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## Kulve taroth reward level 17

2018 © There have been a lot of rage posts on subreddit lately about how people conducted themselves during the siege of Kulve Tarroth, mostly about the use of rocks in the first and third areas, the mounting time, and when to use the status. For the most part, I really disagree with a lot of advice going around, and so I'm here to explain why. The goal of the siegeThe most important piece of information, is to understand how the siege of Kulve Tarroth works and the limited number of results. Kulve Tarroth has no real failure conditions, you just need to keep repeating the task until his horn is broken, by you or another team during your session. Thus, it is important in Kulve Tarroth's fight, to minimize the number of rings she has. Unless you're playing against a real team, you won't break your horns in round 1, and if you do, your bonus level will be so small that why even bother due to all the missed criteria. And this takes me to the next section, maximizing the reward, receiving 17 rewards with 3 golds and 4 silvers, through two matches, significantly better than receiving 12 rewards, no 2 silver gold, through two matches faster than 3 minutes. With two points in mind, set the goal to break horns in 2 rounds, for 17 rewards is the actual goal. Asking for three rounds is ineffective, and only getting 14-15 rewards is also ineffective, more so since gold and silver are actually the only important rewards and they occur at higher reward levels. What affects rewards? When playing in a dedicated squad, doing whatever you feel is best, the rest of this post, is about maximizing your contribution to a random team of players. Kulve Tarroth rewards, which are based on one factor, check list of broken body parts. This can be seen while in the fight by passing in the menu to special exercises, then paged through with R1 to see what's broken. You get full points on any break made while you're in the area, and one percent credit for any vacation that occurs during a session member's fight. To get level 17 rewards, you need to be there for all breaks, which means that other matches, there should not be any connection to you. You should fight Kulve Tarroth as if you were in a team of 4 and no more, if there are 12 other players in your session, do not affect you even the smallest. The mechanics of Kulve TarrothT I can spend an additional 6 pages describing the different weapons approaches, and Kulve's moveset / weaknesses but that does not help anyone. It takes 2-3 runs to fully discover how people work for your weapons. The key part is how the melting state of Kulve Tarroth works, and how its toss form works. To make Kulve Tarroth Tarroth attacking its chest weakness, once this is activated Kulve's entire body becomes a weakness. You really should always be aiming for this. For the release of Kulve, this occurs when a certain total damage has been dealt to Kulve. Remember this part, as it will be very important. Once Kulve is launched, it will lose all its possible breaks except its tail and horns. The real multi-stage fight Here is where I'll start talking heresy to the players post the rage mentioned earlier. Kulve Tarroth has two stages, round 1 and round 2. Your goals in each of these are completely different, and most players fight as if they were constantly in round 2. The quickest way to understand the difference, is with how the pursuit level works, and how they tie in to complete the fight. The level of pursuit is built from tracks and breaks, the higher a level of pursuit, the faster parts of Kulve break and the longer the fight will go on for. At the pursuit level one and two, a complete horn break is the impossible night with another random group of 3. Thus players need to understand that a whistle break will not happen. When pursuing levels one and two fights occur, the only goal is to build the best platform in which the next fight will occur. Break the parts and build a better level of pursuit by collecting footprints. In pursuit of level 3 a whistle break can happen to 4 players quite easily without sleep or other conditions. Pursuing level 4 makes this possible with 3 people, level 5 with 2 people and level 6 solo. It doesn't matter to a group of 4 whether it's level 3/4/5/6, Kulve should die consistently. Round 1 In the first round, which happens in the 1st pursuit level, your goal is to set up the best kill possible in the second round. This means reaching 3 pursuit levels, and getting as many breaks as possible. Where my opinion differs from the public, is the understanding that once Kulve Tarroth is launched, she has only two possible breaks left, horns and tails. In pursuit of level one of these is unlikely to happen. So if you unfold the Kulve tarroth, it lasts the fight by 5 or more minutes, in which you attack and do not break the last tail or horn, what does this do? Literally nothing. I wasted five minutes doing nothing. You can chip his horns, but you'll do it anyway in the final fight, if you chip his horns in the final fight, then all the previous chips mean nothing. Your goal is to avoid freeing Kulve in stage one, if you do, just return to the center with nothing to achieve because you may well have considered that round one failure. How do you avoid freeing Kulve? You want to maximize Handle damage to break parts, and minimize handling damage to her without leading to breaking. Now let's look at all the big rocks that people like to drop. They cause a MASSIVE 1500

damage each, without inging as part damage, and and her, make her have been able to access weaknesses.... Access. They do NOTHING beneficial in a pursuit, except to reduce the total damage part you can deal before launching by 1500 each. There is an exception to this, her horns for a carving at the first break, so you want to stun her using the rocks, but only do this when she is in red mode, as attacking her when not melting is mostly wasted. As soon as she goes red, drop a rock, get a quick break on the horns and then stop dropping rocks. In zones 2 and 3, try to attack as many uninterrupted parts as possible, ignoring the head if it has broken. You want to get as much time off as possible so you can skip those parts in the second round. You don't want to go to area 4, so avoid dropping the rocks in area 3 unless her gilded horns are still present. Round 2 Let's say you've made it to pursue level 3 or higher, now you're at a point where a horn break is reasonable. When entering the area, open your special exercise and have a look at what parts are uninterrupted, if you get them all, the level of pursuit will automatically hit 6 for maximum points, you do not really care about horns or tails until after release and reaching zone 4 happens naturally. But everything else you want to get before launching, and given the level of pursuit raised this should be super quick and easy to make. It is now that you want to start dropping all the rocks because they will increase their speed to toss the form. Once she is freed, the fight will be long enough to comfortably get the head and tail. If you are a gunner, just focus on the head, but everyone else should go for the tail to make sure it is done. Then it is a simple matter of breaking the head. Since all the parts should be broken already, you want to save the mount and all the states for this room. If you follow this exactly, you will be able to get rewards for pursuing level 17 with complete random outside fainting. I received them for the last 8 sieges in this way, in two maximum rounds each time. The best possible result. TldrAvoiding drop kicks on Kulve except to break the first whistle when doing a level pursuit. When performing level 3 pursuits, read special exercises and target any section for which you do not have full credit. Make sure it's all broken before dropping the rocks in area 3. Kulve Tarroth Cluster guideThis is a rough draft to leave any suggestions in the comments please! Why should I run a stick/HBG cluster for KT? getting a KO on KT couldn't be easier with a construction cluster! In addition, you weaken all parts so that melee users get breaks easier, as well as make her armor melt The tutorial to run Kulve quickly and efficiently for maximum rewardsWith KT ends tomorrow, May 2 at 23:59 PST, I think I want to write a little updated tutorial for my squad, and reddit. This guide focuses on running Kulve as quickly as possible and ends with 17 rewards. -Kulve Taroth- The overall goal of this siege is not necessarily to do much damage to ... Kulve Taroth Bowgun StatsThe Kulve Taroth Event Quest is over. The event was fun while it lasted, and getting a lot of cool Bowguns was the motivation for me to really try Bowgunning for the first time. I hope this event returns soon, because there are some weapons I didn't get, despite sinking a lot of time into grinding... 2020 will have something to satisfy classic and modern gamers alike. To qualify for the list, the game must be confirmed for 2020, or there should be good reason to expect a release that year. Therefore, upcoming games with just one announcement and no clear release date will not be included.2020 has a lot to look forward to... in the world of video games. Here are 15 games we look forward to in the first half of 2020. Kulve Taroth is an event monster found only in Kulve Taroth Siege event missions in the Gathering Hub. It is an Elder Dragon in Monster Hunter World (MHW). マン・タント in Japanese. Ecology and its plumage differ with each appearance, therefore it is necessary to investigate thoroughly. A full investigation is needed to break Kulve Taroth's giant gilded horn. Pursue the monster to learn more about it. Gathering tracks and recruiting hunters to help you continue investigating Kulve Taroth Details & Master Rank Venue Kulve Taroth's event mission, The Eternal Gold Rush, is different from the siege mission: 1. It can be found in event missions – this mission can be found in event missions and not a special investigation in the Gathering Hub. You cannot take on this task outside of the set time. 2. Target: Slay Kulve Taroth - The objective of the mission is to kill Kulve Taroth before it escapes. In this mission, the red symbol that appears in the minimap shows whether it is angry or not. There is no level of pursuit or bonus level - the task does not contain the level of pursuit or bonus level, so progress does not move on to the next task. Any progress made on Kulve Taroth Siege itself will not be affected by this event mission. 4. SOS available - During the search, you can fire SOS flares. MR KT scales with multiple players, unlike her basic game partner. 5. User documents for appraisal weapons upgrades: The material obtained is used to upgrade the appraisal weapon. While you can't get weapons directly from master Kulve Taroth, you use its materials to upgrade any appraisal weapons you already have. Tips for MR Kulve Taroth Ranged weapons are a lot easier to manage using thunder elements for the stage Gold, then ice elements then use partbreaker skills to bring wide range or group healing items Use your clutch claws to weaken breasts in stage 1 Use your slinger clutch you To throw her against the wall Use Slinger's abilities or have another hunter ready to get a second slam in her idle angerless state after an initial slam. Weakening the chest is the top priority when entering (and arms if possible) then slamming; chest breaks on the first slam and arms break on Monday if weakened. Since a large part of her damage is Fire Based, Fireproof Mantle is a really good tool to use. Avoid trying to stop his stand-down punch and jump body slam because they drain &gt; 150 stamina with Guard 5. Lance's power defense force does not escape the stamina of a collision and should therefore be the only weapon to try to protect these actions. Gold fell out of the ceiling after she climbed the central spire that could not be blocked, even with Guard Up. Kulve Taroth's retreat timer will only start counting when engaged in battle so if you are shooting an SOS, it is wise to wait for other hunters before fighting it. Kulve Taroth Combat Info Kulve Taroth elements Thunder when gilded. Weaknesses are swapped into Ice Element when gilding is lost. The weakest point is the gilding on its head unless you are using bullet damage, in which case shoot the front legs. It is only mildly sensitive to all abnormal state effects Kinsect Extract: Red: head Orange: tail/body/chest White: shoulders/claws For parts Part Breaker Deals 10%, 20%, and 30% more damage for rank 1, 2, and 3 respectively For faster transport Pro Transporter Increases movement speed while transporting and reducing downtime on landings. (Level 1) Allows you to move cannonballs faster. For Heat Cool Drinks Heat Guard (the effect is similar to a cool drink, but permanent) For heavy artillery increased firepower of ballistae and cannon Deals 10% and 20% more damage to rank 1, and 2 respectively OBJECTIVEBreak horns! Kulve Taroth has four stages. Stage one you just need to do enough damage to stop her retreating, easily done with the cannon, the falling rock, and/or attack her. Stage two breaks her 6 gilded pieces. Stage three breaks her gilded, easier than stage two if you can get her to sit on the erupting volcano and keep her set using the falling rocks. Stage four breaks her horns! All damage not directed to the horn is a waste except for weapons (force a trip so you can attack his horns)Other notes To Keep In MindHorn Chip Base = 4080Horn Break = 16800That Pursuing Level 1-6 has a 200% core, 100%, 66.6667, 40%, 33.3333%, and pursuing level 6 with a 25%This is why when the level of pursuit increases it's easier to break her horns. Weakness of Kulve Taroth Each «the following superstars show a weakness for each disease the degree of weakness \* \* \* \* Each «so the stars shown below represent more weaknesses for each type of Weak Point Head (Breakable) gold-plated damage \* \* \* \* \* Horns (Breakable) \* \* \* \* \* (Breakable) \* \* \* \* \* Information weaknesses in the game Kulve Taroth Low and High Rank Carves Defeat this monster allows players to carve the following items: Kulve Taroth Weapons & Armor Armor armor and Weapons related to The Taroth Kulve Monster. Set Bonus: None Set Bonus: None Notes & Trivia Kulve Taroth's basic design philosophy is based on the Greek legend of Ram with a golden fleece. Kulve Taroth could not be killed during the siege, just pushed back. You can only get materials from dropped items, its horns, and the gold that includes them. In the overall rating however, there is a mission where the goal is to kill her, and there is no level of pursuit or reward level in that mission, and breaking her horns will not end that task either. Kulve Taroth is called the Dragon of Glory. El Dorado Refers to the legendary city/country gold Spaniards hope to find in South America It also refers to a different legend, depicting the leader of Musica, a Native American tribe, dressing itself in golden dust to the later wa\*\*\*\* of in a lake in honor of the gods. Both legends certainly inspired Kulve Taroth's design, as she fought inside vast caves filled with gold and gold jackets to protect herself. Protect.

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