

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 59th meeting of the Villoux House of Players on this 27th day of May in the year of 2017. Topics of conversation for this meeting will be: System Census Results, Department Updates, and Staff Announcements. 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-

Crokey
Cronus
Steve
Flosion
Crepim
Madison
Nexe
Kiittycat
SoulSniper214

Baskerville Assistants -

Earl554
SpodlNodl
Shortylyon
PLOOPO

Baskerville Assistant Manager -

Aroxin

Baskerville Advisor Manager -

COLDHEARTS

Executive Baskerville Assistant -

Spazproof

Villoux Chief of Staff -

Dr. Baskerville

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

System Coders -

System Host -

Villoux's Realm Developers -

Villoux's Realm Developer Manager -

Coding Manager -

Executive System Coder –

Jibram

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

System Press Officers -

DeadRusher

VenomFilms

Trollmyster

FXZMAN

Art Designers -

Johni

Armazard

Commercialists -

Radio Villoux DJs -

Skullslice

Art Designer Manager –

Commercialist Manager-

Radio Villoux DJ Manager-

Solvausta

Press Manager -

Herrorider

Executive Press Officer -

Qmen

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

TeamSpeak Operators -

sssNoMaDsss

Makkapacca5

Connah0047

Operative Manager-

Executive TeamSpeak Operator -

Ace

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

Realm of the Mad God Dungeon Master –

European:

Nachoboyy

North American:

Oceanic:

THEstompy

Villoux's Realm:

Realm of the Mad God Guild Masters –

CyberxEli

Fulfi

PLOPPERjnr

Realm of the Mad God Server Heads –

Teemo

Realm of the Mad God Department Chairman –

Orcrypt

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

League of Legends Tournament Directors-

EU West:

XTRAA

North America:

Oceanic:

League of Legends Tournament Masters –

EU West:

North America:

Oceanic:

League of Legends Department Chairman-

Fredrik

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

Counter Strike Tournament Directors -

Europe:

FORUM

North America:

Oceanic:

Counter Strike Masters –

European:

BUHTLA

North American:

Oceanic:

Counter Strike Server Heads -

Fried Hashbrowns

Counter Strike Department Chairman -

DeaFikka

Excused Absences:

The Executive System Coder, Jibram for Personal Issues

The System Press Manager, Herorider for Personal Issues

The Executive System Press Officer, Qmen for Work-Related Issues

The TeamSpeak Operator, Makkapacca5 for Personal Issues

The League of Legends Department Chairman, Fredrik for Personal Issues

The Realm of the Mad God Dungeon Master, Nachobooy for Personal Issues

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

The Counter Strike Tournament Director, Einstein for Work-Related Issues

The Counter Strike Department Chairman, DeaFikka for Personal Issues

Unexcused Absences:

The Baskerville Assistant, Earl554

The Baskerville Assistant, Shortylyon

The Baskerville Assistant, SpodlNodl

The Baskerville Advisor, Crokey

The Baskerville Advisor, Crepim

The Baskerville Advisor, Nexe

The Baskerville Advisor, Kiittycat

The Baskerville Assistant Manager, Aroxin

The Baskerville Advisor Manager, COLHEARTS

The Executive Baskerville Assistant, Spazproof

The System Press Officer, DeadRusher

The System Press Officer, Trollmyster

The System Art Designer, Johni

The System Art Designer, Armazard

The Radio Villoux DJ, Skullslice

The TeamSpeak Operator, Connah0047

The Executive TeamSpeak Operator, Ace

The EU West Tournament Director, XTRAA

The Realm of the Mad God Guild Master, CyberxEli

The Realm of the Mad God Server Head, Teemo

The Counter Strike Tournament Master, BUTHLA

System Census Results as Read by Dr. Baskerville

Good afternoon my fellow House of Players members. May I be the first to greet you to this afternoon's meeting and waste no time in getting started with our System Census Results. As I am sure you are all aware, every three months the system holds a system census to survey elements such as the number of users in the system, how diverse the system is in regard 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.

The month of May's results were an unfortunate carryover of the trend from January of this year. The system saw another major decrease in users, and though this decrease is quite dramatic, it was isolated to the Realm of the Mad God Department. In January of 2017, the system had a total of 403 active users; this month, the system only had a total of 338 active users. It should be noted that this is almost a two hundred user decrease from September of 2016's 525 active users, which was the largest the system has ever been since its establishment. In January, the Realm of the Mad God Department was yet again the host of the largest decrease in users, losing a total of 100 users since September of 2016, thus making the total number of users lost from that department since September 200. I will speak more on these seemingly alarming numbers in a bit, but before I do, please know that the League of Legends Department, the Counter Strike Department, and the number of users that are non-defined all increased, indicating a very positive trend in otherwise dark times.

Specific to each department, the Realm of the Mad God Department had a total of 118 users, its smallest size since January of 2015. I believe that the largest contributing factor to the extreme loss of users in this department is not anything to do with Villoux itself, but rather the nature of the game. After being sold numerous times to different companies, none of which were nearly as successful as its founding company, the game has suffered a major decline in activity. Old users are finding the game no longer enjoyable without new and engaging content being added, and the number of new users joining the game is extremely small. Paired with the fact that the new users have an extreme disadvantage over the users that have been playing the game for years, there is a very unhealthy lack of balance in the game's player base. Another large factor that I would be naïve to ignore is the growing popularity of the VoIP Discord. Poising itself as a "better version of Skype and TeamSpeak", the novice VoIP has damaged not just Villoux's TeamSpeak server's traffic, but TeamSpeak servers altogether. Discord is particularly attractive to Realm of the Mad God users for the fact they are allowed a space for their guild to communicate without any stipulations, such as minimum user or activity requirement. When combining the game's lack of updates, disinterest in new users, and the growing competitiveness of Discord, it is evident that Villoux is not at fault for our loss of users; nevertheless, we do suffer for it. I will speak more on Discord later this afternoon, but for now, let us return to our system census. What was the second

largest department in Villoux, the League of Legends Department, now holds an active user count of 120, a thirteen-user increase from January. This means that for the first time since May of 2014, the League of Legends Department is now the largest department in Villoux, bringing an end to the nearly two-year reign of the Realm of the Mad God Department in that place. The Counter Strike Department reported a total of 54 users, a slight increase from January's 48 users, and there were a total of 45 users that were not defined to any department, meaning that they only use Villoux for our misc. gaming spacer. Percentage wise, the League of Legends Department provides Villoux with 36% of total user base, the Realm of the Mad God Department provides 35%, the Counter Strike Department provides 16%, and 13% of users are non-defined.

The system had a total of 338 users from a total of 38 different countries around the globe, including every continent except for Antarctica. I would like to take this time to recognize those countries by stating their name and the percentage of Villoux that they represent: the United States of America – 42%, the Commonwealth of Australia – 10%, the Republic of Finland – 7%, the State of Canada – 5%, the Republic of Estonia, the Republic of Portugal, and the United Kingdom of Great Britain and Northern Ireland – 4%, respectively, the Federal Republic of Germany and the Kingdom of Sweden – 3%, respectively, the Federative Republic of Brazil – 2%, the Italian Republic, the Kingdom of the Netherlands, the Republic of Croatia, the Kingdom of Belgium, the Kingdom of Norway, the Republic of Austria, the Republic of Ireland, the State of Israel, the Republic of Latvia, and the Swiss Confederation – 1%, and, finally, the State of Bosnia and Herzegovina, the Republic of Bulgaria, the Republic of Ukraine, the Republic of Ecuador, the Hellenic Republic, the Republic of South Africa, the State of Japan, the Republic of Lithuania, the United Mexican States, the State of Montenegro, the Commonwealth of New Zealand, the Sultanate of Oman, the Kingdom of Nigeria, the Republic of Poland, the Kingdom of Saudi Arabia, the Republic of Serbia, the United Arab Emirates, and the Dominican Republic – 0.3%, respectively.

Before concluding the census results, I would be amiss if I did not thank those members of the House that provided major assistance in recording this month's census, especially the Baskerville Advisor Sen. Crepim, the Baskerville Assistant Mr. PLOOPO, and the users and former House members, Mr. Frozen_Tentacles and Mr. tAoE_Cub. I would also like to congratulate the League of Legends Department Chairman, Mr. Fredrik on his new position of Chairman Committee Speaker as the Department Chairman of Villoux's largest department, as well as congratulate the Counter Strike Department Chairman, Mr. DeaFikka and his staff on their department's growth.

Transition: We will now move to the Department Updates portion of tonight's meeting, beginning with the system's largest department, the League of Legends Department. Presenting the League of Legends Department Update is the League of Legends Department Chairman, Mr. Fredrik.

League of Legends Update as Read by Fredrik

Good evening, Villoux House of Players. It is my pleasure to join you this evening and present our new largest department's department update. As the right honorable Villoux Chief of Staff, Dr. Baskerville stated, this month has, indeed, been a good one for my department. Not only have we reported growth in users, but we have also successfully hosted our first monthly tournament for the EU West server. Formatted identically to the North American tournaments that have been hosted in the past, I believe that our first ever EU West tournament last week was a great success and move in the right direction for my department. As the first European Department Chairman of the department since its establishment in 2012, I will take great pride in servicing the department to its large European population. I believe that this month's tournament was the first step in many in modernizing our department and making it accessible to a much larger audience. For our first tournament, we had a total of ten users comprising two different teams. At the end of the tournament, my tournament direction staff and I named the Baskerville Advisor, Mr. Kiittycat the champion of this tournament for not only his skillful contributions to his team, but the overall positivity and sportsmanship he displayed to both his own team and the opposing one. Big thanks to all users that participated in our first EU West tournament, especially those here today.

Whereas I am very proud of our first EU West tournament, I am saddened by the fact that we have been unable to host a North American tournament as of yet. Villoux has previously successfully hosted 29 tournaments for North America, and I would like very much to revive that trend; however, given the fact that I am Swedish, it is rather difficult for me to organize an event for a time zone that is about eight hours off from my own, which is why the hiring of a North American Tournament Master will be critical in reviving these tournaments. The Tournament Master will effectively organize and administrate the tournament on my behalf along with hiring and working with three North American Tournament Directors. Dr. Baskerville and I have agreed that since the League of Legends Department is now our largest department, staff members in any position of the system will be allowed to be reassigned to North American Tournament Master should they volunteer and I see them fit for the role. I encourage any North American members of the House that like League of Legends to contact me after this evening's meeting or via my system email at fredrik@villoux.com to discuss this further. It is my hope that we will be able to hire a North American Tournament Master within the next weeks and successfully host our 30th North American tournament in June.

Tournaments aside, our department also reports a growth in team channels, especially in the EU West server. It is my hope to work with our Executive System Press Officer, Mr. Qmen in continuing to expand the number of team channels that we offer, hopefully by hiring a System Commercialist. Other than that, I will also rely on the Press Department to help spread word about our upcoming tournaments. I would like to thank my department and the Grand Council for allowing me the honor of serving as your Department Chairman and look forward to many tournaments and House meetings.

Transition: Thank you for the update, Mr. Fredrik. 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.

Seeing as there appear to be no further questions, comments, or concerns per regards the League of Legends Department, we will now move to the system's second largest department, the Realm of the Mad God Department. Presenting the Realm of the Mad God Department Update on behalf of the Realm of the Mad God Department Chairman, Mr. Orcrypt is the Realm of the Mad God Guild Master, Mr. Fulfi.

Realm of the Mad God Update as Read by Fulfi

Good evening and thank you for allowing me the privilege of presenting this month's Realm of the Mad God Department update. May I begin by expressing the condolences of our Department Chairman, Mr. Orcrypt for not being able to attend this evening's meetings due to time zone differences. However, I hope to provide an acceptable update to the House on his behalf. As was mentioned in the reading of the system census results, our department has undergone some severe hardships these past few months, mainly stemming from issues outside of Villoux's control. Despite this, our staff is still strongly convicted to providing a high-quality community of Realm lovers in Villoux, even if we are no longer the system's largest department. Part of achieving this goal will be strengthening our system's guilds and continuing to recruit new guilds to the system as available. Both the AxW Guild and the Searing Glory Guild provide positive atmosphere for Villouxians to enjoy the game with one another, and Mr. Orcrypt is working with other members of the department to replicate this. Another task Mr. Orcrypt is very involved with is hosting our monthly Realm of the Mad God Dungeon Runs. He hosted one earlier today in which Villoux users joined him on several dungeons. The event was well-liked by all in attendance, and Mr. Orcrypt looks forward to hosting another one next month. He asks that you keep your eyes on the VillouxOperatorBot's connection message for upcoming dates. Finally, I would like to discuss our private Realm of the Mad God server, Villoux's Realm. The server has recently suffered two major losses – that of its Server Head, Mr. Teemo and of its Developer Manager, Mr. Silent. Both users have left their positions for various reasons and have left the server without the administrative or technical capability to operate. Mr. Orcrypt would like nothing more than to keep the server online and functional, but will require a Developer to assist in doing this. He will spend at least the next month looking for a suitable candidate, but if none is found by the end of June, the server will be closed for the time being. With that being said, I hereby conclude my department update. Thank you.

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

Seeing as there appear to be no further questions, comments, or concerns per regards the Realm of the Mad God Department, we will now move to the system's third largest department, the Counter Strike Department. Presenting the Counter Strike Department Update is the Counter Strike Department Chairman, Mr. DeaFikka.

Realm of the Mad God Update as Read by DeaFikka

Good evening, House of Players. It is my pleasure to join you today to present our Counter Strike Department's department update. As said in the system census results, my department has had good growth over the past month. We have expanded our number of European users and teams and are getting closer to the number necessary to host a European Counter Strike tournament. With the help of the System Press Department, my European Tournament Master, Mr. BUTHLA will begin making plans for a European tournament next month. We plan on having at least ten to twenty users play in this tournament on teams of five. Like Villoux's League of Legends tournaments, our Counter Strike tournaments will be single registration, meaning that users register as individuals instead of premade teams. This will help introduce the members of the department with other users that they may not otherwise get to know. I hope that this will help build new relationships in the department and overall strengthen my user's interest in Villoux. Another thing the Press Department will be helping my department with is the advertising of our surfing server, Villoux's Surfing Server.

After a few months of planning, we are finally ready to move ahead with the server. There have been many delays due to changes in Server Head and miscommunications with the System Coding Department. There was one System Coder in specific that was less than cooperative with the Server Head, Mr. Fried Hashbrowns, but this person has since been removed from the department. In the place of this user, the Baskerville Advisor and former Counter Strike Server Head, Mr. Nexe will take care of the file work for the server and plans to have the server online in the next few days. When the server is online, it will enter a period of beta testing for a few days and Villoux users will be encouraged to play on the server to ensure that it is working properly before a public release. When the time for this beta testing comes, a notification will be posted in the VillouxOperatorBot, so please be sure that you are reading that. We hope that part of the benefit of having the server hosted in North America will be an increase in North American users in my department. This will eventually allow for us to resume hosting North American tournaments, something that has been absent from Villoux for over a year. In conclusion, my strongest focus right now is getting this server online and playable and then translating the users from the server to members of the department that can participate in tournaments for Europe and, especially, North America. I thank you for your time and conclude my department update.

Transition: Thank you for the update, Mr. DeaFikka. 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.

Seeing as there appear to be no further questions, comments, or concerns per regards the Counter Strike Department, we will now conclude the department updates portion of this afternoon's meeting and move to the staff announcements. Presenting the System Press Announcement on behalf of the Executive System Press Officer, Mr. Qmen is the System Press Officer, Mr. FXZMAN.

System Press Announcement as Read by FXZMAN

Good afternoon, Villoux House of Players. Our System Press Department has several upcoming projects which our Executive System Press Officer, Mr. Qmen would like to share with you. The biggest of these projects is the development of several sections in our misc. gaming spacer, all of which have hopes to become an official Villoux department. The Grand Council has requested that Mr. Qmen work on developing at least two new departments for the system and he currently has five options with which to work, so we would like to consult the House of Players to see where their interest lies amongst these candidates. The first section is our Brawlhalla section. Brawlhalla is a fighting game where the goal is the knock your opponents off of the stage, similar to the Nintendo Super Smash Bros series. It was originally positioned to become the fifth department in Villoux until its original section leader had to abruptly resign due to personal issues. This left the section, which had already gained a sizeable interest from Villoux users and brought in a number of new users to the system, unable to continue to expand. My fellow System Press Officer, Mr. Trollmyster has been made interim section leader, but Mr. Qmen is very eager to find a more suitable candidate. It would be a shame to see this section not amount to more than its current state, so I would recommend that any member of the House that is interested in Brawlhalla or knows someone who would be a suitable section leader email their information to Mr. Qmen at press@villoux.com. The second section is the Dota 2 section, of which I am the section leader. Dota 2 is a strategy-based team fight game, similar to League of Legends, with different classes of heroes to play to help your team win the game. By using the shop, your minions, and your teammates, your goal is to push out your lanes to reach and destroy the enemy team's ancient. We currently have about five new users to Villoux and a few users already in the system that are interested in the section, but I would love to get more interest, especially from staff members. If you would like to try the game with me, I would be happy to play with you. The third section is the Grand Theft Auto V section. GTAV is a roleplaying action-adventure sandbox with a story mode. For the purpose of our GTAV section, we will be focusing on the sandbox side of the game. The honorable Mr. Crokey, who is a former three-year Grand Council Member, is the section leader and is developing a private GTAV server that focuses on roleplay in a large city plagued by drug addiction. The users on the server will be able to choose either a life in crime as a druggie or a life in civil service as a police officer, and compete with one another for dominance over the city. Mr. Crokey is still working on developing the technical side of the server and will look forward to reporting more information about it in the not too distant future. The fourth section is the Minecraft section. For several years, Minecraft was the largest department in Villoux. It was what truly built the system into the Villoux that we know today. Some of the former Minecraft Department's most loyal supporters have started a Minecraft section in hopes of reviving the game's former glory. Led by the Baskerville Advisor, the honorable Mr. Cronus, the section will be revisiting one of Villoux's most popular Minecraft servers, Drug Craft. Similar to the GTAV server, Drug Craft is a classic drug roleplay server in which users choose to be druggies in a mafia, one of several

different positions on a police force, or a more neutral role such as miner, shopkeeper, or lawyer. The server is most notable for its elaborate buildings, intense roleplay, and staple court cases presided over none other than the right honorable Villoux Chief of Staff, Dr. Baskerville himself. The server has come a very long way in its first month of development and Mr. Cronus hopes to open a closed Villoux beta testing for the server within the first week of June. He would like to thank the Baskerville Advisor, Mr. SoulSniper214 and the users Mr. Jdaca and Mr. Sammygman for their tremendous contributions to the server as well. Our fifth and final section is the Overwatch section. Another game similar to League of Legends or Dota2, Overwatch is a team-based fighting game in which the goal is to arrogate command over all control points on a map. Published by the same company that made World of Warcraft, despite being a newer game, it has already built a huge fan base. Mr. Qmen has requested that the Executive Baskerville Assistant, Mr. Spazproof serve as the interim section leader of our Overwatch section, but both gentlemen are interested in finding another candidate. So, there you have it: our five sections – Brawlhalla, Dota2, Grand Theft Auto V, Minecraft, and Overwatch. I would strongly encourage all members of the House that have an opinion on which of these two sections should be our primary focus to build into departments voice that opinion after my speech. Thank you for your time and attention, I look forward to hearing from you soon!

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

Seeing as there appear to be no further questions, comments, or concerns per regards the development of sections, we will end the staff announcements portion of this afternoon's meeting and move to the closing ceremonies.

Closing Ceremonies as Read by Dr. Baskerville

As it has been said many times already, good afternoon, Villoux House of Players. I would like to take this time to thank you all for attending this meaningful and productive meeting. At this time, I would like to thank and announce this month's Friend of Villoux. As you know, the Friend of Villoux award is a monthly award given to a member of Villoux's staff that has gone above and beyond in their respective field. It gives me great pleasure to announce that this month's Friend of Villoux is the Baskerville Assistant, Mr. PLOOPO. Mr. PLOOPO has been a very reliable Assistant to me, especially during this past month. I came to rely on him very heavily in completing this month's system census results. This leads me to take this opportunity to thank you – the hard-working members of Villoux's staff that make Villoux a system in which "excellence is your only option".

At this time, I will open the floor to any general questions, comments, or concerns. If you have a question, comment, or concern that did not fit into any of our previous sessions, please feel free to send me a private message with "question", "comment", or "concern", respectively.

With that in mind and in heart, I, the Right Honorable Villoux Chief of Staff, Dr. Baskerville do hereby adjourn this 59th meeting of the Villoux House of Players. Please return to your appropriate channels.