



SOULRISE GAMING

Splash Mechanics Guide
From Version 3.1 - April 2019

Terminology



Terminology

Here a some definitions and terminology that will be used in this guide.

Term	Definition
Splashing	Splashing is the act of killing multiple titans with a single attack. The more titans you can kill with a single attack, the more titans you are splashing through.
Splash Damage	In order to splash, you need splash damage. Splash damage is a multiplier that boosts any damage greater than what was required to kill a titan, and then uses that boosted damage to kill other titans when splashing. If your splash damage is too low, you will run out of damage to kill additional titans, and will be forced to stop splashing. Splash damage comes from the pet Kit and from the artifact Corrupted Rune Heart.
Splash Count	The number of titans that you can directly kill when splashing. By default, you will have your initial kill and 3 additional splash count. By default, splash count will only be able to kill regular titans. By default, you must use a minimum of one splash in order to kill a titan per stage you splash through.
Splash Through Bosses	Splash through bosses does exactly what it sounds like, it allows your splash count to kill bosses as well and progress you to the next stage. This is how you can see people going through several stages in a single attack. Currently, Clan Ship attacks when you have a point in the Aerial Assault skill, Heavenly Strike attacks when you have a point in the Angelic Radiance skill, Lightning Burst attacks, and Shadow Clone attacks when you have completed the Ruthless Necromancer mythic set can splash through bosses.

Terminology Continued



Terminology Continued

Term	Definition
Splash Skip	Splash skip is a way to skip titans when splashing for each stage you splash through. It does not use up any of your splash damage or splash count to skip titans with splash skip, and your splash skip count resets each time you reach a new stage. For players who want to splash through several stages in a single attack, having a high splash skip will essentially act as if you had less titans per stage to actually splash through. Many players like thinking of it as "temporary Intimidating Presence levels" .
Snap	Snap is a titan that reduces the number of titans per stage by half for the next 50 stages. Additionally, it also allows your splash skip to skip every titan in a stage when splashing, rather than requiring you to use your splash count to kill one titan per stage. With a high enough splash skip, and using a splash through bosses damage source, and having enough splash damage, you can splash through as many stages as you have splash count.
Portar/Stage Skip	Portar is a boss titan that uses stage skip to move you 50 stages forward. Stage skip is not splashing, nor does it use any of the regular splashing mechanics. It simply teleports you 50 stages forward, and you continue on your merry way. When you splash a Portar, it will calculate both your splash and your stage skip, and move you to the correct stage and titan based on the sum of both.
Multi-Spawn	Multi-Spawns are when a non-boss titan spawns with several smaller titans. Each will give one splash count only usable on the stage you killed them on, and will also drop 100% more gold. Manni Mana will also give 25% more mana per multi-spawn. You get 2-4 multispawns by default, and can increase this by using the Ambush skill.

Terminology Continued

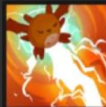
Terminology Continued

Term	Definition
Lightning Burst	Lightning Burst is a tier 3 skill in the Knight tree that does a special attack that splashes through bosses using Pet damage. It is special because it will double the Pet splash skip for a Lightning Burst attack.
Coordinated Offensive	Coordinated Offensive is a tier 3 skill in the Warlord tree that fires the Clan Cannon and summons a Clan Mate to attack. Clan Ship shots fired by activating Coordinated Offensive will have double the Clan Ship splash skip.
Anti-Titan Cannon	Anti-Titan Cannon is a passive skill that grants Clan Ship splash skip
Power Surge	Power Surge is a passive skill that grants Pet splash skip
Mystic Impact	Mystic Impact is a passive skill that grants Shadow Clone splash skip and Heavenly Strike splash skip
Arcane Bargain	Arcane Bargain is a passive skill that increases the effects of all other passive skills



Arcane Bargain
Lv. 15

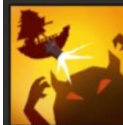
+15 Passive Skill Effects



Power Surge

Lv. 25

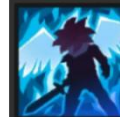
+40 Pet Splash Skip



Anti-Titan Cannon

Lv. 34

+49 Clan Ship Splash Skip



Mystical Impact

Lv. 19

+34 Sorcerer Splash Skip

Basic Splash Example – Focus on splash damage calculations

Basic Splash Example – Focus on splash damage calculations

So you are a new player who just got their first level in Kit or Corrupted Rune Heart and want to figure out what this cool splashing stuff is all about. You have a total of 1% splash damage, no additional splash count, and no additional splash skip. Just after prestiging, we have 8 titans per stage, we are sitting at 0/8 titans killed on our stage, each titan has 10 HP, and we deal a whopping 2000 damage per attack.

To begin, we attack that titan and deal 2000 points of damage to it. This means we reduce its health to 0 first (2000 damage – 10 HP = 1990 damage). Next, we take that overkill damage of 1990, and multiply it by our splash damage to determine how much damage we will be able to do to the next titans (1990 damage X 1% splash damage = 19.9 splash damage). Now that we have our 19.9 splash damage, we can begin splashing additional titans with this. We have already used one of our four total splash count to kill the first titan, so next we would apply 10 damage to the second titan to kill it. This would bring us to 9.9 splash damage left, and we will have used up two of our four total splash count. Next we apply the remaining 9.9 damage to the titan, which will not be able to kill it. Because our splash damage ran out, we will stop splashing here. We progressed from 0/8 titans per stage to 2/8 titans per stage, and we left the last titan with only 0.1 health remaining. This will mean that we can easily kill him and begin splashing again!



Moderate Splash Example – Splashing Through Bosses and Splash Skip

Moderate Splash Example – Splashing Through Bosses and Splash Skip

With this example, I am going to assume that we are going to be dealing enough damage and have enough splash damage to attain the maximum amount of splash every single time. This will simplify the example and allow us to focus solely on the number of titans, amount of splash, and the amount of splash skip.

After doing our basic example, we have gotten some skill points and have invested in the Aerial Assault skill to help our Clan Ship. We have also leveled up our Intimidating Presence level to reduce the number of titans per stage. Finally, we have participated in some Clan Quests and now have leveled up our Anti-Titan Cannon skill to give us some splash skip. Our Clan Ship now is getting an extra 6 splash from Aerial Assault, making its splash count 10 with the 4 default splash and the 6 bonus splash from Aerial Assault. Our Anti-Titan Cannon is giving us 2 splash skip for our Clan Ship attacks. We will be fighting against 6 titans per stage, and are now sitting at 0/6 titans on this stage.

Our Clan Ship will attack the titan, instantly killing it and giving us all the splash damage we need. We have killed a titan, so we have used one of our ten splash count. Next, our splash skip activates. It will instantly skip two titans for us, bringing us from 1/6 to 3/6. Now that we have used all of our splash skip, we will need to start using our splash count again to progress. There are three titans before the boss, so we mercilessly defeat them and have now used up four of our ten splash count. Now we need to fight the boss, which we can also defeat and use up one more of our splash to do so. We are now on stage 2, and our splash skip has recharged because we are on a new stage. We instantly skip two titans, taking us to 2/6. We can then use our splash count to defeat the four remaining titans, meaning we have used up nine of our ten splash count. We kill the boss with our last splash count, and go to stage 3. Because we are on a new stage, our splash skip recharges and we instantly skip to 2/6 titans. However, we have now run out of splash count, so we cannot progress any further. In the end, we have defeated a total of 14 titans and 2 bosses, for a combined total of 16 splashed titans. We also splashed through two bosses successfully, so we will see the stage indicator mention that we splashed a total of two stages.



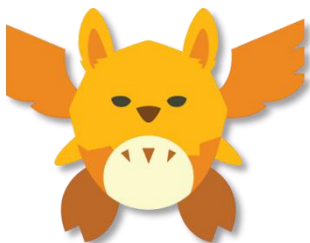
Endgame Splash Example – Snap and Portar

Endgame Splash Example – Snap and Portar

Now we are as strong as can be. We are now using a Heavenly Strike build with a very high level in Angelic Radiance. Our Heavenly Strikes have a total combined splash count of 61, 57 from the Heavenly Strike and 4 from the default splash count. We have 70 splash skip. However, we also have 51 titans per stage. We just killed a Snap immediately before this though, so we will have the Snap effect active for the current stage and the next 49 stages. This means that we will only be seeing 25 titans per stage when Snap is active, because Snaps effect halves the number of titans and rounds down.

Finally, we are sitting on a Portar boss titan. We tap our Heavenly Strike, and watch it smash into the Portar. This takes one of our sixty-one splash count. Instantly, we will move forward 50 stages due to the Portar stage skip, and land at 0/25. Because of a fun interaction between Snap and Portar, Portars stage skip will not affect the number of stages that Snap affects. As such, the current stage and the next 48 stages will all have reduced titan amounts. In fact, our splash skip combined with Snaps ability to allow us to reduce the number of titans we need to use splash count on to 0 will actually mean that our splash skip will skip all the titans and directly take us to the boss. We then use one splash count on the boss, and we repeat this process over and over. In the end, we will defeat a total of 49 stages using our splash count after the Portar effect, meaning we have used fifty of our sixty-one splash count. Snaps effect wears off though, and now we will be forced to use one splash on a titan and one splash on a boss each stage.

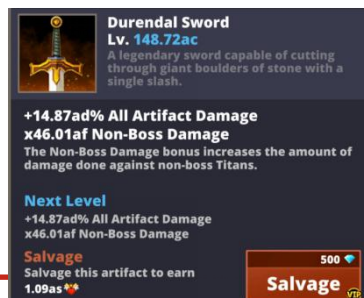
With our eleven remaining splash count, this means that we will be able to progress through five more stages completely, and we will be able to use our splash skip and remaining splash to defeat all the titans on that stage. We will end up on the boss, and will need to defeat him with a new attack to continue progressing. We passed through 50 stages with the Portar, 49 stages with Snaps help, and 5 stages without, meaning that we splashed through a combined total of 104 stages. When beginning splashing on a boss, defeating that boss will not count that stage on the in-game indicator for your total stages splashed.



Other Helpful Things

Other Helpful Things

- Remember that bosses have more health than regular titans. If you find yourself splashing and getting stuck on a boss, either increase your damage or your splash damage to be able to pass them.
- The sweet spot for splash damage is around 10,000%. Once you've reached that number, you should be able to splash through basically anything. However, using skills like Lightning Strike can actually make it harder to splash, because it doesn't directly increase your base damage. As such, you'll need a higher amount of splash damage in order to achieve those large splash amounts.
- As your titan count increases, splash skip becomes far more useful than splash count. Try to have enough splash skip to at least skip all titans when Snap is active, then you can get some amazing speeds.
- If you have enough splash damage, you can attack a regular titan and splash past a boss with the damage boost that splash damage gives. This can help you progress further than you could normally.
- Splash attacks are prioritized based on the slash that you have equipped. When attacking with several types of attacks, attacks of the same type as your slash equipment will hit first.
- Splash damage is dealt to splashed titans and bosses using the damage boost from either Durendal Sword or Helheim Skull, depending on if it is a titan or boss. If you are missing one of these, you might be able to splash through either bosses or titans, but not the other.



Durendal Pushing: How It Works Continued

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Durendal Pushing has multiple requirements before you can do it.

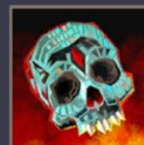
1. You need enough splash damage to always maximize your splash amounts. Normally the magic number for this is in the 100,000% range, but results can vary depending on your max stage. Typically you can achieve this high number by leveling up your Kit and Heart of Storms.
2. You need to have less splash skip than your total number of titans at your max stage, but you also need a value of splash skip and splash that allows you to never worry about hitting a boss. For example, someone who has one titan and one boss means you are likely to accidentally land on a boss. Similarly, if you splash 7 titans each time you attach, and you have 13 titans and one boss per stage, you are going to have a bad time.
3. You must have a damage source that splashes through bosses that is more powerful than any other damage source. This means you need either to be using a Clan Ship build, a Heavenly Strike build that doesn't use Shadow Clone, or using Lightning Burst with a Pet build. You cannot Durendal Push using a Shadow Clone build!!!
4. You must be able to use the Doom perk, or prestige constantly and reach within 50 stages of your max stage hoping for a Portar. Typically tournaments and the mama fairies should keep you stocked up with enough Doods to make this work, but know that without Doom this is far more difficult. Additionally, you must have either Ward of Darkness or Anchoring Shot to use the Doom method.
5. If you have Helheim Skull, you must also have Durendal Sword. If you have Durendal Sword, you must also have Helheim Skull. Trying to do Durendal Pushing with only one of these artifacts will always end in tragedy.



Durendal Sword

Lv. 148.72ac

A legendary sword capable of cutting through giant boulders of stone with a single slash.

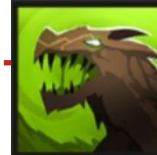


Helheim Skull

Lv. 135.12ac

Little is known about this dark artifact. Some say its origins are from the dark depths underworld.

Durendal Pushing: How It Works Continued



Doom

Increases damage over time for 12 hours. Damage is increased against each Titan each second for up to 100x damage over 30 seconds.

Durendal Pushing: How It Works Continued

Now, here are the steps to set up your Durendal Push. You must use one of these two methods, or else you aren't Durendal Pushing or you will get almost immediately stuck.

Doom Method

This is the safe method that will work 100% of the time. It is a bit slower to set up, but Durendal Pushing is already slow as all hell.

1. Use Doom. This will give you a damage bonus that increases up to 100x after 30 seconds has passed.
2. Push as far as possible, until you can barely kill bosses.
3. Kill a boss, then quickly kill the titan with your Splash Through Bosses damage source. You should barely be able to kill a boss using the maximum Doom bonus in order to set this up properly. If another non-splash through boss damage source kills the titan before you can splash it, then you aren't far enough to begin Durendal Pushing.
4. Congratulations, you are now Durendal Pushing!

Portar Method

This is the unreliable luck based method. This also doesn't work well in tournaments, and it starts off your Durendal Pushing earlier than needed. Be careful to not level your heroes enough to not accidentally bugger it up and force you to use the, as before, Doom method.

1. Get lucky and kill a Portar near your max stage.
2. Kill the titan with a splash through bosses attack.
3. Congratulations, you are now Durendal Pushing!



Durendal Pushing: How It Works Continued

Durendal Pushing: How It Works Continued

Now that you have begun Durendal Pushing, there are only a few key points to consider.

1. If you ever kill a titan with a regular attack instead of a splash through bosses attack, you have to prestige. You will never kill a boss once you start Durendal Pushing, because they will have hundreds to thousands of times more health than anything you faced before. Give up, prestige, and try again.
2. If you have a regular damage source that seems like it will kill a titan, cancel your skills. This will reduce your damage by enough that you will be safe. It can take a lot of mana, but it's better than having to prestige and do another run.
3. If you aren't sure if you can finish off the titan with your splash through boss attack, air on the side of caution. Doom's bonus will tick up, and it will help guarantee that titan's death.
4. If you use Anchoring Shot or Lightning Strike, be very careful with your titan's health. Making sure that your titan stays alive until you can hit it with your splash through bosses attack is paramount. Anchoring Shot is one of the leading causes of Clan Ship builds failing a Durendal Push.
5. Know that this is going to be a slow process. Grinding out those extra 100 stages that a Durendal Push can give will help you win tournaments, but it will also take as long as one or two additional prestiges to do a full Durendal Push. This can take even longer if your Durendal Push lets you pass a new evolve or ascend wall, because then you need to redo your Durendal Push again past that wall.





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