

## TNO Guild Meeting – January 4, 2014

Guild Recruitment- Vlak is tired of (and others are probably tired of him) spamming the chat with messages to join TNO. We would love to have a new recruiter at least for a while until Vlak isn't so burnt out on it. We actually added a recruiter after this meeting but are open to adding more. Please speak to Vlak if you're interested.

Officer Applications- We have a few applications coming in and are looking at three different ones right now. These people will get trials over the next few weeks. They will run events that WILL be posted on the informer on the website so please help them and attend if you want/can. Remember that these are just trials and none of them are selected as officers yet. If you have a problem with any of them, please let a current officer know. As always, if being an officer sounds like something you'd be interested in, please apply. All applications are received and saved.

We are reaching out to websites (gw2style for example) to help expand the TNO name. We would like to do some web development for them and get our tag on their site without looking desperate. This was also a last minute thing before the guild meeting. Its still unsure how far this will go. We will keep you updated.

WvW- Do you like the themed versions? More strict ones? Everybody seems to like going on their main characters as a guild and havoc group instead. The strict WvW group with correct blasting and a more GVG feel hasn't worked and probably won't be brought back. Blackarps appologizes for this and wants you to know that you're perfectly fine to join up with other guild groups that run, we just ask that you keep the TNO tag on while doing so as joining their guild won't give you any added benefits. We are open to forming a new guild just for WvW that

would also allow us to bring in other players for a massive zerg of minion necros. This is similar to what Mance from SG does with his RATS guild.

We are open to doing events such as a guild clearing of something like Tequatl or Balthazar. A TNO member brought up that others run cursed shore farming by doing the events and killing champions while they wait for events to start over. This could work perfectly when living story content is boring to everyone.

If you have an ideas for tools for the website let us know. One example would be a dye viewer that would allow you to look at certain dyes on different armor types to figure out if you want to buy the dye or not. We could do this or help expand on argos-soft.net. It was also suggested that we could make a dungeon completer like gw2stuff to help users remember what dungones they did since the last reset.

Next GW2 update is Jan 21st. Its unclear what this patch will contain but its expected that the Edge of the Mists map and Scarlet will be coming sooner than later. This will also be the cutoff date for the Wintersday event.

We want to do more guild related events that don't revolve around WvW, dungeons, or fractals. If you have any ideas, please share them either on the forums or with an officer. One suggestion was running a guild rush as an actual race. We start the rush and the first person to finish it would win the pot. This could be a simple 5 silver buy in but most likely free (with a smaller jackpot). The bigger we make the buy in, the higher the jackpot but the possibility of less participants as well. This kind of thing could change for each group as well. For example, 15 people want to do it but not have any buy-in. The jackpot would be smaller but the race would be more about fun than competition. Then say something like 5 close friends want to race and want a 5 gold buy-

in, their jackpot would be much larger and it would be more about bragging rights for them.

As always, we are open for suggestions, comments, and concerns you have with TNO. If you don't tell us what might be bothering you, we can't do anything about it!