The New Guild System

Manage your guild, organize members and challenge other guilds in friendly battles.

PLAYER GUIDE

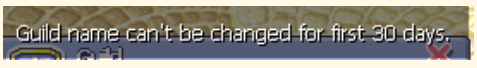


Guilds are more than a name.

- Customize your public notice, greeting, introduction and Guild Web URL.
- Manage member ranks and decide who can invite, post notices, use Guild Battle and more.
- Review members, applications and guild information from one place.
- Create Guild Battles from Megalopolis Square with teams from 1v1 up to 5v5.

Important Guild Notes

A newly created guild cannot change its guild name during the first 30 days. Guild settings and battle permissions can be assigned by rank from the management window.

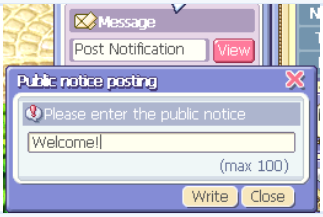


Guild Profile & Communication

Keep your members informed and make your guild page feel alive.

Messages and profile fields

Public Notice



Short public notices visible to guild members. Up to 100 characters.

Greeting



A short greeting shown on the guild profile. Up to 15 characters.

Guild Introduction



A longer introduction for your guild. Up to 100 characters.

Guild Web URL



Add your guild website or community link from the guild message menu.

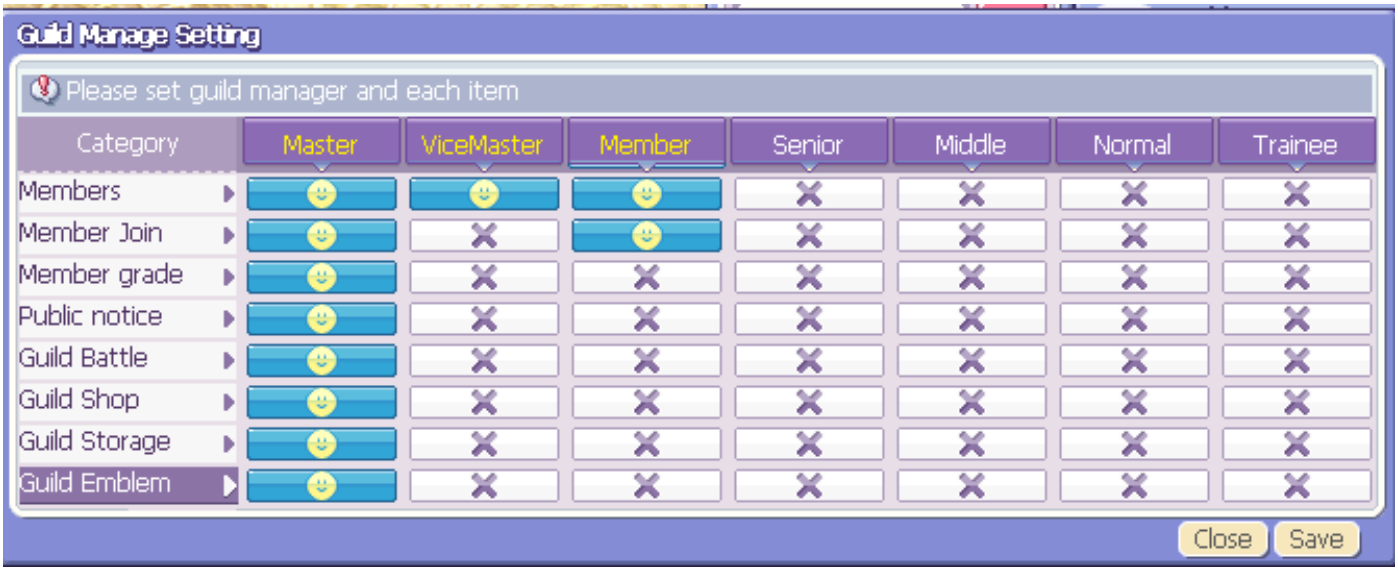
Guild information and history

Use the Guild Info and History windows to review the guild level, points, wins, introduction, URL and past information.



Guild Management

Control permissions, membership and applications by rank.

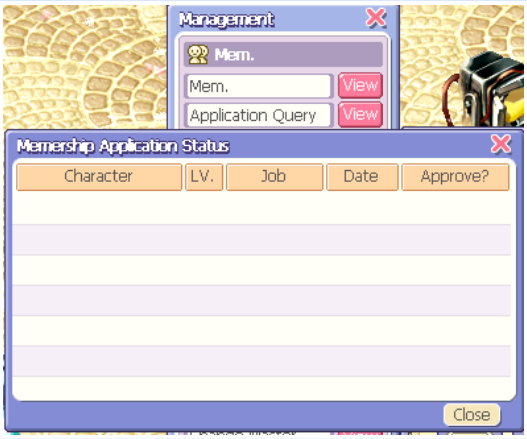


Rank permissions

- Member join and member grade
- Public notices
- Guild Battle
- Guild Shop, Storage and Emblem

Membership tools

Leaders can review membership applications, member levels, guild settings and master options from the management menu.





Guild Battle - Before You Create a Room

IMPORTANT

Guild Battles are currently designed as friendly matches.

Battle requirements

- Guild Battle rooms can only be created in Megalopolis Square.
- Game Mode must be set to Friendly Battle.
- If another game mode is selected, the game may show: "Not the time to create a league battle."
- If you are in a party, every party member must be in Megalopolis Square to create or join the match.



Battle sizes

Supported team sizes range from 1v1 up to 5v5.

Time limit

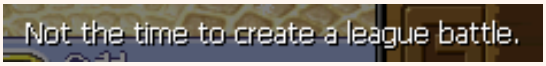
Choose a match duration from 5 to 20 minutes.

Joining

Open Guild Battle, find the room and join before the battle starts.

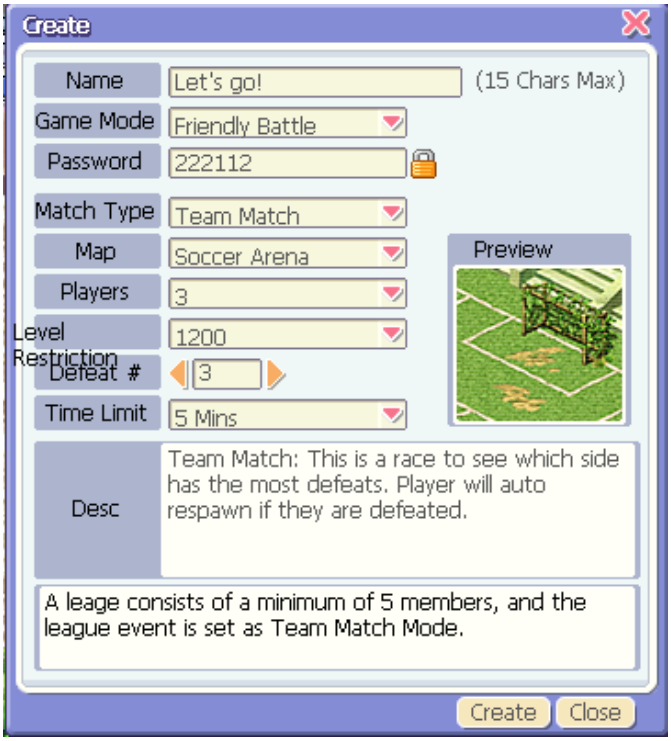
If you see this message...

The room was created with an unsupported Game Mode. Return to the Create window and set Game Mode to Friendly Battle before trying again.



Creating a Guild Battle

Set the room rules, team size, map and win condition.



Match Types

Team Match

The first side to reach the selected Defeat # wins the match.

Team Deathmatch

The team with players still alive at the end wins.

Monster Match

The team that earns the most points wins.

Room settings

- Player count: 1 to 5 per side
- Time Limit: 5 to 20 minutes
- Choose the map before creating the room
- A password can be used for private matches

Party reminder

When using a party, the whole party must be together in Megalopolis Square before creating or joining the Guild Battle room.

Battle Examples & Results

Fight as a team, complete the objective and check the final result.



Team-based arena battle



Monster-based battle

How the winner is decided

- Team Match: reach the target defeat count first.
- Team Deathmatch: be the last team standing.
- Monster Match: finish with the highest point total.



Gather your guild, choose your rules and settle it in Megalopolis Square!