

Defenders of Justice Guidelines

Preface

This document is meant to assist in the perseverance of the “Defenders of Justice”, hereinafter the identified as **the Fellowship**. Changes to this document need first be voted on by the Officers of the Fellowship, then to be made available to the Fellowship either by link to shared drive or cloud drive.

Mission Statement

- ☞ We encourage all Fellowship Ambassadors and Mages to recruit new Fellowship members. these Guidelines can be found here at <http://www.biz-wiz.biz/elvenar/Guidelines.pdf>.
- ☞ We encourage all Fellowship Members to use the Forums. This is where spoilers and information of upcoming events are found.
- ☞ We encourage all Fellowship Members to review the Wiki on a regular basis to keep apprised of changes to building stats or any other information you have a question on. If you can't find the information, contact one of the Mages or Arch Mage, they will know where it can be found or know the answer themselves.
- ☞ We encourage Fellowship Officers (Mages or Arch Mage) to present well crafted policies that can be readily updated and/or bumped.

Terminology

- ☞ **Active Member:** A Fellowship Member that follows all the recommended and encouraged Policies
- ☞ **AW:** Ancient Wonder
- ☞ **In Demand Goods:** Goods within the fellowship which are most in demand. Currently those goods are Marble, Crystal and Magic Dust.
- ☞ **Review Cycle:** The length of time it takes to upgrade all AW Club Members' selected AWs. This usually takes anywhere from 2½ weeks to 1 month. A review of each member's performance and activity is done at the end of each review cycle.
- ☞ **Offer Refresh:** The refresh of wholesale trade costs happen about 6pm EST, 5pm CST, 4pm MST, 3pm PST. This also happens to be about the same time the 2FER and 3FER trades are picked up.
- ☞ **XFER Member:** Members of the Fellowship that can take advantage of the 2FER and 3FER trades. They are newer players with a score of 40,000 or less. As the Fellowship grows this maximum score will be changed.
- ☞ **2FER Tuesday:** When trades for XFER Members post trades on Tuesday before Offer Refresh Time and they will be picked up. Only 6 2FER trades will be accepted per Member (Example of 2FER trade: Offering 100 Planks for 200 Marble, Offering 25 Gems for 50 Elixir).
- ☞ **3FER Thursday:** When trades for XFER Members post trades on Thursday before Offer Refresh Time and they will be picked up by the Officers. Only 6 3FER trades will be accepted per Member (Example of 3FER trade: Offering 100 Planks for 300 Marble, Offering 25 Gems for 75 Elixir).

Membership Duties

Arch Mage - Follow the Fellowship Policies, invite players to join our Fellowship, as a Fellowship Officer they can vote members on or off the Fellowship, and submit additions/changes/removal of Policies and vote on same. The Arch Mage must be an Active Member and willing to communicate with the other Officers. In addition they must provide regular reports on the state of the Fellowship through the Fellowship News and maintain the progress of the AW Club or other Activities that the Fellowship incorporates. If the Arch Mage is unwilling or unable to serve in the capacity of Arch Mage, they should notify the Fellowship so that other Officers of the Fellowship that are interested in filling that duty can campaign followed by an Entire Fellowship Vote. All materials used to assist in duty maintenance will be transferred to the new Arch Mage.

Mage - Follow the Fellowship Policies, invite players to join our Fellowship, as a Fellowship Officer they can vote members on or off the Fellowship, and submit additions/changes/removal of Policies and vote on same. The Mage must be an Active Member and willing to communicate with the other Officers. If a Mage is unwilling or unable to serve in the capacity of Mage, they should notify the Arch Mage so that another Member of the Fellowship can fill that duty.

Ambassador - Follow the Fellowship Policies, invite players to join our Fellowship

Fellow - Follow the Fellowship Policies

Trading Policy

- ☞ We recommend 2 star and up trades. These will be the ones that will most likely be picked up.
- ☞ If your boosted goods are in demand within the Fellowship, please post them in large amounts if you can, to lessen the chances of neighbors getting them.
- ☞ Certain 1 star trades are allowed on 2FER Tuesday and 3FER Thursday.
- ☞ If you urgently need a trade, connect with one of the officers (Mages or Arch Mage), they can assist with your trade. Urgency is usually based on timing (like an Adventure Enchantment Quest, a Tournament Province Encounter, or an Event Quest Completion).

Visitation Policy

- ☞ We encourage all Fellowship Members to visit other members of the Fellowship at least 2 times per week, unless they are on vacation or cannot get online due to family or work related issues. In those situations, the member should contact the Arch Mage to let them know the reasons for their absence so that they don't get bumped from the Fellowship.
- ☞ Although this can't be tracked, we also encourage all Fellowship Members to visit their neighbors as it is an easy way to acquire coins and supplies, which can in turn be used to purchase goods or troops.
- ☞ Kindly check fellow city's headers to see where your teammates prefer help first. M or MH = Main Hall, B or BH = Builder's Hut, C = Culture. And if they also provide vectors that could make it easier for others to help as well. ▲=Top Quadrant (Alt-30), ▼=Bottom Quadrant (Alt-31), ◀=Left Quadrant (Alt-17), ▶=Right Quadrant (Alt-16).
- ☞ If you intend to provide Cultural help to fellow teammates, first attempt to look for buildings with the Ensorcelled Endowment spell (sparkling) and assist those. These will usually be the buildings with the highest culture buff on them.

Ancient Wonders Policy

- ☞ We encourage all Fellowship Members who have an Ancient Wonder (AW) to also be a member of the AW Club as it can build their own AW to more fabulous heights. Although, this is not a requirement and can be an issue when not online as much.
- ☞ We encourage all Fellowship Members who have an AW that only has 50 or less KP Research remaining to let the rest of the Fellowship know so that they can help with completion and perhaps acquire some Ancient Knowledge or Runes themselves.

Minimum Requirements Policy

- ☞ In order to even be considered a member of our Fellowship, your city must contain the following buildings:

- 1 Trader
- 3 Boosted Basic Manufactories (Marble, Steel or Planks)
- 2 Boosted Craft Manufactories (Crystal, Scrolls or Silk)
- 1 Boosted Magical Manufactory (Elixir, Magic Dust or Gems)

If you are unsure which factories are your boosted factories please contact one of your Officers

Expel Policy

- ☞ If a member does not meet the Minimum Requirements they will be given notice. They must rectify the situation by having the required buildings by the next Review Cycle or they will be expelled.
- ☞ If a member has not visited all Fellowship Members on average at least 2 times per week AND has not provided the Arch Mage with a notification of vacation or other hardship they will be given notice. They must rectify the situation by visiting all Fellowship Members on average at least 2 times per week or they will be expelled.
- ☞ If a member is obviously ignoring the policies on a regular basis, they can be voted off the Fellowship by majority vote from the Officers (Mages and Arch Mage) immediately.

Fit Test for New Members

Before inviting neighbors to become members of our Fellowship, you'll want to determine if they are active cities with the appropriate boosts. There are a few ways to determine if a city is active:

1. When visiting the neighbor, is their Builders' Hut regularly helpable? If yes, then they are active.
2. Do you receive visits from this neighbor regularly (you can check your Notification to see if they do)? If yes, then they are active.
3. Does their score go up each time you visit them? If yes, then they are active.
4. Do you accept trades or trade with this neighbor regularly (you can check your Notification to see if they do)? If yes, then they are active.

There is an easy way to see what boosts the city has. First, when visiting the neighbor, click on the World Map and move your cursor over the province above their city, over the province to the bottom left of city and over the province to the bottom right of city. This will reveal the boosts for that city. Then revisit their city and see if they have the required number of Basic, Crafted and Magical Manufactories (3,2,1) of their particular boosts.

If they pass this requirement, then check to see if their Basic Boost is Marble (+1) or Planks (+½), their Crafted Boost is Crystal (+1) or Silk (+½), and their Magical Boost is Magic Dust (+1) or Gems (+½). Add the corresponding numbers together. If they sum up to 2 or more, then they are an excellent fit for the Fellowship (definitely invite). If they sum up to 1 or more and less than 2, then they are a fair fit the Fellowship (invite). If they sum up to less than 1, then they probably will find it difficult making trades in the Fellowship (don't invite).

How to Invite

Depending on whether or not the player you want to invite is part of another fellowship will determine the steps you need to take to invite them.

☞ Option if player is not part of a fellowship yet

1. visit city
2. click on shield
3. click 'Invite Player'
4. click on envelope
5. send them this or similar message:

Subject:

Interested in becoming part of a growing Fellowship, "Defenders of Justice"?

Message:

We currently have an opening for a member who has boosts in at least 2 of the following goods: Marble, Planks, Crystal, Silk, Magic Dust and Gems. Our fellowship has an active core of leaders and would love for you to join us. We actively participate in Trades, Tournaments, Quests, Adventures and have an exclusive Ancient Wonder Club that helps boost your Ancient Wonders to even more wonderful levels. We think you'd be a good fit! If you think you'd be a good fit, and love fellowship and teamwork, then click on the shield under your avatar and accept our invitation. If you have any questions before hand, shoot our Arch Mage ('CleverPhox') a message. Thank you for considering joining our Fellowship!

☞ Option if player is already part of a fellowship

1. visit city
click on envelope
2. send them this or similar message:

Subject:

How is your fellowship treating you?

Message:

Are you getting a lot of neighborly help from your fellowship? Do they provide activities for their members? How about completing the adventures? Do you get enough special need trades to help you complete an event? Do they provide spoilers for upcoming events? If you need a change, we're here for you. Plus think of all the goods you'd be saving with my trades if you joined up with us! Think it over... Defenders of Justice

FYI: Since you are part of another fellowship currently, you would need to leave or disband before I can send you an invitation... Just shoot our Arch Mage ('CleverPhox') a message when you've accomplished this.