

"WE CAN GUARANTEE IT. I DON'T HAVE ANY INTEREST IN WHO RUNS 89. IT'S NOT MY SERVER", PRESIDENT OF STATE #90 RESPONDS TO QUESTION ABOUT INTERFERENCE IN STATE #89

✍MsLadyGrim

Civil war in State #90, leadership strategies, alliance duels, and denials of KRAK's involvement in the takeover of the capital of State #89 are some of the main topics discussed in an exclusive interview with **Luxury Time**. 2A

WHAT ARE THE NEW HEROES FOR THE NEW SEASON?

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Luxury Time got us exclusive access to the new heroes they'll be able to unleash in the next season. Noah, Lucas, and Rosa, those are the names. 5A



✍zunya



✍Mei13 - Courtesy

CRAZYBEAGLE1 IS THE NEXT DAD COMMANDER OF DAD JOKE #89

✍MsLadyGrim

With "I got a new boomerang today, but unfortunately the old one is just too hard to throw away", crazybeagle1 becomes the fourth Dad Commander by winning the fourth DadJokes [#89] Dad Joke contest.

Each edition contest is held every two weeks, and the contest has a one-week period for submissions and voting.

EDITORIAL TEAM

President: Toresana
MsLadyGrim
La ReiNa
zunya

We are looking for journalists, commentators, and graphic designers.

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How did KRAK come about? I mean, how was it created

That's a long story. We were a collection of many different alliances struggling to survive during a two season long civil war. Where every day was non-stop fighting. 90 was not as unified as it is now.

But the current iteration of KRAK came around 2 months ago at the start of season 3. Our goal in the game has always been to win everything. Not just one State Supremacy. We want to compete with the best as the challenge is what makes the game fun.

So when we saw migration would happen at the start of season 3. Johnny and I talked and decided we wanted to form an alliance comprised of players unified in the sole pursuit of that goal.

It wasn't a fast process. We researched older server migrations and talked to GM to see how the migration event would work. And we spent a full season hoarding to ensure that 90 would not be labeled as a strong server and that our gold players could come as purples and our purples as blues. We made sure that our play styles aligned to ensure that there wouldn't be conflicts down the road over how the rewards should be shared with the server and how we should treat other players on the server.

While we haven't achieved any of our goals yet, I feel like we're off to a strong start and come season 4 KRAK along with the rest of #90 will be ready to hold our own against the new cluster of servers.

KRAK is one of the strongest alliances in State #90, how did they get Korolev to join their alliance among several States with powerful alliances?

Prior planning and a lot of discussion. I think it helped out a lot that we got to work early. Everyone got to socialize and get to know each other for most of a season. And by the time other servers started even messaging people and recruiting we already had about 90% of our roster locked down and confirmed. We had to make some small adjustments when we saw the extra blue and purple slots, but outside of that everything had been set for weeks prior

What strategy does your alliance use to stay strong, united, and become the most powerful in the state?

I think it's about communicating, establishing a unified goal, holding people to performance in line with that goal, and recognizing your partners on the server.

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You have to communicate with everyone, inside and outside of the alliance. Inside of the alliance it's important to figure out why people are playing the game because if the goal is not unified then the players may be happier split into a different alliance that has the same goals as them. Outside of the alliance, you need to make sure you maintain relationships with your partners on the server. People would be amazed what multiple alliances can do when they actually work together. If you want to do that you need to establish a strong NAP and rewards need to be shared equitably. Everyone on this game is really just looking to be treated with respect and recognized for their contributions. You can accomplish as a team when you do that.

But the darker side is you also have to enforce standards inside the alliance to keep people in line with the group's goal. If someone in KRAK violates the NAP then our punishments need to be harder than everyone else's. If someone doesn't meet the alliance duel point thresholds, then we need to find them a new home because there is a long list of players who want their slot and will pursue our goal with us.

Tell us about the leader in KRAK, who is KRAK's R5?

I've never been too great at talking about myself. I always try to make sure to use we and not I because I'm just part of the alliance and everything we achieve is a product of the team not the individual. But here goes... I'm American born and raised. I'm in the process of getting out of the military, but have spent probably too much time overseas while in. I enjoy the gym, hiking with my cat, and Dark Wars kill days.

Which quality is most important in an alliance leader? If KRAK was able to stay united for a season already, how did the qualities of the leader make it last?

Empathy. You need to be able to put yourself in other people's shoes. There's going to be egos in this game. There's going to be people who want to take every single armory or farm their own server. If you want to be a successful alliance leader, you need to be able to coexist and work well with other alliances on your server. One of my favorite quotes is "you aren't a leader because you are in charge, you're a leader because you take care of those in your charge." You can't do that without empathy for others.

What role does the R5 and R4 play in the weekly duel event?

R5s need to pace set. You can't expect your members to outperform the point thresholds if you don't outperform them yourself.

R4s are your communicators. They make sure people remember to read the guides, send out their gatherers the day prior to maximize points.

R4s will also have their own specific tasks. For example, I have an R4 that screenshots everyone's point participation and does a roll-up for me of people who failed to meet points each day so we can track with our probation system.

So that means the R5 sets the goals and the R4 helps the leader achieve the goal? R4s don't set goals, right?

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The R4s and R5 collaborate to determine the goals. It needs to be a group vision and not the vision of an individual if you want to generate buy-in and have people invested. If there isn't buy-in or investment then the vision is doomed to fail no matter how nice a vision it is. My R4s are involved in all of our decision making as an alliance. And our NAP is involved in all of our decision making as a server.

Who plans or creates the strategy and tactics for the final days of the weekly duel? Are all the alliance's allies involved, or do only the R4 and R5 dictate what the allies follow?

Alliance duels are usually just about having fun on the last day. Most of the times they're already decided. We don't really have any elaborate plans besides helping to defend others when able.

Glory wars and state supremacy, I will usually come up with a plan and then run it by my R4s for their input and then present it to the NAP chat for their input in order to reach a consensus. I like to make sure to leave some parts open to give the other alliances agency to make sure they are enjoying and having fun during whatever cross server event we are having

In recent days, nearly every alliance in the State #89 has accused KRAK of taking sides and helping RI\$E seize power and take the presidency. They argue that KRAK weakened nearly every alliance that prevent RI\$E from taking the capital. What would you say to them?

We also zeroed JohnnieT from RI\$E prior to the capital along with many of their other unbubbled members. If we were going to pick sides we wouldn't zero one of their strongest (maybe their strongest, I don't have access to the arena page for 89) players before the capital.

It's a kill day. We've all been playing the game for 7 months now. You bubble if you're offline or you should expect to be zeroed by the time you get back on and pleasantly surprised if you're not.

I hit every alliance last kill day and only held back from finishing off one player and it was for nothing game related.

According to an important user of State 89, he wrote to me privately claiming that: "There was a few in RI\$E they didn't zero. They pick and choose, who not to zero it seemed. I witnessed it, they were helping RI\$E. They attacked me second I reached capital". Can KRAK guarantee that had absolutely nothing to do with or helped RI\$E?

Yes. We can guarantee it. I don't have any interest in who runs 89. It's not my server.

There's only one unbubbled player in RI\$E that we didn't zero. And I half zeroed her until I got a message that she was in the hospital with cancer and that's why she wasn't bubbled

Off the record: that player was either in NWE our duel opponent or someone like Maxxy who talks a lot and makes personal enemies.

Last question. If the president of State 89, Bossku, were to write to you to collaborate in any way, would you, as president of State 90, agree? Why?

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It would depend on the collaboration and what they'd want. If it's an alliance thing it would go to an R4 votes. If it is a server thing, it would go to a NAP vote. I would have to know what it is before I can say whether I would endorse it when I present it to the voters or speak against it.

Off camera, State #90 President King Pepé told the **Luxury Time** team: "89 is the one server that has alliances that ask me who sent me to hit them when I burn them. I think it was my last kill day Maxy was in my DMs asking me who sent me to kill WSS and if it was RI\$E. This one RI\$E was asking me if WSS sent us to kill them. Someone started a conspiracy theory two state supremacies ago that I could control who in 89 was president after we beat you guys in the first state supremacy. KRAK isn't some puppet organization that is masterminded by server 89 powers. We're just doing our thing and trying to have fun and get points and resources".

King Pepé also provided us with photographic evidence where one of KRAK's R4 members says, "I killed more RI\$E than anyone else, lmao. NWE was better as shielding". **Luxury Time** checked with the author of that statement, King Alde, and he confirmed that he was the one who said it in the R4 message channel of the alliance.

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