

CircleGuardians

The Coruscant Intelligence Bureau File

The CIB is a CircleGuardian Guild for the MMORPG: Star Wars – The Old Republic.

Read Document for understanding the profile of the CircleGuardian community and of this guild. Read more of us at: www.circleguardians.se





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About the guild

CIB is supposed to be an intelligence in the world of Star Wars and in accordance with the Star Wars lore. Imagine organisations as CIA, Mossad or KGB and you pretty much know what we are looking for. CIB is supposed to be an organisation consisting of skilled agents, working in the hidden to keep the republic safe from all the danger that threatens it. The idea is that while the Jedi Council works more openly as the defenders of the republic, CIB is a covert organisation that does not even officially exist. The making of CIB is known to the public since information leaked but the public does not know that the organisation still exists in the same form. The normal civilians believe it exists only as a formation of body guards for prestigious citizens.

Below we have an In Character version of what a civilian can find out if asking any protocol or information droid about CIB. The truth is of course another and we intend to create many roleplaying plots in CIB surrounding covert operations, secret missions and about various agents and in their fight against threats to the republic.

There are of course much more information about the CIB, its organisation, the ranks, the structure and much more, but we keep that information for the agents (the members of the clan/organisation/guild). Not because it is secret in any way of course but because it is fun and because we want the members of the guild to feel prioritised.

We hope you enjoy the reading. If you wish to apply to join our community and this guild, please visit: www.circleguardians.se

The Public Knowledge of the CIB (In Character Explained)

You: "Greetings C2P0, can you tell me what is publicly listed about CIB?"
C2P0 Robotic Voice: "Greetings Civilian, you want to know about the CIB? Of course, allow me to inform you."

"In times of the Republic, many organisations were built to fight for and defend justice and co-operation throughout the galaxy. The well being of many was trusted onto the heart of the galaxy, Coruscant, where the senate take decisions for prosperous times. It could have been easy and it could have been a fairytale if it was not for the strong corruption existing on many planets spread along the rims. Planets as Tatoonie were famous for being a home for villains. The most fierce threat was the Sith. Darkness spread waves of anger and hate throughout the galaxy and the dark side of the force was a serious threat to the Jedi Council always.... An attack upon missionary Jedi Knights a thousand years ago awoke worries in the Republic Senate. The Jedi were many, strong and trusted defenders but their powers were also open to read for the Sith. The Sith could feel the force as the Jedi did. They could see and hear each others presence and plan attacks. As the Sith grew many, their threat were seen as even more fierce and the Senate took a decision. They needed to found an organisation that aided the Jedi to defend the galaxy and the Republic but with special skills. They realised the importance of an intelligence in order to battle the vicious Sith. The Republic has no official army so this was seen as an extravagant decision. Instead it was solely the Jedi that defended the galaxy; in secrecy the CIB was formed to aid them but news of their creation soon leaked to the public.

The CIB, Coruscant Intelligence Bureau was founded approximately one thousand years ago. CIB became a top secret organisation specialised in battle, information gathering and espionage. The CIB would answer to the Senate and the Supreme Chancellor that answered to the interests of the Republic.

After the war a thousand years ago, the CIB turned into an organisation of guards, specialised into looking after the lives of important emissaries and ambassadors. It became a normal gathering of soldiers that acted bodyguards for important people of the senate. And so it is still today.

Is there anything more I can aid you with, civilian?"



A CIB-story

- A teaser on CIB

Part I - The Victim

It was like any day at Coruscant, the heaven was clear and soft for the eyes, a hundred different species were seen wandering around the streets, entering clubs, restaurants and the market. All kinds of languages were heard, some of them stranger than the other. One of the species was a large brain on wheels with two large eyes in the end of two long tentacles, no one reacted, it was all normal. This was how Coruscant was, a large mumble and citizens going by their business. Tuno was a human, he was proud and strong and had always wanted to do something special with his life, little did he know that this day would be special. Something would come in his path, something he had never dreamt of or even knew existed.

"Maa pala Boka Fasja Jaaaaa."

"No, I want two of the bergo rats, please."

"Booka Javaaa."

"Come on, stop kidding me. You know that it is too expensive."

"Mum mum."

"Fifty fifty sounds fine."

Tuno grabbed the two bergo rats, they had an awful stench but were a delicacy, especially with those herbs they sold around here. Tuno had no idea where they were from, but surely he would love to go to all kinds of places one day. He turned left from the large street out in a small alley. Surprisingly, there were empty places also in Coruscant despite the masses of people residing there. The alley was quiet and slightly spooky but it was the closest way to home. You had to avoid the sewer holes, the wabjats living there could chew a leg off of you if you as much as peeked down them. Tuno walked in a slightly rapid pace and then he heard something, there was a sound behind some of the boxes. He came cautious. Then he saw some movement, there was someone there, someone in pain. The moaning showed something had happened.

"Are you alright?"

"Come here, boy. Quickly."

Tuno walked over to the one lying down. It was not a man, it was an old Twi'lek and his eyes were tired, his clothes ripped in pieces and bruises covered his body.

"I have not much time and I can not die knowing what I do."

Tuno gasped, he did not know how to react, his eyes leaned to the old Twi'lek, as if trying to see if he could help.

"There is nothing you can do. My time is up, but I managed to hide what they were after."

"They?"

"Yes, the ones that did this to me."

Tuno nodded, he felt sad for the old Twi'lek, his eyes were friendly.

"What I give you, you must bring to a man, a human by the name of Riko."

"Riko?"

"Yes, Riko. Tell him that the infestations are dying. Tell him that the protocol is taken by the previous owner."

"Infestations? Protocol?"

The old Twi'lek brought his hand to his own mouth and removed a tooth, no blood was seen and apparently it did not hurt. The tooth was no real tooth, it seemed to be a disguise for something else. Yet, Tuno could not avoid grinning as it looked slightly painful.

"Bring this to him."

The Twi'lek laid the tooth in Tunos hand.
"But ... but... what is this? And where do I find him?"
"The Sky Cloud...."

The Twi'lek closed his eyes.... He was dead ...



Part II - Sky Cloud

Long had Tuno wondered over what the Twi'lek said. What was the sky cloud? What infestation could he possibly mean and who was Riko? He had a fake tooth belonging to him, it was given to Tuno before the old Twi'lek stopped breathing for good. Tuno examined the tooth as he sat alone in his home. It was clearly fake, some strange plastic and it was slightly heavier than an ordinary tooth. Otherwise it did not seem special, Tuno became frustrated. He looked over to his protocol droid, it was his trusted friend and had aided him with translating lyrics for many other species throughout Coruscant.

"What is a sky cloud to you, C-2P0?"

"Oh gosh, is that me you are talking to? Heavens, such start to a day. My limbs are stale. Heavens? Oh, was it heavens you needed to know of? Oh my."

"Yes, what is it? What would you think of if I said sky cloud?"

"A sky with clouds perhaps? Could definitely be a very strong candidate for the right alternative. Perhaps a place where you are close to the clouds?"

"Close to the clouds?"

"Ah yes, master. As in a high building, a mountain top or perhaps in a spaceship."

"Spaceship?"

"Yes, they can be around the clouds I guess? Can't they, master?"

Tuno looked at the tooth once more and then gasped; he mumbled the words for himself.

"Toothless Twi'lek...."

"Oh gosh, such a horrifying thought. Should I ... "

"No, no, no C-2P0, it is the name of a place. The Toothless Twi'lek is the name of a club. Which is in the top of one of the highest towers of Coruscant."

"Oh dear."

"Don't worry so much C-2P0, I better be leaving."

Tuno slid his door open and left.

It was cold outside....

Part III - The Opening of Eyes

The Toothless Twi'lek was not easy to access. It was a hot shot club with many on the guest list. This was known even though rumours surrounded the club to be controlled by criminal organisations and be a haven for smugglers. Many cast the reputation aside saying there was not a chance there could be smuggling into the grand Coruscant. But there was, everyone knew of the rumours.

At the toothless Twi'lek it was more usual to see people with much credits, betting and gambling with hefty fees, drinking of the most luxurious beverages and private lounges where many deals were made. Tuno had no idea of how he was supposed to enter but he had to. This was the place where he would find Riko and the only clue he had.

Droids guarded the mighty building on top of the tower. A large queue was seen towards the impressive entrance, most well dressed and a large variety of races. In the middle of the rich heap of people, some scum people were seen, they did not fit the crowd with their more hostile and angry looks. Surely they were body guards to some of the richer ones in the line. Who knew?

Tuno fiddled with his shirt but got an idea, he went to the queue and stood in line for a while, he saw some argues at the front. The droids had apparently sent someone away, not allowed to enter and they got furious. As it came Tuno's turn he tried to look self confident.

Robotic Voice: *"Identification please."*

"I bring a message to Riko. I can only share with him what I have to say."

Robotic Voice: *"Enter, he is in lounge module 14C."*

Tuno sighed as he came in. It was easier than he thought. He now also knew Riko was known, valuable information. The Twi'lek was a masterpiece in design. Never had he felt such clean air, not even outside by the relaxation centres. The club had a large volume of various kinds of music and a live band was seen at a stage further inside. Everywhere there were small stairs leading up to hovering balconies facing the main floor and the stage. It almost looked like some senate meeting room. Tuno accidentally banged into some hairy tall creature as his eyes leaned towards the balconies.

"Raaawwrrr!"

"Oh, I am so sorry."

A third person standing by the hairy creature approached Tuno.

"Watch where you are going."

"Yes, I did not mean to...."

"Rawr, Rowr."

"Angering a Wookiee is not smart. Now you need to pay. How much credits have you got on you?"

"I ... credits?.."

"Your hearing is as bad as your smell, human. Better hear better or the Wookiee will rip your arms of."

"Roowr."

Tuno swallowed, he stretched for his credits at his tool belt. Then they heard a voice behind them.

"This kid is with me. Take your hands off him."

"This kid belongs to you, Riko?"

"Yes, Wiggro. Beat it."

"Keep your servants in a leash, Riko. Or you'll find them in pieces."

The Wookiee and the angered one moved away to the bar. Riko leaned his eyes at Tuno.

"You better keep your crap together, kid. You should know better than mess with Wookies."

"But I didn't..."

Riko silenced Tuno with a few nonchalant moves

"Come with me, kid."

They moved up the stairs circling alongside the wall, passing a few balconies 'til they reached a balcony quite a bit away from the other balconies and way high up from the dance floor in the middle. The music volume was lower here and a guard droid opened the door to the balcony. They sat down. Riko, next to a hammer headed Ithorian with curious eyes almost hidden by the large glasses. The Ithorian was writing at a computer, Riko leaned down the couch and fixed his eyes into Tuno's.

"What's your business?"

"Mine?"

"Yes, you came for me, didn't you?"

"Well, how did you know that?"

"There's a lot of stuff I know, kid."

"Well, I found this object and I was told to talk to you."

"What object?"

"This tooth." Tuno brought the tooth from his tool belt and placed it in front of Riko at the table. Riko did not change face for a second, it was impossible to know if he had any recognition with the object.

"What has that got to do with me?"

"This belonged to a Twi'lek and he told me to inform you that the infestations are dying. To tell you that the protocol is taken by the previous owner."

"The Outer rim is broken..."

"Sorry, what?"

"What is your name?"

"Ehm, Tuno."

"You did well, Tuno. Is he dead? The Twi'lek?"

"Yes, he was attacked I think."

Riko leaned back the couch again, he nodded to the Ithorian and handed over the tooth to him. The Ithorian gave a purring sound and continued writing at his computer.

"Alright Tuno, it is time for you to make service again."

"Make service? What are you talking about?"

"Be prepared to come into a shock but you are not really Tuno, you are not really a mechanic that live your life peacefully in Coruscant. You are agent Sky Cloud; did you not recognise the name as it was told to you?"

Tuno gasped, he looked straight at Riko, unable to answer.

"You were placed at Coruscant under cover as a mechanic one month ago to infiltrate the Sand Dune Trade Organisation. In order to make it inside we replaced your memory and gave you a new identity. For your own safety we brought you into Hypermemory sleep meaning your true identity would be hidden even from yourself. The Twi'lek dead in the alley is one of our agents, looking after you, you think it was coincidence you found him, then think again."

"You ... lie... I am Tuno."

Riko drew his blaster pistol and pointed it to Tuno and with catlike reflexes, with the speed of lightning Tuno reacted. He jumped up from the sofa, kicking the blaster pistol out of Riko's hands, disarming him and placing himself in combat mode, ready to strike, next to the couch. Riko smiled.

"Welcome back, agent Sky Cloud. We want a full debriefing tomorrow morning. You've got 6 hours. The time is ready now, the death of a brother show such. Be well."

Tuno remained in combat mode, he was shocked, it was coming back to him. He was agent Sky Cloud, he was put to sleep, waking up as someone else, taking a job as mechanic in a department here at Coruscant. He remembered now, it was becoming clear once again but still he was in shock.

*"And oh, if you do have a chance, taste the Tatooine special, it is delicious."
"Yes, agent Fox."*

Riko grinned.

... And he was gone.

The CircleGuardian Philosophy and Policy - About RolePlaying & Gaming

CircleGuardians does not believe in strict rules or dictator-ish methods where everyone is "forced" to act in a specific way. We believe in variety, in people feeling free to develop their own gaming and roleplaying at all times according to their own wishes. However, CircleGuardians is a community for the likeminded. This means all of our members have joined after having read and agreed to the Official CircleGuardian philosophies and policies. Being likeminded does not mean we are all the same - it means we all want similar things out of our gaming and roleplaying. Therefore we say that all in CircleGuardians are likeminded, not the same.

CircleGuardians like any other society is a gathering of people that share views, opinions and ambitions. This is the sole reason for the existence of policies and philosophies at all. They merely intend to ensure that CircleGuardians always will be a place for likeminded; People that want to experience quality roleplaying as they enjoy their games. Therefore one can say that our policies and philosophies unite us and what we stand for. CircleGuardians never argue that our way is the only way, neither do we believe our way to be the best way. We do not intend to be the best nor the dictator of how roleplay should be like. We simply state: This is the CircleGuardian way.

iRL Profile

CircleGuardians is a society for optimistic and friendly people iRL. We do not allow people solely on roleplay talent. An egocentric, melodramatic and/or negative person won't suit the CircleGuardian profile, even if he/she is a massively talented roleplayer. CircleGuardians cherish values such as "Optimism", "Friendship" & "Fun". That is in the end what we want to experience as we roleplay rather than quarrels and emo-outbreaks.

RolePlaying

What is RolePlaying according to CircleGuardians? RolePlaying is a desire to make your character come alive - To create an existing personality and have the intention to see that flourish. It is impossible to measure roleplay talent, we all have our styles and variations. There is however a conduct to roleplay which the CircleGuardians believe to be more neat, stylish and professional than others. When roleplaying, the personality of your character is very important and should always be in focus. Things to think of as you make your character could/should be:

- A - Is the personality of this character realistic?
- B - Does this character persona suit the world I am role playing into?
- C - Does this character suit the present CircleGuardian guild I am about to enter?
- D - Am I flexible as a player?

There is no right or wrong - but CircleGuardians recommend all players to consider the bullet points above.

Quality RolePlaying

What is quality roleplaying anyway? Please think back to when you were reading the books of either Tolkien or George Lucas's world. The courage, the legends, the heroes & villains - All is part of it. Let us say you are to play an MMORPG and want to know how to Roleplay with quality in the world presented to you. Imagine for a second that you are reading a book or watching a movie about this world - then ask yourself: "*What would the heroes be like? How is the world? How would I expect the people in this world to interact? What role among those people would I want to play?*" Quality RolePlaying is mostly defined by the thought behind the character and the stories he/she represents. The better the detail and the more thought through they are - the better the quality.

The Lore Importance

The lore is a very important part of the realism of your characters. The world has its rules, beasts and its politics. Knowing the lore is a very important part in order to roleplay with quality. You do not need to know all lore as you start playing a game, but the more complicated you make your character the more you need to read up upon what is already written. *Making Vampire guilds in Tolkien's world is perhaps the most clear example of what CircleGuardians believe to be poor quality role playing.* The members of the guild may very well be skilled individually in performing their roleplay but little does that matter when the story you roleplay break the lore. One does not have to be an expert in the worlds stories and tales before starting a character - then few would be able to roleplay even when the desire is there. But a key factor to remember is to always keep within what is decent and if you are uncertain about the lore - then wait before you roleplay tales that challenges the limits of the extreme. Keep within the lines of lore and develop the stories more - as you get to learn the lore better.

Skills

Individual skills and techniques for how to use game mechanism for every MMORPG is important. Speech is one clear example. The way a character address others will strongly impact others perception of you. Not only do you need to consider grammars, you need to imagine how people talked in the world you are role playing into. Every world is different. What we expect of -every- CircleGuardian is to always honour and follow the RP-regulations of the servers we are onto, to always keep In Character in -every- In Character chat and to always strive for upholding and creating immersion.

Quality RolePlaying - The CircleGuardian Way

How to socialise - Using In Character Chats - The Roleplaying way

A - Punctuation, grammars & capital letters - Always try to make an extra effort. By not stressing, you can avoid spelling errors. Both capital letters, correct punctuation and grammars are important to make In Character talk look more neat.

B - Length of sentences - Try to think through what your character is to say before you start spamming the chat windows. It is important to try and find a balance in the length of your sentences.

C - Use Correct Language - Only use words that exist. Shortages and internet talk of our modern day is not considered good role playing conduct. I.E words such as "ppl" instead of "people" and "thx" instead of thanks are not something CircleGuardians want to see in any In Character chat.

Using Emotes to enhance roleplay

To make a character alive, not only speech is needed but also emotes. The emotes describe your character for others, things he/she does not say but which can be perceived. Emotes are used to describe body language, descriptions of odours, the clothing and much more. CircleGuardians recommend you to always try and customise your emotes as much as your speech. Using premade emotes will not make your character stand out while customisation could tell so much more of your character persona. Emotes should be realistic and never describe situations where other characters are forced to accept your actions. If you intend on making an emote that would affect another character, then the other player should always be given the choice to accept or reject your action with a response made of an own emote. One should never force emote anyone.

Realism in your roleplaying

Quality roleplaying consists of always striving for realism in all you do. If you one moment hold an epic speech inside a city as Bree Town and you roleplay a very serious Elf, if you then the minute after jump up and down as crazy, claiming that: *"Oh, I am not*

IC right now. Now I am only fooling around." - That is definitely not quality roleplaying according to the CircleGuardians. Consistency is a key word to remember. To roleplay with quality, means to treat the world as if you are **always in character**.

We will mention three examples of how you can treat the world around you, as it is "always present" and therefore also provide you with an understanding of our mindset: You are always In Character:

1. AFK - The RolePlaying Way

If you need to AFK, please mind that it becomes very weird roleplaying wise. Compare with iRL if you would all of a sudden stand silent, staring to your counterpart in a conversation for 10 minutes. Roleplaying with quality means to avoid this situation. Instead, you should first inform the counterpart OOC'ly that you will need to be AFK a short while. Now time to deal with the roleplaying situation. Either you walk away a short while, telling the other character you will come back soon or you make a custom emote describing how your character drift away in his/her own minds for a while. When you come back, announce it both OOC'ly to the counterpart player and again, show it IC'ly either by saying something appropriate or by making a new custom emote.

2. Changing clothes - The RolePlaying Way

Let us say you want to change attire, do not stand in the middle of the street as you do that. Imagine iRL if you stand changing clothes in the middle of the street as you are talking to someone. It would be seen as a tad weird and so it becomes the roleplaying way. Instead you should excuse yourself and move to a private spot, change clothes and then come back showing off. This will show you truly perceive the surroundings in a way as it always exists.

3. Logging out - The RolePlaying Way

Let us say you need to log out. What is logging out IC'ly, it has no real comparison, right? Since it hasn't, you can't really define nor explain it the roleplaying way. Some people say their characters will head to bed, some that they need to travel away on a journey, both works just as fine. Vanishing in the middle of the street is definitely not a smart move, imagine iRL once again. How would you react if someone suddenly vanished into nothing in the middle of the street? You would be quite shocked I suppose? And you also risk logging in, in the middle of another Roleplaying conversation at the same place where you logged off and directly break their immersion. What you should do, is to move your character away a little from the open area. Find a decent spot where no one see you and where you diminish the risk of logging into a roleplaying session. Then you log off.

CircleGuardians hope that you by these three examples above understand what we mean with the saying: "*Treat the world as if you are **always in character***". Tons of examples could be mentioned but we believe the general message has come forth.

We hope you are intrigued by the immense possibilities of immersion of the CircleGuardian Way.

Gaming & Guild Policies - The CircleGuardian Way

Basically every guild made by CircleGuardians, have the same conduct. Small variations may appear but the ambition and strive for professionalism and immersion is always there. We always have clear beliefs of how we are to enjoy a game together. Please read below:

A - iRL Priority - iRL is always most important. In a guild made by CircleGuardians, you must never excuse yourself for your iRL. CircleGuardians care for the well being of our members.

B - Online Time - CircleGuardians never punish our members for low online time.

However, for practical matters, it is always good to converse with the guild master/officers about how often you intend on being online already when you apply to join a specific guild. It is also considered as well-mannered to inform a guild master/officer if you intend on being offline for a longer period.

C - Guild Activity - As said in "A" and "B", CircleGuardians do not punish a low online time. However - we wish to ensure our members that CircleGuardians always strive to make active guilds. Therefore, guild masters/officers have the authority to kick a member that has been offline for 30 days without telling the guild master/officer about the reason for why.

D - Online Actions - CircleGuardians does not control what you do with your online time. It is up to you yourself if you want to casual roleplay, participate in events or enjoy the game as you come online. All meetings and roleplaying in our official guilds must build upon every single players interest and desire to be PART of what we are doing here. However, if you are rarely online and when you are, rarely socialise with the other members and show little interest to get to know our community, the CircleGuardians; you risk being kicked from both the community and the guild. We want you to show interest in our guilds, be part of it, be active at this forum and to show to others that you want to be part of our little community.

E - Alt Character Policy - CircleGuardians make active guilds and we welcome you to join us with your main characters. Only if you have your main character with us, your alt characters are welcome. We welcome every alt character you may have if you are a regular member since we embrace the time we have together and want us to spend as much time as possible together online ingame and at this community, the CircleGuardians.

F - Levelling and Game Progression - CircleGuardians will not aid you with power levelling your characters. As said before; We expect you to have a high level of maturity and thus also be able to take responsibility of your own game play. The mature player should realise that everyone has a desire to do their own things ingame. In CircleGuardians we have the ambition to enjoy games together on equal terms.

G - RolePlaying Activity - In CircleGuardians we differentiate the terms of [RolePlaying Quality](#) and [RolePlaying Activity](#). By roleplaying quality, it is sheer skill, professionalism and the effort. By roleplaying activity it is more a definition of how much of your online time you dedicate to roleplaying actively with other players. In CircleGuardians we go by the motto: "[Always In Character](#)" and therefore we believe that our members always roleplay. Be it a dungeon crawl, a raid, a battle in a scenario, a more formal roleplaying event; **Our members shall always mind their character, follow the CircleGuardian roleplaying conduct and honour the immersion**. However, it is up to anyone how they want to use their online time. If a player wants to participate in casual roleplaying only 10% of his/her online time that is totally fine. If a player enjoy casual roleplaying 90% of his/her online time, that is totally fine too. In CircleGuardians we respect the wishes and the wants for our members. Some wants to experience the game more than others and care for game and character progression. Some other level far slower than others and enjoy the everyday small talk roleplaying wise. Both of these profile of persons are just as much CircleGuardians as the other. What matters is: "[You are always In Character](#)".

H - Guild RolePlay Structure & Organisation - Our guilds will always strive to be a source for fantastic RP potential - massive casual roleplay, roleplay storylines, events and more. However, no CircleGuardian representative will ever serve any member roleplay on a silver plate. The maturity and the ability to take own initiatives are important with any member of the CircleGuardians. The CircleGuardians believe it is up to every member in our guilds to aid roleplay progress and to aid storylines. CircleGuardian official

representatives will often provide lots of roleplay material, storylines and sometimes perform events. But under no circumstances are they forced to do so. They must be able to enjoy their online time and do what they please, just as any other member in the guild. Every member is part of it and we are all responsible of making role play progress. There are no chefs, servants and customers - instead everyone of you are chef, servant and customer all at the same time.

I - Guild Chat Policy - The CircleGuardian official guilds does not have a specific policy on the guild chats. The guild masters/officers may choose if the guild chat is In Character or Out Of Character. Since CircleGuardians stand for quality roleplaying and therefore a realistic perspective any In Character Guild Chat needs to be explained as to why communications is possible from miles away.

J - Membership Length & Ending - If you are approved as a member and as such allowed to register onto our forums - your membership is for life. As long as you approve of and intend to honour the CircleGuardian official policy about gaming and roleplaying, you will always remain a member of CircleGuardians. Most importantly, CircleGuardians does not crave any activity of you as member. This means you do not have to participate in a specific amount of to keep your membership. However, we want you to always embrace our CircleGuardian efforts and prioritise them and to participate in our official CircleGuardian guilds when you are given an opportunity to do so. The want and the desire to participate in the CircleGuardian activities is what unite us, to experience games together and to always try to stick together as we make worlds come alive. The Caretakers of CircleGuardians grant themselves the right to remove a member if they are considered to not suit our policies and/or philosophies or showing indecent manners and behaviour not deemed to go hand in hand with CircleGuardian values or if a member is deemed uninterested to partake in CircleGuardian endeavours.

Thank you for reading.

Best regards,
Any & Razzmatin
Caretakers of CircleGuardians

Contact: admin@circleguardians.se