

Villoux Server System

House of Players Proceedings

Order, order! I, the Right Honorable Villoux Chief of Staff Dr. Baskerville, do hereby call to order this 41st meeting of the Villoux House of Players on this 26th day of September in the year of 2015. Topics of conversation for this meeting will be: System Census Results, Department Updates, and Closing Ceremonies. At this time, the House of Players channel chat will be closed. If you type into this channel at any time, you will be moved out of the channel, and will be marked absent from this meeting.

----- Baskerville Cabinet -----

Baskerville Advisors-

Steve
Crepim
Skyrimable
Flogknw
Sammygman
Neonkeii
Flosion

Baskerville Assistants -

Kittycat
RoccatVert
Skullslice
Danielleib
Botmfeeder
Prpldllr
Korykool1
BtmengesII

Baskerville Assistant Manager -

Madison

Baskerville Advisor Manager -

Necroww

Executive Baskerville Assistant -

ScionWish

----- System Building Department -----

Minecraft Builders-

VAwesomeV
InjectingHD

Minecraft Specialists-

TherminatorX

Building Manager-

Mikeamilli

Architect Manager-

SoulSniper214

Executive System Builder-

Smudd

----- System Coding Department -----

System Coders -

FunSemaj

System Host -

Coding Manager -

Cronus

Executive System Coder -

Jdaca

----- System Press Department -----

System Press Officers -

Theabn
Zenoara
Wolfmanono
SeaDragnX
Ratified
Grazey
Smitherss

Art Designers -

BrunorxPT
Johni
MadViber

Commercialists -

SLVRDLLR

Hetoup

Radio Villoux DJs -

Dhuse

MENGES

Zedl

Commercialist Manager-

Radio Villoux DJ Manager-

Nexemonsta

Press Manager -

Executive Press Officer -

ShadowBoo

----- TeamSpeak Operation Department -----

TeamSpeak Operators -

MystiA

DemonKingz

X4v13r1120

Ragweed

Tryndemere

ImTweek

IronRain

Frozen_Tentacles

Operative Manager-

GodHunta

Executive TeamSpeak Operator -

Ace

----- League of Legends Department -----

League of Legends Tournament Directors-

ChewOnDiss

League of Legends Department Chairman-

Pwnzy

----- Realm of the Mad God Department -----

Realm of the Mad God Tomb Master -

Weemee19

Realm of the Mad God Guild Masters -

Alfamode

COLDHEARTS

TOXINSS

Realm of the Mad God Department Chairman -

Spazproof

----- Minecraft Department -----

Minecraft Server Heads -

Minecraft Department Chairman -

Neonkeii

----- Counter Strike Department -----

Counter Strike Tournament Directors -

Counter Strike Server Head -

Counter Strike Department Chairman -

Ramt1

----- Trove -----

Trove Guild Masters -

Trove Department Chairman -

Oupas

Excused Absences:

The Baskerville Advisor, Crepim for Time Zone Differences

The Baskerville Advisor, Skyrimable for Work Related Issues

The Baskerville Advisor, Sammygman for Personal Issues

The Baskerville Assistant, Kiitycat for Time Zone Differences

The Baskerville Assistant Manager, Madison for Work Related Issues

The Baskerville Advisor Manager, Necroww for Work Related Issues

The Executive Baskerville Assistant, ScionWish for Personal Issues

The Minecraft Architect Manager, SoulSniper214 for Personal Issues

The Executive System Builder, Smudd for Time Zone Differences

The System Art Designer, BrunoxPT for Time Zone Differences

The System Art Designer, Johni for Time Zone Differences

The System Commercialist, SLVRDLLR for Personal Issues

The Radio Villoux DJ, Zedl for Time Zone Differences

The Executive System Press Officer, ShadowBoo for Personal Issues

The TeamSpeak Operator, MystiA for Time Zone Differences

The TeamSpeak Operator, Xv413r1120 for Personal Issues

The TeamSpeak Operator, Frozen_Tentacles for Time Zone Differences

The Executive TeamSpeak Operator, Ace for Time Zone Differences

The Realm of the Mad God Guild Master, COLDHEARTS for Time Zone Differences

The Realm of the Mad God Department Chairman, Spazproof for Time Zone Differences

The Trove Department Chairman, Oupas for Personal Issues

Unexcused Absences:

The Baskerville Assistant, RoccatVert

The Baskerville Assistant, Prpldlr

The Baskerville Advisor, Steve

The Baskerville Advisor, Flosion

The Minecraft Builder, VAwesomeV

The Minecraft Builder, InjectingHD

The Minecraft Building Manager, Mikeamilli

The System Press Officer, Wolfmanono

The System Press Officer, Ratified

The System Press Officer, Grazey

The System Art Designer, MadViber

The Commercialist, Hetoup

The Radio Villoux DJ, Dhuse

The Radio Villoux DJ, MENGES

The Radio Villoux DJ, Manager, Nexemonsta

The TeamSpeak Operator, ImTweek

The Realm of the Mad God Tomb Master, Weemee19

The Realm of the Mad God Guild Master, Alfamode

The Realm of the Mad God Guild Master TOXINSS

The League of Legends Tournament Director, ChewOnDiss

Transition: We will now open tonight's meeting with the results of September, 2015's System Census.

System Census Results as Read by Dr. Baskerville

As you may be aware, every three months the system holds a System Census to survey elements such as the amount of users in the system, how diverse the system is in regards to nationality, and which departments are bringing in the largest amounts of user. The requirements for a user to be defined in the System Census, as outlined by the System Census Ordinance in the Villoux Bill of Ordinances, are as follows: "In order for a user to be counted in a department, the user must have been active in Villoux for at least one month prior to the census, must use the Villoux TeamSpeak server regularly, and must not be issued a hiatus or be inactive in the system for excess one month. If a user violates any of the above stated, he/she is ineligible to be counted in the System Census." Now that you have a better understanding of the census, I shall proceed with this month's results.

In the May 2015 census, Villoux saw itself at the largest state it has ever been with a record 302 users. As I made note of then, I was extremely proud of the accomplishments that our staff made in making Villoux so large. This month, it gives me even more pride to announce that we have again reached a new record number of users – 350. The fact that Villoux has reached a capacity in which we have over three hundred active users is truly something that we should all gain a sense of pride and accomplishment from. In January of this year, I stated that I thought having 350 users by January 2016 would be a good goal, and I am pleased to state that we have successfully ascertained that goal.

In regards to nationalities, the United States of America remains, by far, the largest nationality within Villoux. The United States of America provides Villoux with 56% of the overall userbase. Despite being American dominated in regards to total user base, Villoux remains an extremely nationally diverse community. Our Operation Department alone contains users from Canada to Finland to Japan to Australia. Villoux's diversity is something I am profoundly proud of. As of this census, we have users from 37 different countries. The nationalities in total for the system are as follows: 56% from the United States of America; 7% from Portugal, Canada, and Estonia, respectively; 6% from Australia and Finland, respectively; 5% from the United Kingdom; 2% from Sweden; 1% from Germany and USA-Japan, respectively; 0.5% from Belgium, Belgium-Portugal, Canada-Ukraine, Ireland, Latvia, and the United Arab Emirates, respectively; and, finally, 0.3% from Bulgaria, Canada-Serbia, Croatia, Greece, Hong Kong, India, Israel, Italy, Netherlands, New Zealand, Norway, Oman, Philippines, Romania, Saudi Arabia, Ukraine, USA-Cuba, USA-Dominican Republic, USA-Israel, and USA-Mexico, respectively.

As of this month's census, the Realm of the Mad God Department boasts 201 users, which is a noticeable increase from May's 154 users. It is very worthy to note that the Realm of the Mad God Department now holds the largest number of users ever recorded in a system census for a department at 201. The League of Legends Department was not so fortunate as the Realm Department. The League Department experienced a slight decrease in userbase from May 2015's 110 users to the current 100 users. Though this number is still very impressive, I expect to see a significant increase in users by the time of the next census in January. Similarly, the Minecraft Department experienced an extremely slight decrease in users from May's 25 to this month at 21. We will discuss it in further depth later in the meeting, but I have high expectations for this number to skyrocket as well. The Team Fortress 2 Department has had three years of history within the Villoux Server System, but despite all of that time and effort from many different Department Chairmen and Team Fortress 2 staff members, the TF2 Department never yielded any significant userbase for the system. It is because of this fact that the Grand Council voted to disband the Team Fortress 2 Department. After three years of Villoux sponsoring the game, it is time to write our final chapter in the history book of our Team Fortress 2 Department. The Grand Council ensured that Team Fortress 2 would be replaced by not just one but two new departments: the Counter Strike and Trove Departments. Later this evening, the implementation of these department's spacers and the beginning of staff hiring for these departments will occur. The Counter Strike Department joins Villoux with a total of 16 users, and the Trove Department join us with a total of 10 users.

With that being said, the new rankings are as follows: the Realm of the Mad God Department remains Villoux's largest department, the League of Legends Department remains Villoux's second largest department, the Minecraft Department remains Villoux's third largest department, the Counter Strike Department replaces Team Fortress 2 at the place of Villoux's fourth largest department, and the Trove Department becomes Villoux's fifth largest and therefore smallest department. Overall, I am very pleased with the census results as they reaffirm that Villoux is a place where "excellency is your only option."

Transition: That concludes the System Census Results portion of tonight's meeting. We will now open the Department Updates, starting with the system's largest department, the Realm of the Mad God Department. Presenting the Realm of the Mad God Department Update is the Realm of the Mad God Department Chairman, Mr. Spazproof.

Realm of the Mad God Update as read by Spazproof

Good evening, Villoux House of Players. It is an honor to present you my first Realm of the Mad God Department update; however before I proceed with the department update, I would first like to introduce myself to the House. I began my career in Villoux by serving as a Baskerville Assistant for around two months. I sought and achieved a position as a TeamSpeak Operator in May of this year, and received a promotion to Operative Manager in July. For the past three months, I have served Villoux as the Operative Manager and found the experience to be very worthwhile. It is with a heavy heart that I leave the Operation Department, but I have the utmost confidence in my successor as Operative Manager, Mr. GodHunta. Throughout the duration of my time in Villoux, I have played Realm of the Mad God. I am humbled to now be the leader of that department.

The first topic that I would like to address in my Department Update is the change in Villoux guilds throughout the past month. Very unfortunately, Villoux lost one of the system's most longstanding guilds this past month, the Luminarium Guild. The guild failed to meet the Villoux standard of ten active users both in the game and on TeamSpeak, marking the guild's removal. Our current three guilds are all struggling to maintain Villoux standards, but are doing so. It will become part of my resolve as Chairman to ensure the stability of Villoux's current and future guilds by actively meeting with each guild's Guild Master and engaging each guild's members with the broader Villoux community. I will also seek to recruit more guilds to the system, predominately through working with the Executive System Press Officer, Mr. ShadowBoo and his Commercialist staff to advertise Villoux. Our main Commercialist, Mr. SLVRDLLR is currently on a hiatus due to personal reasons, but upon his return we hope to offer an event through him that will bring guilds to the system. Until that time, Mr. ShadowBoo and the Press Department will continue to advertise for Villoux on various Realm of the Mad God websites and forums. With that being said, I hereby conclude my first department update, and welcome discussion with my fellow House members.

Transition: Thank you for the update, Mr. Spazproof. We will now open the floor to any questions, comments, or concerns per regards the Realm of the Mad God Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the Realm of the Mad God Department, therefore we will now move to the system's second largest department, the League of Legends Department. Presenting the League of Legends Department Update is the League of Legends Department Chairman, the honorable Mr. Pwnzy.

League of Legends Update as read by Pwnzy

Thank you. I would like to open tonight by extending my greetings to my fellow House of Players members. Without further ado, let us begin this month's League of Legends Department Update. The month of September has personally been a very busy month for me. Two weeks ago, I moved into a dorm to start my educational career at college, and the majority of my focus has been on that transition. This does sadly mean that a monthly League of Legends tournament was not hosted during this month, but we do certainly plan on having a fabulous tournament in October. Once the date for that tournament is published, you can contact me to sign up for it. Running and organizing the tournaments can be a daunting task, which is why the position of League of Legends Tournament Director exists. If you are familiar with any individuals that you feel might make good Tournament Directors, please direct them to me.

Per regards the system census results, I am very pleased that my department maintained its placement in the system, despite a small decrease. Over the past year, the League of Legends Department has become predominately populated by Europeans, especially from Portugal, Estonia, and Finland whilst the American and Canadian population has almost become nonexistent. This is a particular issue because our monthly tournaments are hosted on the North American servers. Despite major efforts by the Executive System Press Officer, Mr. ShadowBoo and his Press Department, we have been having a lot of difficulty in advertising Villoux to new American/Canadian League of Legends users. The Press Department has posted on various sites, including the League of Legends North American Board and the League of Legends sub-Reddit, but we have had no results from either. If you are familiar with any other League of Legends websites in which it is appropriate to advertise for community tournaments, I ask that you please bring them to my attention so that we may look that. Forums posts aside, Mr. ShadowBoo and I have also considered the possibility of hiring a Commercialist to sponsor our department, similarly to how Mr. SLVRDLLR works for our Realm of the Mad God Department. We are seeking a YouTuber or Twitch streamer with around ten to twenty thousand followers that we can contact to arrange an agreement with. If you have any recommendations or preferences as to who that person could be, please let me know. Our main objective in bringing more users to the League Department is to both increase tournament attendance, and increase the number of team channels that we offer from the North American servers. As a reminder, if you have a League of Legends ranked team with at least five members that use Villoux's TeamSpeak server, you are eligible for a team channel. Simply contact or email me after tonight's meeting. Before I

conclude my speech tonight, I wish to thank the right honorable Villoux Chief of Staff, Dr. Baskerville for his patience and understanding during my moving phase. With that being said, I do hereby conclude my department update. I await your questions, comments, and concerns.

Transition: Thank you for the update, Mr. Pwnzy. We will now open the floor to any questions, comments, or concerns per regards the League of Legends Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the League of Legends Department, therefore we will now move to the system's third largest department, the Minecraft Department. Presenting the Minecraft Department Update is the Minecraft Department Chairman, Mrs. Neonkeii.

Minecraft Update as read by Neonkeii

I would like to say good evening to the Villoux House of Players, and thank you for allowing me to join you as your new Minecraft Department Chairman. I first joined Villoux approximately two years ago with the Snowflake Pixelmon server, and have been a frequent user ever since. In 2013, I spent five months serving as the Operative Manager under the then Executive TeamSpeak Operator and current League of Legends Department Chairman, the honorable Mr. Pwnzy. Most recently, I have served as a Baskerville Advisor over Coding. My time in the Baskerville Cabinet has given me a chance to reacquaint myself with Villoux, and makes me eager to get started on many projects. I am thrilled to now join Mr. Pwnzy on the Grand Council to begin work in the Minecraft Department. I am a living testament that a career in either the Baskerville Cabinet or the TeamSpeak Operation Department can prove to be very beneficial.

My first action as Minecraft Department Chairman was to shelf Villoux's drug role-play server, Drug Craft. Whereas we will most likely return to this project at a later date, I do not feel that Villoux currently has the resources necessary for such a massive undertaking. Instead, I have decided to open another Pixelmon server, Vixen Craft. Vixen Craft will be a Pixelmon adventure server and is currently in Villoux beta testing phase. If you would like to assist in playing and testing the server, please contact me after this evening's meeting to get whitelisted. After about a week of Villoux beta testing, I will release the server to the full public, and am hopefully for very good results. With the assistance of the Executive System Press Officer, Mr. ShadowBoo, I know that we can get the word out about the server quickly and hopefully populate the server just as fast. Though he is over advertising, Mr. ShadowBoo cannot be the only person spreading word about the server. Share the news of Vixen Craft with your friends, both online and at school. I know that working together as a massive community of over three hundred users, Villoux is more than capable of yielding spectacular results with this server. Once Vixen Craft is up and running to my satisfaction, I will begin work on another server. I am not yet decided on what our next server should be, so I would love to pose that question to the House and hear what ideas you have. With that being said, I hereby conclude my Minecraft Department Update and yield to the floor. Thank you for your time.

Transition: Thank you for the update, Mrs. Neonkeii. We will now open the floor to any questions, comments, or concerns per regards the Minecraft Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the Minecraft Department, therefore we will now move to the system's fourth largest department, the Counter Strike Department. Presenting the Counter Strike Department Update is the Counter Strike Department Chairman, Mr. Ramt.

Counter Strike Update as read by Ramt

Good evening, Villoux House of Players. I was formerly known to you as the Team Fortress 2 Department Chairman, but am very happy to join you now as the Department Chairman of our new Counter Strike Department. Though Villoux has had Counter Strike Departments in the past, their main failures have revolved around department administration and lack of proper advertising. With the assistance of the Executive System Press Officer, Mr. ShadowBoo and the right honorable Villoux Chief of Staff, Dr. Baskerville, I stand firmly resolved that my Counter Strike Department will inarguably be the best one the system has ever seen; however before I get too involved in my speech, I would like to first explain how Counter Strike as a game works. The version of Counter Strike that Villoux offers is referred to as Counter Strike: Global Offensive, or CS:GO for short. Like Team Fortress 2, it is a first-person shooter, but, unlike TF2, it has different ranks rewarded based on skill, similar to the League of Legends ranking system. In each Counter Strike match, players are divided into teams as either terrorists or counter-terrorists and compete to achieve objectives and kill their enemies. The game itself has four different game modes: classics casual, arms race, demolition, and death match. The game also features the ability to create ranked teams. Following the example of the League of Legends Department, the Counter Strike Department will offer private channels for Counter Strike ranked teams with at least five active TeamSpeak users.

Now that you have a better concept of the game itself, I will discuss how I plan to administrate the department. The first concept I am going to implement into the department is a monthly tournament. Similar to the League of Legends tournaments, the Counter Strike Department will hold a monthly tournament with teams of Villoux users pitted against other Villoux users in an all out battle for victory. I hope to host the first Counter Strike tournament next month, but as the League of Legends Department Chairman stated, tournaments can prove to be difficult to pull off without a proper tournament staff. I turn to the House for recommendations as to who might make a good Counter Strike Tournament Director. Another possibility that I am exploring is hosting Villoux Counter Strike servers. Though at this stage that is merely an idea, I would like to know the opinions of any House members familiar with Counter Strike as to how that might play out. The final topic that I will address is an issue I foresee regarding advertising. Counter Strike offers an in-game verbal chat feature, thus reducing the need for third party communicators such as TeamSpeak. Though TeamSpeak servers, especially Villoux, have many advantages over in-game chat, it is sometimes difficult to make users realize that. Despite this potential issue, I have confidence that the Executive System Press Officer, Mr. ShadowBoo and his Press Department will be able to spread the word about our tournaments as well as any other endeavors we choose to explore. Since we are a new department, I know that many of you will have questions, comments, or concerns about us, so please be invited to raise them. With that being said, I hereby conclude my department update.

Transition: Thank you for the update, Mr. Ramt. We will now open the floor to any questions, comments, or concerns per regards the Counter Strike Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the Counter Strike Department, therefore we will now move to the system's fifth largest and therefore smallest department, the Trove Department. Presenting the Trove Department Update is the Trove Department Chairman, Mr. Oupas.

Trove Update as read by Oupas

Good evening, Villoux House of Players. It is a privilege to join you here tonight in my first meeting as the Trove Department Chairman and a Grand Council Member. As you may be aware, my name is Oupas, but I formerly went by Dylan O'Shea. I have previously served in Villoux as the Radio Villoux DJ Manager and most recently as a TeamSpeak Operator. Prior to joining the Trove Department, I was most active in Realm of the Mad God. Before presenting my department update, I would like to provide a bit of information about how Trove works as a game. The gameplay of Trove is similar to Minecraft, but Trove is also an MMORPG Sandbox. Players assume the role of one of multiple classes each with different play styles and abilities. After a brief tutorial players arrive in a central area called the 'Hub' In this area players can access Portals which act as access points to different in game worlds each one tailored for a specific stage of progression. Each portal requires a minimum level to enter which gets higher per portal, allowing for progression from easier worlds to harder worlds as the player gains in level. Each world gets progressively harder but rewards higher levels of experience and better loot/resources. Each portal is of a specific color, which is designed to indicate the quality of the 'loot' that can be most commonly located there, although there is a small chance that loot of a higher quality will be found. Essentially, Trove is like a combination of Minecraft and Realm of the Mad God. The game was only officially released in July of this year, so there are very few communities that currently sponsor it. I seek to take advantage of this fact and get posts about Villoux's Trove Department in as many places as possible. I know that with the help of the Executive System Press Officer, Mr. ShadowBoo this will be an obtainable goal.

As per requirements of the Lyllox Ordinance, every Villoux sponsored game must offer either tournaments, guilds, or servers. Though they are referred to as "clubs" within Trove, Villoux's Trove Department will grant guild channels and Guild Master ranks to clubs with at least ten active TeamSpeak users. We hope to start hosting a number of different Trove guilds. In order for a guild to be sponsored by the system, their Guild Master must contact me and provide me a list of all of their active users. I would again like to thank you for my department's admission to Villoux and say that I look very forward to watching my department grow. With that being said, I yield my time to the floor.

Transition: Thank you for your update, Mr. Oupas. We will now open the floor to any questions, comments, or concerns per regards the Trove Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the Trove Department. We will now end the Department Updates portion of tonight's meeting, and move to the TeamSpeak Announcement. At this, the Operative Manager, Mr. GodHunta will be recognized to read the TeamSpeak Announcement on behalf of the Executive TeamSpeak Operator, Sen. Ace.

TeamSpeak Announcement as read by GodHunta

Thank you, Dr. Baskerville, and good evening Villoux House of Players. It is my honor to present you the month of September's TeamSpeak Announcement on behalf of the Executive TeamSpeak Operator, Sen. Ace who could not be hire tonight due to a hiatus. Last month, the House proposed an abridged version of the TeamSpeak Ordinance. Upon review with the right honorable Villoux Chief of Staff, Dr. Baskerville, Sen. Ace decided that the Elly Clause is the best way to provide this. The Elly Clause is the clause in the TeamSpeak Ordinance that lists the ban durations for each offense. When a user wants more information on offenses, they can use the rest of the TeamSpeak Ordinance to find it. When the Executive System Coder, Mr. Jdaca finishes Villoux's revised website, a link to the full TeamSpeak Ordinance will still be listed, but a note will be added stating that for an abridged version of the Ordinance to refer to the Elly Clause.

Thanks to the help of the former Operative Manager and current Realm of the Mad God Department Chairman, Mr. Spazproof, the Operation Department has been brought back up to good standards, and is no longer understaffed. Throughout the month of September, we have hired eight new TeamSpeak Operators, all of which Sen. Ace and I have the utmost confidence in. As Dr. Baskerville mentioned in the census results, the Operation Department now has Operators spanning from the United States of America to Finland to Japan to Australia, covering every major Villoux time zone. The Operation staff is something to be proud of.

There has been a slight update to the TeamSpeak Ordinance. TheHatchling Clause, which discusses the proper name to use while on Villoux's TeamSpeak server, has been amended to state that the TeamSpeak Operator channel offers name-check links for all Villoux sponsored guilds. Other than that, no major changes have occurred.

This month, the Grand Council passed System Bans against LucoolXD and Chucker. If you see either of these users online, please contact a Grand Council Member or TeamSpeak Operator immediately. With that being said, I have no further information to provide. Thank you for your time.

Transition: Thank you for your announcement, Mr. GodHunta. We will now open the floor to any questions, comments, or concerns per regards the TeamSpeak Operation Department. If you have a question, comment, or concern, please send me a private message with question, comment, or concern, respectively.

There appear to be no further questions, comments, or concerns per regards the TeamSpeak Operation Department. We will now move to the Closing Ceremonies.

Closing Ceremonies as read by Dr. Baskerville

And as it has been said many times, good evening Villoux House of Players. In my closing address, I would like to review the changes made on the Grand Council. The former Realm of the Mad God Department Chairman, Mr. ScionWish has been reassigned on the Council to serve as my Executive Baskerville Assistant, replacing Mme. DinoEme. Mme. DinoEme was demoted due to her inability to find time to preform her required tasks. Replacing Mr. ScionWish as Realm of the Mad God Department Chairman is the former Operative Manager, Mr. Spazproof. Mr. Spazproof was replaced in his post by current Operative Manager, Mr. GodHunta. Due to inactivity, the former Minecraft Department Chairman Dr. Afecter was demoted. Mrs. Neonkeii has been named the new Minecraft Department Chairman. Upon the disbandment of the Team Fortress 2 Department, the former Team Fortress 2 Department Chairman, Mr. Ramt was appointed Department Chairman of the new Counter Strike Department. Finally, Mr. Oupas has been named Trove Department Chairman. I am fully confident that all of these new appointments will prove to be very worthy, and wish to welcome them to the Grand Council. The Grand Council is a very hard working body, yes, but so are our staff, which is why each month the Grand Council selects a user to be recognized as the "Friend of Villoux". As you know, the Friend of Villoux Award is an award given out every month to a member of Villoux's staff who has gone above and beyond in their respective line of duty. This month, it gives me great pleasure to announce that our friend of Villoux is the Baskerville Assistant, Mr. Skullslice. Mr. Skullslice is always ever just a poke away for me, and I have come to completely rely on him to preform my duties. He is an essential part of the Baskerville Cabinet. Thank you for all that you do Mr. Skullslice, and please speak to me after the meeting to claim your prize. Honorable mentions for this month include the Architect Manager, Mr. SoulSniper and the Radio Villoux DJ, Mr. Dhuse. I would also like to express my gratitude to you – the hard working members of staff that make Villoux a place where excellency is your only option. In the words of Portuguese explorer Vasco de Gama, "Real death is preferable to a life without living." With that in mind and in heart, I, Dr. Baskerville, do hereby call this 41st meeting of the Villoux House of Players adjourned. Please return to your channels.