

The Teach You How to Not Suck Page!

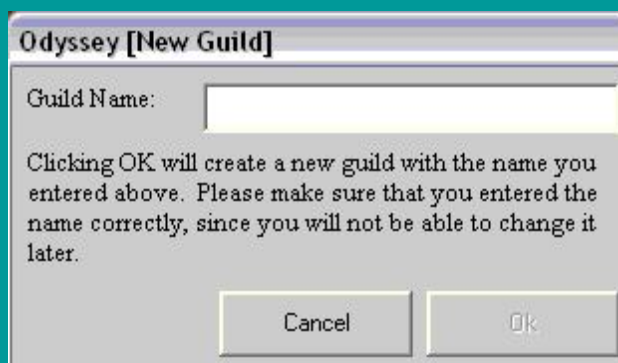
Guilds and Guild Halls

Guild Commands

/guilds, /guild help, /guild invite *name*, /guild join (requires gold normally), /guild leave, /guild pay *gold*, /guild balance, /guild chat message, /guild who, /guild party on, /guild party off
Only in Guild Halls: /guild hall info, /guild hall buy, /guild hall leave

Creating a Guild

In order to create a guild hall, you must first find/create an object called a Guild Deed. The server owner can name this object anything he likes, but generally the name has "Guild" in it. Once you find this object, **double click** it. It will then ask you for a Guild Name



Be Careful!

If you try to use a name already used then the Guild won't work and you will loose the deed!

If you don't get have three members within 24 hours, your guild will automatically disband.

After you get three members, if you ever have less than 3 members your guild will automatically disband.

If your guild is in debt for more than 24 hours, your guild will automatically disband.

How to Recruit Members

To recruit someone, type /guild invite <Name>. The person will get a message saying they are invited.

In order to join a guild, you **must be level 5+**, you must possess **1,000 gold**, and you must of **been invited** to a guild.

If all conditions are met, type /guild join and you will join the **last guild that invited you**.

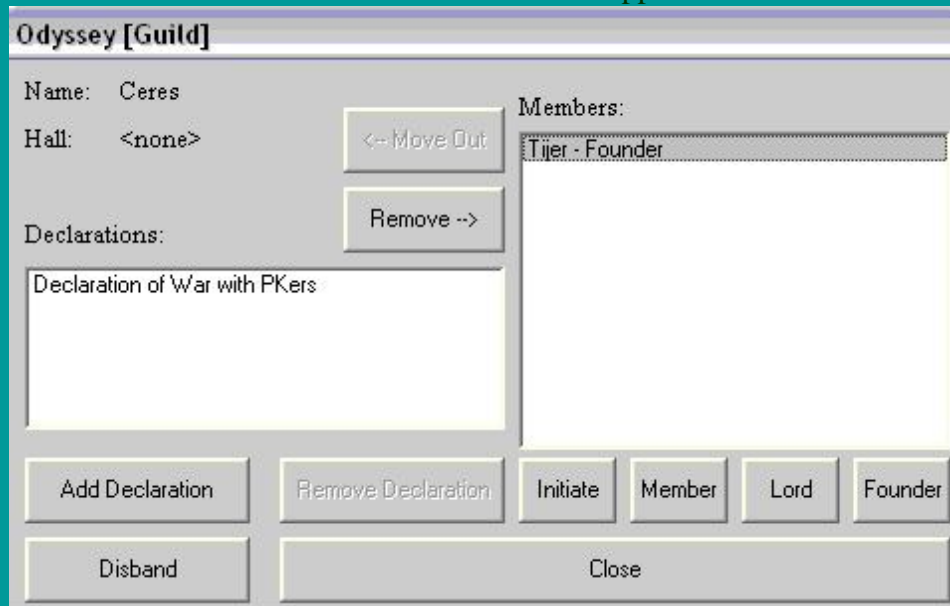
The 1,000 gold is something that can be different for every server. Some servers require no gold to join, some require less, some more.

For the Server Owner, to change the amount of gold that is required to join a guild, First

1. Close the Server.
2. Go into the document Server.Ini
3. Change GuildCost=1000 to GuildCost=<WhateverNumber>
4. Save Server.Ini
5. Close Server.Ini
6. Reopen the Server.

Guild Options

If you press the Guilds button (Or type guilds), a list of guilds will appear. If you double click the guild name, a list of members and actions will appear.



If you are in the guild, then you can do several things

First, if you own a guild hall you can <- **Move Out** of it by clicking the corresponding button.

If you highlight a player and click **Remove ->** and you can kick a player from the guild.

Disband takes out the entire guild.

Add Declaration changes your status with other guilds. **Remove Declaration** sets your status back to no stance



This merely sets the Base Status for the player, **Status referring to the colour of your name.**

This is the basic status you will see with people. If they have a different status, such as invisible, flashing, or such then you will see that status instead.

If your status changes while in a guild, you will not see it; everyone else will.

If you are a Lord or Founder, you can change the standings of other members. Highlight their name and press one of the corresponding Buttons;

Guild Rankings and Corresponding Abilities

Initiate- An Initiate is someone new to the guild. They cannot do anything except be in the guild

Member- A member means the person is trust worthy enough to access the guild hall for items

Lord- A lord can recruit players, kick players out of the guild, change player rankings add/remove Guild Declarations, and buy/move out of guild halls. However, a Lord can not affect the status of a Founder.

Founder: Highest rank. You can recruit anyone, kick anyone, change anyone's rank to anything, add or remove any declarations, disband the guild, and buy/move out of guild halls.

Guild Party:

If two guild members are on the same map and they both have Guild Party On, they will share a portion of each others experience. Oddly enough, if a High Level and a Low Level are on the same map, both with Guild Party On, the high level will gain more experience then he would alone. So, having Guild Party on can rapidly increase the amount of experience you gain.

In order to turn on/off Guild Party type /Guild Party On or /Guild Party Off. By Default, guild party is off.

Guild Halls;

Guild Hall Commands:

/guild hall info, /guild hall buy, /guild hall leave

How To Buy A Guild Hall:

In order to purchase any guild hall, you must first have 3 members total in your guild and enough money to afford the guild hall in your **GUILD BANK**

Anyone can add money into the guild bank with */guild pay <amount>*. In order to check the current guild balance type */guild balance*.

The Money you pay to the Guild Bank cannot be withdrawn-- ever.

If your balance ever falls below 0, your guild will be disbanded in the next 24 hours if you have no met your debts.

Why A Guild Hall?:

Once you've started a guild, you'll want to purchase a guild hall. They can be expensive, but they are ultimately worth it.
Why?

Now that your in a guild, all those white named maps you knew before as safe as now dangerous. Any other guild could attack you there. A guild hall offers you a safe haven.

But of course, there are other reasons than just that.

Typically a Guild Hall has stored areas called "Keeps". These tiles can hold items that will never disappear. You can store up to 50 items per map on these keep tiles.

Also, a Guild Hall normally has a starting location. This means that after you die, you will respawn in your guild hall, or an area specified by which guild hall you own.

In addition, a Guild Hall has limited access. Only Guild Members and higher ranks of the guild owning the hall can enter it. No one else can get in unless you let them.

Finally, some guild halls have special features. But, there's no reason to get into that right now...

Let's take a look at an example of a typical Guild Hall...



Please note, the right version of this was simplified for easier reading.

On the left is the guild hall. On the right is same picture with attachments.
The top level is the keep, and the bottom right corner is the spawn location.

Server Owners---

TP TP (Touch Plates):

The touch plates shown above are set to the Guild Hall Number. When a Guild Member, Lord, or Founder steps on this attachment, the Doors will open. Guild Initiates are not able to use the TPs.

Quick Tip: The touch plates TO GET OUT of the hall and TO GET OUT of the keep are NOT set to the hall. This so so that people are NOT TRAPPED inside the hall if accidentally let in.

HOWEVER, a prison can be created for guild members easily (this would qualify as a special feature) if this aspect is ignored.

Odyssey [Map Attribute]

8 - Touch Plate

X:	<input type="text" value="0"/>	0
Y:	<input type="text" value="0"/>	0
Hall:	<input type="text" value="0"/>	0

Cancel
Ok

A Touch Plate specifically "Removes the FIRST attachment and the BG tile of ANY Location (X-Y) on the current map."

Thus, it can open doors, walls, warps, anything.

The Hall designates which guild hall number (/God EditHall) the Touch Plate is active for.

Explanation of remaining Guild Commands;

/guild help- displays a list of guild commands

/guild leave- leaves your current guild

/guild chat <message>- prints a message to your online guildmates

/guild who - Tells who from your guild is online.

Quick Links

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