

WK Planner — Quickstart Guide

The essentials to get a Wasteland King event running. For screenshots and full explanations, see the complete User Guide.

One-Time Setup (per state)

1. **Alliances** — Menu → Alliances. Add alliances in bulk (comma/semicolon-separated), then drag to reorder.
2. **Sign-up form** — Menu → Form settings. Pick a banner/boost image, write a description, set min/max troop level and min/max troop & rally size. Optionally enable the “additional shift” question.

Every Event

1. **Create the event** — Menu → Events → New event. Name it; the two shifts auto-generate (First 10:00–14:00 UTC, Second 14:00–18:00 UTC). Save to get the sign-up link.
2. **Share the link** — Post the sign-up link where your state will see it (e.g. Discord).
3. **Players sign up** — Troop type, level, troop/rally size, shift preference, captain willingness. No account needed.
4. **Review sign-ups** — Search (wildcards, also by alliance), check the alliance pie chart, add missing players manually if needed.
5. **Build the roster** — Events → Planning:
 - Assign captains per shift (or let auto-selection fill gaps)
 - Set a reserve troop level, if needed
 - Run auto-assignment for members
 - Check the First/Second shift balance
 - Fine-tune troop counts with the sliders, then Save troop counts
6. **Export** — Export the Discord-formatted roster (one per shift) and post it in your Discord channel.

Good to Know

- The sign-up link is reusable for recurring events — only use “Regenerate link” if you actually need a new one.
- Slider changes that exceed rally capacity won’t save — fix the overage first.
- A Co-Captain can be set per building as a backup.
- Everything here works on PC, tablet, or smartphone.