

PRSK Beginner FAQ














Hi folks! I originally wrote this document as a resource for the MRE (Melt Room Emporium discord server, former ping server) #questions channel as I and others found ourselves answering a lot of the same questions. I have also included images that were referenced and links to other useful resources. This is not a comprehensive guide, but hopefully it will answer some basic questions or some questions you didn't know to ask. If there's anything else you are confused about, you can usually find me in most tiering servers' help channels, and my DMs are open (@xalors on Discord)


I tried to organize this, but it's far from perfect (especially the formatting! I am sorry).
Ctrl/command + F is your friend. I am an EN player, so this document is geared towards EN players.

If you are a new player/don't know a lot about Project Sekai, I recommend you start with the [Game Basics](#) and [Glossary](#) sections.

General Helpful Documents

These documents are linked through the FAQ but are also up here (in no particular order) for ease of access

- [Seka.ing](#) (by amia, @aamia)
- [Ai0's Cost/Event Points Calculator](#)  Cost Calculation v2.1.1.012.1
- [Ai0's cutoffs spreadsheet](#)  Cutoffs (only EN events) (by Ai0, @ai0)
- [Crystal Farming Guide](#)  colorful stage (ensekai) crystal farming guide (by rainbowegg)
- [JDavisBro's Project Sekai Updates](#) website
- [Kizuna Calculator](#)  Kizuna Calc (by Castera, @castera)
- [Xalors's Guide to Parking](#)  Xalors's Guide to Parking
- [Traditional parking spreadsheet](#) (created by @SYLVIA0x0)
- [Ai0's parking spreadsheet](#)  Parking Spreadsheet
- [Challenge Show Guide](#)  Challenge Show Song Efficiency Guide (by ri from stagecord, @littleduckislittle)
- Alias's [JP Encore Team](#) and [EN Encore Team](#) spreadsheets (by Alias, @AdditionalAlias)
 Max Teams &  Max Teams - EN edition
- [Custom Profile Guide](#):  Custom Profile Guide v2.0 (by jade, @sunnisu)
- [JP Twitter Room Handbook](#)  The Twitter Room Handbook
- [JP event cutoffs sheet](#) (by @prsk_border)
- [World Link Guide](#):  World Link Guide (by Kieran @knetai)
- [World Link Event Bonus Calculator](#):  World Link Event Bonus Calculator (v2.3) (by Sia, @cimeesia)

- [Finale information](#):  [Finale](#) (by Blu, boookasa)
- [Sajii](#) website (by jiiku, @_____, 0, [Github](#) and [@SakiJiiku](#) on Twitter)

Full Tiering Guides

You could just read one of these instead :P



-  [How to Tier, By Ai0.docx](#) by @Ai0
 - The quintessential tiering guide. May be a little tricky to follow if you are new new
-  [Project Sekai Tips, Tricks, and Help Compiation](#) by @ciry
 - Disclaimer: this guide is a bit outdated and not being updated any longer. It's a good overall guide but some of the finer details/advice should be double-checked

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Planning/prep for tiering

Q: Help me build a tiering team!

A: Get as many 70% event bonus (EB) and 50% eb cards as you can. 70% are the featured event banner 4*; 50% are cards that have the event character with the event type (pure, happy, etc). Fill the rest with 25% cards; you usually get higher talent if you match the type of the event or the group (if not a mixed event). Master rank your 2* (and 3* if possible). Look at the character team building screen/event homepage for the event bonus character/type for event.

Include Event Bonus Characters in your group and earn more Event Points and Tokens!

Bonus Characters

+25% per character!



An extra +20% with certain Characters!



Bonus Type

+25% per character!



Cute Type

Mastery Rank Bonus

Increased bonuses depending on the Mastery Rank and rarity!

★★★★★	Up to +25%
★★★★	Up to +5%
★★★	Up to +1%
★★	Up to +0.5%
★	Up to +15%



**Bonus does not apply to Challenge Shows.*

Example of the in-game screen that displays event characters & event type

Total  282173 

☐ Reorder



Leader

70%

Lv.60



Sub-Leader

70%

Lv.60



50%

Lv.60



50%

Lv.60



25%

Lv.60

2

My team for the above event, Hello to the New Day, with their base event bonus (excluding MR bonus). I pulled on this gacha so my team had two rate-up cards (Minori and Tsukasa) and I filled out the rest with off banner 4 I had. I only had a 2* Kanade (50%), so I decided to substitute in a off-event cute 4* (Kaito, 25%) because it upped my talent a lot (242k → 280k). And I like Kaito :)*

In general, EB > talent (unless you are substituting a 1* 50% card to replace a 4* 25% card; don't do that). There is no hard and fast EB to talent conversion; the general rule of thumb is 1.3k–1.5k talent = 1% EB, but this is not an exact science. If you're not sure which team is better, you can either go with the higher EB team, do some tests yourself (preferably in a private room on the same song with the same people both rounds), or plug both into [AiO's Cost/Event Points Calculator](#) and see which gets more event points per round.

As of third anniversary (Hello to a New Day event), the [mastery rank system](#) has changed to prioritize 4* cards by giving them a +10% EB boost even at mastery rank 0. This means that a 4* 50% card will give you 60% overall EB, and sometimes a 25% 4* with some mastery rank may be a better option than a 50% 2*. Use your noggin.



Be careful with VS cards and make sure you are matching subunits. For a happy Vivid Bad Squad event, the first Kaito "[A Lively DJ Appears](#)" would be 50% EB (happy & VBS subunit), while the second Kaito "[It's Okay, Everyone](#)" would be only 25% (happy). This is especially tricky on mixed events; make sure you match the subunits exactly (when possible).



If you are really intense about team building and want to know your optimal team for future events, I recommend taking an hour or two and filling out the [Sajii](#) tool. If you put in your cards on the JP Server instance, you can then choose future events and see what it recommends. Suited for more late game players whose decorations/master ranked cards sometimes make optimal team building more complex.

Q: What's the event bonus of this team? [screenshot]

A: Step 1: Get your base event bonus (EB)

- If all cards are event characters & the event type—your base is 250%
- If not, get your base by adding 50% for every event character & type card, 25% for matching one of the two, and 0% for matching neither (you should have no 0% cards on your tiering team)

Step 2: Add any [master rank](#) (MR) or VS subunit bonus to your base EB

- +1% for every MR5 2*
- +1% for every MR on a 3* (MR5 = 5%)
- +10% for every 4*
- +2.5% for every MR on a 4* (unless it is MR5, then +15% total)

- +15% for any VS who is an event character *and* who does not have a subunit (aka is pure VS). These cards are pretty rare: evillious gacha, VS fes cards, and VS worldlink cards (this changes to +25% in July 2025 for EN)

Q: Help me build a support/fill team!

A: To fill, you are essentially making a team that maximizes your skill boost in order to help someone else. As such, skill boosts are the main thing you want to focus on when building a filling team.

To make your team, look through your 4*s and take note of any that have specialty scoring skills. You can use the score boost (special) skill filter to find these cards.

If you have a [uscorer](#) (unit scorer: 80% start, +10% for every character that matches unit. Only available on limited unit-based Virtual Singer cards) and *are able to make a full unit team* with [accuracy scorers/gscorers](#) (120% score boost until a good), [life scorers/lscorers](#) (up to 120% at full health), [pscorers](#) (110% for PERFECT taps), and [flat scorers](#) (100%), that is the best option for filling (potential for 150% lead at SL4). Virtual singers with the *correct* subunit in the team will count towards the uscorer skill. Your leader should be the uscorer as it has the highest % boost.



Example of an uscorer-focused fill team. This team only works for VBS. The ISV for this team would be 130/620.

The new [bloomfes trained skill](#) can, in certain situations, be better than an uscorer (these situations mostly being having 81+ cr on a character). Most of the time, however, uscorer fill teams are easier to build and get maximum value out of (150 lead). A bloomfes lead may be suitable for you if you have 4 colorfes cards (of 2 different units, if your bloomfes card is a virtual singer) in the back. A bloomfes card is worth considering when you build a fill team, but it may not be the best choice.

If you do not have an uscorer or you don't have enough scoring 4* in a unit for a uscorer to be worth it (see "[What's ISV](#)"), you want to look for accuracy scorers/gscorers, then life scorers/lscorers, then pscorers. Aim to build a team with the **highest score %** possible. Talent doesn't really matter (unless you can encore, see "[What's encore](#)").



Example of a more typical fes scorer/pscorer fill team. The ISV for this team would be 120/570.

If you have multiple potential fill teams and aren't sure which is the best one, calculate their ISVs (see "[What's ISV](#)") and pick the high ISV.

Q: What energy should I use?

A: 5x in general. Post 4th anniversary, 5x is now 100% efficient for rewards *and* energy and should be used when tiering t100 and below.

If you find that 5x is not getting you where you want to be fast enough, general guidance is either use 10x to dash (get to the tier you want) and swap back to 5x to maintain your tier OR use the [cost calculator by Ai0](#) to see what energy is best for your goals.

[Updated energy graphic hopefully forthcoming]

Energy Use	Rewards Efficiency	Event Efficiency
0	100%	100%
1	100%	100%
2	100%	100%
3	93%	100%
4	85%	95%
5	80%	92%
6	70%	87%
7	63%	83%
8	58%	78%
9	53%	73%
10	50%	70%

Q: How should I use my cash? Get the most bang for my buck?

A: See table below. C+ tiers and the mission pass are the most affordable way to build up crystals.

Worth of Crystal Packs (Sorted by Energy/\$)							
Name	Crystals	Energy	Equivalent Energy	Cost	Energy/\$	Crystal/\$	
Discount Basic	1760	20	196	\$ 1.99	98.49	884.42	
Discount Deluxe	6380	100	738	\$ 14.99	49.23	425.62	
Mission Pass	6800	0	680	\$ 15.99	42.53	425.27	
Discount Standard	2120	42	254	\$ 4.99	50.90	424.85	
Basic	1760	20	196	\$ 4.99	39.28	352.71	
Golden Charm	1500	50	200	\$ 4.99	40.08	300.60	
Deluxe	6380	100	738	\$ 29.99	24.61	212.74	
Standard	2120	42	254	\$ 9.99	25.43	212.21	
Crystals G	10500	0	1050	\$ 79.99	13.13	131.27	
Crystals F	5000	0	500	\$ 39.99	12.50	125.03	
Crystals E	3060	0	306	\$ 24.99	12.24	122.45	
Event Excitement Bundle	1800	100	280	\$ 14.99	18.68	120.08	
Crystals D	1800	0	180	\$ 14.99	12.01	120.08	
Crystals C	950	0	95	\$ 7.99	11.89	118.90	
Crystals B	350	0	35	\$ 2.99	11.71	117.06	
Crystals A	110	0	11	\$ 0.99	11.11	111.11	

Credits to @Ai0. Updated for golden charm inclusion

Q: How do I tier high on the leaderboard?

A: Tiering is a combination of: time spent in game, resources, and team investment. These are all on a sliding scale. Some people spend a lot more time in order to stretch resources (these are the 5x LnF tierers); some people pull full sets and MR5 their teams in order to play fewer rounds/go higher on the leaderboard (these are the t10/podium tierers).

General tips are to make sure you have enough time and enough resources (cans/crystals) in order to reach your goals. For t100 tiering, I would recommend being able to spend 5+ hours a day playing and having 60k for gacha and 40k+ crystals/can equivalent (1 L can = 100 crystals) for energy or go gachaless and have 50k-60k for energy. You can always get a better idea of what you would need by using the [cost calculator by Ai0](#) and [looking at past cutoffs](#) to estimate how many points you may need. See [here for team building help](#) and [here for energy usage advice](#) and [directly below](#) for what songs to use for tiering.

Q: Why do people tier with Envy and Lost and Found/Sage? Which one should I use?

A: Hitorinbo Envy and Lost and Found (LnF)/Sage are two extremes on the tiering spectrum.

Envy is the most *time-efficient* song. Since it is the shortest song in the game, you can get more rounds in per hour, meaning you will move faster than other people on the leaderboard. The trade-off is that it is the least energy efficient song, meaning Envy gets you the *least number of points of any song in the game*. The optimal difficulty for Envy is Expert (master isn't worth the strain).

On the other end, LnF is one of the most *energy-efficient* songs. It's one of the longer songs in the game, so you get more points per bonus energy used. The trade-off is that, well, it's long, so you're spending more time. Its optimal difficulty is Hard. Sage is a similar story: very energy-efficient. It's a little shorter than LnF and scores a little better if you can full combo its 29 expert chart. Its optimal difficulties are expert, and then normal. Most people using long songs will choose LnF for long tiering sessions and Sage for shorter ones, or they will pick based on their song ability.

To illustrate my point, if I burned 100 energy (10 L cans) using a 150k talent and 250% event bonus team, I would get

- 332,500 event points playing Envy expert on 5x (would take 48 minutes)
- 397,000 event points playing LnF hard on 5x (would take 1 hour 15 minutes)

Keep in mind: LnF loses its effectiveness as you raise your energy usage. I don't recommend doing LnF at multipliers higher than 5x; you may as well just play Envy on a lower multiplier at that point. (LnF 7x-10x is usually equal to Envy 5x-7x)

In general, people use Envy when they are tiering high (t100+) or for lower tier runs (t1k+) that are short on time. LnF/Sage is used for more casual tiering/natburning (t10k-t5k) or for tierers who want to conserve energy, usually up to t200 runs (but some people do t100/t50+ runs with it). Use what fits your situation. You also don't have to tier with these songs! These are just the ones that minmax your time (Envy) or your points (LnF/Sage)

If you are trying to tier with these songs, please do *not* pick them in pubs; instead, [join a tiering server](#). If you must use public co-op rooms, you will be better off picking alternative shorter songs (Viva Happy, Jackpot Sad Girl) or alternative longer songs (World is Mine, Shoujo Rei, Mirai) or just picking recommended. I will especially caution you *against* picking Envy in pubs, as the perk of spamming Envy is saving time, and pubbers will disband on you for picking Envy, which defeats the entire purpose of picking it. Also I don't want to play Envy in pubs please spare my poor nats

Q: How can I check my rank while tiering?

A: If you are in t100, congratulations! You can watch yourself on the Nenerobo leaderboard or on seka.ing. If you are not, use the "Show Highlights" feature of seka.ing and check your current EP once you end a song to figure out roughly what tier you are at.

Q: What's the best song for autoing?

A: HCM (Hatsune Creation Myth) mas >>> Melt Master > HCM Expert >>> Melt Expert. Do whichever one you have unlocked. Energy usage should be based on your tier (i.e. don't 10x auto unless you are podiuming), but remember you get fewer points autoing. Generally 5x is a good energy usage.

Q: I'm at T200/T300, should I push for T100?

A: T100 cutoffs are double T200 usually, so think about the time you have, the cans/crystals you are willing to spend for energy, and the time left in the event. Good luck.

Q: I'm at [insert tier]; will I be safe for [insert goal tier]?

A: There's no way to know. The closer you are to the cutoffs, the more easily you drop, and people tend to rush during the last four hours of the event and get a lot of points. Your best bet is to choose one: check hourly, grind more, or make peace with potentially dropping from your tier. You can also check how fast a rank is climbing by using tools like Nenerobo or seka.ing. The rush gets more intense around tiers like t1k, t500, and t100.

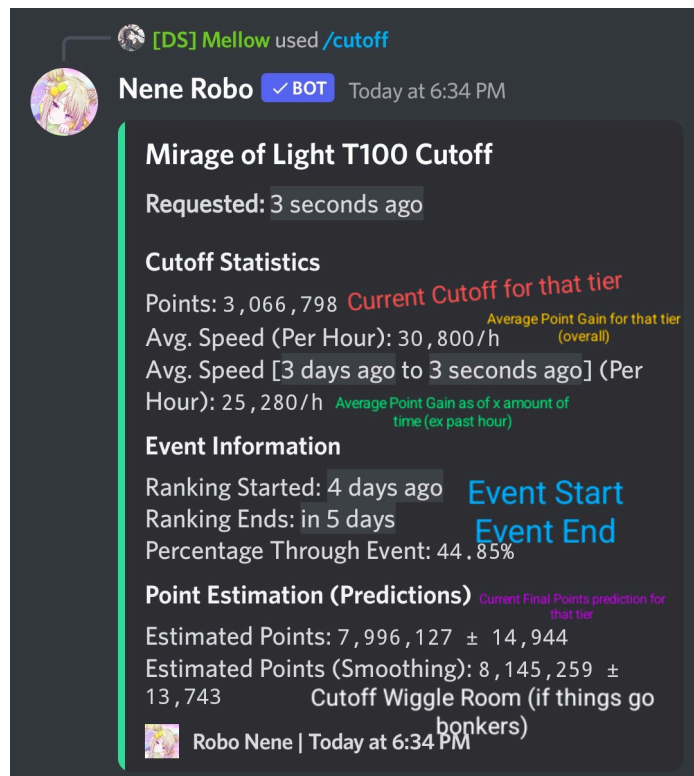
Q: How do I read Nenerobo cutoff command?

A: See @melmellowdy's annotation.

Q: What banner should I pull on?

A:

- If you want to tier: the regular event banner
- If you want a lot of 4*s: Colorfes banners
- If you want a good tier support/filler team: Colorfes banners or lim banners with a uscorer (the vs on a limited/CC event will typically have a uscorer skill)



[DS] Mellow used /cutoff

Nene Robo ✓ BOT Today at 6:34 PM

Mirage of Light T100 Cutoff

Requested: 3 seconds ago

Cutoff Statistics

Points: 3,066,798 **Current Cutoff for that tier**

Avg. Speed (Per Hour): 30,800/h Average Point Gain for that tier (overall)

Avg. Speed [3 days ago to 3 seconds ago] (Per Hour): 25,280/h Average Point Gain as of x amount of time (ex past hour)

Event Information

Ranking Started: 4 days ago **Event Start**

Ranking Ends: in 5 days **Event End**

Percentage Through Event: 44.85%

Point Estimation (Predictions) Current Final Points prediction for that tier

Estimated Points: 7,996,127 ± 14,944

Estimated Points (Smoothing): 8,145,259 ± 13,743

Cutoff Wiggle Room (if things go bonkers)

Robo Nene | Today at 6:34 PM

- If you want to make sure you have a limited card before it goes to the recollection fes: the second rerun (see [here](#) for more details/2025 dates)
- If you are a lucky duck and tiering on an event with a colorfes banner: the colorfes banner (no, you will not get fewer banner characters because there are two fes rate-up cards. it's two cakes. a bonus)

Q: How do I guarantee I get the character I want from the current banner?

A: You have to “spark” the character from the Gacha Sticker Exchange, which means you have two options: a) pull on the current banner 300 times to get 300 gacha seals/stickers and trade those in (90k crystals) or b) pull on the current banner 200 times to get 200 gacha seals/stickers (60k crystals) and trade those + 10 gacha vouchers.

You can get gacha vouchers by turning other banners' gacha stickers into vouchers. On limited banners, you can only get pink Limited Gacha Vouchers (which you use to spark limited characters); on permanent banners, you can get green Permanent Gacha Vouchers (which you can use to spark permanent characters OR use in the character exchange). I recommend always getting the vouchers *if you have gacha stickers left over and are not planning on sparking a character from that banner.*

Q: What tiering servers are out there?

A: Ensekai tierers use Discord to coordinate rooms. Most casual tiers use ping rooms where you can gather 4 other people to play the song of your choice, and they are **much more effective** than trying to get pubbers to playing meta songs like Lost and Found or Envy :P

Two beginner-friendly servers are [R8SS: Room 8 Secret Society](#) (the most popular ping room server in ensekai; almost always has rooms going and a very active help channel) and [Lost & Found](#) (server created to cater to long-song tierers but also has Envy rooms occasionally; good if you want a bit of a quieter/smaller community with some active rooms). You can also occasionally find rooms in the [official EN server discord](#), but I personally have never done so.

Q: How do people find and join smaller event servers?

A: Usually this happens in one of two ways: knowing people who tier and server portals.

If you want to get to know people, I recommend either being active in chat wherever you are co-oping and then just kinda... go from there. Make friends. Another way is server portals. You can find these channels in most tiering servers, where people post invites for private servers made for/hosting their upcoming runs (usually t10/podium runs). Pick an event you aren't tiering/choose a person you'd like to help, join their server, fill a bit. Make friends.

Q: What's the estimate for the t100/t500/t1k cutoff for [insert future event here]?

A: Estimating the cutoff for an event that hasn't happened yet is impossible. But there are some factors you can weigh in order to make an estimate:

- past event cutoffs (see links below)
 - Make sure you compare marathons to marathons; CCs to CCs
 - Try to look at events in the same general popularity. *For example, Where Does the Path of Thorns Go? (Mizuki event) cutoffs would **not** be a good predictor for Unsteady Steady Step (Honami event) cutoffs*
- popularity of a character/group (Mizuki/men/Nightcord at 25 events are generally more popular than Leo/Need or More More Jump events)
- how many other people you hear talking about tiering it/saving for event
- how far away it is: the further away, the likely higher the cutoffs due to more players/more people saving/more people have better cards or resources or area decorations

Resources with past event cutoffs:



- Ai0 spreadsheet with [past event cutoffs](#) (only EN)
- [JP event cutoffs sheet](#) (by @prsk_border)
- [Sekaibest Event Tracker](#) (when it is working): make sure you set your region (using the gear) to EN/Global. Some past event records are incorrect due to sekai.best being down and events after Kick It Up A Notch are not tracked due to API changes.

Q: When is the next event starting/ending?

A: New events start at 15:00/3pm PDT/PST and end at 20:59/8:59 PDT/PST. If you have access to Nenerobo bot, use /schedule Nenerobo command to see start and end dates for events in your timezone. ENSekai does follow PST/PDT, so if you live in a timezone that doesn't observe daylight savings times may shift by an hour over the year.

Q: What is a World Link event?

A: World Link (often abbreviated to WL) events are 12 day long unit-specific events that are divided up into 4 three-day chapters—one for each character (6 two-day chapters for virtual singers). They come with special cards (banner card for every member of the unit), special titles (chapter specific titles up to T100 and overall event titles), and special rules for event bonus, including a feature called a “support team.” They are run like a marathon event where you can select songs. They start at 20/8pm PDT/PST, five hours later than usual events.

Explaining World Link event mechanics in depth is beyond the scope of this FAQ. If you'd like to know more, I highly recommend Kieran's (@knetai) [World Link Guide](#):  [World Link Guide](#) You can also calculate your World Link event bonus by making a copy of Sia's (@cimeesia) [calculator](#) here:  [World Link Event Bonus Calculator \(v2.3\)](#)

Q: What is Finale?

A: Finale is a 3 day event after VS WL2 where essentially every character can be an event character. If you place in t1k, you will get an equipable border in the color of the character who you lead the most. If you place in t100, you will get a *fancier* equipable border in the color of the character who you lead most.

Finale was extremely comp on JP: t1k was around 171 million (equivalent to a JP WL t100) and t100 was 230 million. It is expected to be very competitive on the EN server. There is currently no other way to get borders other than tiering Finale. Finale has only occurred once so far.

Having a t1k+ wl2 title and leading a wl2 card for your character adds to your event bonus. Explaining further details about finale is beyond the scope of this document; you can find more details in [Blu's Finale document](#).

Q: When do event titles come out?

A: 14 hours after the event ends aka 11am server time (PST/PDT)

Q: When is [insert event] or [insert gacha] coming?

A: Look at the events/gacha list in one of the wikis (I recommend [Sekaipedia](#)). EN is a year behind JP

Q: When is [insert JP update] happening?

A: Assuming EN follows one year behind JP (sometimes updates come early; we have no way of predicting that), I recommend using the [JDavisBro's Project Sekai Updates](#) website or searching the [Unofficial Project Sekai EN](#) twitter (search "update number here" (from:pjsekai_eng))

Character exchange: cards show up 1+ year from release for 4* permanent event cards. EN has also been releasing 2* and 3* event cards 1+ year after release... thanks EN devs.

Common tiering terms

Q: What are nats/What is natburning?

A: Nats is a shortened form of natural, which means natural energy. You get 1 energy per 30 minutes and cap at 15/15 (unless you have colorful+ standard or deluxe, which means you cap at 30/30) and get +10 energy for a rank up. When people say they are burning nats or natburning, they are just burning their natural energy, which usually means 3 rounds (if on 5x).

At 4.5 anniversary, coming to Ensekai in April 2026, the cap will be raised to /25 or /50 for colorful+ subscribers.

Q: What's ISV?

A: Internal skill values, which is a way to determine the power of a support team. See graphic below (from Discord user @mixnyakito) for how to calculate ISV with the type of cards you often see on fill teams.

How to Calculate Team ISV:

Made by: Mix (mixnyakito, X/@mixnyakito)

100% (Base) +
10% (Akito) +
10% (Toya) +
10% (VBS Miku) +
10% (VBS Meiko) +
10% (Full VBS Bonus)
Total: 150%

① **Fes Accuracy Scorer (gscorer):**
Skill | What Cannot Be Lost
Lv. 4/4
Score +90% for 5s and Score **+140%** until a GOOD or worse tap is recorded.

The highest % given

② **Fes Life Scorer (lscorer):**
Skill | Even If I Still Can't Reach It
Lv. 4/4
Score +90% for 5s if your Life is below 800 upon activating or Score +120% if above 800, and +1% every time your Life increases by 10 **(max 140%)**

Number indicated by (Max %)

③ **Unit Scorer (uscorer):**
Skill | Subtle Flavors, Subtle Support
Lv. 4/4
Score **+100%** for 5s.
Score +10% for every Vivid BAD SQUAD Character, excluding self, plus an extra 10% (up to **+150%**) when all Characters are from Vivid BAD SQUAD.

Base score %, +10% for every unit member, +10% for full team bonus (self not included in the bonus unless its a full team)
Note: "Original" subgroup does not count

④ **Other Cards (pscorer, scorer):**
Skill | Challenge Accepted
Lv. 4/4
Score **+130%** for PERFECT taps for 5s.

Number indicated in front of %

VIRTUAL SINGER Subgroup ✓
VIRTUAL SINGER Original ✗

140 140 130 150 150
Leader | Add up all 5 Numbers
Team ISV --> 140/710

If you are comparing ISVs, the rule is: 10 in the front = 40 in the back. This means a team with 120/600 ISV is the same filling strength as 130/560 team.

Bloomfes cards are a little trickier to get the ISV of. The trained skill will give you the current score % based on your character rank, but the VS untrained skill will be based on the team (similar to uscorer) and the OC untrained skill is a bit of chance. When in doubt, just use the trained skill for ISV calculation purposes.

Q: What's encore?

A: Encore is the name used for the 6th skill activation in multilive, given to the player with the highest score at the time. For some songs, like Envy, the encore skill proc is the most powerful in the song, so it is advantageous for a filler to encore/have a high talent team.

Building an encore team, however, requires very specific cards (must match type *and* unit for maximum talent) and lots of resources (full skill level 4 and mastery rank 5) if you are trying to encore t10/podium runners. Creating an encore team is not a recommended nor attainable goal for most players. You can see some examples of current encore teams on Alias's [JP](#) and [EN](#) spreadsheets: [📄 Max Teams](#) and [📄 Max Teams - EN edition](#)

If a filler is trying to encore a tierer who has a little bit more talent (up to 10k, 15k if encore is good), putting the filler in p1 and having them choose master (while the tierer is on expert) can sometimes make up the talent difference.

Q: What's room order? What's this p2 p3 p4 p5 stuff?

A: Room order used to be a strategy to maximize skill procs, but as of June 2024, skills are randomized in co-op. *Room ordering should no longer be used.*

There may be times in an organized room where a player is asked to be p1 or create room, for ease of encoring or simply just rooming faster.

Q: What is DC filling/doubling/alt sniping?

A: DC filling is a way to fill spots in a room with an alt. Someone, usually a person already in the room, joins the room with an alt account on a separate device. The person plays the round like normal and then disconnects the alt account when the "Show Clear!" pop up happens. DCing at this point in the round means that the alt does not get penalized for dcing. The alt then rejoins the room.

Q: What's parking? How do people get those specific numbers on the leaderboard?

A: Parking is a term that people use for stopping at a certain number of event points, whether they intend to get a cool-looking number or have a character's birthday or another significant number in their point total. It is most commonly done in T50+ tiering.

Q: How do I park?


A: Short answer: get close to your goal, do some math to figure out how many points until your goal, and then use a [spreadsheet](#) to get that exact number of points on Envy Easy. Alternatively, you can put your numbers into [AiO's parking spreadsheet](#) and it will also give you the information you need to get a certain number of points.

Long answer: use the [guide](#) I wrote: [Xalors's Guide to Parking](#) Give yourself an hour or two to park if you are doing it for the first time (and do a practice park if you have the time).

Daily account stuff

Q: How many crystals can I get per month F2P (aka without paying)?

Somewhere around 8k to 14k if you are: logging in daily, completing challenge shows, reading event stories, and tiering t5k (see @valarsarma's graphic and ri @littleduckislittle's more complete breakdown). See [here](#) for a crystal farming guide:

 colorful stage (ensekai) crystal farming guide

Monthly Earnings (Global)			
Event Shop/CC	1,450		
Event Stories	1,200		
Shop Cards SS	450		
Ads	300		
Area Convo	240		
After Live	900		
Daily Login	1,500		
Challenge Show	920		
Mission Pass	500	With expert	With mas
S Rank/FC Hard	1,440	2,070	2,700
T5k	3,000		
	11,900	12,530	13,160
Valasarma#9038			
Last updated: 9/30/24			

* going off of 30-day month, 3 events per month, and 12 songs per month averages

Minimum column is doable with very little effort.

Extras are either optional or take some diligence.

		Minimum	Extras	
Dailies + Mission Pass	login bonus	1500		50 daily
	challenge show	520	400	days 1-6 give 20 each, day 7 gives 100 if you pick it
	mission pass		500	50 crystals when show pts reach 500, 1.5k, 2.5k, etc.
	ads		300	10 daily
		2020	1200	
Events	story episodes	1350		50 per ep, 8 eps per event, +50 for completion
	aftershows	900		300 per aftershow
	side stories	450		75 per card, usually 2 cards per event shop
	area convos	150		10 per convo, 5 convos after each event
	shop	1500		500 per event
	event rank min		900	300 for placing between t50001-300000
	event rank t10k*		600	+200 (total 500) for placing between t5001-50000
	event rank t5k		1500	+500 (total 1000) for placing at t5000 or above
	bonus missions		510	10 per mission, 100 if selected as completion reward
		4350	3510	
Songs	S-rank	1320		rewards per score rank: 10, 20, 30, 50
	FC hard		600	50 per song
	FC expert		840	70 per song
	FC master		840	70 per song
		1320	2280	
	Totals:	7690	6990	
		7690 - 14680 crystals/mo.		

* "t10k" is the common way to refer to the rewards tier below t5k, even though the rewards are the same from t5001-50000. Higher tiers (t1k and up) do reward more crystals, but you're likely going to need spend resources to reach them, which kind of goes against the point of this chart. In comparison, t5k is often possible without spending anything.

Q: What's the best song for Challenge shows?

A: In general, Envy Expert. If you can fc, some other songs that might get you more points:

- Envy Master
- Viva Happy Master
- Daughter of Evil Master
- Cendrillion Master (requires resetting skills to get best scores)
- Jackpot Sad Girl Master
- Bless Your Breath Master (requires resetting skills to get best scores)

You can calculate which will get you the most points if you put your team into [Sekai.Best](#)'s Song Recommender or utilizing the [Sajii](#) tool. See ri from stagecord (user @littleduckislittle)'s [Challenge show guide](#) for more help: [Challenge Show Song Efficiency Guide](#)

Q: What should I choose for my challenge show rewards?

A: The general suggestions are seeds if you want to prep for tiering, cloth for getting outfits for CR, or crystals in general. Mostly personal preference

Q: How do I get more of [insert material]?

A: Buy them in the event shop or play in multilives, preferably with energy on 5x, and pray the material drops. You can also select some items as a challenge show rewards (alright method) or purchase them in the wish pieces shop (not recommended).

(You used to have to get super fever for rarer items; now they are regular drops. Super Fever rewards are only coins and beginner practice scores)

Q: How can I farm cans/coins/wish pieces?

A: S and L cans are mostly given out as rewards for log-in campaigns, maintenance, or social media things (colorful corner, MV views on YouTube), but there are a few places you can earn them:

- Event Shop (10 S cans per marathon; ~~5 S cans in Cheerful Carnival shop. You can earn 6 through CC rewards if you are on the winning team [4 if losing]~~)
- Mission Pass (10 L cans per month)
- Option for the reward for clearing all Bonus Missions for an event (3 L cans per event if you pick it)
- Level 8 Kizuna Rank (1 L can)
- Ads (random gift, 2 S cans)
- Every 10 player rank ups after level 300 (5 L cans per +10 rank)

Coins

- FC easy and normal difficulties
- Event Shop (100k pack, 10 coins per 10 event tokens [not recommended unless you have bought everything else you want])
- Mission pass (550k per month)
- Challenge Live rewards (some small daily; it's also a day 7 reward but I do not recommend selecting it)
- Playing shows on energy/getting super fever

Wish pieces

- Daily login
- Pulling dupes in gacha
- Kizuna/Trust ranks (10 pieces per most kizuna rank-ups)
- Reading event stories (50 pieces for viewing chapter 8 during an event)
- Event shop (100 per event)
- Spending vcoins during a vlive (1 wish piece per every 100 vcoins spent)
 - *See recommendations on where to spend them below*
- Special vlives on holidays
- Challenge live rewards past 1 million (10 for every +20k score)
- Log-in campaigns
- Ads (5 per day)

Q: How should I use my vcoins?

A: Vcoins are only earned through mission pass rewards. They count towards fan titles and can be used to get wish pieces (100 to 1 conversation rate).

Vcoins are used to earn fan points, which are often needed for stamp missions (which happen at anniversaries and sometimes half anniversaries). Vcoins are also used for memorabilia (custom profile decorations), which happen at New Year's and randomly throughout the year. Due to vcoins being so rare, I recommend saving them rather than spending.

If you do decide to use them, in order to maximize your points, I recommend using them at old all-group events (go to story → events → read through the final event story and unlock the vlive). This will earn you fan points towards all fan titles. Some events are: Singing Among the Cherry Blossoms, Scramble Fan Festival, Sekai Cherry Blossoms, and At a Festival Bathed in Twilight.

Q: What should I buy from the event exchange shop?

A: See @valasarma's chart below

Event Shop Breakdown

Opinion Warning

Always Buy	3* Card	More cards are always good for event bonus and character rank xp
	2* Card	
	Crystals	Crystal.
Never a Bad Option	Stamp Voucher	One character rank xp for 5k It's a good deal.
	Wish Pieces	Upgrade mastery/skills, get character rank xp, get crystals
	Music Card	You are going to have to buy some every so often to keep up with releases
	S Energy Drink	Usually pays itself back around double or more
Buy if needed/you want	Coins, Seeds, Miragems	You will need a ton of these
	Silver Skill Exp	If 3 star cards are not all skill lvl 4 yet
	Wish Drop	Only if you actually need these, and preferably only during a CC
Luxury Items	Cloth	Mildly expensive for 1 character rank xp
	Cover Card	Very expensive for 1 character rank xp
	Practice Score (xp)	Nice to have but not necessary
Don't.	Type Gems, Charms, Thread	Need cloth and thread in a 10:1 ratio. You earn cloth and thread at 3:1 usually. You don't want more thread

Updated 10/16/23

Valasarma#9038

Arc Ender Event Shop Breakdown

Opinion Warning

Always Buy	3* Card	Cards are still good.
	2* Card	
	Crystals	CRYSTAL
Still Highly Recommended	Stamp Voucher	Still worth it
	Wish Piece	Still a valuable resource
	Music Card	You are going to have to buy some every so often to keep up with releases
Better Deals	Seeds	triple the amount of seeds for only 5k more
	Cloth	Overall 5k cheaper but must buy all 300 at once
	Gold Skill Exp	100 extra xp for the same cost of 8 silvers
More stock and/or same deal as before	Miracle gems, Coins, Practice	Can buy more than normal for the same rates
	Cover Card	Only if you want it, and you have taken advantage of the better deals
	Wish Drop	Only if you need them, and you have taken advantage of the better deals
Situational	L Energy Drink	May not pay itself back, but it's worth considering "banking" current energy for later
No.	Thread	It's 5k cheaper, but still a terrible deal

Updated 10/16/23

Valasarma#9038

Note: thread is not a bad deal these days due to the thread drop rate being rebalanced. Thread is now on the same level as cloth

Q: How do I calibrate my speed and offset / If I'm hitting early which way do I adjust?

A: To adjust your speed: turn your audio off. Play a hard or easy expert chart. Check if you're early or late. Early = raise speed, late = lower.

To calibrate your offset, use the same song and turn your audio on. Focus on hitting with audio as much as you can. Early = raise offset, late = lower. (answer credits to Felt/@feltyy)

Game basics

If you are pretty new to the game or there are some mechanics you don't understand, this is the section for you.

Q: What cards are good?

A: There's not a particular meta to Project Sekai, so people typically tend to look ahead and save for cards of their favorite characters, for the gacha for a particular event, or for limited cards. If you're interested in getting into the tiering side of the game, there are cards that work better for filling. In general though, I recommend checking out future events through [Colorful Corner](#) or wikis like [Sekaipedia](#).

Q: What should I use my crystals on?

A: This answer is pretty subjective, but my personal opinion is that if you aren't sure, don't use them at all. Crystals are pretty easy to grind in early game, but your crystal gain will get progressively slower as you play the game more.

If you just want a bunch of 4*s, I recommend saving for bloomfes banners—they happen every 3 months. Once you have gotten a decent base of 4* and 3* cards, I recommend looking at future events and saving for gacha or gacha/tiering funds for a character you like (or a time of year when you have a lot of free time). People mostly use crystals to pull on gacha, but they are an invaluable resource for getting more bonus energy when tiering high (t50+) (and usually are even more useful as energy rather than gacha funds if you don't have lots of crystals/care more about the event png).

Q: How do I make sure my account is safe?

If you have never made a transfer ID, you need to go do that *now*. I have seen many people lose their accounts and struggle with customer support to get it back; a transfer ID is a simple failsafe to make sure that does not happen to you! Even if you are linked via Apple Games or Google Play, I strongly suggest you create a transfer ID as well. [See here for how to make a transfer ID](#).

Make sure you write your transfer ID down somewhere! Screenshots can get lost. I personally have mine (+ other relevant information for account recovery, keep reading) noted in my password safe.

In case you do end up losing access to your account, you will have to go through [customer support](#) to get your account back. They will ask you a lot of questions, so it's a good idea to have these things noted down somewhere and updated semi-regularly, in case you need to use them in order to prove your account belongs to you:

- Purchase history: if you spend money on this game, *save your receipts*. This is the #1 easiest way to recover your account. They will ask what you bought and when you bought it, and any receipts you can provide will go a long way
- Player ID: you can find yours on the bottom right screen on the title screen or you can find it by going to your default profile and hitting the “Player ID” button. Write this down
- Date you started playing: month and year
- 4* names: they will want as many 4* as possible; start a list of what you got. You can find official names using sekai.best (make sure in the settings you are on the English (Global) server region) or the fandom.wiki, if you must 😞 (Sekaipedia, as much as I love it, does not use the “official” Ensekai translated names and is not useful in this capacity)
- Particulars about your account: they will ask for your last login date, player rank, exact crystal count, the date & time & song & difficulty of your last challenge show. These things are hard to keep track of, as I would not expect you to daily update a spreadsheet with this information “just in case,” but it’s still useful to note down player rank & crystal count when you jot down other information so you have a ballpark
 - You can also always get a friend to see your current player rank if they have you friended in-game or if they try to add you as a friend by searching your ID

Q: What’s so special about limited cards?

A: Limited cards, as the name implies, are only able to be pulled on specific banners. If you master rank a limited card to MR2, you can unlock a hairstyle for the character. There are new limited cards once a month that run alongside a cheerful carnival event. Cards rerun a year after the initial event, and then have a random 3rd rerun.

After they rerun twice, they are done running on stand-alone banners and can *only* be pulled through a recollection festival gacha (the next will happen in August 2026 for EN server). You can find more information about those in this video from [More More Sekai](#), but essentially you need 120k free crystals/400 pulls to guarantee the limited card you want.

For the banners that have their final rerun in 2025 on the EN server, check out this [helpful graphic](#) made by reddit user ryperT (thank you!).



SEPTEMBER:













OCTOBER:













NOVEMBER:













DECEMBER:













Q: What should I use my wish pieces on?

A: First off, to answer a question you didn't ask, you should always turn your duplicate cards into wish pieces in the green room. There's nothing else to do with them, and wish pieces are very useful.






Wish pieces are used to raise a card's mastery rank and skill level. Mastery rank will give your card more talent and more event bonus; skill level will make your card skill stronger when it

activates in the rhythm game. Usually, though, raising MR and SL is most useful for raising a character's character rank quickly, which is a fast way of gaining crystals.

I recommend using wish pieces to MR5 and SL4 all 1* and 2* you have. I would be more sparing with MR5ing 3* cards—I typically only do it for my favorite characters or cards that help me to tier an event—and I would only use a wish jewel on a 4* if you are absolutely sure that you want to invest in that card. (I do not recommend using wish pieces on a 4* unless you know what you are doing.)

Q: What's the meaning of the symbols in the top-left hand corner of cards?

A: Every card in Project Sekai has a different type/attribute. There are five types: cool, cute, happy, mysterious, and pure. Each event has a specific type, and you can get more points by using cards that have the matching type. You can also strengthen certain types through decorations.

Attribute	Icon
Cool	
Cute	
Happy	
Mysterious	
Pure	

Q: What is the use of skills?

A: Each card in the game has a skill which can be found in the bottom right-hand corner of the card details. These skills activate during a show, giving you different advantages while you tap. There are three common ones ([scorers](#), [plockers](#), and [healers](#)), one semi-common ([pscorers](#)), and six uncommon ones ([lscorers](#), [gscorer](#), [vs bloomfes untrained](#), [oc bloomfes untrained](#), [bloomfes trained](#), and [uscorers](#)). Once you are player rank 30, you can level up skills.

Skills, especially cheap skills on 1* and 2* cards, are useful for getting a lot of CR cheaply and quickly. 4* skills are a massive investment: 40 golden books to get to level 4 (as compared to 5 books for 3* skills). I recommend only leveling 4* skills for filling purposes or for your favorite character CR. In general, skill leveling is not important for tiering. Usually, people use wish pieces to level 1* and 2* card skills and use skill books to level 3* and 4* card skills.

Q: Why are there some events where I can't pick songs? What's a "marathon" and what's a "CC"?

A: There are two types of events: marathon, where you can select songs when playing in co-op, and cheerful carnivals (aka CC), where the player base is divided into two teams and play random songs in 5-vs-5 matches. The balance is 2 marathons and 1 CC per month, typically.

There are different tiering strategies for each of these events, but the general difference is how co-op works. CC has a few more mechanics thrown in: you can gift energy to players (give 3 sets of 3x cans, get 3 sets of 3x cans), you have to "match" other teams, and having more health will get you more points on a CC. CC event gachas are typically limited cards.

(note: as of June 2024 on JP/after Wedding Live event, the devs decided to suspend CC due to the game being basically unplayable. Since then, JP has had limited marathons at the beginning of each month; CC has not yet been fixed.)

Q: What's the difference between general and pro/vet rooms?

A: Pro rooms are simply just rooms with players with higher talent.

There is no difference in rewards between general rooms and pro rooms. If you are pubbing (playing with 4 other random people), playing in pro rooms will help you get S song rewards and a bit better EP since other players are more likely to have better leader cards.

There is no requirements for what level of song to be played in either room. You can play master in gen rooms and normal in pro rooms; it doesn't matter.

Q: What does super fever do? How does it happen?

A: Super fever happens when all players full-combo the fever section and gives an additional item drop at the end of the show. Super fever only drops coins or practice scores.

There are a lot of misconceptions about super fever! It does **not** give you more of a score boost than fever: both are +50%. It does **not** give you rare items (like seeds or miracle gems): that was changed in ensekai over a year ago.

Q: How do I use cans or get more bonus energy?

A: You can refill your energy by using cans/energy items or through crystals. Either inside the co-op room or on the main screen, you can click on the gear button next to your energy and select which items you would like to use. Make sure you have enough time to use the energy that you are selecting!

This question is written specifically for my newbie self who misunderstood the can system so thoroughly that she submitted a support ticket complaining that it wasn't working. Write better directions SEGA smh

Q: How do I get my talent up? (or: what are decorations?)

A: The most important way to raise your talent is to a) build your team effectively and b) upgrade your decorations.

You can get additional talent boosts if you have a mono-unit team (example: all Leo/Need characters) or if you have a mono-type team (ex: all cute cards), doubly so if you do both (ex: a full mysterious VBS team).

These talent boosts come from decorations (also called area items), which can be found at the two high schools and in each Sekai. By spending coins and charms/gems/seeds, you can strengthen certain characters, units, and types. Generally, character decorations are less expensive than unit and type decos. You can check your decoration levels by going to the main menu (three lines in the top right) → Items → Decorations → confirm effects.

Decorations go up to level 15. In order to go from level 10 to 11, you have to use a rare item called wish drops. Use these wisely as they are difficult to gain (50k tokens in the event shop).

At 5th anniversary (October 2026 for EN), decorations will go to level 20. They require more wish drops and a new item called dream jewels (earned by placing in certain tiers in events or by crafting wish drops in MySekai) in order to upgrade level 15 to level 16 and beyond.

You can also raise talent through mastery rank and reading card side stories.

Q: How do I get song rankings better than a C?

A: Generally, no matter how well rhythmically you do on a song, when you are first starting out you will only be able to achieve C song ranks. Once you start getting more 3* and 4* cards and upgrading your decorations, your talent will increase and you'll be able to achieve higher score rankings.

Q: What does the "wrong way" indicator mean? Why am I getting greats on flicks that I hit perfectly?


A: If you turn on the early/late indicator in your options, you can get a more detailed breakdown of how you are earning greats on a rhythm chart. You may notice a yellow hazard sign labeled "Wrong Way." This is to count the number of directional flicks that you flicked in the wrong direction.

There two types of flicks in Project Sekai: straight (arrow up) and directional (arrow to left/right). Straight flicks can be flicked any direction to be counted (even down), but if you want a perfect on a directional flick, you must *flick it in the direction the arrow is facing* in order to get a perfect (see image, [source](#)). If you flick it up or in the opposite direction, it will be counted as a great at best. "Wrong Way" counts all the times you didn't flick in the right direction.



Directional flicks can be found in hard charts and up (*please contact me if there are normal charts with directionals; I'm not 100% on this*). I would only worry about this if you are trying to AP (all perfect) more difficult charts.

Q: What's the use of trust/kizuna titles?

A: They are fun! (but they are essentially useless and just another pretty png.) You can get them by playing shows with Character A as leader and Character B as subleader (fastest)/in the team (much slower). You can calculate how much energy/how long it will take to get your kizuna to your goal [by using this calculator by Castera](#)  Kizuna Calc

Q: How do I make a transfer ID?

A: Go to the “Account Transfer” option on the main menu and follow the steps below. You'll first create a password and then the game will generate a transfer ID. You will need **both** the ID and the password, so make sure you have written down both of them.

Making a Transfer ID


Find “Account Transfer” under three-line menu

Use “Transfer to different OS” and make a password


Confirm password. Write down transfer ID & password you made

Xalors, June 2025

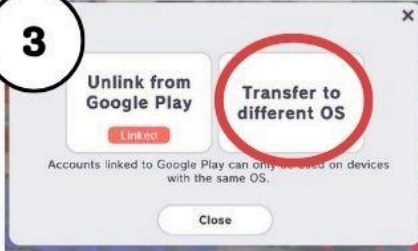
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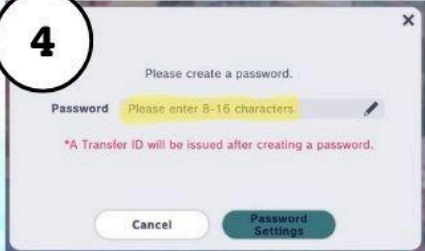
2




3




4



5



You can use this transfer ID & password here on **title screen** if you swap to a new device or after reinstalling the game



Some things to remember about transfer IDs:

- **They are one-time use.** Once you have used a transfer ID, it is done. A good practice is to create a new transfer ID once you have used one
- **They do not expire.** This is why I recommend everyone create one: there is no harm in having a transfer ID and never using it because they don't have a time limit. Odds are you will need it someday!
- **You can only have one active at a time.** If you've forgotten or gotten paranoid about your transfer ID, you can make a new one, but the old one will be gotten rid of. Make sure you make that clear in your notes
- **You can reuse passwords.** Project Sekai does not care if you use the same password over and over again. Feel free to stick to one and then just worry about keeping the ID up to date
- **If you transfer often, you should probably be using Google Play/Apple Games.** Transfer IDs are tedious to use if you are swapping between two devices often. Using Google Play or Apple Games is much faster: just pressing a button
- **If you are tiering high, your transfers may be limited.** As of the writing of this (June 2025), when you hit t300 or higher in an event after the first 24 hours, your account is limited to two transfers. Once you have used those, you have no more transfers for the rest of the event. Transfer wisely


Q: How do I use a transfer ID?

A: You can use a transfer ID by going to the "Account Transfer" option on the **title** screen menu. (If you tapped too far, you can always go back by hitting the "Title" option on the main menu.) You put in the transfer ID & password, and it overrides any account that is currently on that device. It will display the name and player rank of the account: make sure it's the one you want on that device (and if you have another account currently on that device, make sure it has a transfer ID too!)

You can use this for swapping between devices—a Project Sekai account can only be on one device at a time—or for transferring your account to a new device (maybe your old one broke or got lost).

Miscellaneous

Q: Are there JP discord tiering servers?

A: Most JP players recruit through Twitter, so there aren't really any JP specific discord servers. If you want to try your hand at Twitter, you can try looking in the hashtag #プロセカ協力 Check out [this guide](#) for using JP Twitter Rooms:  The Twitter Room Handbook

Q: How do I make those Discord timestamps that autoconvert to your timezone?

A: [Use this website!](#)

Q: How much does podium cost/how much preparation do I need for podium (t1, t2, t3)?

A: Podium costs depend on how many people are competing and how prepared they are (crystals for gacha *and* tiering [think 500k, minimum], wish jewels for mastery and skill leveling [30+], decorations and plants [level 15+], other 50% cards obtained). Furthermore, if you want podium, you need time, money, and connections to have people willing to fill and manage a schedule for you. Usually this happens creating your own private server, recruiting friends to manage your schedule, and convincing a lot of people that your run is worth their time.

If you are interested in podiuming, I highly recommend filling for a T10/podium to get a taste of what it is like and saving like hell. People with experience in high tiering are better equipped to answer your podium questions than random tiering server help channels.

In other words, if you are asking how to podium, you likely aren't ready to be podiuming.

Q: How many points should I aim for if I want podium?


A: Podium does what podium wants. If there are multiple people going for podium, expect points to be heavily inflated (e.g. Awakening Beat T4 reached 100 million, The Vivid Old Tale T4 hit 200 million, meaning that podium had to farm above that). This means there's no real way to predict an end point goal. If you are interested in podiuming, I highly recommend filling for a T10/podium to get a taste of what it is like and saving like hell.

Note: Podium costs can and often go into the thousands of dollars, which is why podiuming is often not recommended. Stop tiering 123

Q: How do I do those fancy things with custom profiles?

A: bad HTML/Rich Text [TextMeshPro](#) if you're going to be picky about it

A: Check out jade's (@sunnisu on discord) custom profile guide [here](#):

 Custom Profile Guide v2.0

Xeph's Beginner's Guide to <All Perfect> Scores

Written by @xephyrious

So! You want to set an All Perfect score (an AP, for short) on a map in Colourful Stage! Here are some key things to consider when setting yourself up to rehearse for your first AP, if you've never tried before:

=> Determine if your device experiences delay

Many different devices are able to run ENsekai, but not all are made equal, and some devices will experience what is called audio-visual delay and/or input delay.

- Audio-visual delay is what happens when the audio of the game is not playing back at the same time as the visual signal of the game.
- Input delay is what happens when your input (a screen tap) does not cause an instant feedback reaction (a hit) from the game.

When playing the game, these two effects, even when slight, can cause great differences in hit timing judgements while playing a rhythm game, which by core design relies on precise timing to generate good scores. So how do we address this?

The solution: Adjust your **offset** value

In the settings of ENsekai, a numeric value called "Offset" can be tweaked: this changes the time-position of the hit windows of objects to be earlier/later. "+" values cause the notes to come earlier, and "-" values cause the notes to arrive later. The game provides a tap-to-detect setup wizard to help you get a sense of what offset may be most appropriate to you, but you can manually set the values yourself, and it is best to do repeated test runs on simple maps where you feel confident in your timing.

This may take a lot of trial and error to resolve, days even, but once you find a setting that feels right, the next step becomes...

=> Practice!!!

The window to hit a Perfect on a note in ENsekai is quite small (approximately 2 frames long at 60fps, with gold notes, sliders, and flicks having *slightly* larger windows) It stands to reason that playing an entire chart and hitting Perfects on all of them is a tough challenge, even on Normal and Hard maps. After all, this game uses the same hit window for all difficulties.

However, this *also* means we can learn the precise timing for the Perfect hit window by playing very simple maps (such as normal and hard difficulties), and this tap habit can—and will—very quickly influence how we play harder songs, with persistent practice!
And what better guide to help us than to...

=> Follow The Music!

Almost every map (~~some have genuine timing issues~~) is timed to exactly synchronize with a key part of the song. Learning to time your taps with those key sounds and beats of the music will quickly teach you the feel of a map as you practice it, leading to more consistent Perfect hits. It's important to make sure you keep up and *keep steady* with the tempo (speed) of a song—go too fast or slow and you'll begin to see more non-Perfect hits.

=> ...wait, is that it?

That's it! The rest is up to you to discover where your strengths and weaknesses are when it comes to rhythm skills. To achieve an AP that you feel you are close to earning, play the parts of a map that you understand the least until you're able to consistently hit them, and the rest will fall into place with rehearsal!

Good luck!

Glossary

Below are a small selection of terms/abbreviations that you will see in this document, other documents linked, and used in the general tiering community. Some of these are explained more in-depth in the "Common tiering terms" section, and more can be found on other guides

- ❖ **AP** — all perfect
- ❖ **Bloomfes** — the new version of colorfes (see below). They feature two characters with special bloomfes skills: one skill for untrained OC characters, one for untrained VS characters, and one for trained skill. These cards require 3 wish drops to train. They run alongside 3 lim event characters on a banner with a double 4* rate (6%). Often shortened to bfes
- ❖ **Card** — general term for the characters that can be pulled from the gacha. They are at the heart of this game as you use cards to build teams to use during shows. They come in 4 different rarities: 1*, 2*, 3*, and 4*
- ❖ **Cans** — general term for any item that gives you bonus energy, usually small (S) cans and large (L) cans
- ❖ **CC** — cheerful carnival. A type of event where players pick a team and play matches 5-vs-5. Players are not able to pick songs in co-op; they are randomized. These events usually happen once a month (*note: there has not been a CC event on the JP server since June 2024*)
- ❖ **CL** — challenge live (same thing as challenge show)
- ❖ **Colorfes** — a special banner that came every three months (end of December, March, June, and September), now replaced by Bloomfes. They feature two characters with Iscorer and gscorer skills (colorfes specific cards) alongside lim event characters and have a double 4* rate at 6%. Previous colorfes cards are only able to be pulled during these banners at a lower rate. Often shortened to cfes
- ❖ **CR** — character rank
- ❖ **Dream jewels** — an item used to upgrade [area decorations](#) (from level 15 on). They are earned through ranking in events or by crafting in MySekai (requiring wish drops). You need certain colors (earned by tiering in unit events) for different area items (i.e. you need red dream jewels to upgrade any VBS character or group decorations)
- ❖ **EB** — event bonus. Cards with more event bonus gives you more event points
- ❖ **Encore** — 6th skill proc in a song. See [here](#) for more details
- ❖ **Envy/Ebi** — song "Hitorinbo Envy"
- ❖ **EP** — event points. The more EP you have, the higher you are on the leaderboard
- ❖ **FC** — full combo
- ❖ **Filling** — playing the game with the intention of helping others tier
- ❖ **Gacha seals/stickers** — earned by pulling from a banner. You get seals at a 1:1 rate (10 pull for 3k crystals gives 10 gacha seals). You can use gacha seals to spark a character (more information [here](#))
- ❖ **Gscorer** — short for good/gorilla scorer. Cards with the skill "120% score boost until a good" (sl1). Only available on 4* colorfes cards

- ❖ **Hako** — unit/group, used to refer to unit-specific events or teams (example: [Awakening Beat](#) is a hako VBS event)
- ❖ **Hakolim** — an unit-specific limited event (example: [Don't Lose Faith](#) is a hako L/N limited event)
- ❖ **Healer** — cards with the skill “Recover +350 life; 80% score boost for 5 seconds” (sl1 4* skill text). Available on 2*, 3*, and 4* cards
- ❖ **ISV** — internal skill value. A way to communicate the strength of a fill team
- ❖ **Kizuna** — trust rank
- ❖ **LnF/L&F** — song “Lost and Found”
- ❖ **Lscorer** — short for life scorer. Cards with the skill “70% score boost if life is less than 800 or 100% score boost if life is 800” (sl1). Only available on 4* colorfes cards
- ❖ **Marathon** — “regular” event type where players can select songs in co-op
- ❖ **MR** — mastery rank
- ❖ **Nats** — natural energy. The game gives you 1 bonus energy per 30 minutes until you hit your cap (usually /15)
- ❖ **Natburning** — using your natural energy without refilling
- ❖ **OC untrained bfes skill** — Cards with the skill “60% score boost for 5 seconds. A random card in your team gain additional score boost by half of current selected card's skill (up to 120% in total)” (sl1). Only available on 4* OC untrained bloomfes cards. May also be referred to as rscorer
- ❖ **Omakase** — picking recommended rather than a song
- ❖ **Oshi** — a favorite character. Comes from the verb osu, which means to push or support in Japanese. Kamioshi means your one true favorite character, best of all the rest
- ❖ **Otsu** — thank you for your hard work. It's a shortened form of otsukaresama and commonly used as a way to thank people/say goodbye when co-oping together
- ❖ **Park** — stopping at a certain number of event points
- ❖ **Ping room** — rooms commonly found in tiering discords where you can ping a role and gather a group of people to play co-op. Useful for spamming a specific song
- ❖ **Plocker** — short for perfect locker. Cards with the skill “All BADs/GOODs/GREATs and higher will become PERFECTs for 5.5 seconds; 80% score boost for 5 seconds” (sl1 4* skill text). Available on 2*, 3*, and 4* cards
- ❖ **Podium** — top 3 spots on an event board
- ❖ **Proc** — activation of a skill during a song. Six procs happen in each song; one for each player and one for the player with the current highest score (also called encore)
- ❖ **Pscorer** — short for perfect scorer. Cards with the skill “110% for PERFECT taps” (sl1). Available on 4* cards
- ❖ **Pubs/Pubbing** — playing co-op/multi-live with 4 other random players. Split into general and pro rooms (requires 150k+ talent team)
- ❖ **Refill** — replenish bonus energy while co-oping
- ❖ **Scorer** — cards with the skill “100% score boost for 5 seconds” (sl1 4* skill text). Available on 1*, 2*, 3*, and 4* cards
- ❖ **SL** — skill level

- ❖ **Spark** – exchanging for a banner character in the Gacha Sticker Exchange for 300 gacha seals. See more details [here](#)
- ❖ **Tiering** – playing the game with the intention of placing on a certain level/as high as possible on the event leaderboard. Also referred to as running an event
- ❖ **Trained bfes skill** – Cards with the skill “90% score boost for 5 seconds. Gain additional +1% score boost for every 2 ranks of Character Rank (currently up to 140%)” (sl1). Only available on 4* trained bloomfes cards. May also be referred to as oscorer
- ❖ **Uscorer** – short for unit scorer. Cards with the skill “80% start, +10% for every character that matches unit” (sl1 text). Only limited virtual singer cards have this skill
- ❖ **VS** – virtual singer
- ❖ **VS untrained bfes skill** – Cards with the skill “70% score boost for 5 seconds. Gain an additional 30% for every different unit type in your team (up to 2 units, up to 130%)” (sl1). Only available on 4* VS bloomfes untrained cards. May also be referred to as mscorer
- ❖ **Wish Drop** – an item used to upgrade [area decorations](#) (from level 10 on)
 - Used to “uncap” [area decorations](#), allowing them to go from level 10 to level 15 (and to be upgraded beyond level 15 when 5th anniversary comes)
 - You only have to use these wish drops when going from level 10 to level 11; level 12 to 15 do not require wish drops. However, from levels 15 to 20, you also use wish drops along with dream jewels
 - Character decorations cost 5 wish drops for 10→11; unit/attribute decorations cost 15 for 10→11
 - Also used to train the skill of a bloomfes card (costs 3)
 - You can earn these by: paying 50k event tokens in an event exchange or by completing the mission pass. Post 5th anniversary, you can select one per week as a challenge live reward, and they are cheaper in the event exchange (30k)
- ❖ **Wish Jewel** – an item you get by turning in a duplicate 4* in your green room. Can be used to raise a card’s mastery rank, unlock hairstyles on limited cards (at MR2), or raise a card’s skill. It is worth 2000 wish pieces. Sometimes referred to as a “chord”
- ❖ **Wish Pieces** – an item you get usually by turning in duplicate cards in your green room (more ways to earn them [here](#)). Can be used to raise a card’s mastery rank or skill. Sometimes referred to as “kakera”

If you made it to the end of this document, you deserve a cookie 🍪 Happy tiering/enjoying Project Sekai!

Changelog

- June 18 2024: Added Game Basics, Glossary, and Table of Contents sections. Added Kizuna calculator link by Castera. Added a few questions to other sections. Updated some details.
- July 22 2024: Updated room order and encore questions. Tweaked a few glossary terms

- August 8 2024: Added a little detail to how to tier question; other small edits
- October 1 2024: Updated a few questions based on 4th anniversary changes (energy usage); attempted to include bloomfes scorers in filling team explanation; updated monthly crystals graphics; added recollection festival to lim card bit; added question for calculating event bonus and world link
- October 17 2024: added a JP event cutoff sheet (found through a helpful reddit user; thank you christoi_)
- November 16 2024: reordered general helpful links. Added a plea to stop picking L&F and Envy in pub co-op rooms. Added spark, gacha seals, bloomfes and bloomfes skills, wish drop/jewels/pieces to glossary. Added question about wish pieces and directional flicks to game basics.
- March 13 2025: minor updates & finally linking [u/ryperT's great graphic](#) on reruns. Rewrote tiering song meta section to reflect Sage and better explain why Envy is used (shout out the stagecordian in the help channel saying Envy is meta because it gets you the most points. Thank you for motivating me to correct that assumption). Added example screenshots to tiering and filling teams. Added Sajii to list of helpful websites and explained it in team building section. Expanded Table of Contents to make questions more accessible on mobile.
- June 30 2025: updated ri's monthly crystal estimate and can farming advice with addition of bonus missions. Added a section on transfer IDs/keeping your account safe in Game basics. Tweaked some text due to CC death on ensekai and introduction of bloomfes cards on EN, including renaming the skills to simply VS bfes untrained, OC bfes untrained, and bfes trained (based on community usage). Add Alias's encore spreadsheets
- October 10 2025: 4th anniversary happened 🙏 changed nat section and optimal energy usage and other relevant areas. 5th anniversary happened 🙌 expanded wish drops section and added dream jewels. Congrats to dream jewels being the first D in the glossary and a pain in my rear. Added seka.ing to useful sites and when needed. Added a Q&A about finale and linked Blu's document