

WK-Planner for



User Guide

Wasteland King Event — Sign-Up & Roster Planning



This guide covers sign-up, roster planning, and the Discord export.

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1. Overview

WK Planner is a web application used to organize the Wasteland King (WK) event for Puzzle & Survival: collecting player sign-ups, building shift rosters, and exporting the final roster for Discord. This can be used by PC, tablet or smartphone.

This guide walks through the process from a planner's point of view, step by step.

It is foreseen, that every planner of the state uses the same state, this reduce work and different signup forms.

2. Setting Up Alliances

Before the first event in a new state, the alliances need to be entered once so they are available for sign-up and planning.

2.1 Add alliances

Step 1: Open the “Alliances” page in the menu.

Step 2: Add alliances in bulk — enter multiple alliance names at once instead of one by one.

Alliances

These names appear as the “Alliance” dropdown on the public sign-up form, in the order shown below (use the arrows to reorder).

New alliance name(s)

e.g. X3G, DNT, 4BD, JD9



Separate multiple names with a comma or semicolon to add them all at once.

Add alliance(s)

 **Notes:** You can give up one Alliance and add it, or you can enter them by e.g X3G, DNT, 4BD, JD9 (with comma or semicolon)

2.2 Order the alliances

Step 3: Drag and drop alliances into the desired order.

The order set here is reused wherever alliances are listed, for example in the sign-up form and the alliance breakdown chart.

Sort A → Z Sort Z → A		
Name		
↑ ↓	LL4	Remove
↑ ↓	4BD	Remove
↑ ↓	DNT	Remove
↑ ↓	28C	Remove
↑ ↓	DMQ	Remove
↑ ↓	DIZ	Remove
↑ ↓	X3G	Remove

 **Notes:** You can sort it ascending or descending, to find the alliances easier. The list must be adjusted if there are for example new alliance, an alliance renamed or left the state.

3. Setting Up the Signup Form

3.1 Form Settings

Step 1: Open the “Form settings” page in the menu.

Step 2: Upload your own Banner and March Information Screen (if needed)

Sign-up form settings

Image library

Upload banners and any other images (like the March Boost screenshot) here, give them a clear name, then pick them below.

Image file (JPG/PNG/GIF/WEBP, max 2 MB) Datei auswählen Keine ausgewählt

Display name

e.g. WK Banner July, March Boost screenshot

Upload

Preview	Name
 Global	WK-banner
 Global	Boost_info

 **Notes:** You can use an Banner or Boost Info Image or use the default ones. Give it a speaking name.

Step 3: Select the Banner and March Boost screenshot

Form defaults

Default banner (shown at the top of the sign-up form)

☐ No banner	☒  WK-banner	☐  Boost_info
---------------------------------	---	---

Image next to the troop/rally size instructions (e.g. a March Boost screenshot)

☐ No image	☐  WK-banner	☒  Boost_info
--------------------------------	--	--

 **Notes:** You have a small preview of the images. Select the WK-Banner and Boost Information screen

Step 4: Description, Troop level, troop and rally size

Description text shown on the sign-up form

- Test State -

Minimum troop level

9

Maximum troop level

14

Minimum troop size

50000

Maximum troop size

800000

Minimum rally size

500000

Maximum rally size

6000000

 **Notes:** Description you can add your State name, or requirements for how many players of each alliance are required for NAP.
Min/Max troop level is what troop level can signup for WK
Min/Max troop and rally size are the players information.

Step 5: Schedule

Event scheduling defaults

When creating an event, planners only pick dates - the actual times come from here. **Only admins can change these.**

Event start time (UTC) 10:00

Event duration (hours)

24

Sign-up form opens at (UTC) 02:00

Sign-up form closes at (UTC) 02:00

 **Notes:** There is nothing to be added, the start time of the event is in UTC, starting on Saturday for 24 hours. The Sign-up open and close time is equal, 2 hours after reset.

Step 6: Optional Question

Sign-up form questions

☒ When a player picks "Either" as preferred shift, also ask if they'd take an additional shift if more people are needed

Purely informational - the answer is never used by auto-assign, only visible to planners for manual decisions.

Save settings

 **Notes:** If activate this option, in the form will show an additional field, when selection "either" for the shift with the which is asking, if you are willing to take on an additional shift, if more people are needed? Yes/No
This has no effect on manual or auto-assignment. If the planner noticed, I may need for 2nd shift another Fighter, he can switch in the answers to both.

4. Creating the First Event

Before players can sign up, an event needs to be created for the state. This is done once per event.

4.1 Create the event

Step 1: Open the “Events” page in the menu.

Step 2: Create a new event and give it a name.

Events

Create a new event

Just pick the dates - times are applied automatically from your [event scheduling defaults](#) (event starts 10:00 UTC, form opens 02:00 UTC, closes 02:00 UTC). Two shifts are created automatically - **First Shift** (10:00-14:00 UTC) and **Second Shift** (14:00-18:00 UTC) - adjustable afterwards on the event's edit page.

Event name

Event day

Sign-up form opens on

Sign-up form closes on

Repeats every (days) - leave empty for a one-off event

Create event

 **Notes:** Give the Event a name and pick next wk. For the signup form you can use e.g start from Saturday on Valiant Conquest and end it on next Thursday. So it will go from Saturday 02:00 UTC until Thursday 02:00 UTC, so in this case from Saturday until Wednesday (ok 2 hours after reset on Wednesday, so Thursday). After creation of the Event, you can “Edit” it and add the planning alliance, but it’s only for your Information.

Hint: When Events are repeating

Events

✓

This state has a recurring event set up - the next Wasteland King event will be created automatically.

▼

Existing events (4)

Name	Event start	Form open	Form close	Status	Planning alliance	Actions
WK 592 (2026-07-25)	25.07.2026 10:00 UTC	18.07.2026 02:00 UTC	22.07.2026 02:00 UTC	Scheduled	DIZ	Edit · Signups · Planning · Delete

 **Notes:** When Shift are setup and repeating, the creation of new event is hidden under “This state has a recurring event set up - the next Wasteland King event will be created automatically.” It means you not need create manual Events.

4.2 Shift defaults

Step 3: Two shifts that are created automatically: First Shift (10:00–14:00 UTC) and Second Shift (14:00–18:00 UTC).

Shifts

Name	Start (UTC)	End (UTC)
First Shift	06.07.2026 10:00 UTC	06.07.2026 14:00 UTC
Second Shift	06.07.2026 14:00 UTC	06.07.2026 18:00 UTC

Only admins can change the shift structure.

 **Notes:** *At the moment only 2 shifts are supported*

Step 4: Auto-distribution rules (by troop level)

Auto-distribution rules (by troop level)

Used by "Auto-assign remaining" on the planning page. E.g. "level 12 and above → 45%", "level 10 and above → 30%" - the highest matching rule wins for each player.

Troop level ≥	Send %	
12	45.00%	<button>Remove</button>
11	30.00%	<button>Remove</button>
9	20.00%	<button>Remove</button>

Troop level ≥

Send percentage

Add rule

 **Notes:** This is a setup who many troops from rally size of the captain should be assigned per Tier. In this case T12 and higher 45%, T11 30%, T9 and T10 20%.

This is maybe not working for all kind of setup, and it maybe that the auto-assignment not fill in every case. For example, in the first shift it looked well, but in the second there was a captain only with T13 and the rest T11 or lower. There was plenty of space left for the rally size.

But nothing to worry, this is only a help, but you can assign more troops per building with a slider. This will be explained later in "Building the Rooster"

Step 4: Save the event. The sign-up link for players is now available.

Sign-up link

<https://darkforce.de/wk-planner/public/form.php?token=1758f4d415-6615-4137-10001-11-21-1>

Regenerate link

 **Notes:** The Sign-up link is generate dynamic, if your event is repeating every 14 days, you need only to use 1 link, but with "Regenerate link" you can create a new one.

5. Signing Up for the Event

Players register for the event using a unique sign-up link shared by their state (for example in Discord). No account is needed to sign up.

5.1 Open the sign-up link

Step 1: Open the personal sign-up link for your state's event.

5.2 Fill in your details

Step 2: Enter your player information.

- Troop type (fighter, rider, or shooter)
- Troop level / tier
- Troop size you can bring
- Rally size
- Shift preference (First Shift, Second Shift, or Either)
- Whether you are willing to serve as captain



Test Event - Sign-up

- Test State -

What is your ALLIANCE? *

— select —

What is your PLAYER NAME? *

Would you take the responsibility of a captain or co-captain?

No

PREFERRED SHIFT *

— select —

What is your TROOP SPECIALTY? *

— select —

What is your highest TROOP LEVEL? *

— select —

SECONDARY TROOP TYPE?

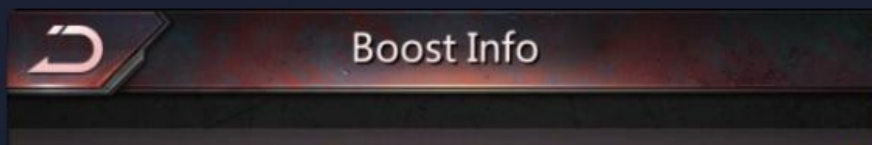
Other than your main troop type, check any other types you have at the SAME level (check all that apply).

☐ Fighter

☐ Shooter

☐ Rider

For the next two questions, check your Commander Boost Info → March Boosts section. Troop size is the size of your march (top blue line). Rally size is the size of your rally, excluding your own troops (bottom blue line). If you use talent sets, make sure to use your Military talent set.



Notes: This may match most parts of which you may already use. Well information that are not necessary for planning are not save, like are you available via discord etc.

What is your TROOP size? * (comma-separated thousands)

200,000

Between 50,000 and 800,000

What is your RALLY size? * (comma-separated thousands)

25,000

Between 500,000 and 6,000,000

Submit

 **Notes:** The fields of troop and rally size adds automatically comma separated thousands

5.3 Submit the form

Step 3: Submit your entry.

If an entry with the same name already exists, the form will detect the duplicate and ask whether to update the existing entry or discard the new one.

You already have a sign-up for **Test Event** under this alliance and name.

Do you want to update it with the new answers you just entered, or keep your previous sign-up as it was?

Update my sign-up with the new answers

Keep my previous sign-up, discard this

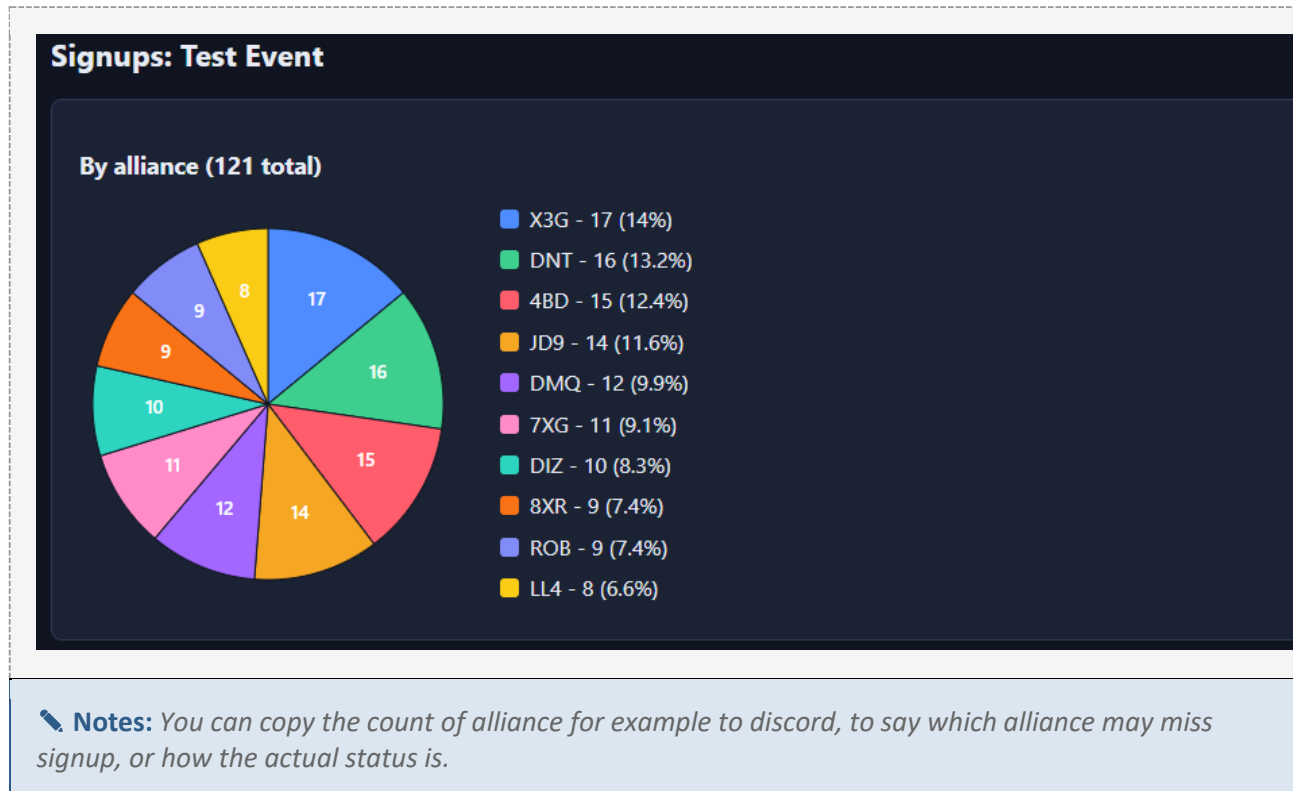
 **Notes:** Add an example of when this prompt appears. This not helps against other writings, but if the rally or troop size change, you can update it. The planer can adjust them as well.

6. Reviewing Sign-Ups

Once players have signed up, planners can search and review the list of entries.

6.1 View the alliance breakdown

Step 2: Check the pie chart to see how sign-ups are distributed across alliances.



6.2 Search sign-ups

Step 1: Use the search field to find a specific player. Wildcards are supported.

Search sign-ups

Player name

Alliance

— any alliance —

Search

Notes: Give an example search term, e.g. partial name with *. You lookup per alliance as well

6.3 Add another one

Step 1: Add a player manual

+ Add player manually

 **Notes:** *If someone missed the signup time you as planer, can add the player manual. A forms open, similar to the signup form.*

7. Building the Roster

WK Planner automatically proposes captains and assigns members to rallies, which planners can then fine-tune.

7.1 Captain selection

Step 1: Open the page “Events” over the menu.

Select in the current event “Planning”

Test Event18.07.2026 10:00 UTC11.07.2026 02:00 UTC15.07.2026 02:00 UTCscheduledEdit · SignupsPlanningDelete

 **Notes:** Note anything planners should double-check about captain selection.

Step 2: First Shift selection and Reserve level

Planning: Test Event

Shift

First Shift (10:00–14:00) ▼

Auto-assign remaining membersReset planningExport for Discord

Reserve troop level (weakest allowed - not auto-assigned, listed separately)

T9 and below ▼Save

 **Notes:** First shift is listed. You can choose if you have general reserve troops, in this case they are T9. They will be not used for auto-assignment and just listed below as reserves including the troop type.

Step 3: Summary of the Signups

You get an overview of how much people per troop type are signed up for which shift and how many are willing to be Captain.

Sign-ups by troop type & shift preference

Use this to decide which building should get which troop type below.

Type	1st only	2nd only	Either	Both shifts	Total	Captain-willing
Fighter	7	7	15	5	34	7
Rider	8	7	17	7	39	6
Shooter	7	7	26	8	48	6

 **Notes:**

Step 4: Assign the troop type per Building

Which troop type goes where, in this shift

Building	Troop type for First Shift
Hub	Fighter
North Tower	Fighter
East Tower	Shooter
South Tower	Shooter
West Tower	Rider

Save for this shift

 **Notes:** *This is an example, before automatic assignment, this should be done in both shifts including captain selection.*

Step 5: Assigning Captains

You get an overview of how much people per troop type are signed up for which shift and how many are willing to be Captain.

Sign-ups by troop type & shift preference

Use this to decide which building should get which troop type below.

Type	1st only	2nd only	Either	Both shifts	Total	Captain-willing
Fighter	7	7	15	5	34	7
Rider	8	7	17	7	39	6
Shooter	7	7	26	8	48	6

 **Notes:** Assign captains to both shifts, before using the auto-assignment. Select Captain and choose “Set” It would do an auto-assignment of captains too, but you knew which player are the strongest and that you want to have in your lineup.

Step 5: Optional Co-Captains

You can add one Co-Captain per Building.

Hub **Fighter** Rally cap: 2,989,000

Captain DNT · SilentRex553 (626000) 

+ Add co-captain (optional) 

ROB · VenomRaven411 · T13 · Fighter · Rally 1,713,000 

— choose co-captain (volunteers only) —

ROB · VenomRaven411 · T13 · Fighter · Rally 1,713,000

4BD · MyBackup-Player · T11 · Fighter · Rally 1,700,000

DIZ · SilentWarden320 · T11 · Fighter · Rally 1,443,000

 **Notes:** Co-Captains can be used, if the you want to have a Backup in case that the captain won’t show up on WK.

7.2 Automatic member assignment

Step 2: Let WK Planner assign members to each captain's rally.

Assignment is capacity-aware: it uses the captain's rally size as the available pool and calculates troop counts by tier so the rally is filled correctly. The secondary troop type of each player is also taken into account.

South Tower Shooter Rally cap: 3,251,000

Captain X3G · BloodReaper750 (328000) ✕

+ Add co-captain (optional) ▼

Members (12)

4BD · SavageStorm603 · T14 Troop size: 358,000		146000
4BD · WarSerpent592 · T14 Troop size: 357,000		146000
ROB · SavageSlayer850 · T14 Troop size: 596,000		146000
ROB · SteelStorm142 · T13 Troop size: 276,000		146000
X3G · ToxicSkull101 · T13 Troop size: 180,000		146000
DIZ · FuryRex544 · T13 Troop size: 786,000		146000
JD9 · RagingBear885 · T13 Troop size: 545,000		146000

 **Notes:** If you want some players beside captains to be assigned to a building, you can do that before the auto-assignment.

7.3 Shift balancing

Step 3: Review the First Shift / Second Shift split.

Players who chose "Either" are distributed between shifts to balance out the players who already committed to a fixed shift. (e.g. if less people signup for the first shift, more of "Either" are selected for the second shift, trying to balance between shifts)

7.4 Fine-tuning troop counts

Step 4: Adjust individual troop counts using the sliders.

Each slider shows the live capacity for that rally as you adjust it. The secondary troop type is highlighted, and the app validates your changes automatically.

North Tower

Fighter

Rally cap: 1,713,000

Captain

ROB · VenomRaven411 (615000) ×

+ Add co-captain (optional) ▼

Members (5)

X3G · ToxicFalcon406 · T14

Troop size: 468,000

385000

Max

4BD · ViperSkull176 · T13

Troop size: 517,000

385000

Max

4BD · BloodGhost100 · T11

Troop size: 276,000

256500

Max

DNT · NightHunter643 · T11

Troop size: 195,000

195000

Max

X3G · NightGhost285 · T10

Troop size: 768,000

342500

Max

Rally capacity used (co-captain + members): 1,564,000 / 1,713,000

Save troop counts

North Tower **Fighter** Rally cap: 1,713,000

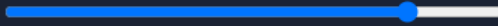
Captain ROB · VenomRaven411 (615000) ×

+ Add co-captain (optional) ▼

Members (5)

X3G · ToxicFalcon406 · T14

Troop size: 468,000

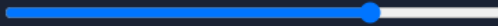


385000

Max

4BD · ViperSkull176 · T13

Troop size: 517,000

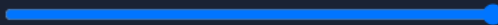


385000

Max

4BD · BloodGhost100 · T11

Troop size: 276,000

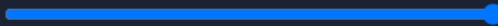


276000

Max

DNT · NightHunter643 · T11

Troop size: 195,000

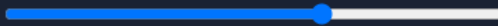


195000

Max

X3G · NightGhost285 · T10

Troop size: 768,000



493000

Max

Rally capacity used (co-captain + members): 1,734,000 / 1,713,000 — over capacity!

Save troop counts

Notes: You can adjust troops with the slider, or select “Max” Button, if you want to use full troops from a player(The slider works only in 500 steps). When you are done, select “Save troop counts”.

If you are over Rally size capacity you well see it below:

Rally capacity used (co-captain + members): 1,741,000 / 1,713,000 — over capacity!

Save troop counts

Notes: If you try to save this, it will not, gives you an error and discard changes.

7.5 Reserves

Step 5: Mark players as reserves where needed.

Reserve troop levels are shown separately after the buildings.

Reserve players (T9 and below)

Not counted as active troops or rally capacity - these fill in during the event as needed. "Auto-assign remaining members" already adds them automatically; use the button below only to top up the list if you changed the reserve level or added sign-ups afterwards.

Top up reserve list

Player	Type	
LL4 · ViperTitan988 · T9	Rider	<button>Remove</button>
DNT · FuryFist882 · T9	Fighter	<button>Remove</button>
X3G · NeonWolf614 · T9	Shooter	<button>Remove</button>
LL4 · NightRider907 · T9	Fighter	<button>Remove</button>

 **Notes:** *If you don't have any reserves, it will show nothing here.*

8. Exporting the Roster

Step 1: Once the roster is finalized, use the export function to generate a Discord-formatted roster.

Step 2: Copy the exported text, including the reserve section, into your Discord channel.

Discord export: Test Event - First Shift

Copy the text below and paste it into Discord.

```
X3G GhostFalcon20

**North Tower - First Shift <t:1783332000:t> - <t:1783346400:t>**
FIGHTERS ONLY

**Captain - FULL**
ROB VenomRaven411

**T14 Sends 385000**
X3G ToxicFalcon406

**T13 Sends 385000**
4BD ViperSkull176

**T11 Sends Full**
DNT NightHunter643

**T11 Sends 256500**
4BD BloodGhost100
```

 **Notes:** It's formatted for discord and listed by members, which have the same troop size to send. Export is one per Shift, and the <t:1783332000:t> - <t:1783346400:t> in it, is generated for UTC Time in discord, showing the users time on discord. The export works descending by tier and if FULL or same troop amount it will be consolidated.

Step 3: An example how it looks on Discord.

Hub - First Shift 12:00 PM - 4:00 PM

FIGHTERS ONLY

Captain - FULL

DNT SilentRex553

Sends 298500

DMQ FrostDragon781

8XR FuryCrusher164

Sends 269000

ROB DoomPanther204

ROB FuryHawk785

X3G SavageHawk270

7XG FrostDragon894

Sends 253000

DIZ FrostReaper217

Sends 120000

DMQ FurySkull349

North Tower - First Shift 12:00 PM - 4:00 PM

FIGHTERS ONLY

Captain - FULL

ROB VenomRaven411

 **Notes:** But if you don't like it like that, you can replace it with 10:00am UTC – 02:00pm UTC

9. Checklists

9.1 Attendance checklist

Step 1: Open the page “Events” over the menu.

Select in the current event “Planning” > “Attendance checklist”

First Shift

Hub

Mark all presentSave

☐	Captain DNT SilentRex553 · T10	Missing
☐	DMQ FurySkull349 · T14	Missing
☐	7XG FrostDragon894 · T13	Missing
☐	ROB FuryHawk785 · T13	Missing
☐	X3G SavageHawk270 · T13	Missing
☐	ROB DoomPanther204 · T12	Missing
☐	8XR FuryCrusher164 · T11	Missing
☐	DIZ FrostReaper217 · T11	Missing
☐	DMQ FrostDragon781 · T11	Missing

 **Notes:** On new plannings, all are marked as missing for the first time.

Step 2: Mark people as present or missing for each building and shift.

North Tower

Mark all present

Save

☒ Captain ROB VenomRaven411 · T13

☒ X3G ToxicFalcon406 · T14

☐ 4BD ViperSkull176 · T13

Missing

☒ JD9 GrimReaper928 · T13

☒ 8XR RogueFox485 · T13

☐ DIZ SilentWarden320 · T11

Missing

☒ 4BD BloodGhost100 · T11

☒ DNT NightHunter643 · T11

☒ JD9 SilentWarden72 · T11

Notes: You can mark them per Building as present > "Mark all present" and "Save". If someone is missing, you can mark all as present and only remove the one or two are missing as example..

9.2 Rewards checklist

Step 1: Open the page "Events" over the menu.

Select in the current event "Planning" > "Rewards checklist"

First you select your condition of winning. The number of boxes is adjusted.

Reward outcome

Pick this first - it sets the multiplier for every box type below.

Protected your Hub (1x)

Protected your Hub (1x)

Take another state (2x)

Take 2 other states (3x)

Notes:

Step 2: Since the handling of Boxes are maybe different by each state, you have some option, manual or raffle with the options "Everyone(without a box yet)", "Only Captains & Co-Captains " and "Only one Alliance"

King's Sword Box 1 / 1

Player

How

X3G CrimsonHawk170

 Raffle

Remove

All boxes of this type have been assigned.

Ruler's Hand Box 0 / 5

Assign manually (5 remaining)

Search player or alliance...

Player

-- select --

Assign

 **Raffle**

Candidates

Amount of boxes?

Everyone (without a box yet) ▾

5

Draw winner(s)

 **Notes:** For manual selection you can select someone from the Drop/Down field - Player, or you can give a part of the Name then the selection of players will be limited. Only players not been assigned for boxes can be selected.

Assign manually (5 remaining)

Ghost

Filtered

Player

-- select --



Assign

-- select --

4BD BloodGhost100

8XR NeonGhost81

DIZ GhostCrusher883

DIZ IronGhost746

DNT GhostWolf603

X3G GhostFalcon20

X3G NightGhost285

 **Notes:** You see a "Filtered" badge, behind the search field, when your search for player or part of his names.

Step 3: As example for Loyalty Boxes, we raffle "Only captains & co-captains" > "Draw Winners"

 **Raffle**

Candidates

Amount of boxes?

Only captains & co-captains ▾

20

Draw winner(s)

Loyalty Box 9 / 20

Player	How	
4BD DoomFalcon94	 Raffle	<button>Remove</button>
DMQ BloodDragon244	 Raffle	<button>Remove</button>
X3G WildPhoenix655	 Raffle	<button>Remove</button>
LL4 WildStorm60	 Raffle	<button>Remove</button>
DNT SilentRex553	 Raffle	<button>Remove</button>
ROB VenomRaven411	 Raffle	<button>Remove</button>
8XR DarkHawk977	 Raffle	<button>Remove</button>
ROB GrimStorm66	 Raffle	<button>Remove</button>
X3G BloodReaper750	 Raffle	<button>Remove</button>

 **Notes:** Since here was only 9 captains and co's in total, only 9 Loyalty Boxes has been assigned.

10. Quick Reference

- Alliances: set up once per state via bulk entry, then order by drag-and-drop
- Events: create the event once; the two shifts default to 10:00–14:00 and 14:00–18:00 UTC
- Sign-up: players register via the unique event link — no account required
- Search: wildcard search + alliance pie chart to review sign-ups
- Planning: auto captain selection, auto member assignment, shift balancing, slider-based tuning, reserves
- Export: Discord-formatted roster including reserves