

ANNOUNCEMENTS

Announce before starting:

Starting announcements in all zones! Cities First! Bordering Zones Next! Remainder, if time!

Are our numbers good enough or should I make announcements in outer zones?

I'm going to continue making announcements in outer zones until Wurm spawns. Let's keep groups in LFG until Wurm spawns as it's in the announcement.

Squad Leader:

Promote me so I can do invites to the squad. It saves me a lot of time explaining while making announcements in zones! :)

Announce after finishing:

Announcements in all zones, including new ones, completed! Cities, bordering zones & outer zones but no guild halls!

Announcements in all zones, excluding new ones, completed! Cities, bordering zones & outer zones but no guild halls!

Announcements in outer zones, excluding new ones, completed!

Announce after partially finishing:

Abbreviated announcements made in all cities and zones near Bloodtide Coast.

Normal Run:

[NOPE] Triple Trouble daily wurms boss time in Bloodtide Coast [&BKoBAAA=] or LFG>Central Tyria>World Bosses! Earn glory, maybe an ASC armor chest. ALL EXP LEVELS WELCOME! Bring friends!

Hellwurm Run:

[NOPE] Triple Trouble daily wurms boss HELLWURM time in Bloodtide Coast [&BKoBAAA=] or LFG>Central Tyria>World Bosses! Earn glory, maybe an ASC armor chest. ALL LEVELS! Bring friends!

City and nearby Zones:

Cities: Black Citadel > Hoelbrak > Lion's Arch > Divinity's Reach > Rata Sum > The Grove

Inner Zones: Southsun Cove > Caledon Forest > Kessex Hills > Queensdale > Gendarran Fields > Lonar's Pass > Dredgehaunt Cliffs > Timberline Hills, Mount Maelstrom > Sparkfly Fen

Straits of Devastation > Malchor's Leap > Cursed Shore

HOW TO JOIN

How to join when LFG is setup:

Click 'Y' > Looking for Group > Central Tyria > World Bosses, Click on [NOPE] taxi to join squad. At :55 mark, the taxi will disband & you can join one of the Squads.

How to join when LFG is not setup:

Do a /squadjoin *CHARACTER NAME HERE*, go to [&BKoBAAA=], right-click on a blank player square and click *Join in Bloodstide Coast*.

WRONG OR FULL MAP

How to join when in wrong map:

If you're here for TT, it's the wrong map! Do a /squadjoin *CHARACTERNAME*, go to [&BKoBAAA=], right-click on a blank player square and click *Join in Bloodstide Coast*.

If you're here for TT, it's the wrong map! Go to LFG>Central Tyria>World Bosses!, join a TT squad, right-click on a blank player square and click Join in Bloodstide Coast.

What to do if you're in the wrong map instance:

If you go to [&BKoBAAA=], have joined the [NOPE] taxi or a squad but see blank player squares, right-click one & select Join in Bloodstide Coast.

If active map is full:

If anyone is in the map who is not participating in the [NOPE] TT event, please leave so others needing achievements can get into the map. We appreciate your cooperation! We'll be done by :30 mark.

If map is full & in wrong map:

Map getting full is common if you're late. If you're in a squad, keep trying to get in as a spot may open up. It's best to be here around :40 time mark this time each day as [NOPE] runs TT Daily.

BEFORE & AFTER

When to drop buffs, food, enhancements (:55 mark):

Have buffs, food, banners, etc? Now is time to drop them first at [&BKoBAAA=] &, if needed, in the Wurm areas, [&BKwBAAA=], S.of [&BK4BAAA=], S of [&BDEAAAA=]. Save if better buffs are available.

If anyone has banners, set them out near [&BKoBAAA=].

After event, tip Commanders & Blockers:

Be sure to tip commanders & blockers. They are worth it.

PRO TIPS - ALL SQUADS

PRO TIP ALL SQUADS: Watch for WURM twist as it is a knockback effect.

PRO TIP ALL SQUADS: Be sure to kill VETS near Wurm 'quickly' to protect blocker.

PRO TIPS - AMBER

PRO TIP: Listen/read Commander's calls! DO NOT ATTACK THE ABOM UNLESS COMMANDER SAYS 'KILL ABOM'. Keep ABOM alive!!! PULL PETS/MINIONS.

PRO TIP: After ABOM is killed, you have to go run through the circle to gain a buff to be swallowed by the WURM.

PRO TIP: It requires 20 harpoons to remove the buff off the Wurm. Don't use harpoons on vets or other mobs. Make sure you target Wurm before firing.

PRO TIP: NEVER EVER rez Crusader Zepp! He attacks ABOM & we don't want that to happen!!

NEWCOMERS: The key is to NOT attack the Abomination until Commander calls ABOM. Get buff after ABOM is killed, get swallowed at marked spot near WURM, hold harpoon for WURM only as it's one shot.

PRO TIPS - CRIMSON

PRO TIP: Listen/read Commander's calls! DO NOT FILL Phytotoxin Extractors unless called

PRO TIP: Don't fill extractor designated by Command until he calls for it

PRO TIPS - COBALT

PRO TIP: Listen/read Commander's calls! DO NOT RUN KEGS unless called

PRO TIP: It requires 20 kegs to remove the buff off the Wurm.

NO NO NO

NO ABOM

NO ABOM | KEIN ABOM | PAS D'ABOM | NESSUN ABOM | INGEN ABOM | EI ABOM |
DIM ABOM | NÍL ABOM | GEEN ABOM | ŽÁDNÝ ABOM | NON ABOM | NINCS ABOM |
ENGINN ABOM | FARA ABOM | CHAN EIL ABOM

NO BLUE

NO BLUE | NO BLU | NO AZUL | PAS DE BLEU | KEIN BLAU | NÍL GORM | SEM AZUL
| NÉRA MÉLYNA | MAVÍ YOK | không có màu xanh | NIE NIEBIESKIE | NE MODRE |
SEN BLUO

NO KEGS

NO KEGS | SIN BARRILES | PAS DE KEGS | INGEN KEGS | GEEN KEGS | KEINE
mKEGS | NÍL KEGS | KEGU NASHI | BEZ KEGÓW | SEM BARRILHAS | NI KEGOV |
KEGS YOK | KHÔNG CÓ KEGS

STOP

STOP

Stop, Alto, Arrêt, Halt, Pare, Stanna, Dur, Stój, Stopp, Stój, Pysähtyä, 止まれ, 停, 정지
DW

NEXT EVENTS

Drizzlewood Meta Event. [&BGQMAAA=]

Drizzlewood Meta about to begin. [&BGQMAAA=]

Drizzlewood Meta underway. They haven't crossed the bridge. [&BGQMAAA=]

Drizzlewood Meta underway. They have crossed the bridge. [&BGQMAAA=]

Drizzlewood Meta underway. They are nearing final event. 24 chests!! Come quick!
[&BGQMAAA=]

MAP ROUTE

White Numbers - Bloodtide Coast and Cities

Number	Zone	Waypoint	Game Code
0	Bloodtide Coast	Firthside Vigil	[&BKoBAAA=]
1	Black Citadel	Memorial	[&BKYDAAA=]
2	Hoelbrak	Southern Watchpost	[&BI4DAAA=]
3	Lion's Arch	Trader's Forum	[&BBAEAAA=]
4	Divinity's Reach	Ministers	[&BP4EAAA=]
5	Rata Sum	Accountancy	[&BLYEAAA=]
6	The Grove	Upper Commons	[&BLoEAAA=]

Yellow Numbers - Nearby Zones

Number	Zone	Waypoint	Game Code
7	Southsun Cove	Pearl Islet	[&BNUGAAA=]
8	Caledon Forest	Kraitbane Haven	[&BEABAAA=]
9	Kessex Hills	Delanian	[&BAgAAAA=]
10	Queensdale	Beetletun	[&BPoAAAA=]
11	Gendarran Fields	Cornucopian Fields	[&BOMAAAA=]
12	Lornar's Pass	Durmand Priory	[&BOkAAAA=]
13	Dredgehaunt Cliffs	Tribulation	[&BFYCAAA=]
14	Timberline Falls	Valance Tutory	[&BEwCAAA=]
15	Mount Maelstrom	Govoran	[&BMgCAAA=]
16	Sparkfly Fen	Darkweather	[&BM0BAAA=]
17	Straits of Devastation	Fort Trinity	[&BO4CAAA=]
18	Malchor's Leap	Pagga's Post	[&BlcCAAA=]
19	Cursed Shore	Caer Shadowfain	[&BCEDAAA=]

Green Numbers - Outer Zones

Number	Zone	Waypoint	Game Code
20	Drizzlewood Coast	Base Camp	[&BGQMAAA=]
21	Bjora Marches	Jora's Keep	[&BCcMAAA=]
22	Grothmar Valley	Blood Keep	[&BBsMAAA=]
23	Bitterfrost Frontier	Sorrow's Eclipse	[&BH0JAAA=]
24	Frostgorge Sound	Earthshake	[&BHoCAAA=]

25	Fireheart Rise	Rustbowl	[&BB4CAAA=]
26	Iron Marches	Hellion	[&BOYBAAA=]
27	Blazeridge Steppes	Kindling	[&BAMCAAA=]
28	Fields of Ruin	Tenaebrom	[&BNcAAAA=]
29	Plains of Ashford	Vir's Gate	[&BH8BAAA=]
30	Diessa Plateau	Nolan	[&BN4AAAA=]
31	Wayfarer Foothills	Twinspur Haven	[&BH0BAAA=]
32	Snowden Drifts	Highpass Haven	[&BLUAAAA=]
33	Thunderhead Peaks	Observation Deck	[&BLkLAAA=]
34	Desert Highlands	Makali Outpost	[&BGsKAAA=]
35	Crystal Oasis	Amnoon	[&BLsKAAA=]
36	Elon Riverlands	Skimmer Ranch	[&BGcKAAA=]
37	The Desolation	Bonstrand	[&BNwKAAA=]
38	Domain of Vabbi	Seborhin	[&BNAKAAA=]
39	Jahai Bluffs	Yatendi Village	[&BH4LAAA=]
40	Domain of Kourna	Allied Encampment	[&BFcLAAA=]
41	Domain of Istan	Chalon Docks	[&BAkLAAA=]
42	Sandswept Isles	Atholma	[&BEMLAAA=]
43	Dragonfall	Pact Command	[&BN4LAAA=]
44	Ember Bay	Castaway Circus	[&BHgJAAA=]
45	Draconis Mons	Mariner Landing	[&BL0JAAA=]
46	Dragon's Stand	Pact Base Camp	[&BBAIAAA=]
47	Tangled Depths	Teku Nuhoch	[&BAwIAAA=]
48	Auric Basin	Forgotten City	[&BMYHAAA=]
49	Bloodstone Fen	Soulkeeper's Airship	[&BEsJAAA=]

50	Verdant Brink	Shipwreck Peak	[&BN4HAAA=]
51	The Silverwastes	Camp Resolve	[&BH8HAAA=]
52	Dry Top	Dry Top Entry	[&BIAHAAA=]
53	Brisban Wildlands	Ulta Metamagicals	[&BGUAAAA=]
54	Metrica Province	Muridian	[&BEcAAAA=]
55	Lake Doric	Doric's Landing	[&BK0JAAA=]
56	Harathi Hinterlands	Arca	[&BLIAAAA=]

Blue Numbers - New Zones

Number	Zone	Waypoint	Game Code
57	Skywatch Archipelago	Beacon of Ages	[&BCsOAAA=]
58	The Wizard's Tower	Tower Courtyard	[&BB8OAAA=]
59	Amnytas	Bastion of the Celestial	[&BAoOAAA=]
60	Inner Nayos	Astral Ward Camp	[&BGYOAAA=]
61	Seitung Province	Monastery	[&BL8MAAAA=]
62	New Kaineng City	Promenade	[&BMYMAAAA=]
63	Arborstone	Arborstone	[&BGMNAAA=]
64	The Echovald Wilds	Waypoint zu Heltzer	[&BMoMAAAA=]
65	Dragon's End	Jade Quarry	[&BKIMAAA=]
66	Gyala Delve	Park Mining Ops	[&BKoNAAA=]