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## Rs3 kalphite king duo guide

This section in front is for those who are confident in KK/tryhards and want to give their performance a boost action bar: the bar should be separated into DPS and HV/Tank, so you can use it at the same time. This is achieved by having two capability bars on the screen at the same time. This allows you to perform the role at the same time as the DPS. These are my personal action bars: Range: Magic: Merry: Role: In the interface, the roll bar always opens in the secondary bar, and the primary bar opens one of the range, magic, or mary. Prayers use ancient curse prayer books, you should always use KKking, confusion, anguish and pain when prayer potions are cheap and they are very effective. You should always use soul division in the magic phase, regardless of role, or protect against magic combined with dedication. By using Soul Split, you can regain the full HP and maintain the entire phase. You can also use Soul Split in the proximity phase if you are not a tank. Sunshine + Soul Split against KK will bring you to full HP very quickly, and you shouldn't take much of any damage. During the range phase, you will continue to use protection from the range. Finally, death is an inevitable part of the KK for most people, so if you use Protect Item prayer and use most of the prayer points and buy back gear from the death office, you'll save a lot of gp in the long run. Advanced Gear Keris is the best weapon in the game against King Calfite, combined with desert admirings 3 or 4. Anyone who is serious about fighting KK should get it. Quests and tasks are long and boring (hard tasks in the desert), but it's worth it. Currently extended t80 armor provides the best DPS in the game with the correct perks. The next best for KK is the excellent Elite Void and t90 Armor. Bring a ring of vitality to hold some adrenaline after you use Ultimate, its effects are minor but useful. It has much better statistics than desert aussions 3/4, and also has a better passive effect (Soul Split heals a reduction of 10% dmg in proper protective prayer). Switch back to desert admises for when you're using Melee. Consider investing in the ring of death unless you use voids. The purchase will cost more than 22m. Each death with a ring will now cost 450k. This is a big saving for me because it costs 1.8m per death for me to bring 3 t80 armor and weapon sets and collect them in the death office. Also, you don't have to deal with death offices, so faster and finally your familiar stock survives as it is. The familiar pack yaks should generally be used only in KK for learning, or in some cases if you're a tank. Once you've learned the rotation of his attack, you really don't need the most kills. This is because soul splits, builds and stays through magic and merry phases2/3 phase makes 100% health easier. You will also receive healing from heel bokeh in the range and proximity stages. The only stage in which you get damage is the Range phase, but this can be denied in the heel boker or blood-sucking area scrim show. This shows that I have the best DPS familiar while steel titan uses 3 styles and I use most often. Be sure to use steel scrolling in the legend. There are situations where Brad Nihill can also be used, but for example, if you're cured, you won't have access to magic. With the best Berser car aura and blood nihill, if you are using Keris and Desert Amy 3, you can reach an accuracy of -95% in proximity to the proximity phase. This is increased to 100% for slayer tasks. The image above inventory is in stock of KK and is generally sufficient supply to last for an hour except for prayer potions. The exact items are: 2x Holy Overload Potion (6) 2x Adrenaline Flask (6)5x Prayer Flask (6)1x Weapon Poison (4)Extended Knox Bow & Staff, Extended hundred-day armor and virtus armour2x Saradomin Brewing Flask (6) Teletab 3x RocktailFire & Air Rune Strengthens Elite Excalibur The reasoning for keeping an ancient defender with me in stock is that you can get as you drop the perfect chitin. It also functions as a shield and saves inventory spots that are better used for something else. Getting ready for stalling/adrenaline is a defensive ability to stall and get adrenaline. Throughout the battle every time King Carfite charges or digs, you need to equip the shield and use it. KK charges and bargains are counted as being in combat, even though you can't attack because you can get adrenaline through its use, as well as stalling adrenaline from the drop while he's doing this. KK charging and bargains whenever I use the switch to shield and prepare. If Sunlight is active and a KK fee occurs in the proximity phase, I will use the plexation, expectations, and freedom. After the KK dies, you need to stall your adrenaline with expectations, surges, and preparations. Slayer-assigned calfiss slayer assignments work with King Calfite. This is very useful because it increases the accuracy and damage of all styles by 10% while wearing a slayer helmet. I have these in my favorite list of slayer assignments, so I get them on a regular basis. As long as XP go you can expect 3-4k Slayer XP per Calfite King Kill, and being in some more .carfite work from below is not an excuse not to kill a hand unless you have left maybe 10 tasks and want to extend it for the rest of the trip.You can keep killing them without them counting towards your work. Advanced DPS Tips This section is intended to improve DPS. Hints can be used in any role in most situations unless I specify it in a different way. Each phase has a predictable pattern that (almost always) repeats twice, forcing the phase to change during the third iteration. From now on exclusions (rarely extremely long phases), rare deviations are rare. I doubt, but as before 2.5 iterations when the cycle ends early, I still can't confirm that it's for something that the player does that causes a phase change. I'll check this out. The following sections also contain a list of phase attacks that occur in a single iteration. When the iteration is complete, the iteration is repeated. Phase DPS with range: You have 100% adrenaline at the start of the range phase or use the expectation after he digs, then use Berserk + adrenaline potion, then use the basic ability up to 50% adrenaline, then use assault. Then use one basic ability, use freedom, and then use Destroy. Destroying will cancel the green attack. Cancel 2 hits after discarding and using basic abilities until he digs. With destruction just before the KK digs, he digs twice. Also, if you do not cancel Destroy after two hits, it will force drilling that occurred twice due to assault before drilling. Here's an example Berserk rotation designed for KK: I've used a ring of vitality + adrenaline potion. The exact order of abilities is as follows: Beelserk & Expectations & Decimate & Sever & Assault & Decimate & Freedom & Freedom & Destroy Chaos &&Decimate& Rotatoin here is an action: As seen in the video, in this rotation I removed 75,000 points of his life in just 20-25 seconds. If you don't have 100% adrenaline at the start of the range phase and Berserk is cooling down but has a good amount of adrenaline, move the KK to increase the prediction, blood tender, slaughter, slaughter damage, then free and assault. The video shows that it is used against the Melee phase, but the only difference in range is that you should use the prediction before using it so that it is not interrupted by a stun. Unless interrupted by an unusual situation (very fast kill/minion spawn/random phase change/excessive stun), the phase should play exactly as follows: Stun Attack Warning Shot (generally proceeds but the damage is low) one Pause general attacks General attacks General attacks General attacks General attacks Dig after heavy damage attacks (which can resonate) after a green attack, sometimes one, sometimes he skips a fierce attack. I haven't isolated the cause that causes the nature of this variable yet, but it will be updated when I do. Some final tip: If freedom is in the cooldown, use the barge and then expect. Interrupts are very useful for the beginning ofPhase as you are released from the first stun and move to a melee distance, as well as do damage. It is also useful for quickly dispatching your hands when the KK is digging up or charging. If you are a DPS and can not move the KK, wait until the fourth attack of the range phase to use the slaughter, heel bokeh then provokes the KK directly, thereby causing you increased damage. The range phase rarely repeats three times, but after the first iteration after the spawn occurs and repeats after the next drilling, after the next drilling, he almost always changes the phase before the third green. Proximity Phase DPS: If you have 100% adrenaline at the beginning of the Merry phase, use Sunshine + Adrenaline Potion, work up to 50% and use Wild Magic. After that, continue to use the basics. Immediately after KK charges. After the KK fee, there are two options: burning or suffocation. After the KK charges, he moves to the tank to attack and increases the combustion damage by three times, so it is efficient to use combustion. Another option is to use asphyxiation, which deals great damage but seems to cause the KK to a green 1 attack after charging as usual. EDIT: If you are close to 100% adrenaline as soon as you start the proximity phase that burns immediately after charging and then suffocates, wait until he uses Wild Magic, working up to 50% sunshine, burning. (For HVs, do not do this.) If the sun is cooldown, you can use a raging attack (attack capability), it was buffed recently and is now very powerful. It can be used while Berserk or Sunshine is cooling down due to massive damage. Here's a video showing its use. Unless interrupted by an unusual situation (very fast kills/minion spawns/random phase changes/excessive stuns), the phase should play exactly as follows: Bleed Generic Attack Push Attack (e.g., rapid fire, assault, suffocation, interrupt capability that takes a long time to perform destruction) Slaughter (Slaughter Do not move without free or take three times the damage) you should always resonate with the blue orb (check the basic guide Mage phase section for instructions), this hits you 90% of the time for great damage and it's easy enough to resonate if you're using Void. The first thing to say about the DPSing Mage phase is not to use the ultimate ability. Cycles between snap shots, bombards, and shadow tender thresholds while avoiding yellow orbs in Mage Phase I. After all the bargains and charging, use a rapid fire, and then run away from the yellow orb, free or predict. If the rapid fire is cooling down, use Snipe.Doc taught me that the tactic is never to stop moving in the Mage phase. In the full manual, this is done using the function as usual while spamming the mouse to move quickly. This usually allows you to demonstrate your abilities while driving, and you can't do it properly in a revolution. Unless interrupted by unusual situations (very fast kills/minion spawns/random phase changes/excessive stuns), the phase should play exactly as follows: Yellow Ball Blue Ball Pose (he doesn't attack for a moment) Yellow Ball Rocky Double Yellow Ball Yellow Ball Ball Charge If you're killing him very fast, he skips charge and bargains, but continues with a later repetition. So instead of digging Yellow Ball & Double Yellow & He will simply do Yellow Ball & Double Yellow. Advanced HV hint HV capability order: I've seen other HVers do the following order: shield switch, resonance, provocation, heal. This is bad for many reasons: 1. If the hands of the cycle resonate in the middle of the create, you are more likely to die. Shield switch is one click, &b&Always &b& works when you press the button. It allows you to mash your way through the rest of the HV cycle, then you need to do it first. If the shield switch is included in the button mashing, it may be equipped and then removed immediately after 3. A good tank will depend on being healed by green and will take time to eat his food around it, often they will have very low horsepower by the time of the green attack, so they need to heal them as soon as possible so as not to bleed or die by hand, and focus on saving themselves by resonance after this is done. The main problem with it is that you prioritize yourself on the tank by resonant first. Heal Voke's objective is to keep the tank alive, and the first thing you should do is you (its fault) to die, not them, if you ruin any of the remaining abilities in the sequence. Sketch Save (last resort): You are close to 100% adrenaline, dedication is in the cooldown and sericals are out, you are KKing with those who can not take over HV for you for the green. The logical assumption is that you are being, which is accurate, but you can yourself a little by trying sketch saving. Voke &KK waits for his bite animation to start & possible survival & resonance. Throw surges/escapes to get away from some underdes to increase your chances of survival. This includes the practice you learn when the KK bites you, you may die, but you can learn to get the hang of it (I survive maybe 1/2 in it) alternatives won't be in situations where you have to do this. Barricade Alternatives: I rarely use barricades to deal with green anymore, it's generally useless Similar effects can be obtained using dedication and co-use at the same time. I learned from Akeel that you can heal yourself with others while your hands are out. This is achieved by using dedication to protect against the healing of active magic prayers and resonance as usual. The way this works is to use the voice of normal resonance, protecting against magic to block minions attacks that interrupt the normal resonance voke instead of protecting against proximity prayers to block KK attacks using devotion. It is most difficult to pull away because you need to run two separate vokes in a short time between the green and the bite. Do this in the following actions: Taunt & Devotion & (Switch to Protect from Magic Prayer) & (Switch to Shield) & Resonance & (Heel Team Member) In this case, it resonates before you heal. This is because your life is the most at risk, and if you were in Devotion Voke, others would not be healed anyway. Things to consider: This allows you to use two-thirds of the available options as heel bokeh at the same time. Advanced Tank Tips Tanks are easy when you know what's going on and what to expect from the KK. If you have a good HV, you don't need much food, so try eating time to eat around getting healing from the HV. Even if the execution is deactivated, there is no easily inevitable KK special attack: this should be clear that it is all down to the expectations and reactions at the time of the tank. Tanks should also not require much food only if they are generally ad handy. To prove this, here's a video of a tank that disables execution and kills in voids without using any food. This is possible to cure the HV and not take unnecessary damage. The proximity phase is a little tricky in voids without the use of food, but can be achieved using dedication to block precharge damage, free to use slaughter after the KK charges and before the green attack. If your team doesn't have a voker, you can avoid both Range Green and Mary Green attacks. Range Green can be avoided by using Destroy in the fourth attack of the Range phase, and walking the KK avoids the proximity green. As a tank, you can use bleeds that do extra damage when the target moves more effectively. Fragmentation shots in the mege phase, slaughter in the range phase, and combustion of the proximity phase should be used. I used Slaughter and moved him running under him, and then while using Brad Tendl, I used Freedom + Assault, then some basics, and then I use Destroy after his fourth attack to skip the green attack. After using something similar to this, you can use your Berserk rotation after he digs. AlsoYou can use Berserk first, and then you can use threshold rotation after the dig. Duo Guide Duo, one must be a heel bokeh and the other must be a tank. Both members of the team must also be DPS'ers. Usually, duos will take more damage from minions than KK. For this reason, most of the killings should be spent hugging the east wall. Some duos go anywhere in the room up to about 70k hp and hug the east wall before the second wave is born. Some people spend the whole kill hugging the east wall. Either is fine. When you hug a wall, if you spawn to be on the other side of the room, you will be less likely to be hit by your hands. When the first wave of the under-hand spawns, you can continue to fight the KK while spawning and charging and killing them during the green shield. When a second wave occurs, you have to camp on the east side of the room and kill only what is attacking you. After the kill is over, finish the rest of your hand. HVs need to use barricades sermily, only one person is not justified to heal the 100% adrenaline use available in DPSing, and in general I generally use only resonant calls and dedication calls. If the minion is out, you can use the combined devotion/resonance voice, which is described in detail in the extended HV section. Here's an example of Duo Kill: this section is pretty short, there's not much special information you can say for Duoing that hasn't been said before in the guide. Duoing is a great way to play a role and practice DPSing. Record These are the fastest KK kills by Clan members I know. There may be something faster than I don't know. If you beat any of their PM me, I will update here 4 people: Colin, Dragery, weak cow - 0:462 Man: Colin, Druary - - 1:04-1:04

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