# WTG Guild Economy & Ad-Pooling Model

**Key Concept:** Guilds pool their Ad-Watch labor to afford premium servers that are unrealistic for solo users.

* **Standard User Labor:** 15 GC per Ad
* **Subscriber Labor:** 45 GC per Ad (x3 Multiplier)

### Table 1: Guild Purchasing Power (Vanilla Servers)

How a 5-person guild reduces the individual grind for standard servers.

| **Server Package** | **Hourly Cost** | **Solo Free User (Ads/Hr)** | **5-Person Guild (Ads/User/Hr)** | **Reduction in Grind** |
| --- | --- | --- | --- | --- |
| **MC-Nano** | 24 GC | 1.6 Ads | **0.3 Ads** | **-81%** |
| **MC-Standard** | 45 GC | 3.0 Ads | **0.6 Ads** | **-80%** |
| **MC-Pro** | 90 GC | 6.0 Ads | **1.2 Ads** | **-80%** |

**Insight:** A 5-person guild can run a powerful **MC-Pro** server for less individual effort (1.2 ads/hr) than a solo player running a basic Nano server (1.6 ads/hr).

### Table 2: Unlocking "Titan" Tier via Guilds

The "Titan" Modded server (240 GC/hr) is effectively impossible for a solo free user (16 ads/hr). Guilds make it viable.

| **Guild Size** | **Ads per User / Hour (Standard)** | **Viability Rating** |
| --- | --- | --- |
| **Solo (1)** | 16.0 | 🔴 Impossible |
| **Small Guild (5)** | 3.2 | 🟠 High Grind |
| **Medium Guild (10)** | 1.6 | 🟢 **Very Viable** |
| **Large Guild (20)** | 0.8 | 🔵 Effortless |

### Table 3: The "Subscriber Carry" Effect

How one subscriber can heavily subsidize a guild's costs due to their x3 ad multiplier.

Scenario: Guild needs 90 GC/hr for an MC-Pro server.

| **Guild Composition** | **Total Ad Views Needed / Hr** | **Notes** |
| --- | --- | --- |
| **5 Free Users** | 6.0 Total Views (1.2 each) | Everyone grinds equally. |
| **1 Sub + 4 Free** | **1 Sub watches 2 ads (90 GC)** | The subscriber covers the ENTIRE hour in just 2 views. The 4 free users watch 0 ads. |

**Strategic Value:** This makes subscribers highly valuable "VIPs" in any guild, driving social pressure for users to upgrade so they can help their friends more efficiently.