

DEFINITIONS: Per CH-01.

OVERVIEW: In the eSports world, money is commonly offered in exchange for originating or helping to create content, or providing consultation. Examples may include a streamer accepting tips, prize money disbursed to a tournament winner, or paid coaching. How someone makes money is indicative of their character, loyalty, and capacity for unbiased reasoning. This perception flows upward to the enabling organization. Compliance with the terms of this document allows satisfaction that the money-making activities of members have no detriment to Alchemy's inner-workings, brand, or reputation.

NO SOLICITING: Although it exists in a digital world, the Alchemy Community is modeled after how a street should look in real-life. A publicly-owned sidewalk where one can stroll the entire length, not feeling pressured by various personalities on the way; juggling, playing music, sword swallowing, etc., each with a collection hat resting in vision nearby. It is unacceptable for any Member to derive direct and personal profit off of public infrastructure built by the volunteers who came before them. Members shall not publish or advertise personal financial goals, or a desire for gifts, regardless of if they would be useful for AOE2 content creation.

COMPETITION FUNDRAISING: In exception to the "No-Soliciting" terms above, Members may publish donation requests to sponsor Guild-organized events, such as show-matches, tournaments, leagues, etc., as long as a no portion of such donations are used for personal enrichment.

NO ADVICE-SELLING: Good advice is the currency for most Guilds, and Alchemy is no different. People join the community because they want to learn and be entertained by the Guild's creators. If members sold advice to outside groups, they would be enabling people who may not share Alchemy's philosophy, and diminish the value of joining, harming recruitment prospects. They would also introduce the possibility of criticism that the best-interest of fellow clan-mates could be set aside in favor of money. Members shall not solicit money in exchange for consultation/tutelage/coaching for all skills related to AOE2.

NO PAY-TO-PLAY: The Community is entitled to believe that the participation of our guild members is not for sale, but offered on the basis of good sportsmanship and merit. Members shall not agree to play games with others in exchange for money or a status granted by money (E.G. Twitch subscribers). Prize competitions are not "Pay-to-Play".

DONATIONS WELCOME: Members shall have the unfettered right to accept any number of spontaneous donations from anyone in any amount, but are expected to disclose conflicts of interest to rest of the guild.

Revision	Description	Change Document	Date
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CH-01	Definitions			---	
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