



**SOULRISE  
GAMING**

**MISCONCEPTIONS GUIDE**

## Common Misconceptions

### Artifacts

#### **-Heart of Storms only affects pet damage**

It affects Pet damage bonuses. That's the extra bonuses from pets for example Tap damage or Hero damage.

#### **-Heart of Storms gets better from more pet levels**

As long as you have all the pets which benefit from HoS are at least level 5, HoS will be applied the same number of times, again giving the same multiplier, no matter what your pet levels are.

#### **-Artifact damage (AD%) is worthless**

It's not, it's an all damage multiplier like the Clan Damage bonus.

#### **-Apollo Orb only affects pHoM**

Like HoS, Pet gold bonuses means the bonuses offered by pets as an extra (Polly and Bubbles) and those are All gold multipliers.

#### **-Ring of Callisto works better for Mythic / Legendary**

RoC boosts all equipments by some factor. Whether they have a larger or smaller base multiplier doesn't matter, RoC multiplies in five times no matter how good/bad your equipment is. What matters is the fact that you have equipment of the correct type.



## Common Misconceptions

### Artifacts

#### **-Heavenly Sword works better when you have more artifacts**

It does not. Contrary to most things, Artifact damage is additive (you add up the bonuses from all the arts you have). This bonus gets multiplied by a constant factor. How many artifacts you have doesn't matter, it doesn't even matter what that damage is, since the total factor gets multiplied in with your damage.



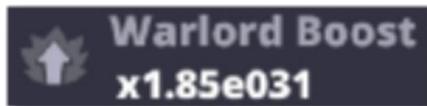
#### **-Book of Shadows gives a lower boost than stated.**

It gives exactly the boost stated. It just states it in an unexpected way. Suppose you have BoS at 5x, and you'd get 100 relics for prestiging. It won't say '500' relics, but instead '100 + 400'. This is obviously exactly 5 times as much as previously:  $100 + 400 = 500 = 5 \cdot 100$ .



#### **-The Knight Boost, Warlord Boost, etc. artifacts have something to do with your skill tree.**

They do not, they just boost damage multipliers that the listed skill tree branch is for. For example, Knight Boost multiplies Tap, Pet and Firesword damage.



## Common Misconceptions

### Skills (Skill Tree)

#### **-Tactical Insight gets better from ascensions**

It doesn't. It's still the same number of hero skills (ascension skills replace the old ones), which means the multiplier gets applied the same number of times. That means TI will still boost you by the same factor.

For the additive bonuses it actually does matter, but only very slightly. That's only because the overall bonus gets larger, since the ascended higher provides a larger part of the total. It's still not the case that the factor from TI is applied more than once.

#### **-Heroic Might gets better when you upgrade the inspired heroes**

Heroic might buffs your DPS by some factor. This extra damage gets distributed among several randomly chosen heroes and is tied directly to the hero DPS you had before HM was applied. Increasing the level of a hero which only did a negligible amount of damage (any hero which is not your main hero), doesn't do anything noticeable. Only increasing your main hero's damage will do that (and will also increase the bonus damage from all inspired heroes).

#### **-Pet: Heart of Midas is affected by Chesterson**

It used to be. Now it's Boss gold though. It's no longer affected by multispawn either



## Common Misconceptions

### Active Skills

#### **-Deadly Strike works without investment in Rogue**

Without investing in Rogue, DS only boosts your taps and HS, neither of which push properly. You need the third tier Rogue skill connected to your main damage source in order for that to deal bonus damage.

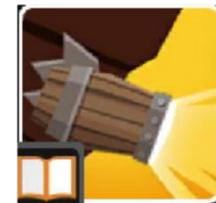


#### **-Deadly Strike and Crit are connected**

They are similar mechanics, but totally separate. They don't influence each other in any way. Besides, DS only works when the skill is activated.

#### **-Heavenly Strike/Clan Ship splash through boss without Angelic Radiance/Aerial Assault**

They don't, you need at least one point in the respective skills.



## Common Misconceptions

### Raids

#### -Tier 2 cards don't work in a Tier 1 raid.

They work perfectly well. It's just that Tier 1 raids won't reward Tier 2 cards.

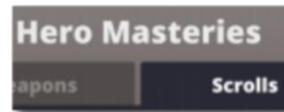


#### -Body and Torso or the same thing.

They are not. Torso is the chest area of a titan, whereas the body is anything that's not armor or skeleton (keep in mind armor only starts in Tier 2 raids).

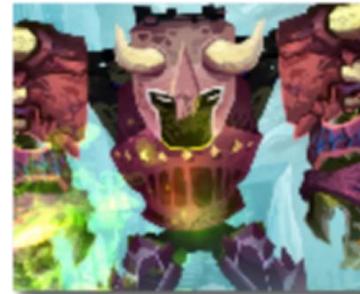
#### -Raids don't drop Hero Scrolls.

They do, but starting from Tier 1 level 4.



#### - Tier 2 cards are better than Tier 1 cards.

They're not necessarily. They're mostly slightly more complicated and a bit harder to use, though they can be really powerful.



## Common Misconceptions



### Miscellaneous

#### **-You're stuck due to only gold or damage.**

It's always both. They directly translate into each other, via buying and upgrading heroes.

#### **-You should equip higher level pets**

You shouldn't. Lower level pets have a lower passive bonus and therefore more to gain from being active/equipped. Only true below lvl 100, after all are 100 you can equip any pet you want.



#### **-You should use crit sword equipment even if all damage is higher**

Crit and All damage both affect all damage sources linearly. Whichever has a higher multiplier is better. That doesn't mean that an even higher Tap damage isn't better for Pet and HS or that an even higher All hero damage isn't better for CS.

#### **-All damage can affect a damage source multiple times via different ways**

What people think: Shadow Clone gets buffed by Tap damage. Tap damage gets multiplied by All damage and then contributes to SC. Then SC gets another all damage multiplier. What happens: SC gets boosted by Tap damage, but with the All damage multiplier removed. All damage affects everything linearly, not more, not less.

## Common Misconceptions

### Miscellaneous

#### **-Tap builds are good**

They are not.

#### **-You are placed in tournament brackets based on Max Prestige Stage**

This used to be the case, but it's not anymore. You are now placed based on potential MS, which means you'll be placed higher even if you don't push where you could have.

#### **-Tournaments end when the timer ends**

Sorry to disappoint you, but that's not how GameHive logic works. There's still some time necessary to sync with servers and stuff, so it actually ends about two minutes after the timer goes to 0. This is as soon as you can claim your rewards.

Credit: Mmlh

Link to Reddit post in the description:

[https://www.reddit.com/r/TapTitans2/comments/88bsf3/common\\_misconceptions/](https://www.reddit.com/r/TapTitans2/comments/88bsf3/common_misconceptions/)





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