INDEX

A

Accounting-spec Scholar (player personality class spec), 59, 64 Acrobat-spec Jester (player personality class spec), 60 addiction, computer games, 173-174 additional enemies (adds), 87 advertising for recruitment, 37 age of players, 14 Aion, 120, 163 AirTran, 112 alliances, 5 altered state, 146 Andrews, Sara, 15 Angelic Kingdom, 162 applications, guild, 29, 43-48 questions for, 44-47 sample application, 48 artificial bidding, 113 Assassin-spec Spymaster (player personality class spec), 58

B

Band of Brothers (*EVE Online* guild), 33 banker, 143 barbed wire, 13 Bard (player personality class), 58 Beggar-spec Vagabond (player personality class spec), 59 Benevolent Society, 162 bidding loot system, 110 Big One, the, 165 causes of, 166 solutions to, 167–168 Black Knight (player personality class), 57 Blizzard Entertainment, 15 bosses, 9-10, 82 defeating, 77-78 effect on guild reputation, 164 killing as a hallmark of success, 92 bot software programs, 51 Bravado-spec Bard (player personality class spec), 58 Brawler-spec Black Knight (player personality class spec), 57 breakdowns, 8, 26 breaks, 85 Bully (player personality class spec), 57,64 burnout, 79, 148-150

С

calendar, 32 CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart), 30 casual and hardcore guilds, 6–9 casual players, 7, 74–75 character motivation, 12 charter, 20 cheating, 51, 163 gold buying, 178 paid leveling, 178 Cheaty (problem player type), 51 class balance, 81 classes, hybrid, 103 classes, player personality (PPCs), 56-61 clichéd guild names, 21-22 cliques, 3–4 collusion, 112–113 combat-log parsers, 90-91 Comfort-spec Priest (player personality class spec), 57–58 commerce and industry, 11 communication, 25 resolving guild drama through, 66-68 communications officer, 141 competitive activities in-game, 159 computer game addiction, 173-174 contests, for building server presence, 41 - 42costume party, 160 craft fairs in-game, 161 criminal confessions, 177–178 Crossroads (World of Warcraft town), 120 crowd control, 81, 87 Crusher, Wesley, 133-134

D

damage dealer, 71, 88 damage meters, 90 damage per second (DPS), 90 damage-per-second classes, 81 Darkfall, 120, 163 debuffs, 91 Delta Airlines, 112 Demonic Empire, 162 depression, 174-175 differentiators, 12-13 barbed wire, 13 for guilds, 13–17 disciplinarian, 143 Discipline-spec Sensei (player personality class spec), 57 disciplining officers, 145-148 diversity of gameplay styles, 33-34 DPS (damage per second), 90 Dragon Kill Points (DKP), 29, 96, 108 drama between hardcore and casual players, 8-9,74-75 Big One, the, 165–168

causes of, 55–56, 63 effect on morale, 155 getting involved in, 63–65 loot, 94–98, 102 ninja looting, 96–98 officers and, 145–148 solutions to, 66–68 drama squasher (DS), 143 dramatis personae, 55 dungeon master (DM), 132 *Dungeons & Dragons*, 102 dungeon speed runs, 159

E

economy-focused MMOs, 11 Eedies, 49-54 Cheaty, 51–52 dealing with, 53-54 Greedy, 49-50 Leety, 50-51 Needy, 50 Eedy profile chart, 52 emotional intelligence, 56 endgame, 77 EQdkp, 112 erotic roleplaying, 132–133 ethics favorable and unfavorable actions, 164 hard-ethics games, 163 in recruiting, 38-39 soft-ethics games, 163 events, 156-161 for building server presence, 41-42 ideas for, 159-161 EVE Online, 11, 33, 120, 163 Everquest, 108 exceptions to loot systems, 115-116

F

family problems, 177 Fang of Venoxis, 94–95 farming raid, 82 favor scale, 163 field commander, 122–123, 144 first-come, first-served (FCFS), 81–82 fixed-price loot system, 109 focus, gameplay, 9–12 commerce and industry, 11 player vs. environment, 9–10 player vs. player, 10–11 forums, 29–34

G

game master (GM), 127 gameplay styles, diversity of, 33-34 gimmicks, 15-16 gkick, 69-72 Glidden, Joseph, 13 Glider, 51 GM (game master), 127 gold buying, 178 GoonSwarm (EVE Online guild), 33 Gossip-spec Spymasters (player personality class spec), 58 governance, 25 Greedy (problem player type), 49-50 guiding roleplaying sessions, 131–132 guild identity flowchart, 17 guild meet-ups, 178-184 guild policy triangle, 24 guilds applications for membership, 29, 43 - 48changing reputation of, 164-165 differentiators, 13-17 governance of, 25 hardcore and casual, 6 justice in, 68-69 large, 3-6 names, 21-22 need for stability of, 24 policies, 16 providing opportunity, 26 PvP, 120-127 reputation of, 161-165 roleplaying, 127-134 size of, 2–6 small, 5 themed, 15-16 transparency in decision making, 25 websites, 27-31 guild vacations, 150

Η

Haargoth Agamar, 33 habits of effective raid leaders, 89 hardcore and casual guilds, 6–9 hardcore players, 7, 74–75 hard-ethics MMOs, 163 healer, 8, 81, 87, 88, 90 heavy roleplaying, 129–130 humor, 84 Hustler-spec Vagabond (player personality class spec), 59 hybrid class, 103

I

icebreakers, 181 idiot check questions, 46–47 in character (IC), 12. *See also* roleplaying inflation in points-based loot systems, 111–112 instanced PvP, 124 Instruction-spec Sensei (player personality class spec), 57 IRL (in real life), 169

J

Jerks and Losers Club, 162 Jester (player personality class), 60 justice in guilds, 68–69

K

karma loot system, 106–108 Kil'jaeden, 114

L

large guilds, 3 Law-spec Scholar (player personality class spec), 59 leet, 50 Leety (problem player type), 50, 59 legendary item, 114 LGBT (lesbian, gay, bisexual, and transgender/transsexual) guild, 15 light roleplaying, 128 loot as a goal, 95 greedy players and, 49–50 ninjas, 96-98 in PvP, 126 reason for joining PvE guild, 10 Thori'dal, the Star's Fury, 114 loot cap, 103-104 loot council, 100–102, 113 loot drama, 94-98, 102, 114-115 unfair loot systems and, 116-117 loot master, 142 loot system, 29 EQdkp, 112 exceptions to, 115-116 fairness and, 116-117 inflation in, 111–112 need before greed, 102 properties of, 114 requirements for, 99-100 types of, 100–114 basic rolling, 102-104 bidding, 110 fixed-price, 109 loot council, 100-102 modified rolling, 106-108 point-based systems, 108–116 Suicide Kings (SK), 104–106 variable-price, 109–110 zero-sum, 111-112 loot whore, 95 Lord of the Rings Online, 124, 163 Lore-spec Bard (player personality class spec), 58

Μ

main spec, 103 mana, 90 Mary Sue, 133–134 master storyteller, 144 master strategist, 123 maturity, 14 MDY Industries, 51 medium roleplaying, 128–129 meet-ups, 178–183 Melancholy-spec Poet (player personality class spec), 60 mental illness, 174–175 Mirthmaker-spec Jester (player personality class spec), 60 MMOs as acronym, xxii hardcore and casual, 7 and reality, 170 modified rolling loot system, 106–108 morale, 121, 152–155 multi-guild operations, 160–161

N

naked death race, 159 names for guilds, 21–22 name tags, 182 National Hopeline Network, 174 National Suicide Prevention Hotline, 174 need before greed, principle of loot distribution, 102 Needy (problem player type), 50 ninja looter, 96–98 nonhuman resources manager, 35 noob, 76

0

officers bullying and, 34 burnout, 148-150 disciplining, 145–148 effect on morale, 153 interviewing before promotion, 139-140 need for, 32-34 promoting, 136-140 roles of, 140–145 banker, 143 communications officer, 141 disciplinarian, 143 drama squasher (DS), 143 field commander, 144 loot master, 142

190 index

master storyteller, 144 raid leader (RL), 142 recruiter, 141 traits, pros and cons of, 137–139 officers' forums, 30 officers-only clique, 4 offspec, 103 open-world PvP, 120–121 opportunities offered by guilds, 26

Р

paid leveling, 178 paperwork, 20 parties in-game, 160 Passion-spec Poet (player personality class spec), 60, 71 pick-up groups (PUGs), 103 player personality classes (PPCs), 56-61 player personality wheel, 60-61 player rotation in raiding, 82 players age of, 14 hardcore and casual, 7 poaching, 39 Poet (player personality class), 60 point-based loot systems, 108-109 policies, guild, 16 power of guild leader, 23 power scale, 164 Priest (player personality class), 57-58 problem players, 49-54 product, guild's defining, 2 selling, 36 progression, guild, 10 progression raid, 82 punctuality and raiding, 76 punishments, 69 PvE (player vs. environment) guilds, 9-10, 11PvP (player vs. player) guilds, 10–11, 120 - 127PvP-focused MMOs, 120-121 PvP recruiting, 122

R

raiding, 73-74 adjusting strategies, 89 breaks, 85 discipline in, 84–86 effect on morale, 154 farming, 82 humor in, 84 need for personal communication after, 91–92 opportunity and, 26 preparation, 75-78, 147 progression, 82 wipe, 84 raid leader's choice (RLC), 82 raid leading, 80-92, 142 difficulty of, 78-80 habits for effective, 89 raid slots, 81 random number generator (RNG), 82 systems for loot, 102-108 reality and MMOs, 170 recruiter, 141 recruiting advertising, 37 belief in guild and, 36 fundamentals of, 36-40 honesty and, 38-39 in PvP, 122, 124-125 poaching, 39 registration, for guild website, 30 relationship problems, 176–177 religious orders in-game, 161 reputation, guild, 161-165 reputation graph, 162 rewards, 68 RLC (raid leader's choice), 82 RNG (random number generator), 82 systems for loot, 102-108 roleplaying, 12, 127 degrees of, 127 erotic, 132-133 heavy, 129-130 issues with, 132–134 light, 128

roleplaying, *continued* Mary Sue, 133–134 medium, 128–129 role of guild, 130–131, 146 sessions, 131–132 roleplaying guilds. See roleplaying roleplaying night, 160 roleplaying servers, 127 RP. See roleplaying

S

safety tips for meet-ups, 182-184 Samaritan-spec (player personality class spec), 57, 64 scavenger hunt, 159 Scholar (player personality class), 59 screenshot party, 160 Sensei (player personality class), 57 server events, 160-161 server presence, 40-43, 161 building blocks of, 41 servers reputation, 161 roleplaying and non-roleplaying, 12, 127 time zones and, 14 sexual predators, 175-176 Shield-Bearer-spec White Knight (player personality class spec), 57 signatures, acquiring to start a guild, 20 size of guild, 2-6 table of considerations for, 6 small guilds, 5 soft-ethics MMOs, 163 spam, 30-34 Splat, 159–160 Spymaster (player personality class), 58 stability of guild, 24 Star Trek: The Next Generation, 133–134 styles of gameplay, diversity of, 33-34 substance abuse, 172 Suicide Kings (SK), 104 symptoms of officer burnout, 149

Т

tank, 8, 81, 87, 88, 90 tell hell, 148 Terms of Service (ToS), 42, 50 Terms of Use, 15 territorial PvP, 120–121 themes for guilds, 15–16 Thori'dal, the Stars' Fury, 114 threat (game mechanic), 90–91 time factors for guilds, 13–14 tools for effective governance, 27 transparency in decision making, 25

V

vacations, guild, 150 Vagabond (player personality class), 59 variable-price loot system, 109–110 Ventrilo, 31 Vicarious (*World of Warcraft* guild), 114–115 video game addiction, 173–174 voice chat, 27, 31–32

W

Warhammer Online: Age of Reckoning, 11, 120, 163
web hosting services, 27–28
websites

guild applications, 29
registering for guild websites, 30
uses for guilds, 27–31

White Knight (player personality class), 56–57
wipe, raiding, 84
Wisdom-spec Priest (player personality class spec), 58
World of Warcraft, 11, 15, 51, 94, 124, 163

Z

zero-sum loot systems, 111–112 Zul'Gurub, 94