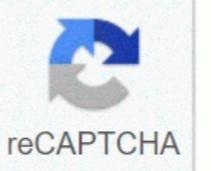




I'm not a robot



Continue

How to do big game hunter rs3

print: The posts under construction Share this article is currently under construction. The information inside should not be considered completely accurate and/or complete. Big Game Hunter is a hunter training method on Anachronia that requires players to hunt dinosaurs. Posts under construction Community Content are available under CC-BY-SA unless otherwise noted. 55 Slayer, 75 Hunter Big Game Hunter is a method for training Slayer and Hunter, and is an important part of the Anachronia skills ecosystem. There are 9 different dinosaur species that you can hunt in this way, each with its own clearing and the necessary bait. To optimize your device for the Big Game Hunter, your biggest priority is the speed at which you collect your documents, your mobility, and gain your experience. The following table breaks down the best equipment to get the most out of this training method. In addition to your device, the effect of a perfect juju wood cutting drug (or Perfect plus potion) can accelerate the encounter even further. At each Big Game Hunter clearing site, there are bait box hotspots. These tie directly into the Anachronia Base Camp management system, and can be built up to three floors. In addition to operating as a bank deposit box, the bait box can store a certain amount of each Type of Big Game Hunter bait. Bait Box Tier Prerequisites Resources Benefits 1 Tier 1 Town Hall 500 Wood 500 Hides Opens access to a 5-capacity bait box of each bait for Big Game Hunter 2 Tier 1 Town Hall 5,000 Wood 5,000 Hides Increase the storage capacity of your Bait box to 15 of each bait for Big Game Hunter 3 Tier 3 Town Hall Tier 3 Storehouse 100,000 Wood 100,000 Hides Increase the storage capacity of your Bait box to 30 of each bait for Big Game Hunter 4 Tier 1 Town Hall Tier 1 Storehouse 40 Hunter 7,500 Wood 7,500 Leaves 7,500 Hides 10% chance of collecting an additional resource from Woodcutting in Big Game Hunter meets 2 Tier 2 Town Hall Tier 2 Storehouse 70 Hunter 60,000 Wood 60,000 Hides Big Game Hunter creatures take an extra 2.4 seconds to catch you 3 Tier 3 Town Hall Tier 3 Storehouse 90 Hunter 120,000 Wood 120,000 Leaves 120,000 Hides Reinforce Dinosaurs A type of frog is removed at the beginning of each Big Game Hunter encounter Once you have prepared for the encounter, it's time to start Go to the location of the big one you're hunting, and make sure appropriate bait in your warehouse. There are at least 3 recommended, but as long as you have a few to spare in your Bait box, you should be okay. To start the encounter, click on the bait. If you recently tried to hunt another dinosaur using this method, the game will ask you if you want to push other creatures from the area to hunt dinosaurs, which you say yes (this will make other dinosaurs go into hiding). Then it will ask if you are sure you want to start the encounter, to which you have to answer Yes, I'm ready! To skip both of these steps, right-click the keyboard and select Quick Start. It should be noted that if you do not have at least one of the necessary baits in your inventory or the inventory of your burdened beast, you will not be able to start the encounter. Big Game Hunter Encounters is made in the form of solo versions. Each encounter will have a few things in common. The first is the layout of the arena. Each clearing of dinosaurs is different from others, but other than that its layout is constant. Here's an example layout for an encounter. Each Big Game Hunter clearing, here's called an arena, will have a pressure plate in the middle, along with three rubble. There will also be 2 spawns of forest vines from which you will need to cut down the grape forest, as well as some forest trees from which you will need to cut some Jungle logs. The location of forest trees and forest vines is constant for any given field. You cannot replace other types of logs for this, it must be the people found in the area. The layout of the arena is shown in the table below. Click on the images to zoom in on them. Sometimes (but not always) the arena will consist of one or two tall grass patches. The last important thing is the frogs. There are usually 3 different types of frogs: Yellow (yellow), Phantasmal (red) and Blue (blue). In general, when entering an encounter there will be a single dinosaur gift. However, there may be an encounter with 2 (1/16 chance) or even 3 (1/160 chance) dinosaurs. If an encounter fails, the next encounter is guaranteed to have only one dinosaur. In addition to the specifics mentioned below, the behavior of the dinosaurs does not change based on the number in the encounter. In any encounter, the dinosaurs you are hunting will have a walking pattern set. Their walking pattern is not a constant for dinosaurs, which means that if a player completes an encounter and then immediately hunts the same dinosaur again, the walking patterns will probably be different. For the purpose of explaining this correctly, an example walking pattern is shown below. While the dinosaur was walking, it was surrounded by a colored circle that showed how suspicious a hunter was present. The layout indicates that it is completely unaware of their presence. As the color changes further Blue and closer to red, it is becoming more aware of you. When the circle is Ant you are still in the creature will notice you and run away, ending the encounter. What dinosaurs do not have the greatest vision, they had a great sense of smell, which meant that your presence in the circle made them doubt your presence regardless of whether they had you in their sight. This is why the presence of tall grass is concerned. Once in the tall grass, your scent is concealed, and dinosaurs will not make any progress in detecting your location. However, its suspicion of your presence did not go down while you are in tall grass as long as you are also in the circle. When only a single dinosaur was present, it would sometimes roar loudly. When it does so, its circle briefly disappears and then continues its walking pattern, but in the opposite direction. Note that this means that in an encounter with many dinosaurs, the last living dinosaur began roaring once its companion was dead. Here is a representative of the example walking model with this mechanical take into account. Jadinkos can appear randomly in the arena. This would only happen in encounters with a single dinosaur present with a floor of 2 or 3. At that time, the dinosaur will stop moving briefly and its indicated circle will disappear. When it starts moving again, it will go straight for jadinkos, it will eat at least one of them, and the remaining jadinkos will flee. From this point on, the dinosaur will follow the most direct path to its previous path, and continue to follow in the same direction as before. The dinosaur will roar when it is working on jadinkos, it will roar before it continues its previous path, and thus divers as usual. Note that the mechanism is such that it will go to the nearest point on its path from where it eats jadinkos, to the extent that it was in when it started attacking them! Finally, it is important to note that the player can only attack the dinosaur when it is in the circle. They can only attack the dinosaur when it is in the circle and fail in an attempt. You can only attack the dinosaur when it is in the circle. If you attack the dinosaur outside the circle, it will not be able to attack and fail in an attempt. You can only attack the dinosaur when it is in the circle for too long. So now that you know how to avoid failure in the encounter, let's include real success. Successive capturing dinosaurs requires the use of resources found in the arena. There will be forest vines and forest trees that you can eat. You will need at least 3 vines and 7 logs to complete the encounter. Three rubble in the center of the arena is where you will place your traps, called scorpions. Each person will shoot a poisoned spear when activated and built in the rubble using 1 Jungle vine and 1 Log. Doing this takes 6 seconds (4.2 with the Quick Trap upgrade) and awarded 250 Hunter experiences. To activate scorpions, you must rig the ancient stones located in the middle of them to act as a pressure plate, requiring Jungle logs. Doing this takes 9 seconds (6 seconds with Quick Trap Upgrade) and awards 250 Hunter experiences. Finally, you must have a syringe in the scorpion to shoot. Each Spear is fetched from a Jungle log over 2.4 seconds and awarded 10 Flushing experiences. They can not be loaded unless they are first poisoned. This is where the frogs come into play. Each encounter will have all three types of frogs (unless you have built level 3 Hunter Lodge). Each person is randomly prescribed a certain amount of damage. One of them will cause 7,500 damage, another will cause 15,000 damage, and the damage will eventually cause 30,000. If you have level 3 Hunter Lodge, then only two frogs will be present. One of them will cause 30,000 damage to the dinosaurs, and the other will be randomly specified to inflict 7,500 or 15,000 damage over the duration of the version. In addition to removing frogs with the help of Hunter Lodge, players can also remove one of the two least effective frogs in an encounter with the use of frog repellents, which are purchased from Invinnson with 10 hunter brands each. If you have high school Hunter Lodge, then using a dose of repellent Frog will drop the encounter with a single frog guaranteed to deal with 30,000 damage per teacher. If you do not have level 3 Hunter Lodge, then you can still use two doses of waterproof frogs in the same encounter to immediately identify 30,000 frog damage. It is worth noting that the dinosaurs are always started with 10 hunter brands each. If you have high school Hunter Lodge, then using a dose of repellent Frog will drop the encounter with a single frog guaranteed to deal with 30,000 damage per teacher. The frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and take 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of the scorpions, forcing the player to bait it. Damage to each parian transiction is shown in the color of the frog with the damaging poison. So if some blue damage is 30,000, then now you know that in that encounter the poison of the Sky-blue poisonous frog will cause 30,000 damage. Also, know that as long as you continue to kill the same breed of dinosaurs, the amount of damage that is attached to the poison of each frog is constant. The only way they get randomized is if the creatures go into hiding. This means that even if you leave an encounter, go to another place in the world, log off, log back in and start an encounter with the same creature, the amount of damage associated with each frog and its poison will remain unchanged. As one would expect, when the dinosaur attack points are exhausted, they die on ancient rocks, allowing you to skin them. Doing so takes 6 seconds, so in an encounter with many dinosaurs, this must be carefully timed. When a dinosaur is killed, the pressure plate cannot be re-established until the creature is skinned. Determining which poison is optimal for dinosaurs can be done in many ways, but two of them are more effective than others. The first can be done whether a player has three frogs in the encounter or two, and is often referred to as the two spear method. The way it works is that the player sets up two traps, each of which has a different poison. The number of damage shown from the time the trap is set will tell the player what the power of the two poisons is. If one of them is a strong poison, then the player will only need two more traps with a syst. If one out, hits for 30,000 damage, then the poison that is not used is going to be a powerful one, so the player will need all three to kill dinosaurs. When there are only two frog colors, the frogs and parishes are listed below. To poison a spear, you must have one in your inventory and then either use it on the frog or left click on the frog (extract the poison). Doing so awards Heribore experience equal to the player's Heribore level and takes 3 seconds. It is also possible to start the process of extracting poisons using bladed dive abilities on them, allowing players to rush to them to speed up the process. Usually an arena containing 7 of each type of frog is present. Once the poison has been extracted from a frog, it takes some time (3 minutes) for the poison to replenish itself. During this time the frog is green. When the poison has become abundant enough to be extracted again, the frog will return to its original color. Once you have three poisoned spears, add them to the scorpions to equip them. You can click left and choose your color, but it is faster to use the colored token on the scorpion or right click and choose the color that way. Equip them with 250 Hunter experiences and takes 6 seconds (4.2 Quick Trap Upgrade). Once scorpions are all Andient rocks were set up to activate them, you must lure dinosaurs into pressure plates by adding proper bait to it. Doing so awards 250 Hunter experiences and takes 2.4 seconds (1.2 with quick trap upgrades). If not all scorpions are built and armed, players will be asked if they want to bait traps anyway. If the dinosaur survives the first smash, it will usually distract at least one of