THE COVER

NOOBIC STRATOCRACY

Noobic Engineering Service

"SAFETY, SERVICE, REPAIR."



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SLIMMED DOWN VERS.

WELCOME!

PREFACE & INTRODUCTIONS

==========

Before we continue, newly appointed Staff Engineering Interns (MR Interns) should read this first.

==========

This document is a comprehensive guide on anything and everything about S H I F T S.

Being a comprehensive guide means this guide will serve as guidelines and reference for every shift hosted within NES.

Types of shifts, special procedures, designated personnel management, what to do before/during/after shifts will all be included within this guide all for the convenience of NES administrative personnel.

==========

HYPERLINKS:

==========

TYPES OF SHIFTS:

- **Standard shifts.**
- **Joint shifts.**
- **Mass shifts.**

EARLY PREPARATIONS.

- **Apollo Bot.**
- **Standard shifts.**
- **Joint shifts.**
- **Mass shifts.**

MID-WAY THROUGH SHIFTS.

POST-SHIFT TASKS.

SEIs!!*

Welcome to the Team.

Hello, and if you are asked to read this, then it's because you just got accepted into NES' MR team! As the writer of this guide and the owner of NES, I feel obliged to congratulate you on such an accomplishment.

If you are not already aware, NES MRs are the backbone of the activity of the company. Which means that you will be responsible for hosting events within NES. Hence, this whole guide aims to help and act as guidelines when it comes to hosting such events.

Although there *are* a few things you need to take note of, which are:

- **You are still a Staff Intern, which means you *need* to pass your probationary stage in order to become an official MR. More information will be given later.**
- **You will be trusted with certain authority within the company. Common sense: don't abuse such power.**
- **Anything and everything related to MR+ will NOT be leaked to Lower ranks *unless told so*. Punishments given accordingly.**

As stated, your probationary stage as a Staff Intern will require you to complete certain tasks within a given time period, which is usually hosting a set amount of supervised events within a cycle (1 month), but it may also change depending on the situation.

In conclusion, listen to your superiors, complete quotas and tasks, maintain formality, then you should be fine.

Again, welcome to the Team. Your real rank climbing journey starts here.

-Signed,
Lucas.

TYPES OF SHIFTS

TYPES OF SHIFTS

This section will go over the types of shifts NES has implemented and available for MR+ to host.

|| The types of shifts are as follows:

- Standard Shifts.
- Joint Shifts.
- Mass Joint Shifts.

Each shift type will have their own dedicated sub-section within this section and more details will be given about them.

- Do note that MRs are subject to random shift supervision/administrative personnel checking on their shifts quietly to ensure all operations are as they should be.

|| Details include:

- Different early preparations.
- Special procedures.
- Plausible designated personnel management.
- etc.



STANDARD

STANDARD SHIFTS



A Standard NES Shift concluding
with attendees aura farming in a group photo.

==========

Standard shifts are the most common type of event to be hosted within NES. Standard shifts are just like how they sound:

STANDARD.

How Standard?

A Standard shift consists of a Host, attendees, and (occasionally) supervision/management.

Standard intro, standard operations (with an optional minigame/fun thing for part of the shift), standard ending.

You should have experienced them a multitude of times during your time in the company.

CURRENTLY, shifts with less than 8 attendees are considered *Understaffed* shifts should be cancelled due to improper attendee amount.

- **This is due to the fact that there are 8 posts, and any less than 8 attendees would not fulfill all posts.**

JOINT

JOINT SHIFTS



A NES x ANRO Joint Shift concluding with both faction members aura farming at each other.

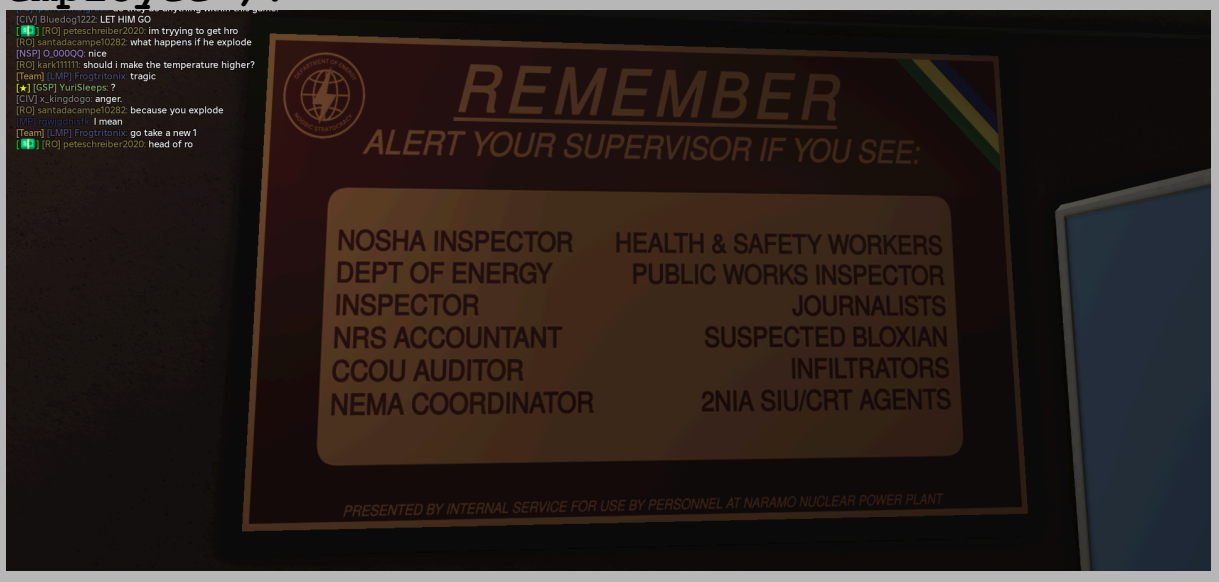
==========

Joint shifts are another type of shift where another Naramo faction coordinates with us (NES) during normal Naramo Nuclear Power Plant gameplay.

Attending factions start as they normally would unless stated otherwise prior to the start of the shift, while they work to ensure the plant operates fully functionally under their operations.

Joint shifts will have slightly different operating procedures than normal shifts, due to there being multiple hosts and each faction serving a separate purpose.

Joint Shifts are currently locked behind the EA dpt, unless you have an EA supervisor (can be employee+).



MASS

MASS JOINT SHIFTS

<u>CURRENTLY</u>, Mass Joint Shifts are also Joint Shifts, but the main difference being that 2 or more Naramo factions are in the joint (the 2 factions do not include NES).

Due to there being more than 2 factions, members of each faction may sometimes be sent to attack the plant so that it may not get too boring. (ensure you check with other hosts that it is ok to do so beforehand)

Mass Joint Shifts have the standard procedures a Joint Shift would have, just slightly altered due to high attendance.

Minigames would also be hosted within Mass Joint Shifts with the purpose to keep everyone attending entertained while working through a tiring day at the Power Plant.

More details will be given in its designated section.

Mass Joint Shifts should be hosted in a dedicated reserved server if there are more than 40+ attendees from all parties involved combined.

Joint Shifts are currently locked behind the EA dpt, unless you have approval from a senior EA to host one.

yea there's not much.

500 Minigames.

"EXPENDABLE AT DOOR 30."

MINIGAMES!!!

==========

To spice a few things up, Minigames can be played during or after the shift.

In a few cases, the minigames are the actual shift itself!

==========

If a chosen minigame is combat based, make sure attending combative factions are split into 2 groups.
1 group is 1 faction.

Exceptions can be made, such as a round of combative faction(s) versus non-combative faction(s).
Of course, only when that is agreed upon by all attending factions.

Below are a few examples of Minigames:

|| Hide and Seek

Hiders will be any DOE Staff team and seekers will be on the WN team.
Hiders get [number] minutes to hide themselves.
Once the countdown is over, WN can start driving to the Power Plant to search and eliminate the hiders.
Hiders are allowed to hide anywhere in the plant <u>that WN can access</u>.
Hiders are NOT allowed to use a DX-21 if they have one.

- **Suggestion: have the hosts be seekers.**

"EXPENDABLE AT DOOR 30."

|| Great Seige of Naramo City

Standard WN versus GSP gunfight.
Half of the factions go to each team and they fight without respawns in the city.
The last team standing wins.

- **Requirements: 2 VC or Stage VC channels.**

||Protect the VIP

WN is tasked with defending 1 or more civilians, as GSP tries to eliminate them.
The civilians must stay in the city and they get [number] minutes to hide while WN organizes itself.
WN will not be able to respawn and GSP gets 10 minutes to find and eliminate the targets.

- **Requirements: 2 VC or Stage VC channels.**

[more minigames to be added.]
[attending factions can also host their own minigames.]



PREPARATIONS...

GETTING READY

Early preparations, standard/special procedures, scripts and anything you need will be given in their respective sub-sections.

==========
HYPERLINKS:
==========

- **STANDARD SHIFT EARLY PREPARATIONS.**
- **JOINT SHIFT EARLY PREPARATIONS.**
- **MASS SHIFT EARLY PREPARATIONS.**

General note for all Shifts:
Hosts MUST notify NES personnel of their shift 30 minutes beforehand.

BREAKING: Local Military Police currently Wanted and put on Watchlist after arresting said man.



BOT USAGE

NES EVENTS (APOLLO)

There is a pinned video in institute notice board showing how to schedule an Apollo event, however we will also cover the basis here.

Within the NES Discord server, there is a Discord bot called Apollo (NES Events).

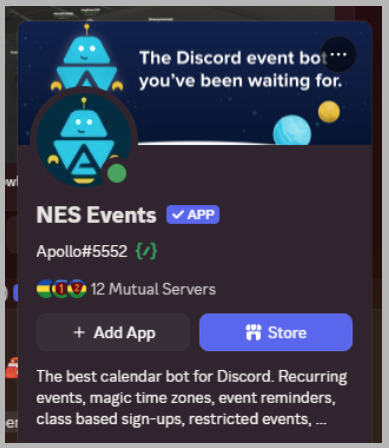
This bot is also the event management bot and it is very useful and handy.

Usage is simple.

|| Step 1:
In any suitable channel (we recommend running the command in the channel you want to put the actual event post in) , run command: /event.
Apollo will then private message you where it guides you through the event creation process.

|| Step 2:
Follow what Apollo tells you to do.
What channel to post your event in? #events.
Title, event description, amount of attendees (usually 'none'), starting time, ending time, ping mentions (Shift Ping), and perhaps an attached image too.

|| Step 3:
Your event will be posted within #events after completion.
You may also edit your event for whatever reason interfering, which the bot will guide you again for what part of your event needs editing.



NES EVENTS (APOLLO)

As you may have noticed, Apollo has been used in over a dozen Noobic Stratocracy affiliated Discord servers.
Proving its popularity and ease of application.

Clanker

Clanker 101 NES

This document Clanker 101 should help you with the NES Clock-in clanker, you should be able to use it as SEI

STANDARD*

EARLY PREPARATIONS...

For Standard shifts.

==========

|| 5 minutes (recommended time) before your shift starts, however 5-10 minutes is encouraged if you are expecting a large attendee amount so you can distribute posts in a timely manner:

Use the following format to remind and provide further information regarding your shift.
Said format is to be posted within #shifts.

 # NES SHIFT

Host: your_name_here [SEI+]
Supervisor: name_here [STE+] (if applicable)
Server ID: *under every server within the Game page*
Profile Link:
https://www.roblox.com/users/1608139238/profile
(Lucas's profile link for reference)
[shift ping here]
==========
[VC channel link here]
[Other notices] ***(these may be NESSO or NMP pings if deemed necessary for the shift)***

The above format contains all relevant information, most importantly: ways NES personnel join.
-
Hosts then shall wait for personnel to enter the correct Naramo server. After that, head over to Personnel Management.
REMINDER - POSTS ARE TO BE ~15-20 MINUTES EACH
Reminder:

- **Shifts with <5 personnel are to be carried out according to the guidelines within our Handbook.**
- **Use of Voice chat is required.**

EARLY PREPARATIONS...

- **Attendees need to be present for at least 20 minutes to receive merits for the event.**
  ex. show up right after/before 1st post swap - 2 merits
  show up during end/ritual - no merits
  show up late & leave early - 1 merit

The following is an example script. You may revise this as you wish.

"Hello fellow attendees and thanks for attending our service shift today. I am your host, [your name here] as a/an [your rank here]."

"For your information, this shift will be around 45 minutes long. We will now go over a few rules that everyone attending should follow throughout the shift."

"Number 1, attendees should display respect to any Plant staff and any players within NNP. Take note, that you may report any misbehaving members of ANY faction, including NNP players to your Host with evidence of it."

"Number 2, please do not leave your post/station without notifying and receiving permission from your Host. If you need to urgently leave, simply inform the host after you get back. The host will do regular AFK checks upon you all."

"Number 3, read through the NES Handbook for any info you may need, abide by rules listed."

"The most important rule, have fun!" (technically rule 4, but this is more of an unwritten rule)

"Now, we will be giving out posts and areas for you guys. Check our Shift check channel within our communications server."

[Host gives out posts/stations/areas to attendees]

"Operators, you may head to your posts, now!"

EARLY PREPARATIONS…

Additional Notes for the introduction:

- *You may add additional information to your introduction "script", such as Number 3: as you can also add that many of the Senior Engineers can help answer your questions as well in addition to the handbook.*
- *It is recommended to tell attendees to "clear comms" or at least pay attention when starting your introduction.*
- *It is recommended to complete your shift stations post prior to starting your introduction "script", as it is considered time efficient.*
- *There is consideration that if you complete your introduction already 10-15 minutes after the starting time, your shift is considered to start late.*
- *It is recommended to state rule 4 :)*

JOINT*

EARLY PREPARATIONS...

For Joint shifts.

==========

Joint shift usually occurs WHEN:

A. **Faction diplomats contact NES MRs+ to arrange a Joint shift with them,**
B. **NES MRs+ contact other Factions to arrange a joint shift with them.**

After that, you should discuss with the requesting Faction staff for more details regarding the Joint shift.

More details regarding said discussion will be covered in their respective sub-sections.

Format for posting your Joint shift is as followed:

 # NESx[FACTION] JOINT SHIFT

Host: your_name_here [SEI+]
[FACTION] Representative: their_name_here
Supervisor: name_here [EA Employee+]
Server ID: ***under every server within the Game page***
Profile Link:
https://www.roblox.com/users/1608139238/profile
[shift ping here]
==========
[VC channel link here]
[Other notices]

Then the rest should be treated like a normal Shift.

FOLLOWING INFORMATION ARE TO BE KEPT WITHIN NES ONLY.
PUNISHMENTS WILL BE GIVEN IF FOUND LEAKED.

NESxANRO

JOINT SHIFTS!!!

The following is insight provided by the [redacted]

ANRO/NES

PM FIX COOLANT
-Advanced Noobic Reactor Operations

- Can get pretty loud. A Stage VC is suggested due to their volume.
- May out-rally NES, or equal.
- ANRO often invites NES for joint shifts.
- Tend to organize very well, at the cost of tiring planning. Be prepared.
- Would often come up with fun/silly endings, so be prepared.

Questions to ask ANRO Staff:

1. Reserved server needed?
2. Expected amount of attendees?
3. Choice of Voice chat location? (In ANRO or NES.)
4. Stay in Stage VC channel or split voice chats?

Extra:
Joint shifts with ANRO typically involve a lot of planning, and they typically would do something rather interesting when ending. Planning fun events (or during a shift) is fine, but do remember to inform the ANRO-side host about it.

Plan accordingly. ANRO tends to have bigger numbers so be mindful and plan properly.

NESxNMP

JOINT SHIFTS!!!

UNDER CONSTRUCTION CUZ AKY IS LOA AND I NEED TO FIX UP COORDINATORS.

NMP/NES

General info page.

- You may follow previous procedures.
- Do also expect special/extra needs from other factions that were not listed.
- Plan ahead and accordingly.

Questions to ask (misc.) Staff:

5. Reserved server needed?
6. Expected amount of attendees?
7. Choice of Voice chat location? (In [misc.] or NES.)

decommed1.

JOINT SHIFTS!!!

PRESERVED FOR HISTORICAL PURPOSES.

NLA/NES

Why aren't they officialized yet?
-Naramo Logistics Agency

- NLA isn't too loud when compared to ANRO.
- May be smaller in numbers, but they are growing steadily.
- Tends to reach out for joint shifts.
- Good relationship between NES and NLA.

Questions to ask NLA Staff:

8. Reserved server needed?
9. Expected amount of attendees?
10. Choice of Voice chat location? (In NDC or NES.)
11. Normal voice chat channel or Stage VC channel?

Extra:
Joint shifts are quieter than with other factions. Do expect a small or medium rally size for NLA. You may not need a lot of planning compared to other bigger factions.

Remember to plan accordingly.

decommed2.

JOINT SHIFTS!!!

PRESERVED FOR HISTORICAL PURPOSES.

NFSF/NES

Trained Plant Security.
-Naramo Facility Security Forces

- Medium to Large rally size.
- Volume level varies, but they are quieter than ANRO and 308th. Really depends on the amount, but no matter how large they rallied they still end up being quieter than ANRO and 308th.
- Stage VC channel is optional, with rally size taken into consideration.
- NFSF also has a different approach when it comes to their shifts so extensive pre-planning is recommended.

Questions to ask NFSF Staff:

12. Reserved server needed?
13. Expected amount of attendees?
14. Choice of Voice chat location? (In NFSF or NES.)
15. Normal voice chat channel or Stage VC channel?

Extra:
They have guns, they can protect us.

They *are* trained, better than random Plant Security members playing the game normally.





decommed3.

JOINT SHIFTS!!!

PRESERVED FOR HISTORICAL PURPOSES.

308th/NES

Liquidators are so cool.
-308th Regiment.

- Perhaps the loudest faction.
- Tend to show up in large numbers, similar to ANRO.
- A Stage VC channel is recommended.
- Planning is a must due to the usual large rally size.

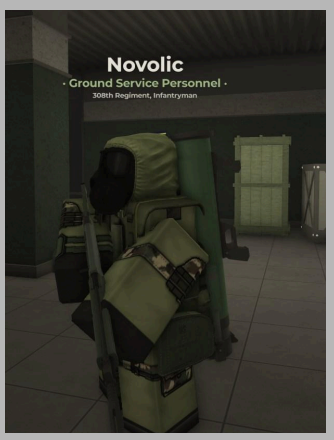
Questions to ask 308th Staff:

16. Reserved server needed?
17. Expected amount of attendees?
18. Choice of Voice chat location? (In 308th or NES.)
19. Normal voice chat channel or Stage VC channel?

Extra:
Joint shifts with the 308th are often loud, as they need to communicate with each other more often than we do. A stage may be good enough, but they are also allowed to go into their own respective VCs when a large WN presence is detected.

Joint shifts with the 308th are fun, and they also enjoy creative endings. Be sure to plan some, or at least discuss with their host about it.





NESxmisc.

JOINT SHIFTS!!!

This is a general information page regarding other factions which have not been listed due to incorrect and/or insufficient experience and information.

misc./NES

General info page.

- You may follow previous procedures.
- Do also expect special/extra needs from other factions that were not listed.
- Plan ahead and accordingly.

Questions to ask (misc.) Staff:

20. Reserved server needed?
21. Expected amount of attendees?
22. Choice of Voice chat location? (In [misc.] or NES.)
23. Normal voice chat channel or Stage VC channel?



MASS*

EARLY PREPARATIONS...

For Mass Joint Shifts. *EA DPT. EXCLUSIVE*

==========

How to plan one?

- Reach out to your faction of choice within their designated Diplomat text channel and discuss.
- They may also seek out for us to join by pinging or asking in our own Diplomat channel.
- Discuss and plan in either our own on in their Diplomat channel, or whenever both sides have agreed on whether its DMs or what not.

Pre-planning

- The Mass Shift would be hosted within a Stage VC channel of choice, where the Hosts have permission to talk when needed.
- Hosts may also pull people up from the audience group if anyone wants to share their thoughts.

Start of the Shift

- Rallying at the Checkpoint parking lot is recommended.
- All attending factions shall STS with their respective hosts, and separate each faction.
- Once all factions complete their rally, the main Host shall explain the plan and the process for the Mass shift, with a rough estimate of the duration of the shift if possible.

During the Shift

- All attending factions would conduct their own duties in their own way.
- It is allowed to draft a few people from every faction to the WN team, and move them to a separate VC or Stage VC channel.
- Shift period should be around the standard, be it 45 minutes to 1 hour, though this can be discussed further.

AFTER THAT?

TASKS MID-WAY THROUGH

You still have work to do after your shift starts, you know.

And you are expected to carry out these three tasks:

- Post Assignment,
- Personnel Monitoring,
- and Shift Swapping,

…during a shift.

Each task has been further detailed within its own sub-section.

Do read them all before conducting your shifts.



PERSONNEL MANAGEMENT

POST ASSIGNMENTS



An example of assigning posts.

After completing your introduction of your shift, you are required to ask everyone attending to ping you (clock in) in #nes-shift-check. Do note, this is mandatory.

After that, you may start assigning posts/positions to your attendees.

A basic format:

@mrcombo365 - AUX
@nio0_01 - TURBINES
@thepremiumgud - COOLANTS
@someone - FEEDWATER

is sufficient.

- **There are currently 8 posts you would assign during a shift, which are as follows:**
  Noobtubers, Aux, Coolant, Crane, Feedwater, Turbines, Comms box, Transformers

You may also assign personnel ranked SPCE+ to be "Post Supervisors". They do what the name implies.

Note:
When your shift has a considerable amount of attendees, then you may assign a few NES personnel to DOE Logistics for Jerry can deliveries, or RO if needed.

And after all of that, you may commence your shift and begin monitoring.

MONITORING

MONITORING

As an MR, you are a leader, and a role model.

Take care of your attendees!

Answer their questions, guide them, teach them if they are unexperienced.

And don't forget to do AFK checks randomly, and maybe give a few people some [redacted] too.

You may also chat with them.

Remember: You are *not* a boss, you are a host.
YOU ARE HERE TO MAKE THE GAME MORE FUN, NOT COMMAND OTHERS.



Telling your mates to evacuate late

MONITORING

was NOT a good idea though.
(We trusted random ROs on that server.)

POST SWAPPING

SWAPPING POSTS

During prolonged shift times, Hosts may initiate a "Post Swap", which you have experienced a few times by now.

Post Swapping is just like it's name implies:
Everyone swap posts.

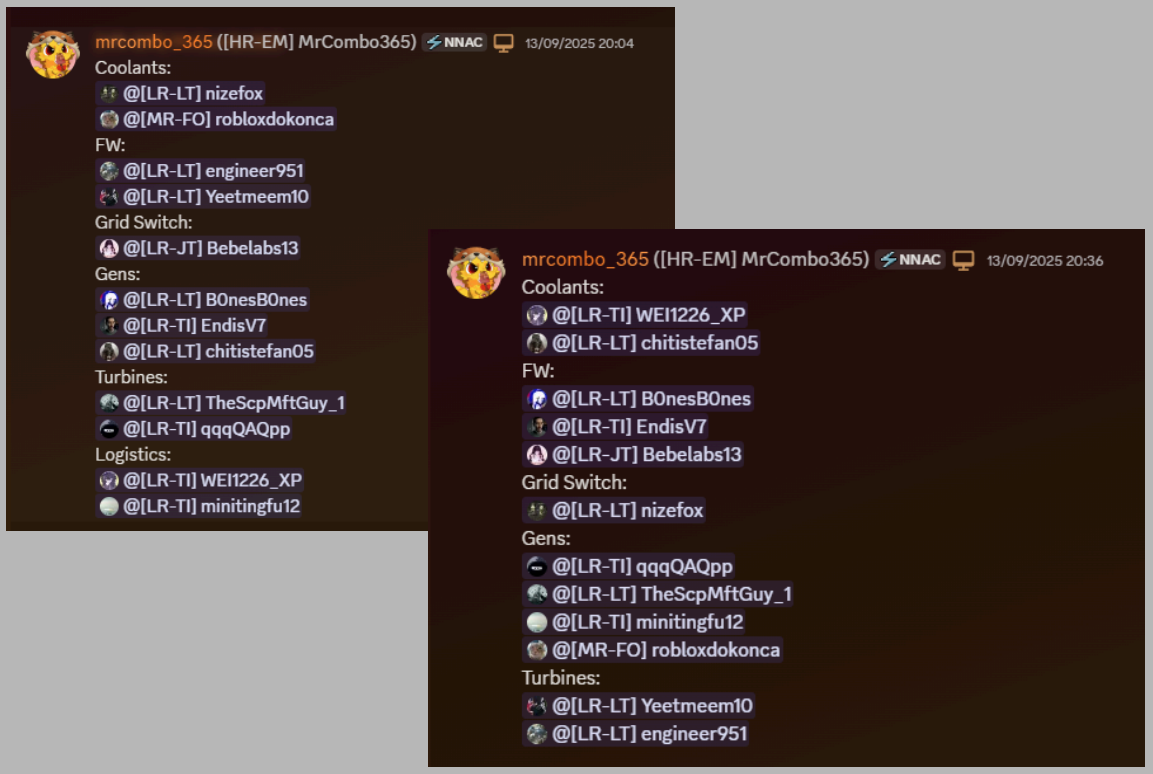
Recommended to be done half-time through a shift, as to keep attendees from feeling bored and weary due to staring and doing the same job for 45 minutes.

To do this, call every NES personnel to reset and regroup.

Then confirm attendance, while asking everyone to "clock-in" again like how you should do following the Personnel Management section.

Then assign different posts to everyone, and you're done, and begin monitoring again.

- Additionally, you may do a minigame or something fun rather than a post swap for the 2nd half if you'd like.



THE END(?)

You still got work to do after shift.

If you ever have attended shifts (which you *SHOULD* have), Hosts will need to take a few screenshots of the wedges, the ritual, and then everyone is dismissed.

Now for those with the Host Qualification, there are a few things you need to complete *THEN* you are considered done.

==========
Hyperlinks:

- **RITUAL.**
- **LOGGING SHIFTS.**
- **MERIT DISTRIBUTION.**



Ritual.

“you’re done lil’ bro get sacrificed.”



A Ritual.

Before dismissing from *ANY* type of shift, Hosts are required to choose their *worst performing employee* (or anyone, can be multiple), and have them sacrificed into the spent fuel pool within the reactor room.

But don’t forget! Wedge before the sacrifice to take screenshots for shift logging! Anytime and anywhere, just before the scarification commences.

SHIFT LOGGING

#shift-reports

Before stepping into our staff team, I am sure you have seen the Discord channel: #shift-reports.

This is the channel where MR+ logs their whatever kind of events here. This includes but not limited to Shifts, Gamenights, Inspections, etc.

REMEMBER! Attach two or three screenshots of wedges where your attendees wedge behind you!
- **Note to ONLY log YOUR factions attendees for a joint.**

Hyperlinks below will redirect you to the format of your choice.

- **STANDARD SHIFT REPORT FORMAT**
- **JOINT SHIFT REPORT FORMAT**
- **MASS SHIFT REPORT FORMAT**



horror.

STANDARD**

STANDARD**

FORMAT:

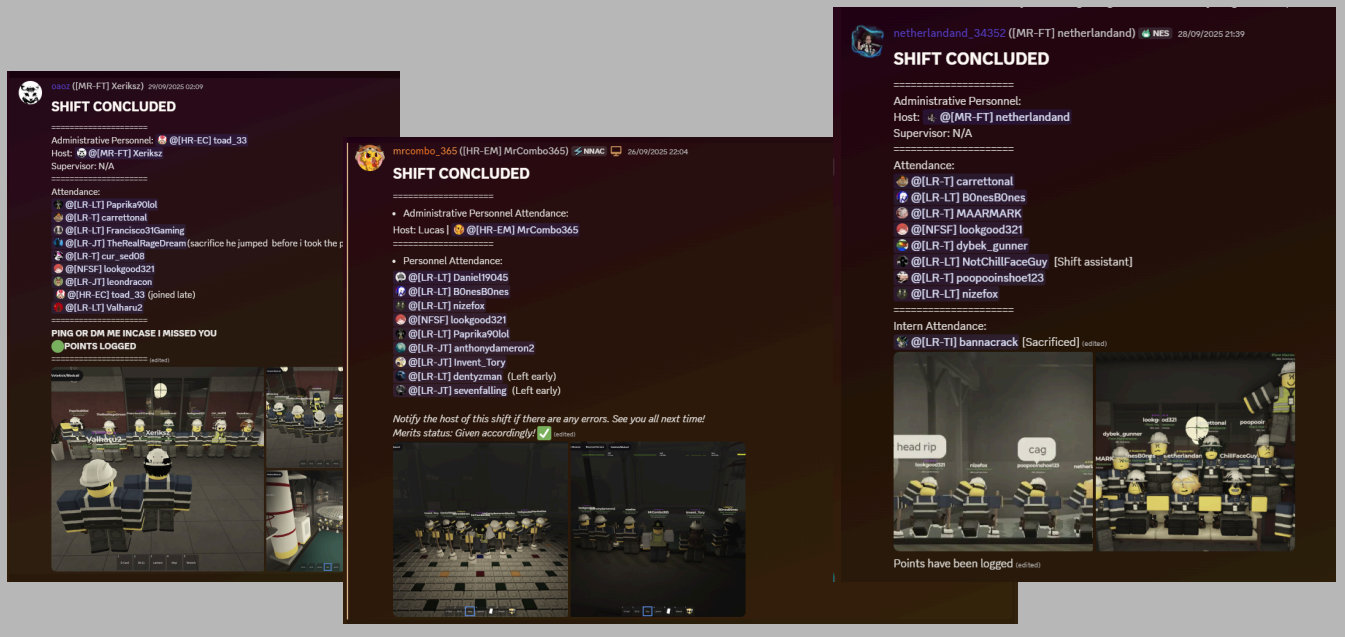
```
# SHIFT CONCLUDED
====================
- Administrative Personnel Attendance:
Host: [your name here]
Supervisor: [their name here] (IF APPLICABLE)
====================
- Attendees:
@attendee1
@attendee2
@attendee3
etc.
```

If your name is not listed above, please be sure to alert the Host or any Supervisors so the issue could be resolved immediately.
Merits will be given shortly.

|| end. ||

Notes:

- *Attach at least 2 screenshots of attendees' attendance in-game.*
- *You may attach a screenshot of the ritual.*
- *You may also alter the format as long as it contains: The Host, The Supervisor (if any), list of attendees, in-game screenshots.*



JOINT**

JOINT**

FORMAT:

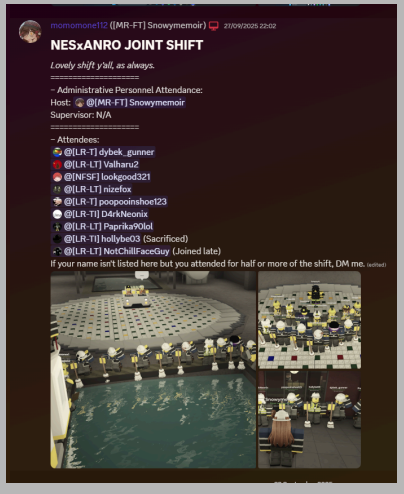
```
# JOINT SHIFT CONCLUDED
====================
- Administrative Personnel Attendance:
Host: [your name here]
Faction Representative: [their name here] (dont ping them)
Supervisor: [their name here] (IF APPLICABLE)
====================
- Attendees:
@attendee1
@attendee2
@attendee3
etc.
```

If your name is not listed above, please be sure to alert the Host or any Supervisors so the issue could be resolved immediately.
Merits will be given shortly.

```
|| end. ||
```

Notes:

- ***Attach at least 2 screenshots of attendees' attendance in-game.***
- ***You may attach a screenshot of the ritual.***
- ***You may also attach screenshots of all attending factions together.***
- ***You may also alter the format as long as it contains:***
  The Host, Faction Representative,
  The Supervisor (if any), list of attendees, in-game screenshots.



MASS**

MASS**

FORMAT:

```
# SHIFT CONCLUDED
====================
- Administrative Personnel Attendance:
Host: [your name here]
Supervisor: [their name here] (IF APPLICABLE)
Faction rep 1: [their name here] (dont ping them)
Faction rep 2: [their name here] (dont ping them)
etc.
====================
- Attendees:
@attendee1
@attendee2
@attendee3
etc.
```

If your name is not listed above, please be sure to alert the Host or any Supervisors so the issue could be resolved immediately.
Merits will be given shortly.

|| end. ||

Notes:

- ***Attach at least 2 screenshots of attendees' attendance in-game.***
- ***You may attach a screenshot of the ritual.***
- ***You may also alter the format as long as it contains: The Host, The Supervisor (if any), list of attendees, in-game screenshots.***

MERITS!!!!!

WAITER WAITER!
MORE MERITS PLEASE!!

If you haven't noticed yet, there is a Discord text channel named #point-spa.

This channel serves the purpose to add and/or subtract merits in's and out's, while also serving as a log.

To add merits, simply type /add.

Users would then be prompted to either use "amount" and/or "mention". The names are also pretty self explanatory.

More details regarding our Merits system:

[EARNING MERITS]

- **Attending ceremonies: Varies**
- **By HICOM: HICOM may give out merits as they wished. (AKA HICOM gifting)**
- **Attending shifts: 3 merits.**
- **Co-Hosting shifts: 5 merits.**
- **Collecting awards: 3 merits.**
- **Attending gamenights: 2 merits.**
- **Hosting shifts: [MR+ EXCLUSIVE]**
  0.5 merit per attendee.
  No capped limit, if the merit total for MRs is not a whole number, the amount is rounded up.
- **Hosting gamenights: [MR+ EXCLUSIVE]**
  1 merit per attendee.
  Capped to 15 merits.

- **Note that for any hosted event/shift, you may dismiss attendees for any reason, or issue less merits for late/early attendance.**

WAITER WAITER!
MORE MERITS PLEASE!!

[DE-MERITS]

- **Violating the NES/Global rules**
- **Getting striked.**
  The amount is subject to HRs discretion.

CONCLUSION.

COMPRESSED VERSION

To clear up any confusion, all you need to do is:

A. Create your event.
B. Communicate with other attending faction(s).
C. [Joint/Mass Joint Shift exclusive]
D. Find servers to host in.
E. Send the pre-rally and remind people to join.
F. Join your VC of choice.
G. Wait for people to join.
H. Intro.
I. Assign posts.
J. Monitor.
K. Shift swapping.
L. Ending.
M. Ritual.
N. Dismiss.
O. Log shift.
P. Delete the pre-rally
Q. Merits!
R. Done.











THE END!!

END OF GUIDE

THE END!!

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yea, only me, that's what David wanted that time

Revision & Updates:

[RT] Previous Staff Oversight | funnyfuntimey

hehehe i get to be on the credits

[SEO] MR Staff Oversight | surebrett

[CEO] EA Lead | AKYPetron

I got to self insert here