RULE 0) U WILL INTERNALIAzeVRYYTHING

Competitive player guide to make competitive guilds

Pve and PvP

Prerequisite:

1. Understanding Classes, Abilities, and rotations
   1. Knowing your class, abilities, rotations, and general role

Baseline casual:

* Full competence in basic ability rotation but not able to continue it in every fight
* Every weekly and daily process done whenever possible, no matter what (each day, each week)

Raid types:

Progress

* Hardcore
  + Class Knowledge
    - Abilities
      * Ability Rotation to get rewards
        + Leveling Up
  + Gearing from using abilities to accomplish difficult tasks
    - Basic Continuous Min-max farm
      * Food buffs
      * Stat buffs
        + Mind cultivation

Sanctuary cultivation via experience offering

Community App

Streams

Feast

Ritual substances

Salve

Spice

Aya

Mush

Cannabis

* + - * + Speech cultivation

Sanctuary System

TWI communication

Mantras

Sadhanas

* + - * + Body cultivation

Supplements

Mush

Genius mush

Harmalas

Fish oil

Coffee cherry

Vitamins

Modafinil

Electrolytes

CBD CBG CBN

D9, THCa, D11, D8, D10, HHc, PHC, THC-m,b,p,jd,h,b

Salvia

Exercise

Stretching

Physical therapy

Posture

Weights

Cardio

Hydration

Nutrition

Meal plan

Budget info

Ordering

Meal recs

Recipes

* + Max level
    - Theorycrafting
      * Normal work
      * Tactical deployment
        + Farm
        + PvP to 2700 elo

Top tier status achievement

Sale

2700+

Phases:

* Testing and strategizing — every day
  + In addition to the normal tactical deployment schedule, new content is tested, so you have double raid duty
  + In testing, the raid is using trial and error and high level clear communication to investigate and analyze the properties of the problems they are confronted with
  + Testing is extremely expensive and requires higher levels of preparedness (like wider knowledge) than tactical deployment because the circumstances in which the problems arise are unknown
* Tactical deployment — 5 days/wk
  + Everyone arrives fully prepared, having studied what needs to be done today and geared up outside of the raid until they are max item level, with full gems and enchants, potions, food, flasks, which need to be farmed during off time.
    - There is a double check
  + Everyone knows how to do their class job (know what department you work in)
    - Everyone knows how to play their spec (know your JD that you apply tactics from)
  + Everyone competes to be the most efficient and productive
    - There are meters
      * Reward queues are based on this
  + Everyone admits when they make a mistake in executing the tactic, and they are forgiven as long as their mistakes are confessed. Everyone has to be doing their best which means doing better and better each time
    - Small mistakes (dock you points in perception but nbd)
    - Wipes (mistakes that wipe the raid)
      * If they don’t understand how they made a mistake, but they know what they did was a mistake, it is re-explained to them and they must perform it perfectly for the rest of the night
      * Continued wipe causing mistakes results in removal
        + This is equivalent to repeatedly not performing some part of the required tactic
  + Bonuses are paid according to performance and consistency.
    - Everyone gets the same basic pay, so the disparity is large
* Farm — at this level, tactical deployment only takes 2 days/wk instead of 5
  + Raid consistently completes the weekly process each week with less and less mistakes
  + All the rules of tactical deployment apply
  + This is equivalent to when employees make the company money. Whenever you are hired by a profitable company, you are working at this level.
  + This is the same as product-market fit
* Sale — happens on farm days 2 days/wk
  + Raid is so efficient at farming that it requires less people to complete and therefore starts to return on investment as slots can be sold
  + This is equivalent to when stock of a company can be sold for massive profit. Whenever you are hired by profitable public company, you are working at this level

PvP

Once everything is on farm/sale, you can move into PvP at which point raid communication and etiquette still applies. If you don’t get to the top 0.5%, you are still learning how to play. If you don’t get into the top 0.1%, you are not high elo. If you don’t get into the top 0.05%, you are not top elo. This is equivalent to an entrepreneurial side project.

* Finding a team/choosing a composition
  + Finding other elite level players that either show your level of promise or are more experienced than yourself
* Using the available player pool to find an optimal composition to play
* Compete
  + Study the strategies used by others playing the same composition at top elo
    - Know your win and loss conditions
  + Or if you are at top elo, compare all your offensive abilities and devise combinations that force situations in battle
    - Compare all defensive abilities and find bare minimum necessary to live through all attack combinations from other compositions
    - Develop enemy specific strategies
      * Force cool down
      * Force kill window