

THE UNIVERSAL RULE - READ AND TAKE PART IN THE GUILD BATTLE THREAD, AND OBEY ORDERS FROM ADMINS. *We will have a plan.*

- **Part 1 - In a standard fight.**

1. When starting a battle, spend a maximum of 2 tokens and then HOLD for orders for how to proceed.
2. DO NOT hit and lose continuously to clerics or mages. If you lose to a cleric, say so.
3. Take part in the guild battle thread. A new one is started for each fight, make yourself heard.

- **Part 2 - Against a weak guild, 'point farming'** (*The goal of point farming is to let the enemy last as long as possible so you can get all you can from them*)

1. **Do not hit enemy clerics unless ordered to do so.**
2. Clerics should try to use heal and mages use polymorph for 'free' points.
3. Allow weaker players to get in their hits, getting everyone useful abilities is priority.
4. Hitting a player on 10 health would give the same points as if they were on full health, so hit the low healthers first.
5. Mages should not attack unless told it's ok to do so. Polymorph if you're able, otherwise communicate with the admins as to when you can hit. You will get your share.