

Mafucchu's Music Unit/Shuffle Event Guide!

YAHOOOO~! My name is Lisaw and I've been playing JP EnMusic since the first event came out! I'm pretty experienced in grinding events so here are my tips for grinding events!

I'll try to keep it simple. Keep in mind that this is my own experience and opinions on events. I'll go into the basics of how to play a unit/shuffle event and tips on how to play it better.

Let's start off with items that you can obtain during the event. These items are meant to help you during the event. You can also gain up to 80 daiya per event if you grind up to 1,200,000 pts!

Item	Name	Effect
	Whistle (login bonus and events reward)	Restores 1 BP up to a max of 10 BP . Cannot stack if you have 10 BP. Can obtain up to 30 per event cycle. These expire prior to the start of the next event.
	Megaphone (event reward)	Restores 10 BP up to a max of 19 BP . If you have 9 BP, you can use a megaphone to reach 19 BP. Cannot be used when your BP gauge is full. Can obtain up to 3 per event cycle.
	Event Pass (event only)	Required to play the event song. Obtainable through <i>normal live/multi live/office work/event login bonus</i> .
	Crown Piece (event only)	Can only be obtainable through events. Required to rank up your idol's room. First crown piece can be unlocked at 1,300,000 pt.
	MV Outfit Piece (event only)	Used to unlock event exclusive outfits. 2 MV outfit pieces = 1 unlocked event outfit. <i>Regular gacha outfits do not need MV outfit pieces to unlock their outfits.</i>
	Memorial Coin (event only)	Used to exchange for a previous event 5 star. Great if you missed out on an event or started late! 500 ribbon = 1 memorial coin.
	Ribbon (event only)	Obtainable through normal live/multi live/event exclusive work/event song. Used to exchange for materials in the exchange shop.

I want to start off this thread by pointing this out. **It's impossible to grind to 3.5m points without spending daiya.** The average person spends [700-900 daiya](#) to get a 5 star. I strongly encourage you to read each and every point under this topic. Having a good understanding of how the event works will help you in the long run. The guide may seem long but trust me, it will help you in the long run! This isn't my first rodeo!

There are many factors to take into account when you grind for an event, event bonus being one of them. There's no one-way to play events but I can give you tips that will help you grind to that with possible minimal loss to points and other ways to play the events! **For the purpose of this guide, normal songs = solo songs/NOT multi live.** Let's start out with understanding event points and then getting them!

[Here's a helpful calculator that will help you estimate your daiya cost in an event!](#)

Event Points!

You earn event points by playing live songs and by performing office work. Normal live songs will **always** give more event points than a multi live song. *Never ever use BP for office work.* **Clearing lives will always grant you more event points than any office work.**

Normal office work will give you 250 event points per 0 BP work ticket. Event office work gives you 375 points + **event ribbons** per 0 BP work ticket. **You'll need the outfits from the ribbon exchange shop to perform the event office work.** I highly recommend everyone to rush for the outfits (cost 300 ribbons) on day 0 because you'll make the ribbons back in the long run and more. It takes about 10 plays at 10 BP to get the outfit. This means that for every 10 BP I use, I gain about 30 ribbons! 10 plays at 10 BP = 300 ribbons give or take. Ribbons are not set and are random per song played. **I always rush getting the event work outfits first because you make your worth back and more.**

Playing lives will earn you event passes which in turn allow you to play the event song. 100 event passes = 1 event song play. Event songs will always give the most points. It's important to play at a difficulty level where you can pass the song. **Failing a song will not earn you any points so please play with consistency.**

Harder the difficulty (not level), higher the score. Higher the combo = higher the score multiplier. As a result, **full-comboing a song on Hard will NOT earn as many points as a full-combo on Expert, even with the exact same team.** Pick a song that you can **consistently do a full-combo and score high on** and you'll maximize your event point gains.

Example: Full combo'ing a hard song will almost always earn you more points than playing an expert song that you didn't full combo.

Factors that affect event point gain in lives:

BP: the amount of BP used is a set number gained. It's multiplied accordingly for normal songs:

Amount of BP consumed	Event point gained
1 BP	2,000 pt
2 BP	4,000 pt
3 BP	6,000 pt
6 BP	12,000 pt
10 BP	20,000 pt

I see some people beg to differ that playing at 1 BP or 2 BP is best for grinding events because of experience points earned for your account ranking. This is only true for when you're low rank because you maximize your account exp gains. How I see it is: my sanity > exp gained for a level up. I'd rather spend 20 daiya than grind a single song 5 more times.

Total score: this varies based on your team composition. You'll need to have a basic understanding of how to form a team to score your highest for a song. High score = higher point earned. [Please see this guide to help improve on team building.](#)

Event point bonus: This is the % bonus you get from gacha that amplifies the amount of event points earned. **(BP event point amt + total score bonus)*Event Card Bonus %.**

- *Shuffle bonuses are different from regular theme gacha bonuses. because shuffle events have only 4☆ and no 3☆. See below for the bonus chart.*
- **You can put event point bonus cards in the support slot.**
 - It's rare when the 3☆ card bonus adds value to your team. I'd only consider using a 3☆ in a support slot *unless I'm fan farming with efficiency.*

Shuffle Event Bonus					
Rarity	1 Copy	2 Copies	3 Copies	4 Copies	5 Copies
4☆	7%	20%	30%	45%	60%
5☆	20%	50%	75%	100%	150%

Unit Theme Gacha Bonus					
Rarity	1 Copy	2 Copies	3 Copies	4 Copies	5 Copies
3☆	1%	2%	3%	4%	5%
4☆	5%	15%	25%	35%	50%
5☆	20%	50%	75%	100%	150%

Event passes:

Event passes have a different multiplier than regular lives because they do not require BP to play *but use event passes instead*. You can only use event passes on the event song. You earn event passes from playing normal/multi lives and they drop a set amount each song. 1 song = 10 passes. You can also get event passes from office work but it's 1 pass per 10 bp event work.

Event Pass Multiplier	
100 Passes	10,000 pts
500 Passes	50,000 pts
1000 Passes	100,000 pts

	獲得ライブ参加PASS	イベント楽曲では 参加PASSを獲得できません
	基本イベントpt	100,000pt
	スコアボーナス	8,640pt
	イベントスキルボーナス	+205%
	合計イベントpt	331,352pt
	累計イベントpt	25,517,051pt
	次のボーナス	あと 482,949pt
	アイドルピース(潮名泉)×1	

Just like how live points are calculated, event passes based off **(# of event passes + total score bonus)* Event Card Bonus**. Same rule above applies for the total score bonus. Higher the score = higher the score bonus. To be efficient with this, always use your strongest team.

Grinding for the Event 5☆

This is where I provide tips on how to grind for the events and my recommendation on how to grind for the event 5☆. I've also included a table to help you stay on track.

Grinding to 3,500,000 points for 1 copy of the event card:

The most cost-efficient way to grind for 1 copy of the event card is to just go straight for the card without any gacha bonuses. Gacha is gacha regardless and I don't like betting against it. It will take roughly 700-900 daiya to get to the event 5☆. I recommend grinding as much as you can on day 0 to build yourself a safety net and get the event work outfit for the ribbons.

Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8
390k	780k	1.17m	1.56m	1.95m	2.34m	2.73m	3.12m	3.5m

Grinding to 11,000,000 points for the event home screen recolor:

I personally don't grind just for just the event home screen recolor so I can't put my own personal experience on this. It's either 1 copy or 5 copies for me. According to Asakoto's calculator, it cost about 5,000 daiya for this. Use your own judgement for this. I'd go for at least 50% if I were to go for 11m points but some people are insane enough to do with with no bonus. A friend of mine grinded to 11m w/o bonuses and she grinded 5 hours PER day.

Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8
1.23m	2.45m	3.67m	4.89m	6.12m	7.34m	8.56m	9.78m	11m

Grinding to 22,000,000 points for the event MV special recolor (SCR):

Based on [Asakoto's](#) calculation, to which I also agree, the most cost effective way to grind for an event SCR (22m) is to have a 70% - 80% bonus (unit-shuffle bonus respectively). This cuts the amount of games almost in half and most people normally max the 4☆ within 3,500-5,000 daiya worth of pulls (10-14 total multi pulls). You can pray to get the 5☆ bonus as well but **please keep in mind that it is a gacha**. You might not get a single 5☆ bonus unless you guarantee the spark at 30 multi pulls. *A spark will cost you 10,500 daiya*. You will still need to put daiya into the BP refresh and that will amount to at least 5,800-6,300. **Please use your judgement well.**

At 200% bonus, you only need about 3,000 daiya for BP replenishment. This is over the course of 8 days. You should be aiming for 2.75m a day if you want to get the MV SCR. It will obviously cost more if you rush without considering the days.

Without any bonuses, you'll need at least 10,000-11,000 daiyas. This method will require you to play at least 75 songs a day, which is very, very time consuming, totalling about 600 songs played for the duration of the event. I will always roll for bonuses when I am grinding to 22m! I just don't have the time to grind so I will always aim for 125-135% event bonus. If you have the time to grind (about 4-5 hours a day), props to you! I don't have this luxury unfortunately. ;;

Day 0	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8
2.45m	4.89m	7.34m	9.78m	12.23m	14.67m	17.12m	19.56m	22m

Different ways to play the event:

There's no one way to play events so I will go over how I have played events. I don't care what others say about 1 BP/2 BP/3 BP efficiency during the event. While it is true that 1-2 BP is more efficient if you consider rank up experience, it's not worth your sanity *unless you have that time to spare*. I will always **recommend people to play at 6 BP or 10 BP** during events for the sake of people's sanity if they are grinding for the event. I unfortunately don't have the luxury of time so I will always do 10 BP for normal songs.

Most efficient and most common:

Use your strongest team and strongest song to play normal lives. You're maximizing your event point gains by using your strongest team. Figure out how your team composition works and figure which song works for you. This way of grinding is repetitive and there's no other gains besides maximizing your event point gains. Saves you daiya in the long run.

Fan-farming while being kinda efficient:

This means that I set my team up to be the strongest it can possibly be based on the song and substitute **one slot** to a character of my choice to fan farm. Fan farming to achieve rank B (right) or rank A (left) earns you these two outfits and in JpStars!! and these outfits are *only* obtainable through earning enough fans to rank up besides fulfilling the other material requirements to rank up. This method will cost more daiya overall b/c you'll score significantly less due to having a lower score but Rank A!! ;w;



See how I substituted my last slot for Izumi? I sacrificed some event points to fan-farm and I'm keeping him on the far right because that will be the least scoring position. This means I'm sacrificing event points in exchange for farming fans. I switch the card out for another card once the fans are maxed. Most players will not have the luxury of doing this but it's a common way to grind. ***This is my most common way of grinding for an event.***

1,300,000 point grind:

This is another common way of grinding in my opinion. ***This method is entirely f2p as long as you watch your BP regeneration.*** I recommend you to play normal songs and not multi-live to maximize cost efficiency. You also can get the MV outfit piece that's at 1.25m!



Multi-live and fan farming grinding:

The *least* efficient way of grinding because multi live gives less points overall compared to normal lives. This in my honest opinion is the **most fun way** to grind because you're playing with other people but you trade off a lot of event points. Most people who do this method ***aren't grinding for the event***. It's still more efficient than putting BP into work though! Grinding up to 200 clears for the monthly multi live mission also gives you 5 daiya but it is definitely more fun than normal lives. I only use this method when I don't care about grinding for an event lol. However...I almost always try to make a goal for myself for an event and then multi-live from there!

Remember that there's no one-way to play an event but these are my recommended ways to play the event. Remember to have fun and please remember to take care of your health! Onto team building! I won't be breaking the page since I will just briefly go over it!

Team Building

[Please read this guide on team building!](#) It's very detailed and will help you in the long run! Lots of details went into this guide so please give it a look! Remember that higher the score, higher the event point gain.

I **highly** recommend you build your event team prior to the event starting so you don't waste any time. ***Events always start at 15:00 JST on the 15th and the last day of the month.*** ***When your game shows you a different time...it's because the game localizes the time based on what your local time is. As long as you remember 15:00 JST, you'll be just fine.*** The server always goes down for at least 4 hours prior to the event starting. ***Use ANY megaphones and BP you might have laying around since these do expire.*** Megaphones can stack to give you a **max of 19 BP** prior to the event starting **ONLY** if you have 9 BP. **BP does not stack after having a full BP bar unless you play at 0 BP and level up.**

I recommend making 5 total teams: sparkle, brilliant, glitter, flash (these four are the attributes), and event song team. Read the guide above to understand how cards work in EnMusic!! and to build a decent team to score event points on. When in doubt the auto team builder isn't that bad. The general rule of thumb in this game is that the 5★ cards in this game at 1 copy will ***always*** be stronger than a maxed 4★ card. If you need further help on team building and don't want to read the guide, please feel free to DM me and I'll try to help you to the best of my abilities until I get everything sorted away and settled with my team-building guide.

Unit Size	Bonus per Char	Maximum Bonus
1	100%	100%
2	55%	110%
3	40%	120%
4	35%	140%
5	30%	150%