



Materia Magica Guide Application

Version 6.00

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What does it take to be a successful Guide?

We want our Guides to be successful and enjoy their work. From past experience, we know that there are certain characteristics that make people more successful than others. Please look over the following and see if you believe you possess these qualities.

1. Patience

Dealing with players, especially new players, takes a LOT of patience. Many players need to be led by the hand in figuring out the things you take for granted (e.g. moving from one room to another, getting something out of 2.bag, etc.). Just remember when you answer the same question for the fortieth time that you were once a new player and asked some "simple" questions too.

2. Flexibility

You need to be willing to work with players and other staff members in ways that may not always be ideal. You will be called upon to put your ingenuity to the test on many occasions as you try to lead a new player who is lost or who is trying to figure something new out.

Flexibility also refers to being willing to set aside your own game-play to assist other players. It is expected that when you are online and no other Guides are enabled, that you be willing to enable.

3. Common sense, and pride

Sometimes the easiest answer is the right one. The player who claims he has lost something is often holding it. The player who claims he is lost, is often just being lazy and doesn't want to walk to where he needs to go. You will need to evaluate each player's situation and take the best action for them.

You are not expected to do everything for them, just Guide them in their activates. This means, don't transfer someone just because he/she is lost and you don't want to take the time to help them find their way. As a Guide, you should be able to feel good about helping players and they should feel good about having you help them. This is where the communication comes in.

4. A willingness to communicate

You will have to communicate with lots of different kinds of players (some grumpy, some upset, some confused, and some just plain clueless). Being a good communicator will enable you to succeed in helping them and keeping your own enjoyment of your role as Guide. You need to be aware that

5. A thick skin

Your assistance may not always meet with the approval of others. There will be times when they are unhappy with what you have to tell them (e.g. no, I cant transfer you, or sorry, I cant help you with quest objectives). They may become rude and obnoxious, so you will have to just let it go because replying will only exasperate the problem. Also, you may occasionally find a staff member saying something short, or abrupt sounding on Guide talk.

You can't take such things personally since it is often a function of someone being too busy to formulate a more polite sounding response or they are being pulled in too many directions at once (this is often true of the Immortals who may be dealing with several issues simultaneously). Needless to say, a thick skin is a valuable commodity.

Do you have what it takes to be a successful Materia Magica Guide?

Answer each of the following completely. Provide examples whenever appropriate to better give us a sense of who you are and how you would fit in with what we expect of Guides.

1. How long have you been playing the game? Give a brief summary of your background in the game (e.g. what characters/levels have you played, any clan relationships, favorite areas, favorite quests, etc.)?
2. Do you understand the general commands and how to function within the game? Would you feel comfortable explaining them to others? Provide examples if appropriate.
3. How would you rate your ability to deal with other people? Provide at least one example of how you have handled a difficult situation.
4. How good are your problem solving skills? Provide at least one example that reflects your problem solving skills.

5. Are you reliable (e.g. how often can we count on having you available to assist players)? How many hours a week do you think you can commit to being a Guide? Please give a rough idea of what times you are most active.
6. Can you be impartial when dealing with any player in the game (e.g. can you set aside personal feelings about other players or clan rivalries)? Provide any relevant examples.
7. Why do you want to become a Guide? What strengths/weaknesses do you believe you could contribute to the Guides?
8. Please list at least 2 player references, and your relation to them (real life brother, clan leader, or friend, etc.). Existing Guides may be used, however you may not use an Immortal as one of your two references. We ask that your references be current, active players in the Materia Magica realm.

When you have checked your responses for proper grammar and spelling, please reply to the email you received this application from with your responses in either a .doc, .docx, .pdf, .rtf, or .txt document.

The staff will review your formal application, and will contact you depending on the availability of positions, or with questions regarding a response provided. Due to the nature of the position (in that positions open and close on an unpredictable schedule), you may not be contacted immediately – however your application will be filed and later reviewed as positions become available.

Thank you for your interest in becoming a Player Guide in Materia Magica!