Cooperative Houses of Elanthia: Influence Guide

Updated November, 2013

RECEIVING INFLUENCE

Houses will be able to earn up to thirty six (36) IP per year, plus the CHE Coordinator may award up to six (6) more, making a maximum total of IP earned in one calendar year to be forty two (42). Influence Points will roll over from year to year, but there will be a limit to the number redeemed per year (see Spending Influence below). The maximum number of IP a House can save is capped at 150.

Influence Points will be credited for the previous quarter by the end of the first week of each new quarter. Example: By April 7, the Coordinator will credit each House for all Influence earned or purchased during January, February, and March.

This will be reviewed for accuracy on a Quarterly basis upon receipt of the Quarterly Report.

Earning Breakdown

Houses can earn two (2) IP a month by running a qualifying event (see Event Details below), for a total of twenty four (24) IP per year.

Houses who have under 25 IP, and that have run a Qualifying Event, have the option to purchase Influence (see Purchasing Details below) at a cost of three million (3,000,000) silvers at a rate of (1) IP per month, for a total of twelve (12) IP per year.

CHE Coordinator can award up to six (6) IP per year to individual Houses for their contributions above and beyond the norm to Elanthia.

Total possible annual IP earnings comes to forty two (42) IP points.

If a House reaches the cap of 150 IP they will be unable to earn further IP until they spend IP to bring their balance below the cap.

Event Details

Houses will earn two (2) IP per month for qualifying events. Each House may apply for influence awards for one (1) qualifying event per month, each event earning two (2) IP. *Houses cannot purchase IP unless they have run a qualifying event.*

Qualifying Event: Definition

Advance notice of at least 1 week must be given to the CHE Coordinator (see below).

Event must last at least 30 minutes and be applicable to the House's Charter and purpose. Include rationale as to how a particular event meets this criteria when applying for influence consideration.

A minimum standard of IC (in-character) behavior must be adhered to. Any OOC (out-of-character) information such as websites, emails, etc. must be done via WHISPER OOC. If someone is disrupting an event, the House should consider use of the HOUSE EJECT command. They may also REPORT the situation and include any details in their post-event report to the Coordinator. Influence will not be curtailed if every reasonable effort was made to stop the instigator.

If this is a single House event, at least 1 member must be present as coordinators. If it is a joint House event, at least 1 member from each House must be present as a coordinator.

For joint events, proof must be shown that each participating House is contributing to the scheduling, planning, and running of the event.

Coordinator names must be supplied in the advanced notice given and if changed, CHE Coordinator must be informed as soon as possible.

Participation Minimums

Private event: House-only or invitation-only, doesn't appear in the NEWS and/or on the calendar.

A minimum of ten people, NOT including the coordinators, must be present and participatory for a majority of the event.

Public event: Appears in the NEWS and/or on the calendar. A minimum of five people, NOT including the coordinators, must be present and participatory for a majority of the event.

Major event: A public event that lasts three or more consecutive days and includes at least one 30-minute event on each of those days. Major events will earn two (2) month's worth of influence points.

A House can only apply for one (1) major event per calendar year.

Major events can also be joint events.

The application of a major event will not increase the maximum number of allowable influence points earned or purchased during a quarter.

Application for Influence

In order to earn event influence, the Coordinator must receive notice 1 week prior of the intent to run this event, including the date, time, location, coordinator, and purpose of said event. Please report via HOUSE NOTE SEND EMAIL.

Sample: House Pauper's Financial Planning Seminar. To be held May 12 from 9:00 PM to 10:30 PM in the upstairs pub in WL. Event coordinators - Goldfinger and Midas. Open to all. This is an influence-qualifying event for May because it's a drinking game masquerading as something educational—vintage Paupers!

After an event is run, it must also be reported via HOUSE NOTE SEND EMAIL. The post-event report must list the date, time, event name, members running the event, and the number of participants (naming those that stood out well). All event reports must be in by no later than 3 days after the event, and preferably directly after the event.

Sample: House Pauper's Financial Planning Seminar. Held May 12 from 9:00 PM to 10:30 PM in the upstairs pub in WL. Event coordinators - Goldfinger and Midas. Attendees: 15 people, of which it was notable that Deadbroke provided great entertainment and wonderful roleplay. This is an influence-qualifying event for May because it met our purpose of providing fun and drink to all. We joked about financial planning, but it was really an excuse to play a drinking game in the name of Paupers.

Purchase Details

Houses who have under 25 IP, and that have run a Qualifying Event, have the option to purchase influence at a rate of three million (3,000,000) silvers. of (1) IP per month, for a total of twelve (12) IP per year.

Houses should include this request in their Quarterly Report (see section below).

A House can only purchase an IP for months in which they held a Qualifying Event.

SPENDING INFLUENCE: OVERVIEW

Houses can spend up to a maximum of thirty (30) IPs per year.

Procedures

Requests for GM support will be made either in their Monthly Event Request, or in their quarterly End of Quarter report (see section below). Please plan in advance! *All special circumstances should be negotiated well in advance with the Coordinator.*

Monthly Event Support Request

A house may submit ONE request (via GS4-CHE@PLAY.NET) at the beginning of each month with a list of all Event Support IP expenditures. **This report should contain all event related requests.**

Requests given on or before the third of the month, barring unforeseen circumstances, will be completed and made available by the first of the NEXT month, or before the event is scheduled.

End of Quarter Report

A house may submit ONE request (via GS4-CHE@PLAY.NET) at the beginning of each quarter with a list of all Building and Grounds Support IP requested expenditures. Requests given on or before the seventh of the month, barring unforeseen circumstances, will be completed and made available by the last day of the quarter. Any submissions made past the 7th of the month will be placed at the very bottom of the queue. If they are not completed by the end of the quarter, they must be resubmitted again. This request should be made with the End of Quarter Report.

Quality Control

All item requests must conform to the rules stated in the in-game ALTER verb; all room requests must conform to the basic principles of GemStone room design.

Please refer to ALTER verb, and ask on the officer list. Use each other as resources! Just like some people excel at creating items and using verbiage that wows us all, still others do the same for room design. ALAE members are also great resources if you wish to run ideas by people. Once you find a person willing, email privately and get that constructive criticism. Then submit the designs. This should streamline the process between Coordinator and House greatly.

The more flexibility you have with this process, and the more understanding and patience you can show in your communications, the better the program will run for everyone involved.

Supplementary Requests

Once a House has reached their spending limit of thirty (30) IP, they have the option to submit supplementary requests in their Quarterly Report. These requests will be worked on only after all primary requests are handled and if the CHE Controller and QC are able to handle the work load.

SPENDING INFLUENCE: EVENT SUPPORT

Below appears a list, with associated influence costs, of items typically requested in support of CHE Events. Please consider the list suggestive rather than restrictive, as new forms of support can be added on demand. Also bear in mind that the base costs outlined below may be reduced at the discretion of the CHE Coordinator as a reward for good citizenship (which includes the submission of quality, ready-to-build designs; flexibility in negotiating; and/or giving the Coordinator creative control in the case of incomplete or problematic designs).

News and Criers
Events must be open to the general population of Elanthia. Items must be entered into the system two weeks early, and preferably at the time the ESR is submitted.

Influence cost: FREE

Calendar Items
Houses may choose one event per month for publication in the calendar as part of their monthly event requests. Special events may be given additional consideration at the discretion of the CHE Coordinator. Additional calendar items may be purchased at the cost of one influence point.

Influence cost: FREE for first, 1 IP per additional request

Directions
Houses may design up to 10 signs to be placed at their request with directional markers to an event location. The signs must run from one landmark to the event location (i.e. a "path" of 10 directional signs). Additional signs may be purchased at the rate of 10 signs per 1 point, but Houses can only have 2 "paths" (e.g. one from North Gate and one from West Gate). The additional signs may be used as a second "path" or as additions to the first "path" if it's long.

Influence cost: 1 point

Scenery
Houses may design (or re-use existing designs) up to five simple, stationary props to provide event atmosphere.

Influence cost: 1 point

Food Tables

Houses may request a table be made with food items from the pantry if the location of the table is somewhere the pantry cart cannot go. Otherwise, please use your cart.

Influence cost: 1 point

Houses may design up to ten new food items for a new food table or pantry use. Copies will be put in the pantry for future House use. Original messaging will be considered, but if it is similar to other messaging already in existence, the existing messaging will be used.
Influence cost: 4 points + 1 point per custom food taste

Special Prize Item Alteration
The House must provide the item to be altered. Scripts previously developed by the House may be added to the item as appropriate. Alterations are subject to the guidelines and restrictions in the ALTER verb.

Influence cost: 1 point

Unique messaging may be added to prize items that have no other scripted abilities. Available verbs include clean, close, hug, kiss, open, pinch, poke, pull, push, raise, rub, tap, tickle, tilt, toss, turn, wave, flip, remove, wear, lace.

Influence cost: 1 point per verb (maximum 5) per item.

Raffle Setup
The House must provide the item to be raffled or be charged IP and silver cost for the creation of the item, its design included in the ESR. The raffle table will be set up and deployed on a requested date, but cannot be guaranteed to be placed out at a specific time. Raffles will not be setup more than 5 days in advance.

There is a limit of three (3) raffles per day, per event. For example: A three-day event may have up to nine (9) raffles.

Influence cost: Free of IP cost. 75k charge per raffle.

One-off Items
Houses may request "special" items (enchant up to 6X, some types of flares etc) at any time. Groups will be charged the full silver value of the item. These items must not end up in the hands of officers under any circumstances. Requests must be approved by the Dev Systems SGM, and no request carries the guarantee of approval. CHEs will not yield any profit from raffling items made by the CHE GM for the group.

Influence cost: 1 IP per item
Silver Cost: Variable

Prize Closet Additions
The house may submit a list of up to 10 items for creation into their prize closet. These items must be of souvenir design, and cannot be any higher than 4x. Generally acceptable items include: food containers; trophies, statuettes, figurines; containers (including sheaths); jewelry; dice; flipping coins; items with

House scripts. Magic items will be permitted in this category, as long as they are common in availability. No rare materials may be used. Any House-owned script may be used, but any necessary modifications will be charged as appropriate.

Influence cost: 3 points per batch of 10

Prize NPC Additions

Prize NPC's are no longer supported by the CHE GM.

Merchant Services
Houses may contract with a wandering merchant to provide services during an event. Arrangements will be made only through the CHE Coordinator; service will be unavailable to groups that attempt to make arrangements in any other manner.

Influence cost: 6 points per hour

Script Development
Any new scripts developed to support CHE events will be priced on the basis of the labor required to produce the proposed code.

Influence cost: Determined individually, but a good estimate is 10-15 points

<u>**SPENDING INFLUENCE: BUILDING & GROUNDS SUPPORT**</u>

Below appears a list of typically requested additions or renovations to CHE areas. Again, please consider the list suggestive rather than restrictive, as new improvements can be added on demand. Typical prices have been listed with each item to allow leadership to estimate the total cost of enhancements, but the CHE Coordinator may offer discounts in return for following good citizenship practices (see <u>Event Support</u> above).

<u>Donated Items / Removal</u>
Houses may add existing items as stationary props (for example, a famous sword hanging on the wall, a vase with flowers on a desk, a suit of armor standing in a corner), or remove the same.

Influence cost: FREE

<u>Renaming a Room</u>
Houses may change a room's name.

Influence cost: FREE

<u>Food Addition</u>
Houses may add one food item for permanent, unlimited distribution inside their house (drinks on a bar, tarts in a humidor). Long descriptions are permissible, but player names are no longer permitted on new food items. Items can go on an already created food distribution item (i.e. a bar) or just into your pantry. All newly created food items, regardless of location, will also have a duplicate in the pantry.

Influence cost: 1 point + 1 point for custom taste

<u>Furniture Addition / Modification</u>
Houses may add up to a maximum of four pieces of furniture per room, or modify all pieces of furniture in a room, including container-type pieces for one (1) influence point. Simple scripts, such as making a bench sittable or a mirror functional, will be free of charge. More complex changes, such as hidden portal additions, fountain scripts, etc. will cost 1-2 influence points depending on difficulty. The coordinator will work with you to determine if any additional points need to be spent.

Influence cost: 1 point

Atmosphere Messages
Houses may provide up to 10 messages to be delivered to a range of 1-3 rooms. No player or NPC may be named in the messaging.

Influence cost: 3 points

Dance Floor
Houses may request dancing scripts in an appropriately designed room.

Influence cost: 2 points

Swimming Hole
Houses may add swimming scripts to an appropriately designed room.

Influence cost: 2 points

Fishing Pond
Houses may add a fishing pond to an appropriately designed room.

Influence cost: 10 points

Simple Household Item Scripting
Houses may design simple messaging scripts for existing props or portals. If you have a vase of flowers, for example, you can request a script where you could smell them and inhale the fresh scent of roses. Others might see you briefly close your eyes, stop, and smell the roses.

Verbs include analyze, attend, beam, blink, blush, bow, bounce, chortle, chuckle, clean, close, cover, cuddle, curtsy, exhale, fidget, fold, frown, gag, gasp, gaze, glance, glare, growl, hiss, hug, inspect, jeer, kick, kiss, knock, lean, lick, mock, nod, nudge, open, panic, peer, pound, pout, praise, pray, prod, pull, purr, push, puzzle, roar, rub, salute, scowl, scratch, shrug, simper, slap, smell, smooch, snap, snarl, snuggle, squeal, stare, swear, swoon, tackle, tap, thump, tinker, touch, tremble, waggle, wave, whine, whistle, and wink.

Influence cost: 1 point per verb (maximum 10) per item

Loresong Addition
Houses may design loresongs up to four verses for permanent items (props, portals, containers) in their houses. Loresongs may reflect the item's construction, use, and history in the house. Please be circumspect in any attempts to tie items to Elanthian history, as such requests require SGM approval and may (at the determination of the CHE Coordinator) require a suitable surcharge.

Influence cost: 4 points

Libraries

New library system setup, includes a library NPC, the furniture items for the books, and 4 books. These can be placed in annexes as well. If you do not have an existing suitable room to convert to a library and wish to build a room, normal room building costs apply too.

Influence cost: 5 points

Book Addition to Existing Library System – Changes to Existing Books

For really minor and quick changes to existing books, there is no charge. For major changes to an existing book, it will be treated like a new book, as it will need QC, and thus, the pricing is the same.

Influence cost: 1 IP per book or 2 IPs for 3 books submitted simultaneously

Non-Library Book

These are for books such as the diary in the old Abandoned Inn. It needs to be a book or other noun that makes sense to have pages you turn. These are not books you check out.

Influence cost: 1 IP per book + the furniture it's resting on

Library Setup Information

NPC: name it (Fluffy, or an elderly librarian, or Franz the buff dude behind the desk) and give a brief (less than 500 characters including spaces, double-spacing after periods) description, i.e. Franz is completely buff and wearing tighter than tight leather chaps and a striped shirt. A pair of horn-rimmed glasses is perched on his nose, and his fingers are permanently stained with ink.

If you have an existing NPC you want to be used as the library NPC, include that in your request, but be prepared to provide an alternate in case that NPC is unable to convert to the library system

Checkout cost: Price to check out a book. It can be as low as a silver or as high as you want.

Fine: what you want the fine to be if it's late

# of days the book is checked out for: all books in your library system must have the same # of days.

Furniture: what do you want the books to go on (i.e. description of the shelf, table, whatever)

Book Setup Information

Text of the book

In-house readability: do you want it readable right there in the library, i.e. not needing check out

1023 characters per page, including spaces, 50 pages max

For standalone, non-library books, this can change

It is easiest to just submit the text and let me divide it into pages and extra volumes if need be, or to decide if it's so long, it's better to write a script for a standalone book

Room Renovation

This package deal includes such options as renaming the room, altering the description of furnishings, and changing the room text itself. Furnishings may be removed as part of a renovation, but none may be added unless it is paid for as above. Furnishings may be renamed but must retain their basic function (a chair may become a sofa, but not a mirror).

Influence cost: 5 points

Keyed Rooms
Houses may put a lock on an existing room, which would then be accessible only by one of three keys provided in the initial charge. These keys may be distributed to any person the House deems worthy and may be raffled, auctioned, or sold. Additional keys are available at 2 point per three keys, with no limit to the total number of keys. Key requests must be made by the House Chairperson. Lost, stolen or badly bestowed keys are not the responsibility of the CHE Coordinators.

Influence cost: 2 points

New Rooms
Houses may design a new room to be added to their structure; the price includes three basic pieces of furniture. Access to the room may require portals (doors, stairs, etc.) or cardinal directional movement. Additional furniture and/or script functionality would be paid for by the piece as above.

Influence cost: 6 points

Shrine Rooms
Appropriately designed rooms may be designated as a shrine for interaction with cleric and paladin spells. This will make the room accessible to all suitably oriented paladins, and therefore it must be located outside the private confines of the house, on the publicly accessible grounds.

Influence cost: 10 points

Workshop
Houses may add workshop functionality to an appropriately designed room.

Influence cost: 10 points

Summoning Chamber

Houses may add summoning features to an appropriately designed room.

Influence cost: 10 points

Earthnode
Houses may add one node for every twenty regular rooms. Tables are not included in this calculation.

Influence cost: 10 points

Super-Earthnode
Houses may add one node for every twenty regular rooms. Tables are not included in this calculation.

Influence cost: 15 points

House Vault
Houses may build officer-only storage vaults. The vault will be accessed by an officer-only portal, and each vault room will have three (3) officer-only containers that hold approximately 100 pounds of items each. The containers will be avoided by the janitor, but nothing is ever 100%, so please register everything immediately before placing in the vault containers, and in the event of a game crash, we can look at replacement.

Maximum 3 vault rooms per main House grounds and 1 per annex. Vault room and container descriptions may be submitted, but they should be fairly simple.

Influence cost: 10 points each

Script Development
Any new scripts developed to support CHE events will be priced on the basis of the labor required to produce the proposed code.

Influence cost: Determined individually, but a good base would be 10-15 points

<p style="text-align:center"><u>**MONTHLY EVENT SUPPORT REQUEST**</u></p>

A house may submit ONE request (via GS4-CHE@PLAY.NET) at the beginning of each month with a list of all Event Support IP expenditures. Requests given on or before the third of the month, barring unforeseen circumstances, will be completed and made available by the first of the NEXT month, or in time for the event.

Please title the email {HOUSE NAME} – {MONTH} {YEAR} EVENT SUPPORT REQUEST. Example: HOUSE PAUPERS – JUNE 2011 EVENT SUPPORT REQUEST.

New Influence Expenditure Requests:

Insert any new requests for influence expenditures that you have here. These requests are for EVENT SUPPORT ONLY!

END OF QUARTER REPORTS

During the last week of each quarter, all Houses should submit an End of Quarter report.

One officer from each House should submit the completed form which will summarize IP-earning activities for the quarter ending and should have all new requests for IP expenditures. It should be emailed to the GS4-CHE@PLAY.NET email address and not directly to the CHE GM.

IP requests given on or before the seventh of the month, barring unforeseen circumstances, will be completed and made available by the last day of the quarter. Any submissions made past the 7th of the month will be placed at the very bottom of the queue. If they are not completed by the end of the quarter, they must be resubmitted again.

Please title the email {HOUSE NAME} – {QUARTER} {YEAR} QUARTERLY REPORT. Example: HOUSE PAUPERS – Q2 2011 QUARTERLY REPORT.

Influence-Earning Activities:

Insert the influence-earning activities here. See IP document for explanations.

Influence Point Purchases:

Insert the # of IP points you wish to purchase here. See IP document for explanations.

New Influence Expenditure Requests:

Insert any new requests for influence expenditures that you have here. These requests are for BUILDING AND GROUNDS SUPPORT ONLY and are not related to a coming event!