

The *Merchants Guild Alliance*

- Presents -

Agon's Markets:

A Beginner's Guide to Trading

Introduction

Become tired of hauling your goods across Agon to meet a buyer, only to be robbed by thieves on the road? Tired of wearing out a pair of fine elven shoes on the nail-ridden boards of a human merchant ship sailing to meet a bulk supplier? Fed up getting scorched trying to saddle your Shulgan Drake in the morning for a long journey to buy rare spices from a trader outside Ymir's Tear? If you said yes to any of the above then buying and selling on the Agon Market is right for you! Follow this helpful guide to get started in Agon's fastest growing new trading service!

Where do I find a market?

Markets are currently opening in the economic district in capital cities of the 6 races of Agon:

Alfar: Shoal

Dwarf: Ymir's Tear

Elf: Charybdis

Human: Sanguine

Mahirim: Red Moon

Ork: Flaming Skull

As well as some chaos cities around the main continent and all 4 sub continents. Simply walk up to the market and you can look up items for sale, place buy orders for items & prices you desire and check on the status of orders you have placed on the market.

How do I find items?

You can sort the items you want to see using the left side of the booth window, describe the exact type of item to see all such as "Helmet" to see all helmets available. In addition you can search using partial words to find specific items such as "Plate boots". The right side will display the results of your inquiry and you can look up/down the results.

How do I pay?

Your global wallet is used to pay all fees for listing orders in the market and for making any purchases.

What is a Global Wallet?

The Global Wallet is a new service brought to you by the Merchants Guild Alliance("MGA"). It allows you a magical connection between your stored gold in your bank when you are away from one of our many convenient banking locations. It can be used to purchase goods and services from any approved vendor offering this service in place of having gold in your backpack, much safer traveling with this than with gold! The MGA has gone to great lengths to build partnerships for this new service and as such you'll find it conveniently accepted at the newly introduced Markets as well as it being accepted by a huge variety of vendors around all cities both lawful and lawless.

What kinds of items can be bought or sold?

Virtually any tradeable item in the game except for gold itself can be sold on the marketplace. Due to certain issues with quality however only full durability, high quality crafter-made gear that is not enchanted can be used to fulfill a buy order at this time. In the future the MGA hopes to provide a process to allow criteria to be used when placing a buy order to allow a range of quality but unfortunately this isn't available currently but is being considered for the future.

How do I create sale orders?

With the items you want to sell in your inventory, approach the market and use it. There are two ways to create a sale order. One way is by clicking on the 'Add New Sale Item' button in the top right area of the market window which will bring up the 'Create New Sale Order' window. You can also simply drag the item you want to sell from your inventory into the 'Sale Orders' section of the main market window. Either of these options will open up a secondary window to edit your Sale Order. In this smaller window

you can set the price, quantity, and duration of your order. Broker fees and sales tax will be displayed on this window as well. Once you confirm your sale order the item(s) will be removed from your inventory and fees will be deducted from your global wallet.

How do I create buy orders?

Buy orders are initiated in the same way as a sale order. You can select the item you want to create your order for from the item filters on the left and click the 'Add New Buy Item' button on the right. You can also drag an item into the buy order section to initiate a buy order for that item. Using the search filter and typing the item you want to create your order for is typically the easiest way to setup the order. When you create your order the listing fees will be deducted from your global wallet.

Is there a limit to the amount of active orders I can have?

Each market is localised and is governed by the MGA chapter of the region who will set limits on buy and sell orders per client in the region they govern. The basic amount minimum is 50 active orders, combined with both buy and sell orders at every market. Local chapters may offer rewards that will allow you to increase this limit for their preferred partners, more details to come in the future.

How do I get items bought or gold earned from the market?

Any items bought from the market and any gold earned from selling items will be kept in the market under completed orders. You can access them from any market globally at no additional fee regardless where the transaction occurred. From here you can accept the items into your backpack from any purchases all at once or individually and accept any gold from completed sales.

What fees are there for using the market?

The market vendor will charge 3 different types of fees:

Broker fee: A flat 3% listing fee on all markets, paid by the person who creates a buy or sale order.

Sales Tax: A flat 2% transaction fee for all fulfilled buy or sale orders. In all cases the seller pays the sales tax.

Delivery fee: This is a scaled cost for transporting goods bought and sold to different markets than the market the order originated from. The cost is 0.1% per km of distance, minimum of 0.01g and maximum of 3%, to account for the delivery of goods between markets. The buyer always pays the Delivery fees and in the case of buy orders they pay the maximum up front.

Buy Order Scenario: Player A creates a buy order for a greatsword, they have the value set at 1000g for the sword. The buyer pays a broker fee cost at 30g(3%) and the maximum distance fee of 30g(3%) resulting in a total of 1060g for creating the buy order removed from their wallet/backpack. Another Player(B) has the greatsword Player A wants, they take it to the market and fulfill the buy order, they will give the sword to the market and receive back a net amount of 980g as the seller pays the 2% sales tax of 20g in this scenario. The seller buys it from a distance of 10km away, this means the buyer overpaid the distance fee, meaning they will receive back 20g from the transaction.

Sell Order Scenario: Player A creates a sell order for a hammer, they have the value set at 500g for the hammer. The seller pays the broker fee of 3% or 15g from their wallet/backpack and the item is placed on the market. Player B buys the hammer from a market 6km away, they pay 500g plus 3g(0.6%) in distance fees for a total of 503g removed from their wallet. The seller will receive 490g, which is the net amount after the 10g(2%) sales tax is removed.

Can I cancel or change an order I already placed?

Yes, changing an order will result in a minimum fee of 100g. Decreasing the price is a flat 100g, increasing is 100g minimum or the difference in listing fees, whichever is greater. Canceling an order will forfeit all listing fees. Allowing an order to expire will return some of the listing fees.

Will there be more market locations in the future?

Yes, the initial launch of these markets will be expanded to exciting new foreign and private lands for new trading and franchise opportunities!