# The Definite Knight guide

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# Chapter 1

# Introduction

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I've read many tutorials on both the game's forums and the Steam community hub, and 90% of them, if not more, were either bad or outdated. The only good one would be the Knight Compendium, but it's more a list of tricks than a tutorial (some of the stuff in here will be taken from it, and I still recommend giving it a read). Considering we're going to have many new players that will come with F2P (if any of you are reading this, are from EU and want to train/1v1 with me - dm bunnie#8671 or deynarde#4491 on Discord!), me and deynarde (the creator of the Compendium) decided to write this guide.

We hope it will help many of you. We're going to cover everything; getting better on all levels, playing on CTF, dealing with high ping, dealing with bugs. It may seem like a lot, but knight combat is very rich, and if you really want to get better, then this will be perfect for you.

# Chapter 2

# The basics and learning as a newbie

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## 2.1 The Knight Class

in KAG, the are 3 main classes: the Archer, the Builder and the Knight. It's pretty much the 'main' class of the game; in a good team in CTF (the main gamemode - capture the flag) or TTH (take the halls) 75% players should be playing Knight, and in TDM (team deathmatch) it's the most played class as well.

As a knight in CTF and TTH, your role will be helping the team advance forward to get the enemy flag/enemy hall, but before you learn more about gamemodes and playing in a team, let's talk about the combat mechanics first.

# Chapter 3

# Learning as an average player

# Chapter 4

# Learning as a decent player

# Chapter 5

# Learning as a very good player

# Chapter 6

# Being useful in pub CTF

# Chapter 7

# Being useful in pub TDM

# Chapter 8

# Playing 1v1s, 2v2s

# Chapter 9

# Playing competitive CTF

# Chapter 10

# Dealing with the no animations bug

# Chapter 11

# Playing with lag