Uma Musume: Pretty Derby
Gacha Banner Reviews

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In this document I will be compiling reviews for character/support card banners in the game.

Reviews are usually written on the same day of release/announcement, but they may be improved during the first few days of the banner so make sure to not fully trust only the first impressions.

For support card ranking, make sure to also check out my card doc:
UmaMusu Support Card Evaluation Doc

Also see https://gametora.com/umamusume for character/card/skill details etc.

Ask me if you need further clarifications or if there's a mistake somewhere.

Advice for new players

In this game, there are two things you can spend your gacha currency on:

- Characters (rarities 1★-3★, but everyone can be upgraded up to 5★)
- Support cards (rarities R, SR, SSR)

Let's take an analogy with making cakes. Characters are the different cake recipes you have at your disposal, while support cards are the ingredients you can use. If you're a brand new player with nothing to your name, it doesn't help to have a lot of recipes if your ingredients are bad. For new players, **it is always recommended to start by rolling for good support cards**. Wasting your beginner jewels on a bunch of characters is often detrimental to your account progress.

Support cards come in a bunch of different types and rarities. When you roll a duplicate of a card, you get to limit break it to increase its power, up to 4 times total. Hence cards go from 0LB (base version) all the way to 4LB (which is called MLB for Max Limit Break).

Before you use a card in training, you should level it up to the max level possible, and each limit break on the card increases the max level by 5.

Let's look at the rarities of cards:

- **R cards:** The common white/gray cards. These are basically useless and are only used by people who just started and don't have anything better.

- **SR cards:** The cards with a gold icon/border. These are dropped fairly commonly from the gacha, but collecting duplicates of any particular one takes some time. Some of them are really bad, others are quite competitive at MLB.

- **SSR cards:** The cards with a rainbow icon/border. The chance to hit an SSR is 3% from the gacha, and 0.75% for each featured card (banners usually have 1-2 featured SSR).

  SSR cards are not created equal. Some SSR cards are very weak/old and borderline useless, while some of them are incredibly strong. Like every card type, SSR cards **need limit breaks to reach their full potential**. Most 0LB SSR cards are worse than MLB SR cards. See:

  UmaMusu Support Card Evaluation Doc

  for further details on card strength.

If you roll for support cards without a proper plan, chances are you'll end up limit breaking a lot of your SR cards but miss the chance to limit break your SSR cards. Doing this a lot is basically also an easy way to ruin your account progress, because those 0LB SSR cards will just get overshadowed by your limit broken SR cards so it's like you're playing with 0% gacha rates.

In a nutshell, you should only roll for support cards if:

- You just started and need some cards to play with (also see the reroll guide in the Evaluation Doc).
- It's a strong card banner and you've got enough funds to secure multiple limit breaks. 200-400 rolls is **absolutely recommended** per card banner and rolling with any less is playing with fire.

You can also get shards for limit break items through playing events. It usually takes around 3-4 months to gain enough shards to limit break one card once, so spend these wisely.

Once you've got enough support cards to play the game properly (the exact amount will depend on how much you care about the meta), you can start looking to roll for characters.

Character banners generally use the same 3% rates for any 3* character and 0.75% for each featured character (though there are some banners with 8 featured characters and these use the same rate of 0.375% per character). Rolling duplicates of characters is not very useful, it'll give you some pieces to upgrade their star rank, but this is quite a small benefit.

Characters are usually specialized towards a certain strategy/distance/racetrack. The game usually rotates PvP events between different racetracks. This means that eventually most characters will get their place to shine, but also that there is no character that will be useful everywhere. This is also why support cards are a recommended first investment, because you can use a support card for many different characters but finding a good place to use a specific character can be rare sometimes. For example, the main PVP events usually only feature 2 short distance races per year so short characters are mostly benched for 10/12 months per year.

Sparking: When you roll 200 times on a banner, you can select a featured character or card from that banner to obtain for free. This is a good way to obtain further copies of featured SSR cards, but it does require saving up 200 (or 400, 600, …) rolls beforehand. For characters, it's not too common to go 200 rolls without a specific featured character but it does happen 22% of the time.

Since the 4th anniversary, sparking on certain support card banners gives a selector that can be used to pick a card that was already released, including the banner cards. So there is some added flexibility here. Check the banner info if you're unsure on if it has this feature.

Lastly, **there are no limited characters or support cards**. Every old character and card is obtainable randomly from pulling an offrate 3*/SSR. This also means that rolling an offrate that you actually want is very rare because there are so many options available, so stick to aiming for featured characters/cards.

General spending advice

This advice is mostly from a “meta” perspective, getting the most value out of an investment. If you just want to roll for characters you like, feel free to do so.

I want to emphasize one main point here: Especially for support card banners, **don’t expect much results just by throwing a few random 10-pulls into a decent looking banner**. If you want to invest in cards, you’re basically always better off saving either 400+ pulls or 200 pulls + some LB items into one really good banner so you have a chance of getting MLB cards. 0-1LB SSR are usually not very useful.

Also, never ask “is it worth to…”. You define what worth means to yourself depending on your goals and preferences.

For the uma banner, the ideal situation is to roll for a character who will be good for multiple PvP events. Parenting also plays some role since good parent characters are also good to own.

Many characters, however, are specialized towards a single distance or even a single race per year. In these cases, decide whether you really want to perform in that specific race event (or if you really like that character).

To get a specific rateup character, expect to spend around 110 pulls on average. But preparing a spark (200 pulls or 30000 gems) is the safer play. One copy is always enough.

For the card banner, the ideal situation is to roll for a card that you’ll be using often. Historically the most valuable cards have been cards like Speed Kitasan and Pasa SSR which are viable includes in every deck since they have strong stat gain and a universal gold skill. With this in mind, investing in speed/int cards first is a good idea since they get used in all distances.

But if you’ve already got decent stat sticks, you may want to also invest in cards that give a special edge for a certain strategy or distance. Always think “how many times am I going to expect to use this card in future”. If it’s a strong card but it’s only viable twice a year, maybe it’s not such a good investment.

If you want to prosper in the PvP events you’ll want to MLB your good SSR cards (5 copies total). It typically takes 400 pulls (60000 gems) to MLB a specific rateup card. If you’ve got 2-3 LB items, you may survive with just 1 spark. To MLB both cards in a double banner, prepare at least 600 pulls. Of course, you can still get lucky/unlucky in either case.

There are some cards that are already strong at 1LB/3LB etc. but these are rare. See the card doc for details.

Rerun card banners have generally been pretty decent investments in terms of card strength since these usually feature 2 strong cards, while a lot of new card banners only feature one strong card.

The card banners during anniversaries (end of Feb/August) are typically must-roll. Save 400 rolls or suffer the next 6 months.

Character rerun banners



Every month, there is a character rerun banner featuring 8 older characters which are usually somewhat related to the upcoming PvP events.

These are generally **not worth pulling** for meta reasons because 1) More recently released characters tend to be stronger. 2) The gacha rate is split between all featured characters, so it's worse than the usual rate of getting your desired rateup every four rainbow doors on average. 3) Many of these characters are often farmable through legend races either immediately or a bit later.



Generally, you should consider these banners a noob trap. The same applies for similar types of character banners released during special events like Golden Week etc.

Paid jewel targets

If you're looking to spend some real money on the game, it's important to understand which ways to spend are the most cost-effective as there are multiple ways to spend even small amounts in the game. The general order of best-to-worst value is as follows:

1) Character/Support card selector tickets: Allow you to pick your desired uma/card from a list, usually everything released up to just before the ticket. Sold during anniversaries and other special events. Does not expire or change lineup afterwards.



2) Premium training pass. Lots of resources if you complete it including gems and rainbow shards.
3) Monthly gem package, 500 paid gems and 1500 normal gems over 30 days.
4) Discount paid jewel packs. Usually 7500/1500 paid jewels for 10k/2k yen.
5) Non-discount jewel packs.

For the use of paid jewels, the best-to-worst order is generally:

1) Step-up gacha. Costly gacha which lets you select 10 targets and guarantees some of these in 50 pulls. Released during special events. Good because it guarantees you something you want.
2) Guaranteed 10-pulls on banners with good rates. Some banners will have a guaranteed 10-pull option for 1500 paid jewels which gives you one guaranteed 3*/SSR at least. The lineup is different for each banner, and you should look at the rates beforehand to see if it's a good one or a bad one for your situation. There's a big difference between a banner where 50% of the hits are something you want, and one where only 10% of the lineup are desirable targets.
3) Daily paid single pull. 50 paid gems for a single pull on a banner. A little bit less value than a guaranteed 10-pull on that same banner, but entirely random.
4) Anything else.

Yukoma Hot Springs Era

21.12.2025: Stay Gold + Selection rerun

Surprise gacha before the NY Pakalive. Uma banner features another semi-limited character with 1.5x rates for 3* characters in total (rateup percentage is still 0.75%).

Updated 22.12: Stay Gold's unique evolution requires you to own the character yourself, which I forgot when writing the review earlier. That makes this banner even more must-pull.





Stay Gold (mid/long betweener)

10% stamina, 20% guts bonus. Ult is a later half speed boost with a short instant final leg accel added in for races 2000m or above. The inherited version of the ult can evolve into a free pink skill, and this version of the skill is identical but with slightly smaller effects. It is also betweener/chaser only.

First pink is evolved from a new gold skill, and gives a really big speed boost (0.65) on the final straight. The second pink has two versions for mid and long. The mid one is a combined final leg current speed boost with a speed boost at 400m remaining with some positional conditions. The long distance version is a speed boost on a later half straight combined with a (4s x 0.15) current speed boost at 1000m remaining.

Decent betweener option overall for mid/long, but most value from her comes in terms of parenting, since her ult is an essential pickup for all mid/long backliners, giving an instant 1.2s x 0.2 accel on top of a normal speed boost. You also **need** to own her yourself to evolve the inherited skill even if you borrow a parent from someone else, so not pulling here means you're basically locked out of competing in backline mid/long events. Quite a must-pull banner in terms of meta.

This banner also has 1.5x rates like the Anime Oguri banner, and Stay Gold is also a semi-limited uma that cannot be exchanged for with tickets.

Selection rerun

Decent cards here, but New Years + Anniversary will surely bring even stronger ones. Saving is probably the play here for just about everyone.

11.12.2025: Anime Oguri + Inari One SSR

The uma banner this time has 1.5x rates for 3 star characters, with the rateup character being 0.75% chance as usual. The banner lasts for almost a month.



Anime Collab Oguri (mid/long leader)

8% speed, power bonus, 14% guts bonus. Ult is a midleg speed boost with higher effect (0.45) in mile and even higher (0.55) on long races when she has a lot of fans. First pink is another midleg speed boost with a small (0.25) speed boost at 200m remaining if she's been competing for the lead (oikurabe). Final pink is an accel with either a long or mile version. The long version requires Arima Kinen (Nakayama 2500m) but is an instant accel that gets stronger when she's near the lead. The mile one has slightly higher effect but is a first half random accel. Unevolved it's just the usual long accel Monster for leaders.

Decently strong kit for both mile and long. Most likely a top meta option for the Arima Kinen CM in January this year, and usable on both mile events we have coming up. She is also semi-limited, meaning not exchangeable with selectors but can be rolled randomly on future banners as usual.

Overall, from a meta perspective it's a relatively good banner to roll on. The 1.5x rates are also decent if you want offrates, but not worth trusting to get you anything good. If you don't care about Arima Kinen, it's quite an easy skip though.

Inari One SSR (stamina)

Long betweener stamina card. Gives two golds, one midleg speed boost for betweeners and the long betweener accel Lose Yourself. Normal stat gain with +1 SP bonus at most.

Mostly a borrow card, your jewels are safe here.

28.11.2025: Christmas

Somewhat easy skips here, save for new years etc.

Card evaluations will be several days late as I am away with bad laptop access.



Christmas Dream Journey (long chaser)

20% speed, 10% stamina bonus. Ult is a short current speed boost at 1000m remaining, then another short final straight boost if you overtook during a final leg corner. Pinks are a strong early final leg current speed boost (0.45 × 4s with high int) and a midleg speed boost that also gives a small boost to teammates.

Decent, but nothing crazy in current standards. Long distance only.

Christmas Nakayama Festa (mid/long betweener)

10% speed, power, guts bonus. Her ult drops your speed a bit at the start of the midleg to give a longer speed boost later in the midleg that is even stronger if she's at the back. First pink is a final leg speed boost that requires you to be at the lead or within 4 bashin from it, adds a small current speed boost in mid races. Second one also drops your speed a bit in the midleg for a big (0.55) early final leg current speed boost.

Overall, both the umas are skippable. Expect new years to bring juicier banners.

Gold Ship SSR (stamina)

Chaser stamina card. Gives Imminent Shadow (chaser final leg straight accel) and a gold heal. Good mainly on long tracks where the accel is instant. Not particularly crazy stats here, borrow this if you really need the accel.

Fenomeno SSR (stamina)

Long leader stamina card. Gives a late midleg speed gold and a first quarter random accel for long leaders. Good stats with +2 SP bonus, but more of a borrow card due to being heavily niche.

Overall, both cards are niche stamina cards and not primary roll targets, but nice cards to borrow if you’re otherwise good on more universal cards.

19.11.2025: Buena Vista + Selection rerun



Buena Vista (mile/mid chaser)

10% speed/power/int bonus. Ult is a midleg current speed boost that is stronger (0.45) on mile and mid races. First pink is a third corner current speed boost that gets stronger (4 x 0.45) on core distances (1600m, 2000m and 2400m in this case). Second pink is an accel which works as a final leg first half random accel on mile races, and a final leg final corner instant accel on mid races.

Decent chaser kit for both mile and mid, but doesn't seem meta-defining for any immediately upcoming event. Still, backline has been good in CM's for a while now so expect her to be at least usable in some future events. For top meta options, your best bet is to wait for the banners just before a PvP event nowadays.

Selection rerun

Some decent cards here, such as **Almond Eye SSR** and **Daring Tact SSR**, but most of these cards you've already had an opportunity to roll for before. Stay clear unless you have a large amount of extra jewels as usual.

10.11.2025: Onsen Acute + Bourbon SSR



Hot Spring Wonder Acute (dirt leader)

10% stamina/power/guts bonus. Ult is an early midleg current speed boost that has a longer duration on dirt races. First pink is a final leg current speed boost when overtaking or competing for the lead, and the second pink is a big (0.55) midleg speed boost if you've got high guts (1200+).

Has scenario link for the new scenario, and gets Hot Pursuit (leader/betweener midleg gold skill) as a free choice there.

Generic dirt kit, nothing particularly noteworthy here. Stronger umas nowadays also come with some (near) guaranteed final leg accel, but her kit is quite stock standard. Easy skip unless you're a big fan.

Mihono Bourbon SSR (power)

Runner-specialized power card. Decent stats with +2 SP bonus at 80 bond. Gives two runner gold skills at once: Fortune Favors the Fast (runner opening accel) and Preeminent (runner later half speed boost). Both decent skills. Also gives Untouchable Shadow as a free gold skill choice in the new scenario and has scenario link there.

This is a good card for all your runner training for the foreseeable future. Replaces Smart Falcon SSR (speed) as the card to give out an opening accel for runners. Generally, runners are mostly seen in the LoH meta nowadays, so you should treat runner cards as more LoH-oriented. If you're less into training runners, this is an easy skip. Otherwise consider if your savings are important enough to spend on a single ssr banner for runners only, or if you can treat this as a borrow card instead.

29.10.2025: New scenario

New scenario banners are here, with a scenario-specialty friend card as well. As usual, 80 pulls on the support card banner.

The new scenario gameplay guide is here: LINK (Under construction)



Hot Spring Transcend (dirt runner)

15% power/int bonus. Ult is a two-part speed boost, first one being a late opening leg speed boost, and the other one being a midleg speed boost. First pink is a version of the opening leg skill groundwork that also gives final leg accel if she doesn't start late. Second pink is a third corner current speed boost with a bonus current speed boost if an opponent activates a speed skill as well.

Has no problem running both mile and mid dirt. Can run leader as well, but somewhat more suited towards being a runner with her skills. Has scenario link for the new scenario, getting Concentration as a free gold skill at the end of the run, which makes her even more powerful as a consistent runner option for dirt.

Really decent runner option for dirt races, expect her to be a top meta pick for the next LoH.

Hoshina Kiyoko SSR (friend)

Scenario-specialty friend card for the new Yukoma Hot Springs scenario, with generic effects such as energy cost down and training bonuses. Gives the gold version of playtime's over, which is a generic speed boost that can also evolve in the new scenario for increased effect.

Has scenario link for the new scenario, so you can already expect her to be mandatory for the new scenario, but wait for detailed evaluations later. Seems to be fine at lower LB's as well, so you can also choose to just dip your feet into this banner if you want to try the new scenario.

Tokai Teio SSR (speed)

Leader-specific speed card with strong bonuses, including +2 SP bonus at 80 bond, 100% motivation bonus, and 15% training bonus. Gives two gold skills at once, one generic opening/midleg current speed boost for leaders, and a choice of either a final leg gold or a first quarter mid accel for leaders. Also has a bunch of white skill hints at max hint level and +100% hint rate.

Really good card for all of your leader training, but obviously won't help much with other strategies. Has scenario link for the new scenario, providing a small boost in the scenario mechanics and another leader midleg gold skill for free. Really decent for stats at lower LB, but wants MLB for maximum hint rate on white skills.

Overall, the support card banner should be busted as expected, but you can still wait for the free roll period to be over and the scenario is figured out to make your choice on how much to invest here. If you’re short on jewels/don’t train leaders much, you might choose to get a few copies of the friend card and skip Teio. Meta chasers will probably want both cards.

Design Your Island Era

18.10.2025: Dantsu Flame + Selection rerun

Tldr: Save for new scenario banners.



Dantsu flame (mid leader)

10% stamina, 20% guts bonus. Ult is a midleg speed boost that gets stronger in mid races. The first pink is a late midleg speed boost with an additional 0.25 current speed boost if you compete for the lead (oikurabe) later. The second one gives final leg first half current speed + some accel. Both require mid distance for full effects.

Generic kit, basically locked to mid. Nothing too noteworthy in terms of meta to pull for right now.

Selection rerun

Saving for the new scenario banner is the right play, but if you have infinite jewels some of these cards are still good. For practically anyone reading this you'd want to skip or at least wait until the new scenario cards are shown.

Jungle Pocket rerun

An additional uma banner with Jungle Pocket as a pickup. A semi-limited uma that you can't select from selectors, but not particularly meta-relevant right now either. Skip unless you really want her, in which case this is a rare chance to pull her normally.

10.10.2025: Circus Tosen Jordan + Bouquetd’or SSR



Circus Tosen Jordan (mid/long leader/betweener)

10% stam/pow/guts bonus. The ult is a speed/accel boost that activates on a midleg downhill. Both the speed and accel portions are relatively small, but the accel increases up to 3 times based on if other skills activate during the ult duration. First pink is a speed boost on a midleg straight that gets stronger if you’re close to the lead, and the second pink is essentially a slightly stronger Oute (final leg final corner accel) on mid tracks and a current speed boost on long tracks.

Relatively normal kit here, can run as both leader/betweener but doesn’t particularly stand out in terms of crazy skill effects. In terms of meta it’s an easy skip since we’re not getting mid/long tracks for a while as well.

Curren Bouquetd’or SSR (stamina)

Leader-specific stamina card that gives Maestro (gold heal) and a new midleg speed boost for leaders. Not particularly amazing for stats and fairly niche, so it’s a pretty easy skip banner as well, especially considering there’s no long distance events on the horizon.

29.9.2025: Festival

TLDR: Easy skips, save for the new scenario next month.



Festival Hishi Akebono (short/mile leader)

30% power bonus. Generic short/mile leader kit with an early speed boost for ult, one midleg pink, and one final leg first half random accel. Really nothing special compared to most recent strong umas.

Festival Marvelous Sunday (mid/long betweener)

16% stamina, 7% power/guts bonus. Fairly generic kit with a final leg speed boost for ult (requires her to be close to someone on the final corner), one midleg pink with a big (0.55) speed boost when the weather is sunny, and the other pink is a green skill that gives a bunch of speed and int on good ground races. We aren't getting any mid/long events for a while, and she isn't particularly strong in any specific one.

Overall, the uma banner is one of the most skippable ones recently. Both are too generic to shine anywhere in particular for now, though Hishi Akebono is at least playable in the next 4 months' PvP events which are short/mile oriented.

Fuji Kiseki SSR (guts)

Mile frontline guts card. Only gives one gold (midleg), and stats aren't particularly amazing enough (+1 SP bonus only). Most likely won't see much play.

Eishin Flash SSR (speed)

Generic betweener speed card with two betweener golds (both midleg). Decent stats but nothing amazing (+1 SP bonus). Useful for most of your short/mile betweener training for the immediate future, but more of a borrow card.

Overall, the card banner is an easy skip.

19.9.2025: Believe + Select rerun



Believe (short leader)

10% power, guts, int bonus. Ult is a final leg current speed boost that has a small current speed effect lasting until the goal in short races. Both pinks are midleg speed boosts with a 0.35 * 4s effect size, so good but not particularly special.

Sort of a very basic kit for a short leader, but the effects are decent. The lasting current speed boost from the ult seems to be really nice, even if the effect is small (0.15) it's equivalent to a bunch of pure speed stat, or you can think of it as around 4-5 final leg white skills glued together. Wait for a more practical evaluation on how she works in the next short CM, but it looks more like a safer skip right now.

Selection rerun

Lots of older and less popular cards here. Better save your gems for the new scenario in a month unless you have too much surplus and are missing one LB on Almond Eye SSR or something.

9.9.2025: Espoir City + Ruby SSR

Espoir City (dirt runner/leader)

10% power, 20% guts bonus. Ult is current speed + some accel on a final leg corner, think of NY Kitasan but this works for short/mile usually too. First pink is a first quarter final leg accel that's a bit worse on mid races. Second pink is a decently strong midleg speed boost (0.45 * 4s) that expends some stamina.

Can run mid dirt too, but less potent there. Don't try her on turf. Her kit is aimed more towards being a leader, but can function as a runner too when runners are good. Should be a good choice for the upcoming dirt LoH in November, but that's a long way off. In terms of meta, you can freely skip if you're not a LoH enthusiast, and even if you are it's a call on whether they release more specialized characters closer to the event.

Daiichi Ruby SSR (guts)

Short betweener guts card. Gives one midleg gold for short betweeners. Very good as a pure statstick, but only has +1 SP bonus compared to other top cards. Pretty much just a borrow card. Skip.

29.8.2025: Thing

Story event in the middle of half-anni banners. Mostly skippable.



Casual Hishi Miracle (mid betweener)

14% stamina, 8% pow/guts bonus. Ult is a combination of a short midleg current speed boost and a final leg final corner speed boost. First pink is a slightly stronger version of the slipstream gold (generic speed boost) and the second one is a first quarter random accel + 0.45 current speed boost if the skill procs on a downhill.

Quite good betweener choice for the next CM, but there's SiL and other options too so don't expect her to be that amazing given the competition.

Casual KS Miracle (short leader)

15% speed/power bonus. Ult is a final leg skill that gets a small current speed effect if she's near the front. First pink gives, assuming you're a short distance leader, a big (0.55) midleg speed boost. Second one is a generic speed boost on attempting to overtake that also gives a small speed boost to teammates.

Very generic, boring kit here. Meta-wise it's a skip.

Overall, umas here aren't anything that crazy but I guess both are usable if you simp for them. Focus your efforts on the half-anniversary banners instead.

Durandal SSR (int)

Chaser int card with a short/mile focus. Gives two golds with a selection of a gold version of chaser's straights + either Lightning Speed (Ruby accel) or a chaser final leg speed gold. Okay stats, nothing special.

Calstone Light O SSR (speed)

Short distance focused speed card. Gives two short distance frontline midleg skills. Stat gain is very speed focused, so nothing too amazing for general use. Borrow if you need to train short frontliners and need another speed card.

Both cards are very niche, easy skip here.

24.8.2025: Half-anniversary

100 free rolls on the support card banner

Pretty much as expected, everything here is good and you should hopefully have some jewels prepared for these banners.



Still In Love (mile/mid betweener)

10% stamina, power, guts bonus. Her ult/evolution skills require her to activate an expensive innate green skill for the full effect, and this green requires her to be a betweener on a turf track but gives some stat boosts in exchange. The ult is a final leg speed boost that also gives some instant accel entering a final leg corner on mid tracks. The first pink is a big third corner current speed boost (0.55) which is ideal for many mid tracks. The second one has two choices, both of which provide midleg speed and a final leg effect that gives a small amount of current speed and accel. The other version of these is stronger on mid tracks with a downhill starting just before the final leg, e.g. the next CM.

Very good kit for a mid betweener with some guaranteed accel and strong effects. Seems like an obvious pull for meta chasers, and she's semi-limited so that gives even more incentive. Usable on mile if betweeners are good I guess.

Admire Groove SSR (speed)

Mid betweener specialty speed card. A bit niche in specialty, but this is a strong card with very good stats (including +2 SP bonus etc.) and great skills. Gold skills are a first quarter accel for mid betweeners and a midleg speed boost, both given together. The order requirements on these skills make them both ideal only for backliners, with the accel obviously only working on betweeners.

Stay Gold SSR (guts)

Universal guts card with strong stats. Same unique ability as Orfevre SSR, giving +1 stat bonus per type of card in your deck. Has +2 SP bonus total with one friend card in the deck, but slightly lower cross-training bonuses. Gold skills are Never Give Up (strong midleg speed skill) and a choice of either a midleg speed boost or an earlier speed boost on mid races. Essentially slightly better golds on mid distance, but usable anywhere.

Overall, really good cards here as expected. Stay Gold should be more essential of a pickup for the current scenario at least, and since the next scenario looks like short/mile you can expect a guts card to be pretty useful there. Stay Gold's stat gain may leave some room for stronger guts cards in the future, but you pick this card for the skills anyways. Admire Groove is also a great pickup if you want to get the most out of mid betweeners in the next CM, but the next mid event after that might be a long while away. Roll Stay Gold or (most likely) have a bad time.

14.8.2025: Swimsuit Vivlos + Select rerun

Half-anniversary banners after this one.



Swimsuit Vivlos (mid betweener)

10% speed, guts, int bonus. Specializes particularly for the next CM which is Kyoto 2000m. Ult is a speed boost on the 3rd corner on the later half of the race that gets stronger and longer on an uphill in 2000m races, which is tailored for that track and should carry over to the final leg. Pinks are a final leg speed boost and a stronger midleg speed boost particularly in Kyoto.

She better be good for the next CM, as that is the only track you'll likely find yourself using her. But wait until a more detailed evaluation if you're pulling for meta reasons, since half-anni is just around the corner. "More detailed evaluation": Doesn't seem too game changing to me if you're still on the fence.

Selection rerun

Bunch of decent cards here, most notably **Daring Tact SSR** which is a more recent strong card. But the half-anniversary card banner should be more essential if you're short on gems, otherwise exercise caution if pulling for older cards as always.

31.7.2025: Swimsuits

Early pakalive review. Decent stuff here, but most of the pickups here are very specialized/fomo oriented. Half anni is in a few weeks.



Swimsuit Satono Crown (mid betweener)

10% stamina, 6% power, 14% guts bonus. Her ult is an early midleg speed boost that is quite strong for mid betweeners specifically (0.55 x 4s). Pinks are a later half current speed boost with a longer duration (4s) and a later half corner current speed boost that is bigger in effect (0.55) when you have high int. All of these have some requirements on overtaking/being in overtake mode, which add slight inconsistency but it's not too bad.

Overall, decent mid betweener option for any track where the meta is not completely final leg based. It's a bit too early to tell if she will be good in the September mid CM. Good parent option for betweeners.

Swimsuit Cheval Grand (long leader)

10% stamina, 20% guts bonus. Ult is a midleg speed boost with a smaller but long lasting effect (0.25 x 7s) that also heals her for a bit (5.5%), but for races below 3000m it skips the heal and gets a bigger speed boost (0.35). First pink is a pretty strong midleg skill (0.35 x 4s), and the second one is a last spurt straight accel (0.5 x 0.9s) with some extra current speed added too.

Really decent leader option for long races, especially with her guaranteed accel pink on most long tracks. Intended for the upcoming LoH obviously, but useful anywhere long leaders are good.

Overall, not a bad uma banner at all, but intended more towards LoH gamers as is usual just before a LoH event. If schedules align as usual, the umas from this banner are pickable from paid selectors during half anni as well. The half anniversary will also most likely have a semi-limited uma that is quite strong, so if your funds are low just save.

Win Variation SSR (int)

Long distance int card that gives two long gold skills, one final leg and one midleg skill with some stamina recovery. Both skills should work on all strategies. Very good statline with +2 SP bonus as well.

Intended for the next LoH. If you're prioritizing runners, Daiwa SSR is a bit harder to replace but maybe going 2 int cards is not terrible just for skills. Otherwise, you probably want this card in your deck if possible.

Duramente SSR (stamina)

Chaser specialty stamina card. Gives two chaser midleg skills and some other decent chaser white hints. Stats aren't bad but not too crazy either. Good for training chasers at least in mid/long (maybe even short/mile given how the current scenario works...), that's about it.

Overall, both cards are a bit niche to go all out here just before half anni. Hopefully your other cards are well-rounded enough that you can borrow these when needed, since both are decent for their niche.

22.7.2025: Fusaichi Pandora + Select rerun

Swimsuit banners are right after this one, just saying.



Fusaichi Pandora (mid leader)

10% stam/guts/int bonus. Ult is an early speed boost that activates on a first half corner and gets a longer duration on 2200m races. Pinks are a big (0.55 x 2.4s) midleg speed boost and a first quarter random accel, both requiring a 2200m race for the full effect.

Basically a specialist for 2200m races as you can already guess, and should be a meta option for the upcoming CM. Roll if you're still lacking options for that CM specifically and really want to win it, but if you've got your Gentildonna and Chrono Genesis already built then this is much less appealing. Don't expect to get much usage out of her outside this CM though, perhaps a 2200m LoH down the line if you're lucky.

Selection rerun

Some reasonably decent cards here, but this is basically an **Almond Eye SSR** rerun since that is the most useful card in here by far, and might be a good target if you're still missing some LB's. Rest are less universal or older. Saving for half-anniversary is still a good move too.

11.7.2025: Alt fujin + Ryan stam

Thank Cygames for a pretty easy skip.



Island Ines Fujin (mid runner)

12% speed, 10% power, 8% guts bonus. Kit is basically locked to mid distance. Her ult is a late opening leg speed boost with an additional boost on a midleg straight. The first pink is just a pink version of the mid opening accel, which is great for runners, and the second one is a pink version of Playtime's Over (universal speed boost) that gets a bit stronger.

Really basic runner kit overall, not bad since the effects are overall pretty strong, but not overwhelming either. Roll if you really like her, since you don't really need a generic mid runner right now.

Mejiro Ryan SSR (stamina)

Mid betweener stamina card. Not terrible in stats at all, but only gives one gold skill and it's a midleg speed boost for mid betweeners only. In this overbuffed SP economy you'd really want cards with two golds instead. Does let you get **Top Gear** as a gold skill in the DYI scenario, which is a better pickup for betweeners than Tamamo's gold. Decent borrow card, but it's a hard pass on spending gems on. Some other benefits about this card are that it's really good at low LB already and gives the gold from the first chain event.

Also comes with a **Kawakami Princess SR**, but you were gonna stop reading here anyways.

27.6.2025: New scenario

30.6.2025: There was an emergency balance patch by Cygames, review has been updated

See the new scenario gameplay guide here: LINK

There will be 80 free rolls on the support banner.



TLDR: Card banner good, but requires heavy investment.

Summer Gold City (mid/long betweener)

10% stamina, 15% guts, 5% int bonus. Her ult is a two-part speed boost with a small midleg boost and a larger boost with 350m remaining if she was competing during the final corner. One pink is a big (0.55) speed boost in the midleg at the expense of some stamina, and the other is a midleg current speed boost. Both skills get better if she is in the middle of the pack when they activate, the first one removes the stamina cost and the other one upgrades the current speed boost to 0.55 also.

Somewhat midleg focused kit, which should work pretty well for long distance and be slightly less ideal for mid. Should be viable for the upcoming long LoH similar to how Laurel has been doing okay in LoH's, but we will have to see if the top meta teambuilding ends up favoring her enough. Overall, pretty strong kit in terms of effects but it’s not completely obvious yet whether she will become a top meta choice in the next two events. If you like her, expect to get at least some mileage though.

The previous uma banner (Chrono Genesis) is also not ending anytime soon, so you have plenty of time to plan before committing to any uma pulls.

Tamamo Cross SSR (Power)

Relatively universal power card. She gives two gold skills at once. One of them is always Divine Speed (later half current speed boost + small recovery). The other is

either a midleg speed boost with position requirements mainly aimed for backliners, or a longer midleg speed boost for mid/long races (the distances for the new scenario). Decent bonuses, with unique bonus being extra motivation bonus when participating in friendship training. This is especially useful for the new scenario mechanics, and she also has scenario link there, providing free gold Tail (midleg skill).

In terms of stat gain, this card is good but still leaves some room for stronger power cards to be introduced in the future (since it has +1 SP bonus). After the balance update to the new scenario, Tamamo should be the default power card to include in all mid/long decks, since her two (three with her scenario skill) gold skills are very strong. There are some options that are only small downgrades though, such as Ardan SSR.

Sort of wants at least 3LB for training bonus (10% at MLB).

Tucker Brine SSR (Friend)

The scenario linked friend card for the DYI scenario. Her unique bonus is giving a specialty rate boost to supports that train together with her on the next turn. Her after-training events and dates also have some one-turn specialty rate boosts for all of your supports. Most of these are pretty small (+20-30 specialty) rate though, so results may vary. Finishing the dates also gives a midleg speed gold for mid/long races.

Tucker Brine wants 3LB for a better scenario link effect, but MLB doesn't add much.

Overall, the new scenario is probably the biggest jump in stat/SP powercreep the game has seen so far, so for the next 4 months we will be playing it exclusively. Tucker Brine is absolutely mandatory for all builds, and moreover she is really painful to use below 3LB. Tamamo is less crucial, but still a great pickup alongside the friend card here and will be an automatic inclusion to most meta decks for the near future. Don’t expect to get too long usage from either of these cards though, as the next scenario could easily be short/mile focused and Tamamo may be replaced with a more specialized card then. Tucker Brine is obviously out after 4 months, unless we return to the DYI scenario for some PvP event.

This banner generally just tests if your gem savings are deep enough to not suffer through the meta shift. Remember to save for half anniversary also. If you’re really short on savings, perhaps taking the L until the half anniversary banners is in order.

Twinkle Legends Era

13.6.2025: Chrono Genesis + Select rerun



Chrono Genesis (mid/arima kinen leader)

10% speed/stam/guts bonus. Her first pink is a later half midleg current speed boost, and the second one is a first quarter random accel for 2000-2500m races, so mid and Arima Kinen basically. Her ult is a small midleg speed boost, but it also doubles the duration of both itself and her pink skills, so essentially distributes the power budget to the pink skills a bit. Interesting mechanic, but not completely busted since her skill effects are a bit smaller than usual. In terms of total effect values she is still quite comparable to other modern options, the easiest comparison would be Gentildonna, who has a quite similar kit overall.

A decent option especially for mid races where leaders are good. I suppose she is mainly aimed at the July 2200m CM, where she should probably be a top option. Roll if you like her or lack options for that CM I guess.

Selection rerun

Pretty much a similar lineup as two banners ago, so the same advice of saving for the new scenario cards still stands.

30.5.2025: June Bride

Early Pakalive review. TLDR: Save for new scenario in 1 month.



Bride Mejiro Ramonu (mile/mid leader)

15% power, 5% guts, 10% int bonus. Ult is a final leg speed boost that gets stronger if you're 2 bashin away from the lead. First pink is a generic midleg speed boost, and the other is a pink version of Ruler of Mile that also works in mid distance.

Overall, decent generic leader option for both mile and mid, but not specialized towards any track in particular so she will usually be worse than more specific meta options.

Bride Cesario (mid leader)

10% power, 20% guts bonus. Ult is a big but short duration final leg speed boost that is extra strong in mid races, and pinks are late midleg speed boosts with a little bit of accel sprinkled in, though whether that accel carries over is random. Also a pretty generic leader option, restricted only to mid.

Overall, both of the characters are generic leader options and will be strong whenever leaders are good. Both of them are absolutely usable whenever the meta favors leaders, but there's no lack of competition in that category. Backline has also been the stronger option for most recent CM's, so definitely don't feel forced to pull unless you really like the designs.

Rhein Kraft SSR (speed)

Mile speed card. Gives both Gear Change and High Voltage together as gold skills, so a very good option for all mile frontline builds. Also gives good white hints like Speed Eater (though it would be funny if they decide to disable this skill in future CM's). Decent stats but nothing crazy (she's +1 SP).

Daring Heart SSR (int)

Mile int card (the fourth one within the last 12 months). Aimed more towards frontline/leaders in terms of white skill hints, and she gives one gold skill which is a late midleg speed boost for mile frontline. Decent stats but nothing crazy (she's +1 SP).

Overall, Kraft is a great card to use for mile builds, but more suited towards borrowing for now since we're lacking a mile PvP event for the moment. If the next one is a LoH in August or something, expect to see this card in most builds. Heart SSR is not really needed for now.

21.5.2025: Loves Only You + Select rerun



Loves Only You (mid betweener)

10% speed/stamina/guts bonus. Her unique is a midleg later half speed boost that increases size based on the **love you collect**. She will show a **love gauge** during the race that will increase based on your start dash, midleg ranking changes, and skill activations. The overall scaling also increased based on your total fans.



Sounds complicated, but it probably doesn't change at all how you build her, so just think of the unique as a big (0.45) speed boost that procs in a decent spot. Her first pink is a new skill that gives a longer speed boost on a midleg straight (basically a straight version of NGU) and the second one is a longer later half current speed boost that gets bigger with having 1200+ int.

Overall, pretty good universal kit for most mid CM's, and she will do very well in Tokyo 2400m next month, but there's plenty of other strong backliner options so you're not going to be punished for skipping here either.

Selection rerun

Nothing here you haven't seen before. Most of these cards have already been out for a while, so exercise caution. I can maybe see **Shakur SSR** being still used for a while, but probably better to save your jewels for the next scenario, half anni, etc.

12.5.2025: Verxina + Suzuka guts



Verxina (mile runner)

15% power/guts bonus. Generic mile runner kit. Ult is a short early speed boost and a final straight current speed boost. First pink is a version of NGU that also gives a smaller final straight speed boost at the cost of some stamina on top of the usual long midleg corner boost. Other pink is a slightly stronger gold groundwork (opening accel).

Can run mid and leader too, but her kit requires mile for full effects and is designed more with runner in mind. Nothing remarkable in terms of meta here, but she's an option if mile runners are good, like any mile LoH.

Silence Suzuka SSR (guts)

Runner guts card. Gold is either Escape Artist (midleg) or the mid runner accel from NY Ace, which is another accel that procs the same way as Maru ult basically.

Could be used to make a runner team for Tokyo 2400m, but the meta doesn't favor that and you wouldn't like to use a guts card there either. In either case, this card would be a borrow. Skip.

30.4.2025: Golden Week

80 free pulls as usual on supports

If you're curious what this month's new monetization mechanic is, there's a fairly elaborate new paid "stamp sheet gacha" that lets you pick three cards out of a lineup of 15 recent cards and pull for them with paid jewels. Whenever you do a 5-roll, a roulette is rolled to decide how many stamps you collect through a reward track (1-5, with 1-2 being very common). When you do enough 5-rolls to get 10 stamps, you can pay for another 10-pull that guarantees having one of your three selected cards.

Individual pulls in this gacha have a SSR rate of 3%, and each of your three selected cards has a rate of 0.75% so it's basically a triple pickup banner in that sense. The rewards themselves include rainbow shards (up to one gem total), but if you get unlucky this can be quite an expensive gacha. Basically, it's created to be as confusing as possible to make it tempting to roll. Stay tuned for next month's new monetization method.



Marching Band Copano Rickey (dirt runner/leader)

10% stam/guts, 5% pow/int bonus. Generic kit that works on all dirt tracks, and doesn't require any extra fiddling with greens unlike her OG version. The only restriction in her kit besides dirt is a pink version of the exchange races green, which gives a speed/power boost in Kawasaki, Funabashi, Morioka, and Ooi. The ult and other pink are final leg skills.

Should be a fine generic option for all dirt races. Since options in dirt are low, she should do quite well even without any specialization. That being said, you can also just use OG Rickey instead.

Marching Band Smart Falcon (dirt runner)

10% stam/pow/guts bonus. Ult is a huge speed boost at the race halfway point, but requires you to not start late. Her having built-in concentration helps with this. The other pink is a pretty strong version of Call & Response, a skill that gives both a small midleg boost and a final leg current speed and accel boost.

Made for the next dirt LoH and future dirt races where runners are good. Clearly more aimed at the competitive LoH players though, for whom she seems to be a mandatory pull. If you're just taking LoH easy, it's not necessary to take the bait here though.

Overall, the uma banner is relatively good for people with a lacking lineup for dirt races and mandatory for LoH score chasers. Skip or pull based on whether you care about LoH.

Buena Vista SSR (power)

Mid backline/chaser power card. No double gold skill this time, only a choice between the mid chaser accel from OG Duramente, or a backline mid distance midleg skill. Stats are decent but not crazy (+1 SP).

Perhaps usable for chaser training for the Derby CM in June, but someone like Orfevre will probably do just fine without this card as well, and you can just slot in a stamina card as well. Betweeners want the new Vodka SSR if they're using a power card, so effectively this card is chaser only.

Transcend SSR (guts)

Dirt guts card. Two gold skills given at once: Gold version of dirt straights, and a speed boost that requires another uma to be behind you for a longer while, so it probably functions as a pretty early speed boost ideal for runners and such. Also comes with pretty good white hints for dirt races, though there's some overlap here with Rickey SSR. Stats are okay, but you're not taking this card for any other reason besides the dirt skills anyways.

Overall, neither card seems bad for their respective events as a borrow if you've got the rest of the meta cards lined up, but neither is so busted that you'll have a bad time without them. In fact, both cards would be better for their use case if they were stamina cards. Basically, no need to finish the spark after the 80 free pulls unless you're really stacked up on jewels and want these cards for some reason.

21.4.2025: Fenomeno + Select rerun



Fenomeno (long leader)

10% stamina, 20% guts bonus. Midleg ult that activates on a straight in the later half of the race, bigger speed boost in long distance. Pinks are specific to 3200m races, so basically only Haruten. One is a big heal with a small speed boost, another is a pink version of the long accel Monster, now with positioning requirements removed and a small final leg speed boost attached.

Overall, pretty good for a long leader, but you can expect to only use her for the next CM and not much elsewhere. Even if leaders turn out to be stronger there thanks to her, I think it's still a pretty safe skip.

Selection rerun

Lot's of strong cards here, but Cygames has already shown their willingness to completely powercreep these with cards like Almond Eye/Daring Tact SSR, so exercise caution. The more recent cards like Shakur/Daiwa are probably the safest, but nothing is really safe here.

10.4.2025: Sirius alt + Tact SSR



Twinkle Legends Symboli Sirius (mid leader/betweener)

10% power, 20% guts bonus. Her ult and pink have positional requirements which will decide whether she works better as a leader or betweener. Her ult is a midleg speed boost with a quite long duration, extended further if she has high power. She also has a speed/power pink green skill that requires the ground condition to be not good, and her other pink has the same requirement and is a first quarter final leg current speed boost with a small accel too.

Overall, designed to be good in mid distance races where the ground condition is bad. This is entirely up to Cygames, but expect the next mid CM to be bad ground and she will probably be a strong betweener option there. Still, not really someone you should feel obligated to pull for unless you like her.

Daring Tact SSR (int)

New busted betweener int card. Not the biggest cross-training bonus, but comes with +2 SP and strong rainbows that place her very high in ranking. Also gives a wide array of strong hints at max hint level, and two betweener gold skills at +2 hint: one final leg and one midleg speed boost. These alone make her a desirable replacement for Rudolf int at the top level.

Overall, she's a betweener card with universal speed boosts so it's up to you whether you mainly train betweeners or not. While she will be better than Rudolf in practice, if it's an Oute track you'd have a harder time slotting both in. Two of the betweener meta tracks last year were Oute tracks, so that eats into her niche a bit. If you can borrow her, no problem.

Also comes with **Daring Heart SR** (power), a decent SR power card for mile parenting.

31.3.2025: Ballroom



Ballroom Tap Dance City (mid runner)

10% speed, 20% guts bonus. Late midleg ult that lasts for a while and comes with a bit of accel too if you're forward enough. Decent chance to carry over to the final leg. Pinks are final leg/midleg speed boosts. The final leg one requires someone to be right behind her which is not ideal but not a terrible problem either, and the midleg pink spends a lot of stamina but is quite strong. Some effects here are mid only, so don't field her elsewhere.

Should be a fine option for any mid LoH, but the next one is dirt. She doesn't seem to have any turf-only skills, so if you can stomach raising her aptitude from G she should be a fine pick for that. If the next mid CM is Tokyo 2400m again, don't expect her to change the backline-dominant meta in any way.

Ballroom Tanino Gimlet (mile chaser)

10% speed, power, and guts bonus. Final leg ult that is relatively strong but requires you to be quite far back for the full effect, which is not ideal. She also has a final leg pink which is quite similar to her ult in effect and requirements. Also comes with a decently strong final leg first half accel pink that lowers your speed in the opening leg slightly. So the idea is that her accel pink lets you stay back a little bit more reliably in the midleg, and her other skills get stronger from that.

If we get a really chaser-favored mile event she will be a great option, but we just had a mile CM and you never know if the next one is a LoH instead. Safe to say it's quite unlikely she will see any play for a while or ever, even if the kit is not bad.

Overall, the uma banner is bad mainly due to circumstances where neither character is going to be too useful for the foreseeable future. Neither is bad enough to be sad about

rolling if you really like them, but you're gambling on what PvP events they decide to print out on whether you'll get to use these two much.

Vodka SSR (power)

Betweener/mid focused power card. Very strong stat gain that places her at the top of the power card ranking, but doesn't have the +2 SP bonus that makes cards more than good nowadays. Compared to Ardan, she's a bit better at pure power training and cross-training though. Very good skill options for betweeners, and she can give two gold skills at once: One which is the gold version of betweener straights, and another which is a mid distance late midleg speed boost mainly meant for betweeners.

Quite a strong card to train mid betweeners, but that's a fairly narrow niche so you'd prefer to be able to use her as a borrow card instead. If we get a Tokyo 2400m CM in June, she will be an ideal inclusion in betweener decks and gives basically every good betweener skill for that track.

Dream Journey SSR (speed)

Chaser speed card. Quite competitive stats, but doesn't have the +2 SP bonus that makes cards more than good nowadays. Gives two gold skills at once too: One final leg skill and one midleg skill, both chaser only.

You'll be happy to use her anywhere you train chasers, like the next CM which is long. More of a luxury sidegrade to Still in Love SSR though, not worth heavily investing in for normal players due to being chaser only.

Overall, both cards on the support banner are more on the borrow side of things, but both cards are strong borrows for their respective niche. Time to start thinking about your deck lineup for the next long CM and a possible Tokyo 2400m CM in the not-so-far future.

21.3.2025: No Reason + Select pickup



No Reason (mid betweener)

20% stamina, 10% int bonus. Stock standard kit with her ult being a speed skill that procs on the 3rd corner of the track if it's on the latter half (+ small final leg boost), and her pinks being a midleg speed boost that also heals a bit and a later half current speed boost.

There's a couple of mid tracks where the final leg starts near enough to the start of the third corner in which case she would get carryover from her ult, and it is these tracks on which she is strongest. Her ult lasts slightly less than usual (4s), so the tracks would be something like Nakayama 2000m, Kyoto 2200m, etc. but not Tokyo 2400m for example.

Overall it's a pretty generic kit that should be very playable whenever backline is strong in mid, but she's unlikely to hold up to characters like Orferve at the top of the meta ladder. Unless you like her, there's no reason to pull here.

Anniversary select rerun

Features a bunch of cards which are currently strong in the meta, but there is reason to be suspicious of their longevity since we've also got three support step up gachas running at the moment, which gives the vibe that they're letting you pull older cards freely just to release powercreeped cards later.

That being said, if you're missing a few LB's on an important card from here (like Shakur) and have a bunch of extra funds saved up, you should still consider dipping in. I would advise against investing from zero on these unless you're a brand new player.

There's an option to do a paid 10-pull which gives one guaranteed SSR on the 10th roll. Still a 50/50 on whether it's a rateup though.

11.3.2025: Gran Alegria + Bright SSR



Gran Alegria (mile betweener/(leader))

10% power, 20% guts bonus. Intended as a meta option for the next mile CM, as she's got a great kit for mile races in general. Her ult is a midleg+final leg current speed boost, and her first pink is also an early final leg current speed boost. Her other pink is a strong first quarter accel skill that uses a bit of stamina. All of her kit works in short distance too, but the effects are slightly decreased.

Though her leader aptitude is A, her order conditions are suited much better for the betweener role unless the meta is very runner-heavy. If betweeners are strong, she should be a menace together with Blue Ruby.

The uma banner has 1.5x rates again (more offrates) but it does not seem like Gran Alegria is a semi-limited uma (at least the newsposts don't say so). Meta-wise it's a tempting banner to pull regardless, but if your mile roster is strong already you can probably live without her too.

Mejiro Bright SSR (stamina)

Long distance betweener stamina card. Low in cross training, and gives a betweener long distance final leg gold, so she doesn't shine much outside of her niche. Good to borrow if you're training betweeners for the next long CM, otherwise forgettable. Thank Cygames for the easy skip.

Rice Shower SR ()

24.2.2025: 4th Anniversary

Early pakalive review. There will be 120 free rolls on the support card banner (10 per day, does not carry over to the next day).

See HERE for the gameplay guide for the new scenario.

There is an additional mechanic on the support card banner which will give you the option to instead spark for a support card pick ticket. However, this will only include cards up to 14.8.2024, so just before the 3.5th Anniversary. This is unlikely to be relevant to most people.



Orfevre (mid/long chaser)

10% speed/stamina/power bonus. Her ult is a current speed boost activating at 1000m remaining and lasting for a longer time, so quite an ideal skill to enhance your last spurt. One pink is an instant accel for races at least 2000m in length, and the other is an early midleg speed boost + either a late midleg speed boost or recovery depending on which evolution you choose. Can technically be also used in dirt mid if you raise her dirt aptitude from D, but her accel pink is turf only.

Expectedly a very strong chaser option, and likely to do well in any mid/long CM that isn't entirely frontline dominated (they rarely are). Seems like a fairly obvious pull if you want to do well in the meta for common races like Tokyo 2400m.

This banner has 1.5x rates (does not apply to Orfevre herself, just more offrates) and Orfevre is a semi-limited uma like Pocket/Gentildonna, meaning that she can't be selected from pick tickets sold later.

Almond Eye SSR (speed)

Very strong speed card set to (probably) top the speed card ranking. Up to +2 skill point bonus, a fat 20% training bonus at MLB, and other strong bonuses as well.

For the first time in the game, this card can give two gold skills at once. Moreover, there are two different options: Either a universal speed skill lineup with **Hayate/Professor**, or a mid leader focused lineup with a **Speed green/final leg speed gold**.

The Embodiment of Legends SSR (group)

The specialized group support card for the new Twinkle Legends scenario. With strong scenario link bonuses, skills, and stat gain, this card is most likely necessary to be included in all decks for the new scenario. The unique bonus is the same as Pasa SSR: at 100 bond this card gains +1 in all stat bonuses including SP.

Gives a good midleg current speed boost gold skill and some nice white skills from events.

This banner also has some additional SR rateups: **Mejiro Mcqueen (guts)** and **Lucky Lilac (int)**. These are alright for brand new players I suppose.

As expected, the anniversary support card banner is probably a must-pull if you want to play the game properly. But you might as well wait until the ideal deck compositions for the new scenario are established and the free roll period ends. There is practically no way these cards aren't OP though. Both kinda want MLB for training bonus, with Almond Eye SSR wanting it twice as much.

Mecha Umamusume Era

14.2.2025: 2* Tsurumaru Tsuyoshi + Select rerun

Anni banners after this, and there's a pakalive near the end.

Tsurumaru Tsuyoshi 2* (mid leader)

20% power, 10% guts bonus. Very basic kit with her ult being a final leg speed boost and her pinks being evolved versions of leader/mid corners, so basically just speed boosts on corners (second one heals a little too). Nothing is outright bad, but it's not much good either.

This banner has Tsurumaru as a 2* rateup meaning she's fairly common, but there is no rateup 3* uma. You can spark any previous uma from this banner (does **NOT INCLUDE** semi-limited characters like Donna/Pocket), but that is basically a huge bait since 200 pulls is a steep price compared to the usual average of ~103ish pulls to get a featured character. There's also a fairly cheap selector sold on anniversaries so if you really want someone specific, might as well get a side job to buy that instead of wasting 200 pulls.

Select rerun

Decent assortment of cards to roll for here, the main standouts are **Still in Love** and **Smart Falcon** (both speed), both very useful in the meta at the moment. But you're better off making your decision after the anniversary pakalive stream instead of right now, and that decision is very likely going to be to skip this banner.

31.1.2025: Valentines

Early pakalive review.

Anni and the new scenario are coming in one month. If you don't care about the upcoming short distance LoH, you can largely ignore these banners.

The most likely banners for the anniversary are Orfevre + scenario group card + some other good card. You'll want plenty of savings ready.

Valentines Aston Machan (short runner)

10% speed/power/guts bonus. Built for the next short LoH. She's got all the runner tools in her kit, including start accel, lane skills, midleg, and a strong final leg accel pink. Only works in short.

Should be a top choice whenever runners are good in short, and the next LoH is no exception.

Valentines Yamanin Zephyr (mile leader)

15% power/guts bonus. Pretty standard mile leader kit. She's got a final leg ult and two strong midleg pinks. Good choice anywhere mile leaders are good, but the mile leader list is very long already so you're probably not short on options.

Overall, Machan is tough to skip if you want to be very competitive about the upcoming LoH. But if your anniversary stash is looking thin, you can also choose to take it easy this LoH to save up gems instead. This is probably the reasonable option for most people, since short runners are rarely good many times a year anyway. If you do roll in this banner, Zephyr is also a decent pickup and should do fine in the next mile CM. Both should be selectable from bought tickets during anniversary.

Curren Chan SSR (guts)

A critical card for the next LoH. Her stats are whatever, but she gives Concentration and a new short leader accel as the gold skill choices. This makes her a default pick for any frontline deck in the next LoH.

Absolutely fine as a borrow card if you've got the rest of the necessary cards, otherwise it'll be painful. Also decent as a Concentration giver for mile, but her white hints are all short distance.

Ikuno Dictus SSR (wisdom)

Generic mile int card. Lots of speed bonus (+3), but the rest of the bonuses are weaker than the usual int card overlords. Gives the gold skill Big Sister Disposition, which is a generic mile midleg skill.

Overall, Curren is a mandatory borrow card for LoH, while Ikuno is quite an unnecessary investment considering cards like Rudolf int exist. Skipping is the obvious play here. Roll if you're a full time Uma youtuber.

20.1.2025: Furioso + Select rerun

Furioso (dirt runner/leader)

20% speed, 10% guts bonus. Mainly suited towards running dirt, as her unique gets stronger on Ooi/Kawasaki/Funabashi racetracks, and her other pink also gets stronger on dirt races. She's got a fairly generic kit that can flex either runner or leader, but the disadvantage is that she excels at neither. Her ult and first pink are both midleg speed skills, while her other pink is a final leg speed skill that requires you to be competing (Oikurabe) with another uma.

While her kit isn't terrible, she lacks some more overpowered tools to really stand out in either of her roles. Due to the lack of good options in dirt races, you can expect her to perform reasonably decently in frontline-favored dirt races though. Don't pull if you don't like her.

Selection rerun

Another safe skip on the support card banner, as you've had multiple chances to pull these cards before. Save your support card investment for the anniversary.

10.1.2025: Maruzen alt + STP SSR

NY Maruzensky (mile runner)

15% speed and power bonus. Purely a mile runner locked kit. Her ult and pink skills are basically simple speed boosts that help her take the lead, but the effects are decently high and the pinks are both current speed effects. Very simple evaluation, as any time a mile race favors runners she will be a good option along with other classic mile runner options like Helios. Can run dirt too if you raise her aptitude from D. Pretty good (grand)parent for other mile runners.

Solid investment if you like mile runners, but it's not like we have a mile PvP event lined up and it's not clear whether the next one will be front- or backline favored. Pull if you like her or want to do well in the next mile LoH.

Seeking the Pearl SSR (speed)

Short backline focused speed card. She has okay bonuses for a speed card, coming in with +2 SP bonus total which is very good in the current card meta, but lacking in training bonus compared to top options. Her gold skill is very niche though, being the backline midleg short skill from King Halo guts.

Seeing as the next short PvP event is a LoH, there's really no need to invest in this card. Safe skip for saving towards anniversary.

Ramonu SR is also a decent stamina SR card.

27.12.2024: New Years

NY Mr CB (long chaser)

20% speed, 10% power bonus. The main thing to note about her is that she's got an accel pink for long chasers that activates on the first quarter of the final leg. This makes her a bit less interesting pick for longer races (3000m+), while the Arima Kinen CM is just concluding. Also has a long duration midleg ult and a current speed pink which are both generically decent.

The next PvP events are 2400m CM and a 1200m LoH though, so there's no chance to use her before the next anniversary. Given her skills, she's probably not going to see much relevance in terms of meta.

NY Katsuragi Ace (mid runner/oonige)

5% speed, 10% power, 15% guts bonus. Her ult is a midleg speed boost which turns into a big heal instead if she's running as oonige. Also comes with two new mid distance runner skills and their evolutions: One which is a final leg final corner accel, and another which is a final corner current speed skill. The accel skill in particular is quite decent for a few mid tracks, and probably makes runners slightly more viable in mid where they've struggled in CM's for a while now. Doesn't work for a lot of tracks though which have the final leg starting on the 3rd corner instead.

In terms of meta viability, her kit has some strong new tools for mid distance runners, but you'll have to wait and see whether these will make runners competitive enough to run on mid CM tracks or if they just fall short again (likely).

Overall, the uma banner is more on the skip side. Ace is probably going to be usable for some upcoming mid events, but we'll have to see how it pans out.

Symboli Rudolf SSR (int)

This card aims to overthrow speed Pasa SSR, as she gives the leader/betweener accel skill Oute which enables leaders/betweeners to dominate on a few important mid tracks. Also gives the slipstream gold as an alternative, which is a universally decent speed skill. Stat gain is very good too, very rounded out bonuses which place her at the top of the current int card list. She's not too big of an upgrade over Mcqueen, however, so the real benefit from this card is for people upgrading from the likes of Ramonu SSR or Diamond SSR (betweener builds). Needs MLB.

Definitely a very useful int card option to have if you're still running older cards in the int slot. Allows you to replace Pasa SSR for more potent speed cards on Oute tracks, and can be used in a pinch as a universal option elsewhere too.

Mejiro Ardan SSR (power)

Leader/frontline specialized power card. Gives a strong final leg gold for leaders as one option, and a mile/mid frontline midleg current speed skill as the second option. Both skills are pretty good options for their use cases. In terms of stats she is more desirable to run than other power cards, as she has up to +2 skill point bonus at MLB.

Kind of comparable to Nishino Flower SSR overall, since both are frontline focused, but Ardan's final leg skill is probably more useful in most mid CM's and her +2 SP bonus makes her more desirable for PvP. Still, sort of a sidegrade if you already have Nishino, and power cards aren't 100% necessary in the meta right now either. At the top of the meta, she'll see use purely due to the SP bonus and high cross-training, you may even see her flexed into backline decks for this reason. The main issue with this card is that the next two PvP events aren't super ideal for it.

Overall, the support card banner is worth considering mainly due to Rudolf SSR for casual players, and Ardan for more meta-oriented people as well. If you lack good int cards, this is probably not a bad time to invest with the free roll period giving you a head start. For people with a more rounded out support lineup already, consider how much you really want to replace Pasa SSR with a stronger speed card to judge whether Rudolf is worth it. Ardan is a good card for more whale-oriented players but overall not the best investment for more casual players right now. Both cards want MLB or bust though.

19.12.2024: Grass Wonder alt + Select pickup

Grass Wonder alt (mid/long betweener)

20% guts, 10% int bonus. Specializes mainly towards Arima Kinen (Nakayama 2500m). Her ult is a final leg skill that gets stronger on non-core distance tracks (like 2500m races). First pink is a midleg skill that uses some stamina for a big speed boost, but in Nakayama the stamina usage is omitted. Also has a final corner current speed pink.

Overall, pretty normal kit but decently strong effects as has been usual recently. Her kit doesn't purely lock her into Arima Kinen, she should do fine anywhere betweeners are good in mid/long with a preference for non-core distances. In terms of meta, this banner is more on the filler side though, so only pull if you like her.

Christmas select pickup

This features some decent meta cards like **Smart Falcon (speed)** or **Vivlos (speed)**, but the lineup and card meta right now makes it so that you really need a specific reason to justify pulling here. Train a lot of runners? Probably want Falcon.

If you're seriously considering something here, you should still wait for the pakalive during the banner period since there's probably going to be some at least relatively decent cards on the New Years banner, and we usually get free pulls.

10.12.2024: Win Variation + Blast One Piece SSR

Win Variation (mid/long chaser)

10% speed/power/guts bonus. Very generic chaser kit and can run mile too if you convert her from E to A. Her ult is a final leg speed skill that requires you to pass three times during the midleg for a greatly buffed effect. Somewhat suspicious in terms of consistency but the effect is strong. Her pinks are very generic midleg/speed skills.

Overall, should be decent anywhere chasers are good but since she doesn't specialize to any track in particular, don't expect her to be the top meta pick for any event. Pull if you like her as usual.

Blast One Piece SSR (guts)

Leader-specialized guts card. It's got a lot of power bonus on it, but overall the stats aren't anything special. Skills are very generic leader skills, one gold is a long midleg leader speed skill and the other option is a generic final leg speed skill for leaders.

Kind of a hard card to fit in the meta right now, or rather I'm sure you can fit it in your deck if you really want to, but there's not really much need to. Easy skip.

Bubblegum Fellow SR (?)

28.11.2024: Christmas

“Early” pakalive review (bit late today)

Christmas Narita Top Road (mid/long leader)

10% stamina, 20% power bonus. Very generic leader kit which should work in most mid/long tracks to some extent, but she does have a pink recovery skill with no additional speed boost that makes her prefer longer distances. Her other pink skill does spend a bunch of that heal effect for a stronger speed boost.

Christmas Admire Vega (mid betweener)

10% speed, 20% power bonus. Specialized towards 2400m tracks, where all of her skills gain stronger effects. Her ult is a final corner accel skill for backliners which gets stronger on 2400m tracks, making her a somewhat good parent for all backliners on these tracks. Her pinks are midleg/early final leg focused.

Overall, Top Road is on the weaker side for not specializing in any specific track or distance, and Vega should be quite competitive on 2400m tracks. There is an upcoming 2400m CM in January, where you probably would be happy to use her if you have her. Still, it’s unlikely that 2400m races will lack options so it’s more of a pull if you like the character situation.

Agnes Digital SSR (int)

Mile backline specific int card. Same bonus as Daiwa int, requiring you to obtain speed skills for up to +3 int bonus. Stats are fine overall and her gold skill is a fairly strong midleg option for mile backliners, but she’s not a big upgrade over Dia/Taishin int overall, and those cards are more generic.

Meisho Doto SSR (speed)

Betweener speed card with a generic midleg gold skill for betweeners. Stats aren’t bad but aren’t crazy good either. Speed cards are very saturated in options already though.

Overall, both of the cards are good cards in a vacuum, but not something you’d invest in over more generic speed/int options that already exist, unless you’ve got infinite jewels. Skip is the safer play.

18.11.2024: Air Messiah + Select rerun

Air Messiah (mid betweener)

15% power/int bonus. Specializes towards racetracks with an uphill at the halfway point of the race, such as Kyoto 2000/2200m which are G1:s. This is due to her unique skill, which is a midleg speed skill which gets stronger on those tracks. Her two pinks are also midleg-focused. Playable in the next LoH, but probably not top meta due to being a backliner.

It's somewhat unlikely we'll get an event where her kit will shine any time soon, so meta wise this banner is a skip.

Selection rerun

This selection rerun features a few decent cards, but none are highly worth investing in considering the cards in here are used quite sparingly in current top decks. The standouts are Vivlos (speed) and Mejiro Mcqueen (int), which are solid cards that can be used often. Orfevre/Taishin/Diamond are decent too, but not worth going all out on atm. The two friend cards Ryoka/Yayoi are very playable in the new scenario, but not worth investing into.

Skip for Xmas/NY/Anni.

8.11.2024: Taishin alt + Kris S SSR

Cyberpunk Narita Taishin (mid chaser)

20% power, 10% int bonus. Specialized for Nakayama mid races, where her ult gains a stronger effect. The ult is a final leg corner skill that gives current speed and also accel in Nakayama mid. Since it procs instantly on a corner, it's pretty good. Does require her to not be far forward though, and doesn't work in distances shorter than mid. Pinks are a strong midleg skill and a strong final leg skill.

Overall quite good kit especially for mid races, but the Nakayama restriction kind of stings since it's not a common track and not usually a chaser track either. But she should also be usable any mid/long race where chasers are good. Do note that for tracks where Imminent Shadow is active (most long distance races), she struggles to get this gold skill as she can't use her own SSR and has to use Amazon power instead. In terms of meta, probably won't see much use for the next few PvP events so kind of a safe skip.

Symboli Kris S SSR (power)

Betweener-focused power card. Decent for stats in the new scenario and has scenario link, but kind of useless unless you're training a betweener since her skills are very betweener-focused. One of the gold skill options is a generic midleg skill for betweeners, and the other is the long distance betweener accel. She can be used to replace the Cafe int SSR in betweener builds.

More of a borrow card than one to roll for right now, although she does slot into betweener decks nicely.

North Flight SR ()

29.10.2024: New scenario

It is the start of another new scenario, and especially the support card banner is as strong as expected. There are 80 free pulls available for the support card banner, 10 per day.

For the new scenario gameplay guide by me, go to HERE (in progress).

Mech suit Biwa Hayahide (long leader) 3.5/5

10% stamina, power, guts bonus. She's got a midleg ult with a quite strong effect overall. However, her pinks aren't anything too special with one being a final leg first quarter random accel (like Autumn Teio) and a pink stamina recovery skill with a small but longer speed boost.

She should be usable in long distance races where leaders are strong, but it's rather odd to have a random accel for long on her since leaders would rather rely on the accel skill Monster, which is also a scenario evolution skill this time. I suppose if the December Arima Kinen CM is runner-dominated, she would be a viable leader option to run instead (but if that's the case, you could just use runners instead). She is also very easy to train in the new scenario, since she gains a scenario link bonus from her character which is quite strong this time. Overall however, I'd say this is a skip banner unless you really like her.

Daiwa Scarlet SSR (int) 4.5/5

The runner specialty int card that had been expected for a while. Her unique requires you to have up to 3 speed skills for +1 int bonus each. The bonuses overall are decent enough to compete with other top tier int cards, but the main point here is the amount of good runner skills on this card. At MLB she gives max hint discounts. For her gold skills she gives the amazing runner gold skill Top Runner, and surprisingly also the long distance runner accel skill from Anime Kitasan Black as an alternative option. This makes her basically the default option for the int card slot for all runners, and enables all runners except Daiwa herself to be decent options for long distance LoH and possibly also the Arima Kinen CM this December. Use her or borrow her, since it looks like the near future PvP events are very runner-dominated.

Air Shakur SSR (stamina) 5/5

Very good stamina card option for the Mecha scenario where she has scenario link. Has very strong bonuses overall, especially in terms of skill point gains over other stamina cards. She gives two strong gold skills, one which is a universal recovery/speed skill and another which is a final leg current speed skill which works as long as you aren't in front of the pack (so not good for runners, sometimes bad on leaders too).

A preferred option over the previous top card Sounds of Earth, but if you already own MLB Sounds of Earth you should exercise a bit of judgment whether you can tolerate playing with

SoE instead and borrowing Shakur when possible. It also seems quite viable to run two stamina cards in the same deck in the new scenario.

A noteworthy part of this lineup is that there is no new scenario specialty friend card for the Mecha scenario, and it is confirmed that no such card will be added later. The power gap left from the absence of a new friend card will be **distributed to the scenario link characters**. Especially Air Shakur benefits a lot from this and playing the new scenario without her is a bit painful.

Overall, both of the cards on this banner are top quality, and it is most likely a banner worth going all out on if you're a meta chaser.

Great Food Festival Era

11.10.2024: Bubblegum fellow

New scenario in 2.5 weeks btw.

Bubblegum Fellow (mile/mid leader)

Specialized towards 1600m-2000m races, so she will work in the next CM but not in longer mid races. Her kit is very basic but the skill effects are decently big. She's got a later half midleg ult and evolved skill, and the second evolution is a strong final leg skill.

A very good leader option for the next CM but not oppressively so, and probably very decent for mile races too if leaders are favored.

Select pickup banner

This select pickup banner features the usual lineup of rerun cards like Pasa, Duramente, int Mcqueen alongside a few new ones like int Taishin and Ryoka. If you're going to roll on this one, it should be to finish up a top tier card like Orfevre or Mcqueen from 2LB or so. Investing from zero is probably doomed since most of the cards are older.

Vivlos (guts), Ramonu (power), Winning Ticket (power), Neo Universe (int), and Tsurugi Ryoka are not worth selecting as your target.

30.9.2024: Halloween

Remember that there's a new scenario in 1 month which you should probably save for.

Halloween Seeking The Pearl (short/mile leader) 3/5

10% speed, 13% power, 7% int bonus. Specialized towards Tokyo 1600m. She's got a midleg ult and a midleg pink (with a very strong effect if it activates on the final corner, this is random though as it can activate on any midleg corner). Her other pink is a straight accel which activates during the final leg, so she's only really viable for tracks where the final leg starts at or just before a straight. In Tokyo, this accel activates earlier but it's still nothing special.

Halloween Mayano Top Gun (long runner) 4/5

8% speed, 15% stamina, 7% int bonus. Her ult is a big heal+some speed early midleg skill. Her first pink is the long runner accel skill from Anime Kitasan, but this time it gets double duration if she's at first place at the cost of some HP, and works normally otherwise. Her other pink is a strong midleg speed skill, basically a runner daring attack with a small final straight speed boost also.

She retains her guaranteed sharp event during training, making her quite an easy uma to make strong in PVP. Also a decent parent for other long runners in 3000m+ races where recoveries are crucial.

Overall, the umas aren't bad but not super necessary for the moment either. STP is most likely a safe skip meta wise, since we hopefully won't see another short/mile pvp event for a long while. Whether she's good on Tokyo 1600m is also a bit dependent on outside conditions, since in a CM we might also see a backline meta emerge there as chasers are good. Mayano is more on the OP side, but mainly for situations where long runners are strong. If we get a long LoH in January, you can expect her to be up there in the top ranks with Anime Kitasan. For the expected Arima CM in December, there are other options unless runners turn out to be the meta strategy.

Narita Brian SSR (speed) 4.5/5

Leader specialized speed card. Good for stats and skills for pretty much any case where you're training leaders. Especially in long distance, where she gives the accel skill Monster which is basically required for all long leaders. But even outside long, her other gold is a very strong midleg skill for leaders which takes a bit of your stamina but the effect is big as well.

Hishi Amazon SSR (guts) 3/5

Generic chaser guts card which gives the gold skill Daring Attack. Not a particularly interesting card, since the cases where you'd want to train a chaser using two guts cards are not going to be very common, especially not moving forward to the next scenario which is suspected to be mid/long specialized.

Overall, the card banner is probably more on the skip side. If you're a leader-only player (but not a Brian main) you might think about investing in Brian SSR, but otherwise she's probably better left as a borrow card since there are many other decent universal speed cards and long leaders are a niche enough category to forget about investing on a whole card for. Amazon you can safely forget about.

20.9.2024: Durandal + Select rerun

Durandal (short/mile chaser)

20% speed, 10% power bonus. Kind of a generic but pretty strong chaser kit for shorter distances. Her ult is a final leg speed skill, pretty generic but good. Her first pink is a midleg speed boost which is very strong in effect, and her other pink is a slightly better version of the accel skill Lightning Speed (originally from Ruby): higher effect and less restrictive on the position requirements.

She's good whenever chasers are good in short/mile, which is unfortunately not that often in practice. We likely won't have an event like that until ~February or later.

Select rerun

This card rerun is called the "3.5th anniversary select pickup gacha" but it should basically be "2.5th anniversary" instead since over half of these cards are that old or otherwise outdated. Recommendation is to skip it.

10.9.2024: Cesario + Espo SSR

This banner lasts 20 days, so there's even a Halloween Pakalive during it. No hurry to roll.

Cesario (mid betweener)

10% speed/power/int bonus. Can run as leader, but more suited towards betweener due to her position requirements. Her ult is a current speed/accel boost that is guaranteed to carryover in mid distance, and also gives a sizable accel boost in 2000/2400m races. However, the accel boost is locked behind an order requirement which requires her to be quite far back (6-7 in CM), which is not ideal even for betweeners. Her pinks are final leg focused. One is a new skill which actually slows you down a bit early into the race, but gives a big current speed boost at the start of the final leg, the other one is just a generic final leg boost. Pinks are good, ult is questionable in consistency but strong when it works.

Should be usable for the October CM, so if you pull her you can get immediate use there for sure. But overall I'd guess Pocket/Swimsuit Eishin are the stronger betweener options there, so meta wise this is probably an easy skip.

Espoir City SSR (power)

Dirt specialty power card. Comes with +2 stamina bonus, so this is a bit suspicious in terms of stats for shorter distances. The skills are great though, golds are a speed green and a midleg speed+heal for dirt. Easy skip though since the dirt CM just concluded and you won't be using this anywhere else.

Sakura Laurel SR (wisdom)

Long distance wisdom SR. Doesn't give any particularly good whites.

30.8.2024: Harvest moon

Surprise story event in the middle of 3.5 anni celebrations. Two new alts and cards.

Stargazing Zenno Rob Roy (mid/long leader)

10% speed/pow/int bonus. Not a very memorable kit here, with a final leg ult, a decent midleg pink, and an autumn+winter green pink. Her ult gets its full effect in Tokyo mid races or Arima Kinen, so she's tailored towards the next CM and a possible Arima in December. Should be quite okay in the CM but nothing spectacular. Also bad for half of the year since the other pink doesn't activate in spring/summer.

Stargazing Neo Universe (mid leader/betweener)

7% power, 10% guts, 13% int bonus. Her kit has a bit of a team buffing theme, with her one midleg pink giving your team a small speed boost, and her other pink is a green speed skill which requires another team member to have purchased the green skill "Sympathy", which is pretty hard to get from anywhere. Her ult is similarly janky, being a final leg boost which gets stronger if you've activated either 7 or 13 skills in the midleg. Overall, way too inconsistent and conditional to be a top tier pick anywhere. Stick with the OG version unless you really want to make her a leader.

Fuji Kiseki SSR (guts)

Generic leader-specialized guts card. She's got decent enough bonuses to be used in modern decks, and gives a pretty strong leader midleg skill. In 1 guts builds you should be fine with Orfe though, and in 2 guts builds the other card is usually something particular for a mandatory gold skill like City guts for High Voltage. There's probably cases where this card is meta, but they are a bit niche.

Taiki Shuttle SSR (int)

Mile frontline int card. Good bonuses, great gold skill. The skill is a midleg speed boost for frontliners which is strong but uses a little bit of stamina. Fairly ideal for mile meta overall. The obvious meta int card choice for the next LoH and probably most near-future mile events, but it's basically guaranteed that we're also moving away from mile in the next scenario, so treat this as mainly as an investment for the current LoH for now.

Overall, the cards are skippable for normal players due to being a bit niche, but not skippable for those aiming for the absolute top in PvP. There's a new scenario banner in two months, so you probably should just be saving for that.

24.8.2024: 3.5th anniversary

The support card banner has free 10 pulls daily, up to 100 total. If you're tempted to pull, better to wait for a few days for the free pulls and for the opinions to settle on these banners.

Gentildonna (mid/long leader) 4/5

10% speed/stam/pow bonus. She's got a lot of variation in her kit. Her unique is a speed boost which is split between an early boost during a first half corner and a short final leg boost as well. Her first pink is an evolved version of Nonstop Girl for 2000m+ races. This basically just makes this accel skill proc more reliable, which is good. Her other pink is a midleg speed boost with two evolution options. The first is just a generic boost, and the second one is specialized for 2400-2500m races where the effect becomes very strong and has a little bit better timing.

She should be a decent generic leader option for mid races as well as 2500m long races like Arima Kinen. It's a bit hard to say at the moment how meta she will be for upcoming CM/LoH events since she's probably not op unless leaders are good in the first place. In the October CM, which is Tokyo 2000m, you can expect her to perform very well though. On Japan Cup (Tokyo 2400m) and Arima Kinen (Nakayama 2500m) she's probably at best a sidegrade to current top umas at least in a CM setting.

Overall, Gentildonna isn't a bad uma to roll for at all, but the first chance you'll get to use her is the October CM and after that we'll just have to see what events are coming up. This banner has increased rates for offrate umas (not Gentildonna) and Gentildonna can't be selected from future pick tickets (same as Jungle Pocket) but can be offrated normally.

Still In Love SSR (speed) 4.5/5 / Marvelous Sunday SR (guts)

SiL is a pretty strong speed card specialized for mid distances and betweeners/chasers. Stat-wise she shouldn't disappoint and especially gives a lot of skill points which is always ideal for performing well in PvP events. Rating wise she takes the top spot on speed cards. Good at lower LB's, but wants MLB to have a reasonable starting bond.

Gives a bunch of skill hints for mile/mid. Her golds are a choice between a strong mid speed/recovery skill, and a final leg skill for betweeners and chasers which should be fairly decent although a bit unreliable.

Marvelous guts SR isn't noteworthy, so overall the card banner is pretty strong but still a single SSR banner. Spend wisely if you're low on jewels as the new scenario in 2 months will come with meta cards. SiL also won't be that great until the October CM since her golds aren't that universal, but should be very good for all mid events after and usable on backliners elsewhere too. Single sparking and using stones to MLB this card is probably your best bet.

14.8.2024: Pre-half anni bait

The 3.5th anniversary banners are right after this one, and there will be a pakalive stream on the 23th to showcase what's coming. Also, these banners suck so you'll most likely skip them anyways.

No-rateup uma banner 0/5

This banner features every uma released so far, which is another way of saying that nobody is on rateup. The only good thing about that is that you can spark anyone you want (except Jungle Pocket, apparently), but this is a giant trap and it's basically never worth rolling on this type of banner. Let me explain why.

The only reason to roll in the first place is if you're desperate enough to spend 200 pulls to get someone very specific that you missed before. But throwing 200 pulls into the bin is terrible value knowing that

- Typically, you'll get a featured character on the uma banner in only around ~100 pulls average.
- You can buy pick tickets usually during anniversaries for 3k yen (and also get +1500 jewels).

So the only situation in which it would be reasonable to roll is if you're completely f2p and can't live without some specific character right now. Even then, just getting a minimum wage part-time job for a day is probably less painful than sparking.

Fine motion SSR (guts) + Mejiro Palmer SR (stamina) 2/5

Fine motion is a mid distance guts card, which gives a random accel skill for mid frontlines. This should already ring warning bells, since random accels are pretty bad in mid distance. She is very good in terms of stat gain though, but due to her gold being useless 99% of the time you won't see this card being used much. Borrow her for mid distance stadium though (for frontline).

Palmer SR isn't anything special. Overall, an easy skip.

3.5th anniversary select pickup banner

We also have a select pickup banner featuring some not-so-recent cards:

El Condor Pasa (speed)
Duramente (speed)
Sounds of Earth (stamina)
Hokko Tarumae (stamina)
Winning Ticket (power)
Orfevre (guts)
Gold City (guts)
Mejiro Mcqueen (int)

Satono Diamond (int)
Aston Machan (int)

Considering that the half-anni and the new scenario banner in October will probably powercreep all of these cards except Orfevre, I'd say this is another easy skip opportunity. Even if you need, say, an extra 1LB on Orfevre, there's a free selector usually during half-anniversaries, and probably two paid ones as well.

29.7.2024 Swimsuits

Keep in mind the 3.5th anniversary is in a month.

Swimsuit Eishin Flash (mid betweener) 3/5

10% stamina/guts/wisdom bonus. Specializes towards Tokyo racetrack mid races. Her ult is a current speed boost during the final corner which is stronger in Tokyo, and she has a Tokyo green skill evolution which gives speed, stamina, and int. Her other pink is also a very strong midleg boost. Should be fairly usable on tracks like Tokyo 2400m, but we just had that as a CM so it's questionable when she will be usable the next time.

Swimsuit Hokko Tarumae (dirt mile/mid leader) 4.5/5

15% speed, 10% stam, 5% int bonus. Somewhat generic dirt leader kit, but everything here is quite strong. Ult is a midleg boost with a bonus effect on the 3rd (2nd to last) corner. Her first pink is an evolved version of the skill from her stamina card, which is already a top tier skill, but her pink increases the first speed boost greatly and provides accel as the bonus final leg effect instead of speed which is stronger. Her other pink is a new dirt leader random accel skill which is very strong on 1800m tracks, so she should be very good for the next CM. The accel skill is still top tier on other dirt mile tracks too, but a bit less good in mid.

Overall, the uma banner is pretty decent. Tarumae is especially going to be great for the next CM and all future dirt events (esp. mile), and while Eishin isn't going to be immediately useful she's definitely usable on future Tokyo mid events if you really like her. Still, there's also some newer umas which will be expected to be added to the game on the upcoming 3.5th anniversary so keep that in mind. There's also a small possibility that you can buy a paid 3.5 anniversary pick ticket for Tarumae on 24.8 before the CM actually starts (25-30.8).

Smart Falcon SSR (speed) 4.5/5

Runner specialized card. She's basically the replacement for Maruzen SSR. She especially has up to +3 speed bonus from her unique (+1 per speed skill) and +2 power bonus at MLB, decent cross-training and race bonus too. Slightly better than the previously best speed card Vivlos SSR in stats overall. Has a lot of good runner skill hints, and the gold skill is the runner start accel skill Fortune Favors the Fast, which is pretty good.

SSR Copano Rickey (wisdom) 4/5

Dirt specialist wisdom card. Top tier stat gain overall, but when it comes to skills she is pretty much dirt-only. The dirt skill hints are very good though. For the golds she can give either a strong gold speed skill or a gold heal for dirt frontliners.

Overall, the card banner is fairly strong as expected. Rickey is strong but a bit too niche to invest heavily in unless you want to do really well in the next dirt events (so the next CM and

maybe another one in 6 months…). But Falcon is probably going to appear in most meta runner decks in the future. Do keep in mind that the upcoming 3.5th anniversary probably won't be weak in terms of support cards either.

19.7.2024 Calstone Light O + Select rerun

There will be a Pakalive during this banner period with swimsuit alts + cards.

Calstone Light O (short runner)

15% speed/power bonus. She's quite specialized for the next LoH track, as her awakening skills are pink versions of short/runner straights. Both of the pinks increase her start accel by a bit, and give current speed at a random point on a straight. Her unique interacts with two of her built-in white skills, activating at the 600m point and gaining a huge boost in speed if both of them have already activated, if they didn't it's still a normal sized speed boost. The white skills required for the extra boost activate before the 600m point, but do require there to be no umas close in front of her to proc.

She has the potential to be very explosive on the current track and on other short tracks where runners are good. Runners are a little bit questionable for this LoH though due to lacking reliable accel options, but perhaps the top players can make her work in a double/triple runner comp. It's a little bit hard though, since other runners can screw up the activation conditions for the extra boost on her ult. For more casual players building leaders is probably going to be a more reliable strategy, so pull if you really like her I guess.

Selection rerun

Very much a bait banner considering how many S-tier cards are missing from here. I suppose the safest card to roll for here is **Mejiro Mcqueen SSR (int)**, which is a leader specialist card and the top int card for stats. **Gold City SSR (guts)** will be strong for the upcoming CM as well. **Duramente SSR (speed)** is also decent, but the recently released Vivlos card already beat her in stats. The rest of the cards are a bit too niche to recommend rolling for. I would only really advise rolling if you're missing a few LB's on the cards mentioned here and want to use some extra funds to finish these cards up. There's probably going to be stronger upcoming card banners very soon.

9.7.2024 Rice alt + Dantsu Flame

GFF Rice Shower (long leader) 3.5/5

20% stamina, 10% guts bonus. Kikka sho/Haruten (Kyoto 3000/3200m) specialist. Comes with a final leg ult that gets increased effect in Kyoto long races. Also has a Kyoto green which evolves to give speed, stamina, and int. And finally, an uphill accel skill which actually isn't terrible in Kikka/Haruten as the evolved version is restricted to the final leg, and those tracks have a final leg uphill at the start.

She's probably not going to be relevant for a while since we just had Haruten as a LoH a few months ago. There's also no telling if leaders will be meta for the next long event (though it probably won't be another LoH, so chances are higher). Only recommended to pull here if you're a big Rice fan.

Dantsu Flame SSR (stamina) 3.5/5

Mid distance specialist stamina card with a new mid frontline gold skill that's pretty good but not necessary by any means. She's pretty good for stats too considering she comes with some hefty guts and SP bonuses, but you can also just stick with Sounds of Earth if you're using a stamina card (not like you are, since we're in a short/mile scenario for now).

Matikanefukukitaru SR (speed)

Very uninteresting speed SR, not the reason to pull here.

Overall, easy skips. Dantsu Flame is going to mainly be useful if you're aiming for top96 in a mid distance LoH, otherwise she's quite unnecessary.

26.6.2024 New scenario

See the guide for the new scenario: [Great Food Festival master guide]

Review updated 27.6.

Review updated again 29.6; Akikawa Yayoi was buffed

There will be 80 free pulls on the support card banner (10 per day, they don't stack).

It's the banners for the new scenario. Pull or go touch grass for 4 months.

Dream Journey (mid/long chaser) 3.5/5

10% stam/pow/int bonus. Generically okay in most right turn tracks due to her evolution skill which is a pink version of the right turn speed/power green. Her unique is a short burst of current speed during the final leg, and another more powerful burst of current speed in Hanshin/Nakayama mid/long tracks. The other pink is another current speed boost during a final leg corner, with higher effect in Nakayama tracks.

She should be at her best on Takarazuka Kinen (Hanshin 2200m) and Arima Kinen (Nakayama 2500m), but it's hard to judge right now how backline-favored the meta will be for the tracks when they're getting the next event. Since we are entering a short/mile scenario and the next two events are as such, she is easily skippable if you're looking for something confirmed to be meta.

Nishino Flower SSR (power) 5/5

Very strong power card with up to 30% training bonus from her unique skill which increases as you gain bond on your supports. Should be slightly stronger than the current top power card (Seiun Sky SSR) at MLB, and has more use-cases than other power cards to begin with. Her two gold skills are a strong current speed skill for short/mile, and the other one is a generic midleg speed skill for frontlines. The new scenario certainly favors having a power card in your deck, so she is a very good card to invest in for the moment. Has scenario link for GFF too.

Wants MLB for training bonus at 45/50.

Akikawa Yayoi SSR (friend) 4.5/5

Scenario link friend card for the GFF scenario. Gives Uma Mania as the gold skill. Her unique bonus increases bond gain for supports by +1 passively, and +3 when training together with Akikawa. She also has some other benefits in GFF such as giving +40 all vegetables from her dates and her dates being glowing stamps guaranteed (this was buffed 4 days after release).

Wants MLB for training bonus at 45/50.

Akikawa Yayoi is a very strong include to every deck in GFF scenario. On day 1, she was not at the level of necessity as other scenario supports as shown by builds like this Helios that did very well even without her:



She was buffed afterwards to provide a lot more vegetables from her dates though. This basically makes her much more mandatory to achieve top results. If you're going for the maximum amount of stats/rating, I think she is absolutely necessary. But there is probably also an option of replacing her with another card that gives a more essential gold skill, like KS Miracle power for the next short distance LoH, since at the highest meta level top tier gold skills are much more important than stats.

Nevertheless, the card banner is still very worth to pull for because Nishino is almost mandatory to play for meta in the new scenario. No other power card comes close to her current job in a deck. Remember that Nishino wants MLB though. For Akikawa, it is nice if you get her alongside Nishino but if you end up with lower LB's on her, it's a bit harder to justify spending on her.

U.A.F. Ready Go! Era

13.6.2024 Jungle Pocket + Select rerun

This time the uma banner has 1.5x rates, though pickup rate is the same 0.75% per roll. Note also that for whatever reason they decided that Jungle Pocket is not selectable from normal pickup selector tickets they will sell later, though with some exceptions.

Jungle Pocket 3* (mid betweener)

10% speed/stam/power bonus. She's got a midleg-focused kit that should work well in most mid distance races where backline is favored, such as the next Tokyo 2400m CM. Her unique is a normal midleg speed unique that gets pretty strong on mid distance races, and her pinks are midleg speed and current speed in the final leg (her gold skills are from her guts and speed SSR's). The latter pink actually has an alternative upgrade on Tokyo races which makes it a little bit stronger and gives a tiny bit of accel too, but the accel portion is unreliable. She's still very good though.

She's meta enough to roll if you want to do especially well in the next CM, but don't get baited in just because of the 1.5x rates or the fact that she isn't selectable from tickets, as that is just Cygames trying to milk people dry before the next scenario banners by any means possible.

Selection rerun

Pretty bad timing to roll on a selection rerun. The best cards here are the **El Condor Pasa** and **Duramente** speed SSR's, but even then they're pushing in stronger cards for stats like Vivlos now. My recommendation would be to wait until the next scenario later this month instead of rolling here.

30.5.2024 Wedding

Wedding King Halo (short/mile betweener) 2.5/5

10% pow, guts, int bonus. A fairly generic betweener kit which works for all short/mile races, but isn't particularly outstanding on any specific track. Her unique skill gives a speed boost on the last spurt, and her two pinks work in both short and mile tracks. Her first pink is an upgraded version of her guts SSR gold skill and gives a speed boost on the later half of the midleg. The other pink skill is an upgraded version of the accel skill Big Strides. This is a skill with a strong effect but it is incredibly inconsistent, which makes her a bit of a subpar pick compared to more consistent backline characters like Summer Bamboo/Ballroom Ruby.

She should be usable for some short distance events, perhaps even the upcoming LoH, but it's a bit hard to imagine her at the top of the meta.

Wedding Sweep Tosho (mid chaser) 3.5/5

10% speed, pow, guts bonus. 2200m specialist with a theme of "expending some stamina for stronger effects" with her unique and both pinks using up some stamina. Her unique activates on a midleg downhill for a short current speed boost, and gives an additional final leg effect if she's at least orange motivation. Her first pink skill is basically a repeat of her unique, though the activation timing is just a random point in the midleg instead of a midleg downhill.

Her other pink skill is an upgraded version of the chaser random accel gold from her int card. This upgrade removes the "no panic" requirement, increasing the consistency of the skill, and furthermore decreases the activation window on 2200m tracks. Even with these upgrades, it's still just a regular random accel skill in terms of power even on her specialty distance of 2200m.

Her effects are fairly strong, but it's a bit questionable whether chaser is a viable strategy on the next 2200m PvP event. She'd be somewhat usable on the upcoming Tokyo 2400m CM, but not a top choice by any means.

Overall, the uma banner is a skip meta-wise. Roll if you really like the designs and don't think you need to save for upcoming new characters like Verxina/Gentildonna.

SSR Vivlos (Speed) 5/5

Very strong universal-use speed card. Great stat gain with most imaginable bonuses including +20% training bonus. The gold skill is the gold version of Hold Your Tail High. This is a really good and cheap midleg gold skill that works on every track and strategy, though it's a little bit less important if you're already getting the white version elsewhere as the white skill is one of the highest value skills in the game. She also gives some other premium white skill hints at a great discount so this is basically just a new top option in the speed card arsenal.

At MLB she's a good bit better for stats than the current main top options (Pasa/Dura/Pocket). At only 0LB-1LB she's dumpster tier though.

SSR Seiun Sky (Power) 3/5

Mid runner specialized power card. Great stat gain (+2 stamina bonus as well) and gives a mid-distance specific starting accel skill. It's a pretty good card for its niche, but the actual use cases for this card are pretty low so it's more of a borrow slot. Would be good for something like a Nakayama 2000m race event, but for example the upcoming Tokyo 2400m race is bad for runners so this card wont see use for the foreseeable future.

Overall, the card banner is pretty juicy but there's also a new scenario on the horizon. If you're lacking good speed cards and have a lot of gems saved up, this would be an opportunity to pick up Vivlos SSR to get to the head of the meta at least for a moment. Seiun is not worth rolling for unless you're a big whale/top ranker. For people who own the likes of Pasa/Dura as speed cards the safe option is just to wait until the new scenario is released and hope for some pick tickets or a rerun to grab Vivlos later if she's really needed.

19.5.2024 North flight + Select rerun

There's a pakalive during this banner period, which gives details on the next (probably bride-themed) alts and support cards. If you're on the fence, you should wait for that.

North Flight 3* (mile leader) 4/5

20% speed, 10% int bonus. She has a quite solid mile leader kit, with built in accel in the form of the High Voltage skill (from Gold City SSR) which makes her quite easy to build. Her other built-in gold evolves into a very strong midleg speed skill which goes extra fast if you have 1200+ wisdom. Her unique is a speed skill which activates on the final corner of the race, which is quite ideal for mile races as this speed boost will carry over to the final leg in some tracks.

Overall, a really solid mile leader option. She'll be good on all mile tracks where leaders are meta, which is most of them. That being said, mile leader is one of the more saturated categories in the game, so it's not like there aren't some acceptable alternatives. And we are not getting a mile PvP event until the next scenario, which might have a selector ticket to buy if you really want her. So the recommendation is to roll mainly if you like her or if you really want to invest in future mile events.

Selection rerun

This selection rerun features a few quite strong SSR cards, but the timing is very awkward because we will have a new scenario released in 1 month and the LoH event is just concluding. The benefit you'll get from these cards is mainly for the Tokyo 2400m CM in June, and afterwards all bets are off since we might see some card powercreep during the new scenario release.

Regardless, if you really want to pull then the "almost safe" options are:

Sounds of Earth (Stamina) 5/5: Current best stamina card, unlikely to be powercrept.
El Condor Pasa (Speed) 5/5: Top speed card, very essential for the upcoming CM.
Mejiro Mcqueen (Wisdom) 4.5/5: Leader specialty wisdom card with very strong stat gains.

There are a couple other decent cards here, but they won't be much use for the Tokyo 2400m CM so it's probably a safer play to wait for another select rerun.

10.5.2024 Tachyon alt + Vodka

Sigma Agnes Tachyon (mid leader) 3.5/5

14% speed, 8% pow/int bonus. Yet another version of Tachyon which specializes for 2000m tracks. The specialization this time comes in the form of a pink skill version of Uma Mania, which comes with an additional effect of giving a speed boost to your whole team, quite like Bride Nishino Flower who introduced this mechanic. But Tachyon's buff is quite more effective since it activates at a very opportunistic timing early into the race, though it is indeed locked to 2000m races.

The ult and other pink are focused on current speed for the final corner, which is pretty good but nothing mind blowing. Her kit would be really effective in Osaka Hai (Hanshin 2000m), Shuka Sho (Kyoto 2000m) and Akiten (Tokyo 2000m), but we have only gotten one of these tracks as a PvP event once in the games lifespan. She is a pretty good (grand)parent horse for all runners and leaders on most tracks.

Overall, an interesting option but I wouldn't say she's guaranteed to be good and we don't have a 2000m track lined up for the near future (perhaps moving away from mid tracks for a while in the new scenario in June?). I guess if you like Tachyon there are some reasons to roll.

Vodka SSR (Guts) 2.5/5

The deal with this card is that it's a guts card with the gold skill Lightning Speed, a backline accel skill which works on all short/mile tracks (the skill from power Ruby SSR). She's not really a card you'd use purely for stats, but rather it's a card you might borrow in a backline-heavy meta on short or mile. The skill itself is a little bit notorious for being a bit unreliable without the right setup and situation. And of course, Ruby and her alt have this skill already.

Dantsu Flame SR (wisdom)

Just a bad wisdom SR card. Nothing to see here.

Overall, the card banner is yet again an easy skip. Expect a must-roll banner around ~June 21 though.

30.4.2024 Ninja cosplay

The support card banner has 80 free pulls this time.

Samurai Yaeno Muteki 3* (mid leader/betweener) 3/5

6% stam, 12% pow/guts bonus. Somewhat specialized for the upcoming Tokyo 2400m CM, as one of her pink skills is the accel from Pasa SSR which works specifically on this track as well as just a few other ones. Her unique skill gives her speed at a random spot in the later half of the race, more if she's in the inner lane. This can be quite good or very bad depending on whether it activates at the right time or not, making her lack consistency.

In the Tokyo 2400m CM, she'd be a fairly competitive option as a betweener. But she won't be that useful on most other mid tracks since her accel pink is quite restrictive.

Ninja Super Creek 3* (long leader) 3.5/5

10% speed, 13% stam, 7% wisdom bonus. She has the long leader accel skill Monster built in which makes her quite easy to build for long distance, and the pink further lessens the activation requirement so it's more viable in a LoH setting. Comes with a unique that combines recovery and speed too, which means that she'll be easier to build for longer tracks. But the rest of her kit isn't particularly amazing, and LoH is still very runner dominated.

Overall, the uma banner is specialized for the upcoming two events, but Tokyo 2400m already has a bunch of strong competitors and the Kyoto 3200m LoH meta is also very fixed already, so neither of them is very important to pull for. Save your gems unless you really like them.

Hishi Miracle SSR (stamina) 2/5

Very average stamina card lacking the types of bonuses to make her good, with a very average backline speed skill that isn't even particularly good for the next LoH. Lives in the shadow of Sounds of Earth SSR just like every other stamina card does.

Narita Taishin SSR (wisdom) 4.5/5

The new chaser-specialized wisdom card that was quite expected to make an appearance soon. She's got strong enough bonuses and skill hints that she'll be a staple in all meta chaser decks. In particular, the fact that she gives an option between a good chaser midleg skill and the accel Imminent Shadow means that she will always be a good option for chaser builds on all tracks. For tracks where Shadow works this card is practically mandatory for chasers who don't have it as an innate skill.

Overall, the support banner has one terrible card and one very good but chaser-specialized card. Unless you're someone who mainly trains chasers it's a bit hard to justify investing here, since we're only two months away from a new scenario and the support card rerun banners

recently have been quite strong as well. Better pull for some generally strong cards and borrow Taishin when needed, or wait for a rerun.

19.4.2024 Sounds + Select rerun

Sounds of Earth 3* (long betweener)

10% stam/pow/guts bonus. Not a very interesting kit compared to the other strong long betweeners (Laurel, Bright) but I suppose she's serviceable. She's got some innate recoveries built in and a weaker speed pink which debuffs the speed of 3 umas ahead and behind her slightly. Ult is a small recovery with some midleg speed.

Her big issue is that she can't use her own stamina card. Don't expect her to be too high in the meta but if she's your favorite feel free to build her.

Selection Rerun

This selection rerun is less appealing than the previous one, but still features some decent cards like **El Condor Pasa (Speed)** and **Mejiro Mcqueen (Wisdom)**. Pasa is the top speed card at the moment, and Mcqueen is a staple in most leader builds. If you've got Pasa at 2LB or so I might consider rolling here.

The rest of the cards aren't as appealing to invest in right now. It's already at the point where you need to consider saving gems for the new scenario release in June, as that will probably bring a strong banner alongside it.

9.4.2024 Alt ticket + Neo Uni SSR

Conductor Winning Ticket (Tokyo 2400m betweener) 3/5

10% speed/stam/pow bonus. Derby (Tokyo 2400m) specialized betweener with a lot of midleg through her ult and pinks. Nothing here is particularly bad but Derby is a very stacked race already with a lot of strong options, so she's just one among those.

The main issue is that we aren't getting a Derby PvP event at the moment (perhaps in June?), so there's no incentive to roll right now seeing as she isn't mind-blowingly good anyways.

Neo Universe SSR (wisdom) 2.5/5

Another card in the big pile of wisdom cards that nobody uses. She isn't particularly bad, but a wisdom card in 2024 needs to have a very strong or specific gold skill to be used and her gold skill Rise from the Ashes is a random accel for mid distance backline (bad). And we aren't even getting a mid distance pvp event in the near future…

Air Shakur SR (power)

Random SR power card but this one is decent for making chaser parents with some of the recently added skills.

Both banners are very easy skips.

29.3.2024 Ballroom

Ballroom Daiichi Ruby (mile betweener) 4.5/5

Very midleg focused betweener kit with skills that are locked to mile only. Every one of her skills including the whites are premium quality so as long as you don't mind going forward she should be top tier (some betweener accel skills have annoying positional requirements, though her pink accel is able to proc even if she's far up so it should be fine). Her ult is midleg speed that is longer in duration than usual ults. With all this midleg, you can even try going for some frontline-focused skills like High Voltage instead.

Definitely better than OG Ruby for mile, and probably the go-to mile betweener at the moment.

Ballroom Daitaku Helios (mile runner) 3.5/5

Compared to her OG version, this one has a more explosive early leg focused kit with very strong accel and opening leg speed skills including the ult which gets stronger in mile at the cost of some stamina. Her main weakness is the fact that her ult is by no means guaranteed to proc, as it requires competing in the opening leg. It also wastes a bunch of stamina which is not ideal. But overall this is still a very good runner kit on paper.

In a LoH/MM setting I think her unreliability puts her a bit below OG Helios, and in a CM setting they're quite similar. I'd say overall OG Helios is still a bit better.

Overall, the uma banner is really good for the next mile CM and overall mile viability. Consider dipping in if you like these characters

Ks Miracle SSR (Power) 3.5/5

Decent enough power card which gives skills for short distance. The stat gain is great but the main issue with this card is that the gold skill Sprint Turbo it gives is a bit outdated and has a very wide activation window which is not ideal for accel skills. You'll still be happy enough to buy it (and maybe a short scenario will let us evolve it to something better (copium)), but this card is not a must-have by any means. On leaders you'd probably use Miracle's guts card instead too. But it can be a decent borrow slot and okay enough for other strategies in short.

Yamanin Zephyr SSR (Speed) 3.5/5

Quite strong speed card at least when it comes to raising speed and SP, but lacks power bonus. She has some mile leader/frontline focused skills, so not a card you'd want to use on everyone. The gold skill is a decent midleg laterhalf skill for mile which evolves further in UAF, though you're still limited to max 2 scenario evolutions. There's a bunch of good universal speed cards already, so no reason to pick this up unless you're a mile only player (?).

Overall, the card banner is good but not amazing enough to invest into. Save for new clearly OP cards and consider these as possible borrows.

21.3.2024 Rhein Kraft + Cheval

Rhein Kraft ((short)/mile leader)

Standard issue mile leader kit which comes with free built-in head-to-head gold and a good amount of midleg in the form of an ult and a good midleg laterhalf pink skill.

If you're still lacking in mile leaders, she'll be decent on any mile track where leaders are good.

Cheval Grand SSR (stamina)

Long distance stamina card with a gold skill for frontliners. Nothing remarkable about the stats besides the high stamina gain at +3 stam bonus and 35% friendship bonus. But you already rolled Sounds of Earth on the previous banner. Right?

Tap Dance City SR (guts)

Just another guts SR, comes with some runner skills.

Overall, the card banner is an easy skip.

12.3.2024 Transcend + Select rerun

Transcend (dirt runner)

Decent dirt runner kit with a built-in pink version of gold Groundwork, and the rest of her kit is also focused on taking the lead in opening/midleg. Particularly, her ult triggers when another uma triggers an acceleration skill after the halfway point, so it matches a Rickey who triggered her unique. A decent choice to shut down bad Rickey's in PvP, but less explosive than Rickey herself so stronger players may still abuse Rickey. She'll be quite viable in any dirt track where runners are good, and pairs great with Rickey in a CM/LoH team. Since she's a runner, she'll be a good choice for most dirt LoH/MM tracks.

There's no dirt event to be seen on the horizon, so pulling here is entirely up to you.

Selection rerun

The expected selection rerun with the strongest cards from the L'Arc era is finally here. This selection features some amazing cards which are unlikely to drop out of the meta any time soon, but keep in mind that saving for the future is also important. I'll be reviewing these based on current viability, the top order being something like:

Sounds of Earth (Stamina) 5/5: Current best stamina card, always used in longer tracks
Duramente/El Condor Pasa (Speed) 5/5: The top two speed cards to own thanks to their great stats and universal gold skills. If you have to choose only one, I'd pick Pasa.
Mejiro McQueen (Wisdom) 4.5/5: Strongest wisdom card at the moment, but she's meant only for leaders
Mihono Bourbon (Wisdom) 4.5/5: Also a decently strong wisdom card, this time a mandatory card for runner meta builds
Gold City (Guts) 4.5/5: Amazing mile frontline guts card, but no use outside of that niche
Manhattan Cafe (Wisdom) 4.5/5: Mandatory card for long betweeners without built-in muga, but not much use outside of that niche

The other cards (pow amazon, neicha, and stam gimlet) are cards I can't recommend investing in at the moment. Use them as borrows if you ever need to.

Overall, I think this is a great opportunity to roll and these cards are modern enough to hopefully still last for a while. They could of course ramp up the card powercreep again, and it is to be expected around the new scenario release in June, but it's quite hard to pass up this opportunity to roll for the best cards in the game on a double pickup selection banner.

24.2.2024 3rd Anniversary

The long-awaited anniversary banners are here. All of them are pretty broken so it's time to spend those savings. You get 120 free rolls on the support banner. See also the gameplay guide for the new scenario.

Duramente 3* (mid chaser)

20% speed, 10% power bonus. Very stacked kit for a chaser, and her special draw is the accel pink (mid chaser only) which grants her guaranteed acceleration on tracks where the final corner happens at the start of the final leg, as well as all Nakayama tracks where the final leg starts on a corner. It also gives some extra final straight speed. This basically means that she is quite strong on many different mid tracks, as long as chasers are overall not a terrible pick on those tracks (which is hard to predict in advance though).

The rest of her kit is also really strong, with a dual effect ult that boosts her speed first at the halfway point of the race, and then later again during the final corner if she's trying to overtake someone. Her pink skill is also a very strong midleg skill evolving from the gold skill Never Give Up.

If she doesn't become OP on her specialty tracks then chaser as a strategy is beyond saving. The exact impact of her on the meta is a bit hard to predict, but it's unlikely that she would be a weak choice at any of her specialty tracks and could easily be the top meta choice too depending on how things shake out. The first time we'll have a chance to see her power is if they do a Tokyo 2400m race this year, perhaps in May or June. But the specifications of the PvP events in the future will influence her usability quite a bit.

Ikuno Dictus 2* (leader/betweener)

20% guts, 10% int bonus. Pretty boring kit all around. Her unique ability gives her a long-lasting but weaker speed boost during the final leg (if she doesn't kakari), and her pinks are a strong heal plus a strong speed skill that expends some stamina.

Overall, not terrible for new players as a generic uma for most longer (2200m+) tracks, but she won't be meta anywhere due to her very average overall kit.

Tsurugi Ryoka SSR (friend) 5/5

The new mandatory scenario-specific friend card. Probably must-roll for the UAF scenario. She has very good bonuses, randomly gives +11 energy after training with her, has a unique bonus that increases the appearance rate of cards in trainings if she's at least 60 bond, and her scenario-link effect provides additional competition levels from each of her date events. You gain +1 in all competition levels for each date.

Her gold skill is an opening leg later half gold speed skill. The effect isn't super big, but the activation timing is great so you'll be very happy to have this regardless.

Take note that from now on, new scenarios will be added on a 4 month cycle rather than a 6 month. So she will probably be mainly useful for the next 4 months and it's fine to leave her at lower LB's if you've got gems to spend elsewhere. She does get very good at 3LB/MLB though.

Orfevre SSR (guts) 5/5

The new gold standard for guts cards, totally blows all previous guts cards out of the water in stats gained. Her unique bonus gives, at 80+ bond, one bonus in every stat category represented by your support deck. So in a 2speed/2guts/1int/1friend deck it would be +2 speed +2 guts +1 int +1 skill points on top of her other stats. The highest bonus per stat is limited to +2. This is a very strong unique and her stats are otherwise also decently stacked, with especially strong specialty rate, friendship bonus, and starting bond.

Wants 3LB/MLB.

The gold skill is the Godspeed gold from the 3 goddess card 1 year ago. Very good current speed skill with a bit of stamina recovery too. Works on every uma and every track. Normal hints are also pretty great.

Tosen Jordan SR (Speed)

Very strong speed SR with scenario link in UAF. If you're a beginner, getting this SR card to MLB will carry you through the new scenario.

Yaeno Muteki SR (Stamina)

Decent enough stamina SR with scenario link in UAF. Not the main reason to roll here, but very nice for new players who are just starting.

Project L'Arc Era

14.2.2024 Biko + Select rerun

The main thing to keep in mind here is that there's a pakalive stream to announce the new scenario/other info on the last day of the banner. Especially for cards this means that it's not advised to roll at all before the 22nd when we know the new scenario gimmicks + see the anniversary card banner since these may push previous cards out of the meta.

Biko Pegasus (**2 star**, short betweener)

Fairly basic kit as you'd expect for a 2 star character. Unique is final leg speed like OG Oguri, and she's got one random speed/accel pink for final leg and a basic midleg speed pink. Not really anything amazing but she's usable for new players and people missing short distance options.

This banner lets you spark any character you want, but it'd be a pretty bad investment to spend 200 rolls for that when you can buy a pick ticket instead after anni hits on the 24th.

Selection rerun

The cards in this rerun are good, but nothing to lose your anni stash over. Any one of them could be immediately powercreeped in the next few banners so spend safely.

El Condor Pasa (speed) 5/5: Probably the safest choice on the list, great speed card with some key skills that will still be relevant for a while.
Jungle Pocket (speed) 4.5/5: Less universal than Pasa for skills, but just as strong.
Taiki Shuttle (speed) 3/5: Mile frontline card, better just borrow this.
Daiichi Ruby (power) 2/5: Backline short/mile accel, weak card and power cards are not meta.
Gold City (guts) 4.5/5: Great guts card with a strong frontline accel skill for mile.
KS Miracle (guts) 4.5/5: Necessary for a lot of short/mile leader builds.
Twin Turbo (guts) 3/5: Oddball runner guts card, strong skill but weak stats.
Nakayama Festa (int) 3.5/5: Decent stats but most of the time you'll use another int card instead.
Mejiro Ramonu (int) 5/5: Still a great card and universal mile/mid skills, but starting to show its age.
Manhattan Cafe (int) 4.5/5: Strong long betweener card, but chasers are getting a buff…

If you're missing a few LB's on a strong card like Pasa and have a bunch of gems saved up, this would be a decent opportunity to finish it up. First paid jewel 10-roll will guarantee you an SSR (50/50 chance to be one of the two you selected).

30.1.2024 Valentines

Early pakalive review. The pakalive announced the new scenario coming for the anniversary in 3 weeks, and also a new PvP event for March which we have no details about.

Since the anniversary may change both the card and uma meta drastically, it's impossible to really judge these banners from a meta perspective. The safe and easy play is to skip here and go all out during the anniversary banners, as that has basically been the best way to invest your gems for the last 3 new scenario releases already. Having ~400 rolls saved before anni is already comfortable, but more is better.

Valentines Manhattan Cafe (long chaser) 4/5

20% stam, 10% power bonus. Really loaded kit for a long chaser with explosive final leg skills, particularly a current speed final leg ult + pink. Comes with built in Kage so she will be a top tier chaser option for all long races (assuming chasers are good in the first place).

But whether she will be a top tier option in the long PvP meta is still hard to predict. She would be strong in a CM, but LoH is more frontline-favored and we have no idea how the meta will change after the anniversary or if CM/LoH even exist anymore after. But if chasers are strong, she will be top tier.

Valentines Yukino Bijin (mile leader) 3.5/5

8% speed/pow, 14% guts bonus. Very similar kit to Bride Air Groove who is already a good choice for a mile leader, but Bijin has slightly better effects and can run on dirt as well. Midleg-focused kit with some quite random accel from sommelier.

She's definitely not strong enough to make a big impact on the turf meta, but if leader is strong in a dirt mile race she will shine (though in that case Taiki is probably top tier as well). Overall, well balanced kit and good whenever mile leaders are good.

Winning Ticket SSR (power) 1.5/5

Decent statline, basically an upgraded version of Vodka SSR, but being a power card makes her unviable in current decks. The new scenario can always change this though, and she may very well have scenario link in that one if they're doing multiple links this time.

Skills are betweener-focused and her gold skill Top Gear is good but not really a must-have.

Sakura Bakushin O SSR (speed) 4/5

Bakushin is a very short-distance focused speed card, which immediately means that she will probably be more of a borrow choice than a card you really want to invest in yourself. Stats are great but not amazing, she's a bit focused on high gains in speed but lacks a bit of cross-training/race bonus to make her a top tier statstick.

The most interesting part is her first gold skill which is a starting gate accel for short. This should be a pretty good option for short frontliners, but unnecessary for the next CM. You can also get gold groundwork from Bourbon int instead, but I suppose Bakushin combos better with Machan int if you have every card in the game. Second gold is just short distance corner gold.

Overall, the card banner is a generous skip opportunity. Going for these cards just before the anniversary is just too risky to be a viable investment strategy.

19.1.2024 Vivlos + Tarumae card

Anniversary is a month away. If your gem total is lower than ~40k right now, I'd be worried about your human rights for the next scenario. Saving is the play.

Vivlos (mile/mid betweener) 2.5/5

10% speed/pow/int bonus. Can run short as well with pink genes but loses an evo skill there.

Quite average betweener kit, with an OG Oguri style ult that requires her to not kakari (random) for the full effect which is target speed at 300m remaining or the start of the final straight, whichever comes later. Pinks are a downhill pink (mile/mid only) with some extra accel and a pink version of Daredevil which is admittedly very strong in effect, but this skill has some inherent randomness as it can be a bit wasted if it procs during accel (not completely though, as it gives 0.1 accel).

Overall, she excels the most on tracks where the spurt starts during a downhill, but even then she is very reliant on randomness since each of her unique/pinks has some random element in it that might screw you over. She can be very explosive if everything procs at the right moment, but consistency is more valuable if you're trying to win. Probably not a top contender on any track in a while, so skipping is the meta advice here.

Tarumae SSR (stam) 3/5

Mid dirt specialist stamina card just after the mid dirt event concludes…

This card is not crazy in terms of stat gain, quite comparable if not a little bit better than Creek. She'd pretty much be used as a borrow card for mid dirt events since her dirt-specific skills are quite good and not obtainable elsewhere. Especially the gold skill (dirt specific) has two effects, midleg speed and final leg current speed. The effects themselves are smaller than one gold skill, but together they're more powerful than a regular gold skill.

Gimlet SR (int) who cares/5

Decent SR int card, but not really the reason to roll here.

Overall, thank Cygames for the opportunity to easily skip the card banner and question their marketing team for releasing cards just after a rare opportunity to use them.

9.1.2024 NY Nature + rerun

Remember to save for anniversary in <2 months.

NY Nice Nature (mid betweener) 2/5

14% speed, 8% pow/int bonus. In comparison to recently released strong characters, her kit is quite mediocre as it doesn't specialize hard enough to be really strong anywhere. Unique is specialized for mid distance and gains current speed on a final leg final corner, making her a bit more suited towards tracks like Tokyo 2000m/2400m. Pinks are just a slightly stronger Switch-Up (random accel) and Slipstream, so the two golds from her SSR cards. No interesting white skills.

I guess one selling point is that the unique is a decent enough inherit for other stronger backliners in mid distance.

Overall, easiest skip of your life. Honestly, if you simp so hard you feel the need to spend savings just before anni, make an alt account and play with her a bit there or something.

Selection rerun banner

This select rerun features a good amount of strong cards, but they are basically all cards released half a year ago or later. Rolling for such cards just before anniversary is a bit suspicious, but if you really have to, the main targets here would be:

El Condor Pasa SSR (speed) 5/5
Mejiro Ramonu SSR (int) 5/5

Other somewhat decent targets here would be **Bourbon int, KS Miracle guts**.

Overall, I would say that if you have a good amount of spare gems and already own some of these cards at 2lb-3lb, then you could consider sparking here to finish them up. Otherwise the safe play is to save for anniversary.

28.12.2023 New years

There will be 100 free rolls on the support card banner. Remember that anniversary is coming up in 2 months, and not having 1-2 sparks reserved for that may be very painful. Don't immediately get caught in the sunk cost fallacy of "I got free 100 pulls on this banner so I should finish my spark", spend wisely instead.

Anime Kitasan Black (long runner) 4.5/5

10% speed, 20% guts bonus. Pretty loaded kit for a long runner, coming with two new gold skills for long/runner only. One skill is a current speed buff for the final leg, while the other one is an instant accel (similar to the leader/betweener accels we have for long already). Both upgrade to give further final straight speed on their pinks. Her ult is basically just two separate midleg speed ults combined together, a completely new level of powercreep from cygames. Comes with a free opening leg accel white, right turns, and shippo. Pretty much ideal skills to have if long runners are concerned.

If you're chasing top ranks in CM/LoH, this is a very hard banner to skip. But you can also justify skipping by considering that she's not immediately useful as the next possible long distance event should be ~4 months away. And we can't yet guess the meta for that as reliably since anniversary can always shake things up with balance changes and whatnot. In an emergency you can also select her from a paid pick ticket during anni. If you're on the fence, I'd say holding off until anniversary is still the play.

Satono Diamond SSR (int) 3.5/5

Stat-gain wise she is comparable to other strong int cards like Machan/FM/etc, just not on the top tier level like Mcqueen SSR which we got recently. Very balanced statline all around but nothing sticks out in particular.

Skills are betweener focused. First gold is the full throttle gold (betweener only), spend a little stamina to get a lot of speed during midleg. Second option is Burning Spirit, a mid distance skill with midleg speed and stamina recovery. Both are decent skills and the second one may work for leaders as well (depends on meta). But neither is backbreaking to miss out on at all.

With the current metagame of int cards, she has trouble finding a spot in most decks. But it's not a bad card by any means if you somehow luck your way into MLB.

Duramente SSR (speed) 5/5

Stat-gain wise she is similar to the top 3 speed cards (Pasa/Pocket/Maru). Her main strength is her very high specialty rate and cross-training bonuses. Slightly lacking in pure speed and SP bonuses, but this is made up by some very strong chain events.

The main reason to run this card would be for the gold skill “Never Give Up” which is given currently by Mei. After Mei rotates out in 2 months, this will be the only way to get this skill reasonably. This skill is really very strong to get in every single situation, but it’s still a bit iffy to invest a bunch of jewels into a card just before anniversary for it.

For the support banner my overall opinion is this. If you manage to luck out on the free rolls and get multiple copies of these cards from the get go, you can consider going to 1-2 sparks if you’ve got the available funds to still save up for anniversary and if you’re missing good speed/int cards anyways. But going all in here for these cards seems just a bit dubious if your speed/int lineup is solid already. If you’re still lacking Sounds of Earth / McQueen SSR, I would rather recommend coping for a selection rerun with these cards near anniversary to spend some extra savings on. Duramente is really strong, but if you’ve got the likes of Pasa/Pocket/Maru already you won’t really need her for the next 2 months at least, making it reasonable to wait for a rerun too.

Reroll info: This banner is great for rerolling if you just started due to the 100 free pulls on the last day. Go for max copies of Duramente and be happy about further copies on Diamond.

20.12.2023 Cheval + Vivlos

There's a pakalive during this banner period, but if you're concerned about meta it's an easy skip nevertheless. HOARD FOR ANNIVERSARY.

Cheval Grand (mid leader)

Pretty generic mid leader kit with a midleg speed/recovery ult, a midleg laterhalf speed/accel pink and a last leg speed pink. Needs to be on 2400m tracks to get full effect from her kit.

If you're looking for a great mid leader on 2400m tracks, there's already some great options like Ramonu. Cheval doesn't offer anything revolutionary and will probably not be a top tier choice anywhere.

Vivlos SSR (guts)

Fair but nothing crazy in terms of stat gains. The two gold skill choices are a generic betweener midleg speed skill and a betweener recovery. Not really impactful enough to consider investing in but if you somehow find 5 copies of this card under your mattress I suppose you can get some use out of it.

Royce and Royce SR (power)

It's a power SR card, so you don't have to care about it.

Overall, the card banner is an easy skip. Save for new years/anniversary.

11.12.2023 Crown + Card rerun

Satono Crown (mid betweener) 3/5

15% power/guts bonus. Pretty stock-standard betweener kit for 2023, comes with a final leg speed ult, a regular midleg pink and a random accel that becomes better on 2200-2400m tracks which she specializes for. The accel procs in the first quarter of the final leg, so it's good but not crazy good.

She can definitely compete in her respective tracks but is unlikely to be top tier considering there are options like Neo Universe already. If it's LoH then backliners are also out of favor anyways.

Overall, easy skip here unless you simp.

Selection rerun banner

This is kind of a worse version of the previous select pickup. If you don't have Jungle Pocket already, it's the top tier card from here. But your choices for the other card are kind of bad, there's TM Opera O which is a niche but strong int card for long distance leaders not named Brian, and Mei who is essential but rotates out in 2 months. Rest of the cards are good but not top tier anymore (like Creek).

Overall, should be an easy skip for most people considering you should be saving up for anniversary right now. Even if you have extra funds, I'd only consider rolling if you've got like, Pocket and Creek at 2lb already and want to finish them up.

1.12.2023 Christmas Mejiros

Very preliminary review here, on quick look nothing seems particularly worth pulling for.

Christmas Mejiro Palmer (long oonige) 3/5

10% speed, 20% stam bonus. Arima Kinen specialist with an ult that gets a bonus accel effect if she's an oonige on Nakayama. Her pink also acts as both a gold recovery and a decent speed up skill when she's running as oonige at max motivation.

Specializes for the current CM, but making oonige work here is a pain so for most people it's not even a viable option.

Christmas Mejiro Bright (long betweener) 4/5

20% stam, 10% int bonus. Decent enough long betweener kit, but that slot already has a lot of competition. She's probably on the stronger side of options for long distance races in general, but if it's for the upcoming CM you'll be fine if you own the likes of Laurel, OG Dia, or Tamamo already.

Overall, both umas are skippable. Pull if you like the designs.

Mejiro Dober SSR (speed) 3.5/5

Decent speed card with a not very important gold skill for mile backliners. Nothing particularly exciting about this card though.

Mejiro Ramonu SSR (power) 1/5

Forget about this one. Nobody is going to use this card outside of making parents with winter green.

Overall, the card banner is an easy skip.

20.11.2023 Tap Dance City

Note that there's a Pakalive during this banner period. Wait for that before deciding on rolling.

Tap Dance City (oonige) 2.5/5

10% speed/pow/guts bonus. She's two midleg pinks which work specifically for oonige (require you to be first) and a final straight ult. There's been quite limited situations where oonige has ever been meta so far, and in tracks where Suzuka (either version) is good I'm not sure Tap Dance offers anything that much better than her. Still, if oonige is ever meta outside short I'm sure she is a viable option there.

Overall, roll if you like her. She's good but she's not must-have good, does require a very strong deck to support her like all oonige do though.

Sounds of Earth SSR (stamina) 5/5

Just a direct Super Creek upgrade, not much to say about it. You'd use her in the same places you'd use Super Creek (unless you're somehow only using 3 types of cards and can't activate her unique), since she gives a universal recovery skill and just generally gives high stats. She especially gives higher SP gain than most other stamina cards. This just makes her the default stamina card to use anywhere you use stamina cards and the recovery helps too. Also gives Hayate (straight gold) as another gold skill option.

Roll if you really need a better Super Creek.

Verxina SR (guts) 1/5

Bad guts SR card, not really the reason to roll on this banner.

Overall, the card banner is pretty good if you're lacking a general use stamina card and have 400 rolls to spend on one for some reason. If you already have Super Creek, it's a pricy upgrade for a card that probably won't increase your results incredibly much. Waiting for a rerun where she's featured along another strong card is a good option too.

9.11.2023 Mcqueen int

Mejiro Mcqueen SSR (int) 4.5/5

This is an int card with amazing stat gain especially for pure int training, coming from up to +3 int bonus, 80 specialty, +1 speed/SP bonus, and some cross-training too from her +60 motivation and +5 training bonus. Arguably even the strongest int card for getting high int.

Her skills are for leaders only. The white skills are universally good leader skills, and the gold is a leader midleg skill which is very strong in all distances. The int card spot is fairly competitive though, and there are many situations where she just doesn't fit. Here's the current situation when considering leader builds:

In mile/mid, you'll happily use Ramonu SSR instead (unless you're training Ramonu), assuming you've got her. In long distance, you'll use TMO SSR instead for the gold accel unless you're training Blaze Brian who comes with it innately. In short she's okay but you might still prefer to use Machan or Bourbon SSR for their gold skills giving a more consistent opening leg which is especially important in a League of Heroes context.

She's pretty good at lower LB's but really shines at 3LB-MLB like all SSR cards.

Matikanetannhauser SR (speed) 1/5

It's a bad speed SR card with a random assortment of long distance/betweener skills. Not really the reason to roll this banner.

Overall, Mcqueen is a great int card for leaders only. She's amazing as a statstick but due to her being locked to specific builds only shines brightest in scenarios like when building Blaze Brian or Ramonu. Mcqueen is definitely a strong card to invest in if you're lacking int cards, but it's always more value to wait for another SSR select rerun to spend your gems since then you'll have an opportunity to pick up two at once. Up to you if you think you'll have chances to use her in the near future.

30.10.2023 Autumn festival

Festival Kawakami Princess (mile/mid betweener) 3.5/5

8% stam/pow, 14% guts bonus. Fairly decent kit for a few tracks like the current Kyoto 1600m LoH race with up/downhills at the right spots. Her ult gives target speed after a midleg uphill, and one of her pinks is an evolved downhill speed skill that gives a little bit of accel too. The other pink is the same as Xmas Vodka's last leg skill, which is decent.

She's alright but the current LoH is frontline-favored so I wouldn't expect to see her much in the top ranks even if her skills suit the track. It's dubious whether she will be meta later, but she can certainly compete on tracks where her skills aren't dead and betweeners are favored in the meta.

Festival Tokai Teio (mid/long leader) 4/5

10% speed/stam/int bonus. Specializes towards 2400-2500m races with both her ult and one pink gaining a bonus. Her ult is a final leg speed skill and one pink is a gold recovery with a bit of target speed mixed in. The real kicker is the accel pink which, on 2400-2500m tracks, gives 0.5 accel very close to the start of the final leg. This should make her somewhat competitive on these tracks.

Teio seems pretty decent at first, but it's hard to say yet if she can make a big dent in the runner-dominated meta on Arima Kinen (2500m long CM in December). Still, if you roll her you'll probably get to use her there.

Overall, the uma banner doesn't offer anything too overpowered but I suppose both umas are at least decent in their respective tracks. Roll if you really like the designs.

Tsurumaru Tsuyoshi SSR (Power) 1.5/5

Truly one of the cards of all time. She does boast pretty good stats for a card, great both for cross-training and gaining high power, but she's also a power card so she's not really used in the meta and the gold skill is just a "mid distance straights" gold version which is practically whatever. Skip.

King Halo SSR (Guts) 3.5/5

Pretty good for training short distance backliners. Her unique gives up to +3 speed bonus for speed skills bought which can be a real lifesaver in 2-3 guts card builds, and overall her stat gain is good enough for a guts build although there's a slight lack in skill point bonuses and cross-training.

But the real reason to use her is the selection of two gold skills: the first one is a betweener final corner speed skill (same as Ruby 3* uma), and the other one is a midleg later half speed skill for short (requires you to be in the middle of the pack) which can sometimes carry over. Decent enough as a borrow card I suppose.

Overall, I recommend skipping the card banner. Neither card looks like you'd be sad about missing out on them and hopefully you'll have a borrow slot for Halo should the need arise.

19.10.2023 Ramonu + Golshi

Mejiro Ramonu (mile/mid leader) 4/5

15% speed/int bonus. She's got a very good generic kit that does lock her to being a mile/mid leader. Both pinks (midleg + current speed on 3rd corner) are good, and the ult (midleg skill activating at 1000m left) is never wasted and fairly consistent. Truly shines on 2400m tracks where she gets carryover.

Overall, roll if you simp. She doesn't really have many noticeable weaknesses aside from locking you out of using her int card, but also doesn't seem like a must-have for the immediate future. You'll probably get use out of her on any mile/mid track where leaders are good. It should be said though that on mile tracks leaders with final leg ults have generally been better than those focused on midleg, so don't expect her to be on top of the meta.

Gold Ship SSR (speed) 3.5/5

A speed card that specializes in raising speed very high with 65 specialty, up to +3 speed bonus and +35% friendship bonus. Also comes with +2 SP bonus, but that's about it for her stats. Lacks cross-training so she's not high-tier as a statstick - more comparable to Tachyon SSR.

Good skills though, mainly hints for chasers but her gold skill Uma Mania is almost universally good (runners are the only strat who don't love this skill). Could be a decent borrow card in some situations.

Nice Nature SR (stam) 4/5

Decent SR stamina card, but that's about it. Not really the reason to roll this banner.

Overall, the cards are an easy skip. It's not that Gold Ship wouldn't be an okay slot in to many decks, but it's hard to justify pulling for a single SSR banner like this when there are banners that let you roll for stuff like Jungle Pocket+Ramonu SSR around.

10.10.2023 Selection rerun

In this selection rerun support gacha, you'll be able to choose two cards as the rateup targets. Here are the main choices you should consider, others are not so important:

Jungle Pocket (speed) 5/5: Top 2 speed card when it comes to stats, good mid skills
Maruzensky (speed) 5/5: Mandatory speed card for runners and strong in general
Super Creek (stamina) 4.5/5: Best stamina card for all around use
Mejiro Ramonu (wisdom) 5/5: Best wisdom card to own for her great skills and stat gain

You can also think about rolling for **Symboli Rudolf** / **Ines Fujin** (both guts), but these are fading away from the meta a bit since their gold skills aren't too good for short/mile.

Overall, the banner has like 4 cards that are on top of the meta right now. Unless you believe in a sudden rise in power creep (it's a bit suspicious actually) I'd say this is a great opportunity to roll if you're missing two of those cards.

30.9.2023 Halloween

Halloween Air Shakur (long betweener) 2.5/5

14% stam, 8% pow/int bonus. Nothing too amazing in the kit, she's a long betweener with unique and one pink giving final leg speed. Another pink is a gold recovery that drains a bit of stamina from umas in front. Cool design but really nothing to spice up the long metagame.

Halloween Symboli Kris S (mid betweener) 2.5/5

15% spd/pow bonus. Nakayama mid specialist. Unique gives speed on the final straight and the other pink is a switch-up-pro evolution (random accel). Also comes with a midleg speed pink that additionally buffs your other team members. Her kit isn't too great, and Nakayama mid is dominated by frontline usually, so I don't see her being very good.

Overall, the uma banner has some nice designs but meta-wise this banner seems like a pass.

Tap Dance City SSR (guts) 4/5

Pretty good guts card for runners. Unique effect gives 5% training bonus per speed skill bought, up to 15%. Stats gain wise she should be on a similar level as the other premium guts cards like Gold City, KS Miracle. But she’s not really a must-have level card as a stat stick.

Has no hint rate up, but skills are very good for runners. Gives a choice of Runaway or Escape Artist golds, both great skills for runners (Runaway is situational). Probably included in most runner short/mile builds.

Tanino Gimlet SSR (stam) 4/5

Really strong cross training and comes with +2 guts bonus at 80 bond, but her actual stamina gain is a bit lacking. This is not such a big deal as she is a "mid distance specialist" stamina card, so the slightly lower stam gain is actually fine. In pure stat gain probably the strongest stamina card in the game. But you'd still want to use a different card like Creek in long distance most of the time.

Gives "Elation" as a gold skill which is a mid distance midleg skill for backliners. Actually suspicious skill to buy if the meta is very backline-favored since it won't proc if you shoot up too far forward. But she also gives some decent mid hints too.

Overall rating: The card banner is pretty juicy. If you're set on speed/int cards and want stam/guts cards now, might wanna consider it if you can double spark or so. But both of these cards are easily borrowable too if you're like a Creek owner. Also, this banner is certainly geared more towards whales since both cards have more generally useful alternatives that are still good (like Urara for guts, Creek for stam).

For older stuff, see discord.