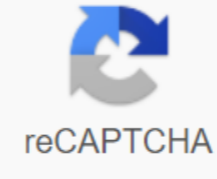




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Vis wax guide rs3

Goldberg redirects here. For the wizard, see Wizard Goldberg. This article has a guide to making money here. Please add suggestions to the subpage, rather than the article below. This repeatable content has a hard reset. The content from the next period will be immediately available, regardless of whether a player has disconnected. The Rune Goldberg Machine is a distraction and diversion that involves using the Rune Goldberg machine, invented by Wizard Goldberg, to turn runes into vis wax, a substance with a variety of effects. It is located in the eastern part of the Runecrafting Guild, giving it the requirement of 50 Runecrafting to access. This task cannot be reset by a D&D token. Also, it does not reset when a player is a non-member; if a player completes the task before enrollment expires and becomes a member again later, they must wait for the following reset before the machine can be used again. Operation The interface when using the Rune Goldberg machine accepts three different types of runes at a time, assigning a different value to each rune. These values are indicative of the efficiency of that type of rune when actually used in that slot. Accept any rune except Armadyl runes. These values change every day. Players can insert runes into the machine to see their value, but for each combination tried, the required amount of runes of each of the three selected types will be increased by 0.5% (daily resets). The total value of the runes affects the amount of vis wax created. The interface will show red, orange, or green dots on the left side of the interface depending on whether the rune you inserted into that slot is a bad one, an OK match, or a good match. If the rune you inserted into the machine matches the 'best in slot' rune value, it will be displayed in green. If the rune has a value of less than 50%, it will show red, and a value that is more than 50% will show orange. The following table shows the profit and number of runes of a particular type that are needed to power such runes in the machine, assuming that the player has obtained the maximum slot wax (as 0.5% is also charged on the first attempt). Finally, vis wax is assumed to be sold at its average price: 15,433. Rune Basic amount GE Price per attempt (round by default) Cost per trial Basic profitfor green inslot 1 or 2 Basic profitfor green inslot 3 Mud Cola 300 260,400 1.5 1,302 201,288 355,618 Astral runes 300 12 4,288 355,618 Astral runes 300 12 4,288500 1.5 622.5 337,867.5 492.197.5 Rune Law 300 171,000 1.5 855 291,135 445,465 Soul runes 300 403 500 1.5 57,472.5 211,802.5 Nature runes 350 141,750 1.5 607.5 320,531.25 474.5 861.5 25 Blood runes 350 237,300 1.5 1,017 224,503.5 378,833 5 Cosmic runes 400 164,800 2 8 24 287,366 451,696 Rune death 400 92,800 2 464 369,726 524,056 Dust escape 500 492,500 2.5 2,462.5 - 31,972.5 122,357.5 Lava Fue 500 483,000 2.5 2,415 2,415 131,905 Mist rune 500 581,500 2.5 2,907.5 -121,417.5 32,912.5 Smoke rune 500 505,500 2.5 2,527.5 -45,037.5 109,292.5 Steam rune 500 499,500 2.5 2,497.5 -39,007.5 115,322.5 Chaos rune 500 76,000 2.5 380 386,610 540,940 Air rune 1,000 90,000 5 450 372,540 526,870 Water rune 1,000 25,000 5 125 437,865 592,195 Earth rune 1,000 18,000 5 90 444,900 599,230 Fire rune 1,000 159,000 5 795 303,195 457,525 Mind rune 2,000 38,000 10 190 424,800 579,130 Body rune 2,000 96,000 10 480 366,510 520,840 Each of the three slots has a best rune, which changes daily. The first slot counts for 30% of the total vis wax, and is the same for each player. The second slot also counts for 30%, and is one of three possible runes (varies from player to player). The final slot counts 40% of the total amount of wax and is randomly assigned to each player. If the player has a runecrafting mantle (or a max cloak or completion mantle loaded with a Runecrafting cloak), they can right-click and then activate the mantle to see what their best daily rune is for slot 3. Just because one of the possibilities is green on the second slot, but a player has chosen the rune that is not green, does not mean that the rune he has chosen will produce more cera vis than a rune that is not one of the possibilities. For example, let's say that the chances of the second rune slot are Death, Soul, and Blood. The highest vis wax yield that is not one of the three is fire (same yield for all). A player chose Soul, but it's not green. The Soul may collect more surrender than Fire or less. If Goldberg is asked for help with the machine, he will suggest a particular rune that was previously shown to him by another player. Be aware that this suggested rune can take you further from the previous day and can't be a good rune anymore if after trying the suggested rune and all slot combinations you still have a low amount try to swap the first rune for something else. The profit (i.e., the market value of vis wax, minus the cost of the runes used) will be greater if experimenting with runes that are quite cheap, even if you do not get a 100% match. For example extreme, if the perfect match seems to be the three most expensive runes (see GE prices, in the table above), you can end up spending more, in runes, than you recover in cera vis. On the other hand, experimenting with combinations only of the six cheapest runes or so, you should be able to get an average profit of about 400k every day. Curiosity The name is a reference to Rube Goldberg machines, which are devices or contraption set to perform simple tasks in an overly complicated way. A famous example of this type of apparatus is the Mouse Trap, where players can set their own. This article has a guide to making money here. Please add suggestions to the subpage, rather than the article below. Under. September 15, 2014 (Update) Yes No Yes No Yes 500 coins 300 coins 200 Coins Reclaimable 75 300 Goldberg-brand vis wax! Guaranteed goodness and little else! Vis wax is a sticky goo created by runes during the distraction and deviation of the Goldberg Rune Machine. It has a variety of uses, including the ability to double the duration and reward of daily challenges or relod them for a different skill challenge, extend the duration of some auras, increase the collection limits of the divine position, or convert them into charges for fast praise teleportations. The reader can only use the machine once a day with a maximum possible power of 100 vis wax. Content [shows] Daily Challenge Reroll - Allows a player to change a daily challenge that they don't want to do for one in a different skill. Every daily challenge can only be rerolled once. If this option is selected, the player is shown the potential new challenge, which they can accept or reject. Vis wax is consumed with both choices. If the window is closed for any reason, the daily challenge will not be changed. Extend daily challenge - Players can choose to double the duration of a daily challenge (for example, from a complexity plan 6 to two-story complexity 6) in order to receive twice the experience reward upon completion. This will also double the value of the items contained in a Challenge Mystery Bag, if one is assigned for that particular challenge, since the number of materials needed will also be doubled. Extend Aura - Players can increase the activation time of an aura, 50% or 100% of the timer. This effect will be applied the next time the aura is activated and is temporary. Therefore it will prevent you from extending the duration while the aura is worn and active, so you need to make the extension before activating the aura. For example, passive auras that increase abilities such as Greenfingers cannot be extended once worn and activated. The Jack of Sapienza's trades and auras cannot be extended, although it can be reset. Reset Harmony Pillar - Players who have already planted a moss seed harmony in a pillar of harmony and wish to change the ability can do so using 10 wax vis. This can only be done once a day, resets the xp earned to 0 and requires a new seed to plant to attune the pillar for the new ability. Increase the Divine Position limit- Players can increase the amount of items they can collect from divine places during that reset period. Players can choose to increase their limit by 50% or 100% for a single reset period; only one choice per period can be selected for example, it is not possible to increase the limit by 150%). Quick teleportation charges - A vis wax can be converted into 10 quick teleportation charges. A charge can be used to teleport to a praisestone at a faster pace. Selecting loads everything will use up to the amount of wax for 4,000 fast teleportations. This can take wax from the bank. click image to enlarge The word vis is Latin by strength or power. This is in line with the (subtly) stated purpose of the machine itself, which is to discover exactly what constitutes physical runestones. It can be reasonably implied that wax is a physical manifestation of the raw power of rune stones, hence its ability to effectively alter some game mechanics, albeit temporarily. Before November 3, 2014, the cost for re-roll daily challenges was 10 wax, extending a 20-cost challenge. This was changed in the interest of balancing costs, probably due to the widespread feeling that low costs had made the challenge system too easy. Seasonal auras (Enlightenment and Festive), Premier Club auras (Nani's instincts), and other auras that are not purchased from Solomon's shop cannot be cleared or extended with vis wax. From the RuneScape Wiki, the wiki for all things RuneScape &t; Money making guide Making vis waxProfit per instance525,935 per instanceActivity time2 minutesMinimum recurrence time24 hoursEffective profit15,778,050 per hourSkill requirementsQuest requirements 50 99 recommended NonItem requirementsOther requirementsNone Experience gainedLocationNoneRunecrafting GuildInputs (687,765)Outputs (1,213,700)150 × Air runes (10,650)150 × run Firese (2 1,450)150 × Water runes (3,000)150 × Earth runes (2,700)75 × Dust runes (78,075)75 × Lava runes (61,275)75 × Steam runes (60,675)75 × Mist runes (74,175)75 × Smoke runes (65,625) 75 × Chaos runes (10,500)45 × Mud runes (41,445)45 × Law runes (20,565)45 × Astral runes (18,900)45 × Soul runes (121,365)300 × Mind runes (4,800)300 × Body runes (8,400)60 × Cosmic runes (21,240)60 × Death runes (17,040)52.5 × Nature runes (17,325)52.5 × Blood runes (× Details Interacting with the Rune Goldberg Machine found on the eastern side of the Runecrafting Guild opens up an interface in which various runes may be input into three slots. A colored face indicates how optimal each rune (in that slot) is, with a green smiley that is more optimal and a less optimal red frown. The combination of runes needed to produce the full release of 100 vis wax changes daily and varies slightly between players. Runes follow these trends: the first rune will be the same for all players. The second rune varies between three runes for all players. The third rune is completely random and depends on trial and error to find. Alternatively, with the level 99 rune, the skillcape advantage spreads the third rune. The trial and error aspect of the machine also takes a toll on overall profit, increasing the number of runes needed slightly with each failed attempt. As such, to mitigate the loss, players may want to join a chat of friends who can provide information about the first two rune slots. Note: Runes can be induced directly by the bank without to the machine. Depending on the market value, some runes (usually combination runes) can cause a loss of profit. To avoid this, players are recommended to replace that slot with a less optimal rune that produces a higher net profit. These calculators can help determine your exact profit from some rune combinations. The first calculates the price of the entrances and the minimum wax necessary to profit. The second is adjusted for the attempts made. Due to the constant price change on the Grand Exchange, some information in this article may or may not be updated. It is strongly recommended to check prices in real time on the Big Stock Exchange before making major investments in any method. All prices on this page are cached, which means that they may appear out of date. To force a new cache on this page, click this link. If a money creation method is out of date, you can edit it or leave a message on the speech page. Page.

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