

Villoux

House of Players Proceedings

Order, order! I, the Right Honorable Villoux Chief of Staff Dr. Baskerville, do hereby call to order this 66th meeting of the Villoux House of Players on this 27th day of January in the year of 2018. Topics of conversation for this meeting will be: State of Villoux Address. At this time, all text channels will be closed. If you type into a text channel at any time, you will be moved out of the voice channel, and will be marked absent from this meeting.

Baskerville Cabinet

Baskerville Advisors -

-  Madison
-  Steve
-  Flosion
-  Crepim
-  Nexe
-  Kiitycat
-  Afecter

Baskerville Assistants -

-  Axew6000
-  KingKazma
-  Earl554
-  VClip
-  TomUpgrade
-  Italina

Baskerville Assistant Manager -

-  Shortylyon

Baskerville Advisor Manager -

-  DeaFikka

Executive Baskerville Assistant -

-  Spazproof

Discord Operation Department

Discord Operators -

Discord Operative Manager -

Executive Discord Operator -

System Art Design Department

System Art Designers -

 Armazard

 Vzilefreak

System Art Design Manager -

System Spriters -

 Apache

System Spriter Manager -

Executive System Art Designer -

System Coding Department

System Coders -

 Emvly

System Hosts -

Villoux's Realm Developers -

 Imaokai

 Coralruler

Villoux's Realm Developer Manager -

System Coding Manager -

Executive System Coder -

 Cronus

System Press Department

System Press Officers -

 VenomFilms

 DasCoolGam

 UNDERPANS

System Commercialists -

Radio Villoux DJs -

 Skullslice

 Cheezcake117

System Commercialist Manager -

Radio Villoux DJ Manager -

 Solvausta

System Press Manager -

Executive System Press Officer -

 Suffy

TeamSpeak Operation Department

TeamSpeak Operators -

 Weemee

TeamSpeak Operative Manager -

Executive TeamSpeak Operator -

 Makkapacca5

League of Legends Department

League of Legends Tournament Directors -

EU Nordic & East:

 Dollyy

EU West:

 DeadRusher

 Johni

North America:

 Gator Grease

Oceania:

League of Legends Tournament Masters -

EU West:

North America:

Oceania:

League of Legends Department Chairman -

 ChewOnDiss

Realm of the Mad God Department

Realm of the Mad God Dungeon Masters -

Europe:

 iDunno

North America:

 Krpytonite

Oceania:

Villoux's Realm:

Realm of the Mad God Guild Masters -

 Menkrew

Realm of the Mad God Server Heads -

 Herorider

Realm of the Mad God Department Chairman -

 HK

Counter Strike Department

Counter Strike Tournament Directors -

Europe:

 FORUM

North America:

 Matthewmoo

Oceania:

Counter Strike Tournament Masters -

Europe:

 BUTHLA

North America:

Oceania:

Counter Strike Server Heads -

Counter Strike Department Chairman -
 Dragonride

Excused Absences:

The Baskerville Advisor, Madison due to Work-Related Issues
The Baskerville Advisor, Crepim due to Time Zone Differences
The Baskerville Advisor, Kiitycat due to Time Zone Differences
The Baskerville Advisor, Afecter due to Personal Issues
The Baskerville Assistant, Italina due to Time Zone Differences
The Baskerville Advisor Manager, DeaFikka due to Time Zone Differences
The Executive Baskerville Assistant, Spazproof due to Time Zone Differences

The System Art Designer, Armazard due to Time Zone Differences
The System Art Designer, Vzilefreak due to Time Zone Differences
The System Art Designer, Apache due to Time Zone Differences

The Radio Villoux DJ Manager, Solvausta due to Time Zone Differences

The Realm of the Mad God Dungeon Master, iDunno due to Time Zone Differences
The Realm of the Mad God Guild Master, Menkrew due to Time Zone Differences
The Realm of the Mad God Server Head, Herorider due to Time Zone Differences
The Realm of the Mad God Department Chairman, HK due to Time Zone Differences

The League of Legends Tournament Director, Dolly due to Time Zone Differences
The League of Legends Tournament Director, DeadRusher due to Time Zone Differences
The League of Legends Tournament Director, Johni due to Time Zone Differences

The Counter Strike Tournament Director, F0RUM due to Time Zone Differences
The Counter Strike Tournament Master, BUTHLA due to Time Zone Differences

Unexcused Absences:

The Baskerville Advisor, Steve

The Baskerville Advisor, Nexa

The Baskerville Assistant, Axew6000

The Villoux's Realm Developer, Coralruler

The Executive System Coder, Cronus

The Radio Villoux DJ, Skullslice

The Executive System Press Officer, Suffy

Eighth State of Villoux Address

Good evening my fellow House of Players members, and welcome to our 8th State of Villoux Address. The year 2017 set forth several challenges that must be faced in 2018, and I will be discussing how I feel Villoux will best meet these challenges to end 2018 as a very productive year. I present my goals for our three gaming departments, six staff divisions, and the system overall over the course of the next three months; however, before I begin, I would like to take a moment to discuss the results of this month's system census.

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 nationalities, 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 or Discord 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 January's results were difficult to digest, for multiple reasons. At this time in 2017, we had a total of 403 active users, and in September of 2016, we reached our peak of 525 active users. This month, the system has a total of 284 active users, nearly half of our total count in September of 2016 and down more than a hundred from January 2017. In my address this evening, I will outline how I plan on dramatically increasing growth throughout 2018, but, before we get to that, may I first present the figures from our census this month.

Specific to each department, the Realm of the Mad God Department overtook the League of Legends Department as the system's largest department with a total of 104 active users, only a three user decrease from September 2017. The League of Legends Department is just behind the Realm of the Mad God Department with a total of 102 active users, a twenty-user decrease from September 2017's numbers. The Counter Strike Department remains the system's third largest and therefore smallest department with a total of 40 users, an eight user decrease from September's 48 users. Percentage wise, the Realm of the Mad God Department provides Villoux with 38% of total user base, the League of Legends Department provides 37%, the Counter Strike Department provides 15%, and 13% of users are non-defined, meaning that they belong to no gaming department.

The system has a total of 284 users from a total of 46 different countries around the globe, including every inhabitable continent. I would like to take this time to recognize those countries by stating their name the percentage of Villoux that they represent: The United States of America – 46%; the Commonwealth of Australia – 10%; the Republic of Portugal – 6%; the State of Canada, the Federative Republic of Brazil, and the Republic of Estonia – 4%, respectively; the United Kingdom of Great Britain and Northern Ireland – 3%; the Republic of Germany and the Republic of Finland – 2%, respectively; the Kingdom of Denmark, the Kingdom of Sweden, the Kingdom of Belgium, the Republic of Croatia, the Italian Republic, and the United Arab Emirates – 1%, respectively; the Republic of Argentina, the Republic of Austria, the Republic of France, the

Republic of Hungary, the Republic of Lithuania, the Kingdom of Norway, and the Republic of the Philippines – 0.70%, respectively; and, finally, the Republic of Albania, the State of Bosnia and Herzegovina, the Republic of Bulgaria, the Republic of Ukraine, the Republic of Chile, the Dominican Republic, the Republic of Hong Kong, the Republic of India, the Republic of Indonesia, the Republic of Ireland, the State of Montenegro, the Kingdom of the Netherlands, the Sultanate of Oman, the Kingdom of Nigeria, the Republic of Poland, the Republic of Romania, the Kingdom of Saudi Arabia, the Republic of Serbia, the Republic of Korea, the United Mexican States, the Republic of Trinidad and Tobago, the Republic of Tunisia, and the State of Israel – 0.40%, 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 System Coder, Mr. Emvly; the Baskerville Advisor, Sen. Crepim; the Counter Strike Tournament Director, Mr. FORUM; the Baskerville Advisor Manager, Mr. DeaFikka; the Executive Baskerville Assistant, Mr. Spazproof; and the Executive TeamSpeak Operator, Mr. Makkapacca5.

Without further ado, let us begin the discussion of each of our gaming departments, beginning with our largest department, the Realm of the Mad God Department. Our Realm of the Mad God Department Chairman, Mr. HK has brilliantly integrated his community from TeamSpeak to Discord, a change that will be noted several times throughout the course of this evening's address. Mr. HK's main dilemma has been determining how to bring new user's to Villoux's Discord server, and he has two primary methods; the first of which is increasing the number of dungeon runs sponsored by the system. Historically, Villoux has hosted one monthly dungeon run, open to the Villoux public, but Mr. HK has been increasing that number to two and sometimes three. Furthermore, he has redefined the position of Realm of the Mad God Dungeon Master from simply allowing users access to a dungeon running channel to having the Dungeon Masters host weekly runs themselves. This is being achieved twofold: the first option is simply requesting the Dungeon Masters oblige with their responsibilities and the second is the creation of a new Discord bot. Mr. HK has been working with the System Coding Department and my Executive Baskerville Assistant, Mr. Spazproof on creating a Discord bot that will allow users to open dungeons at Villoux's expense based on a variety of factors. Though the bot is not yet completed, Mr. HK plans to launch it within the coming months. The second primary method of increasing user base is through the re-launch of our massively popular private Realm of the Mad God server, Villoux's Realm. Villoux's Realm has remained offline for nearly a year after the loss of the former Realm of the Mad God Department Chairman and lead developer of the server, Mr. Silent. Mr. HK and I have finally found a user to take over development of the server in conjunction with a Realm of the Mad God Server Head. The Villoux's Realm Developer, Mr. Coralruler has spent the past several weeks creating a client file for the server compatible with Mr. Silent's server files. We believe that he is nearing completion on the client file, which means that the server should see a re-release next month. News on Villoux's Realm will be posted in #villoux_announcements as well as pinned to #realm_of_the_mad_god when the time comes. The reason Mr. HK has chosen to focus on events and the server rather than guilds is the fact that, on Discord, most guilds choose to host their own Discord servers rather than joining larger communities. It is Mr. HK's belief that providing events and a private server with which independent guilds and other communities cannot compete, Villoux will be able to attract guilds to join the system as a byproduct. I fully trust Mr. HK's assessment of his department and his

plans for future expansion and will reiterate that the Grand Council and I stand firmly behind him ready to help whenever possible.

Our League of Legends Department Chairman, Mr. ChewOnDiss has successfully revived monthly North American tournaments in his department after a long absence of them. His tenure started in October of last year and a tournament has been hosted each month each month since; the only exception being last month, which was “the month of rest”. Since he has proven that he is able to successfully host tournaments, I would like Mr. Chew to resume his department hosting monthly EU West tournaments as well, a precedent established by his predecessor. I will be aiding Mr. Chew on hiring an EU West Tournament Master to help re-establish the tournaments, and we shall aim to have EU West tournaments resume next month. Mr. Chew has also maintained his department’s collection of European teams, which contributed greatly to the system’s census, both in terms of users and in terms of diversity of nationalities. It is our hope that the Belgian, Portuguese, Finnish, and Italian users in his department will support the EU West tournaments and step-up to take positions as Tournament Directors. Though EU West is our initial tournament priority, we are hoping that the tournaments can expand into more regions as well, including EU Nordic and East and Oceania. Before leaving the topic of tournaments, I would like to congratulate the Counter Strike Department Chairman, Mr. Dragonride on being declared champion of last night’s 32nd North American tournament. I lanned against him and can attest that he is very deserving of that tile. Tournaments aside, Mr. Chew will also aim to recruit more North American users to Villoux’s Discord server by continuing to invite members of his friend groups as well as sending a link to our Discord server in his matches. We have found that, very often, users are likely to take the little effort to click the invite link and join the server when they know how much verbal communication helps improve a match, so Mr. Chew and I encourage all of you to do the same whenever you are in matches. With support from our System Press Officers, I fully trust Mr. Chew to serve his role and his department diligently.

Aside from being a champion in League of Legends, Mr. Dragonride is also working on becoming a champion within his own Counter Strike Department. Mr. Dragonride resumed hosting North American Counter Strike tournaments the first month of his tenure and will continue hosting them with the support of the community. Mr. Dragonride will also be working with my Baskerville Advisor, Mr. Nexe on launching Villoux’s Counter Strike server, the Villoux Surfing Server. Mr. Dragonride and Mr. Nexe have compiled a list of maps, permissions, and donation packages that will cumulate to form the server, which is slated for release early next month. Mr. Dragonride will also be following Mr. Chew’s lead on inviting users from in-game matches to join the Discord server, hoping to see similar success. With assistance from Mr. Nexe and the System Coding Department, the future of the Counter Strike Department looks bright.

Moving to the staff divisions and my own Baskerville Cabinet, my Assistants continue to be professionally trained and exemplary in executing their responsibilities; my Advisors are mostly comprised of former Grand Council Members and users that have served my Cabinet diligently for years, making their advice and guidance invaluable. Under the guidance of my Assistant Manager, Ms. Shortylyon, my current Assistants will continue their training in the Cabinet and prepare for positions in higher Villoux society. With the leadership of my Advisor Manager, Mr. DeaFikka, my trusted and loyal Advisors will continue to aid me in policy and decision making across the system. Heading all twenty-two of my Cabinet’s staff members is my Executive Assistant and dear friend, Mr. Spazproof. Mr. Spazproof has served as my right-hand man for a year and a half now, and I cannot imagine my Cabinet or my life without him. The only

expectations I can set forth for my already wonderful Cabinet is for them to provide more support to the Discord Operation Department by remaining active in public voice channels, thus encouraging other users to do the same.

Though only recently established, the System Art Design Department has already been proving its worth. The System Art Designer, Sen. Vzilefreak continues to produce stunning portraits of each of our Grand Council Members, the System Art Designer, Sen. Armazard continues to create spectacular graphics for our website and banners, and the newly hired System Spriter, Mr. Apache will prove himself invaluable to the Villoux's Realm Development Board as he creates sprites for the new items and classes on the server. The Executive System Art Designer position is currently open, and I look forward to interviewing these gentlemen and making a determination on a new Executive System Art Designer by next month. In regard to goals for the department, I wish for Sen. Vzilefreak and Sen. Armazard to continue their devotion to their work, for Mr. Apache to prove his worth to Villoux's Realm by creating sprites worthy of being used by the server, and for the new Executive to take their mantle with the respect this new department has earned.

The System Coding Department saw the departure of longtime Executive System Coder, the honorable Sen. Jibram, who served the department for nearly two year. Though Sen. Jibram's departure was bittersweet, he left his department in the capable hands of Grand Council veteran, the honorable Mr. Cronus, who has served as Executive System Coder before. Mr. Cronus has been a massive relief to both Sen. Jibram and myself after he graciously accepted being reassigned from Executive Discord Operator to serve in his current position. Mr. Cronus' first acts as Executive System Coder have been giving Villoux's website the overhaul it needed. He has updated nearly every page on the website to ensure that the colossal database contains accurate information on every server, guild, and tournament that has ever been hosted by the system, as well as containing detailed descriptions of each of the system's gaming departments, staff departments, government bodies, and general purpose. The amount of information on the website is vast, but Mr. Cronus has proven himself more than capable of maintaining it. He has also worked quickly and reliably on the maintenance of the system's email server, ensuring every Grand Council Member has access to the channels of communication necessary for them to dutifully complete their responsibilities. The main challenge for the System Coding Department in the coming months will be synonymous with the challenge faced by the Realm of the Mad God Department – bringing Villoux's Realm back online. Mr. Cronus will need to ensure that the Villoux's Realm Development staff contains users like Mr. Coralruler, who are competent and excited to perform the tasks at hand. Though he is unversed in Realm of the Mad God server files himself, I fully expect Mr. Cronus to commit himself to the server's successful relaunch, whatever it takes. Another major accomplishment of the System Coding Department has been the launch of the Villoux Verification Bot, which is used to verify users on Villoux's Discord server. The System Coder, Mr. Emvly is responsible for the bot, and Mr. Cronus and I believe he deserves the upmost recognition for his work. As aforementioned, Mr. Emvly will also prove critical to the success of creating Mr. HK's Realm of the Mad God bot, and we look forward to seeing his work on that, as well.

The Executive System Press Officer, Mr. Suffy was instated in November, meaning that the coming months will be his opportunity to shine and prove the merits of both himself and the System Press Department to the Grand Council. To do this, I advise Mr. Suffy to acknowledge that the future of the Press Department should lie in commercialism. In the past, hiring popular

YouTubers and Twitch streamers proved extremely beneficial for the system, as seen in our partnership with former System Commercialist, Mr. SLVRDLLR. I would like Mr. Suffy to begin working with each of our Department Chairmen in hiring a System Commercialist for their respective department. We should strive to mirror the success of our partnership with Mr. SLVRDLLR across every department, bringing in new users all over the system. I request Mr. Suffy to begin familiarizing himself with popular content creators for our sponsored games and contacting them about working with the system. The implementation of new System Commercialists for each department is a process I would like to see finished by the end of March. Despite focusing on Commercialism, I still believe that our System Press Officers are an irreplaceable aspect of the department. Though I still believe that the weekly press newsletters should remain in effect, I also believe that System Press Officers should model a major part of their advertising around the way that Mr. Chew and Mr. Dragonride plan on expanding their department. I highly recommend Mr. Suffy to speak to his Press Officers about inviting users in their Realm of the Mad God, League of Legends, and Counter Strike games to Villoux's Discord server. The Radio Villoux division is another aspect of the System Press Department in need of modernization. With the change to Discord, the Radio Villoux Ordinance has been rewritten and the responsibilities of the Radio Villoux DJs have been restructured. Similar to how Radio Villoux functioned on TeamSpeak, I wish for Mr. Suffy to work with the Radio Villoux DJ Manager, Mr. Solvausta on bringing the funk and liveliness of Radio Villoux to Discord. Mr. Solvausta should begin collaborating with his Radio Villoux DJs to ensure that every Friday night from 8:00 PM – 12:00 AM US CST, Radio Villoux is live and jiving.

When completing this month's system census, there was one fact that surprised me more than any other. This is the fact that just under one hundred users of the system's 284 active users use TeamSpeak rather than Discord as their form of communication. The challenge of making Discord the system's primary form of communication is not lost, but it is certainly not wise to diminish TeamSpeak's continued influence in the system. Under the leadership of the Executive TeamSpeak Operator, Mr. Makkapacca5, I fully expect our TeamSpeak server to maintain its current user base. Mr. Makkapacca will be working in conjunction with the team captains and users that rely on Villoux's TeamSpeak server to ensure that the system continues to meet their needs, and our System Press Department will continue to advertise Villoux's TeamSpeak in all appropriate content. Though Discord may have become Villoux's primary form of communication, this TeamSpeak loyalist is proud to see that the VoIP's influence in the system is definitely not over. One way of maintaining our users on the TeamSpeak server is ensuring that they feel protected from trolls and the like on our TeamSpeak server. The TeamSpeak Operation Department is currently severely understaffed, and I task Mr. Makkapacca with finding the right people to serve as TeamSpeak Operators to help ensure our server remains stable. By the end of next month, I would like to see a TeamSpeak Operator for North America, Europe, and Oceania to ensure that all major time zones in Villoux are covered. I stand in solidarity with Mr. Makkapacca and will do whatever I can to ensure that this goal is met.

Fellow Villouxians, I speak to you from a place of extreme optimism that our system is staffed with the necessary staff to make Villoux great. Over the past eight years, we have built an amazing community that will never cease to amaze me and all who have ever opposed us. The Villoux Server System has withstood the test of time and will continue to do so as long as I serve as its Chief of Staff. I would like to thank you all for your attendance this evening, thank you for your commitment to Villoux, and wish you all the best in the coming year. Take pride in knowing

that it is because of you, the hard-working members of our staff, that Villoux is a place where “excellence is your only option”. With that mind and in heart, I hereby adjourn this 66th House of Players meeting. At this time, please change back to your appropriate channels.