdown the project at any given time since they hold ownership of the KOTOR intellectual rights, there are signs to imply the company will never do such a thing. In fact, they are supporting independent developers (read moders) which get involved in further improving the game as it is. Team Gizka does not wish to create a standalone product, but, instead, chose to get the best there is to have out of the original title. The developers stated there is no scheduled time for the completion of the mod, yet I wouldn't be surprised if a working version will be released soon. It should contain all you need for a complete reworking of the title; to further enhance gameplay and the Jedi experience. Be sure to check out the official restoration project site for more details as [they](#) come along.