How to use this resource

This resource roughly shows the emit spawn areas and weights (aka how many clams always spawn in that area), as well as clam pods that I’ve seen commonly spawn on openings for all clam blitz maps that are (semi) commonly played in a competitive setting. Note that this has been created out of experience and a bit of experimentation, not a datamine. Some finer aspects, like exact area borders and weights where multiple areas get close to each other could be incorrect or misleading. However, it should be good and accurate enough to work with.

This resource also shows opening paths your team can take to collect your base emit clams. Emit clams are random within their areas, so you might have to slightly adjust some paths to collect them, but they should generally work. Longer paths that collect more clams should preferably be taken by the cooler or other support / backline weapon.

Don’t focus on the paths too much - while I do think from experience that taking them is more or less optimal, I’d encourage you to experiment with different openings and analyse their effectiveness in your team and skill environment yourself.

For a full guide on clam blitz mechanics and strategies in Splatoon 3:

<https://www.youtube.com/watch?v=QHQqN8ISFcw>