

Giveaway - We would use the 2 paths we have now, but perhaps add a new path that allows a recruit-a-friend system to take hold.

Guild Missions - There are currently a few people that would like to see guild missions on Thursday moved to a different time. Would moving this to 6pm pacific, 9pm eastern help everyone out or should it stay the same?

SPvP Arena - Are we bringing it back? Will people use it? It would benefit us for custom dueling and tournament hosting. If you're a PvP player, speak up in chat. There are more and more people looking for others to play with.

WvW - Making a presence in WvW would be great but its not a high priority at this point. If anyone can lead or know someone that would like to organize WvW for TNO, let us know.

Weekly Lottery - New design? Could the current system be upgraded? Mystery item? Item suggestions (keep it as stackable as possible) If a mystery item is added, would you like to see that as a separate lottery/giveaway?

Legendary Lottery - With the current inflation in costs of precursors and legendary weapons, there isn't a really good chance we make it to the more desirable ones. We are open to suggestions for possible changes until the prices balance out. Would Black Lion weapon skins suffice for now? Greatsaw? Remove maximum ticket amounts? Lottery needs a new name if items are changed.

Recruitment - Are we going global? There are many advantages/disadvantages to going global currently.

- **Advantages** - Makes recruitment much easier, members can still participate in all PvE events, lotteries, giveaways, etc.
- **Disadvantages** - Players don't get guild buffs, vault access or contribute to INF gains.

Guild Events - We are currently looking for possible guild events to do. Would people be interested in running dungeon master trains with the guild? Do you want to have a party night (boxes of fun, guild banners, etc) What about zerging a map(s) for events + loot? EU players recently did this and went across Tyria hitting different events and jumping puzzles along the way. It takes several hours but you could come and go whenever you want. For example, we start at the same waypoint we do for guild missions and slowly work our way down to Cursed Shore in Orr stopping at the Megalodon Champion in the south. The path would be planned beforehand to make

sure we hit events, gathering nodes, jumping puzzles, etc. We can also organize world bosses such as Karka or Teq if there is interest and leadership. *

***Teq** - Once a week to start? Need a strong/consistent commander(s) that can organize routinely every week.

New Officers - TNO still has a few leadership roles to fill. Commanders for WvW and Teq/PvE World Events in particular. If you have an idea for an event you would like to lead, don't think you are strapped down to doing a different event. You should enjoy the events you plan to lead!