

Introduction

Tag	Recommended	Not Recommended
Sportswear	Hilda, Kristina, Micah	Ji-a, Katya, Maria, Nur
Rare	Hilda, Ireen, Kristina, Micah	Charlotte, Jennifer, Lucy, Luna, Nur, Ying
Body Marks	Hilda	Ada, Ahmya, Lucy
Dominatrix Trait	Micah, Nahla	Astrid, Katya, Maria, Ying
Epic or higher	Aya, Ayoka, Claire, Emily, Gabriella, Lisa, Nahla, Nina, Patricia, Sarah, Sophia, Vilija, Zoe	Ada, Ahmya, Astrid, Aylin, Ji-a, Jin, Katya, Leia, Maria, Maya, Olivia, Paula, Rosa, Sophia
Green eyes	Aya, Nina, Patricia	Ana, Astrid, Charlotte, Rosa, Sophia
Ballroom	Ireene, Sarah	Charlotte, Gina

In general, the Ives that are not recommended are the ones that have bursts, target, magic or mirroring fantasies. This is because these fantasies automatically give you coins when they are activated which makes the coin count hard to control. The exception is Gabriella, because her fantasy is a mixture of a combo fantasy and a burst fantasy.

For each dream, choose the Ive with the LOWEST coin stat, and proceed with the dream without the Lucky Coin or Easy Magic booster.

Chain together 3 echos, and note down how many coins it gives you, and follow the table for each target.

For the targets, their factors are given as well. If at any point, one of your chains gives you a coin count that is a factor of the target, then you can restart the dream and repeat that chain until you reach the target.

When you reach the target and you have set a recommended Ive to be your main Ive, you can activate her fantasy and then idle until the timer runs out. This prevents you from getting the last bonus which would increase your coin count if you have filled the progress wheel enough to activate a fantasy.

You can still use the “not recommended” Ives, but you need to be very careful not to chain too many main echoes.

Magic echoes can appear and mess up your coin count, but hopefully the chains that we would be forming aren't high enough for this to be a problem. If magic echoes did form, try to force them to the bottom of the screen and use the shuffle ability to throw the echoes up in the air. Pop the magic echoes while they are isolated from the rest of the echoes.

During Monster Manifestations (MM), disable your secondary lves by clicking on their headshots on the top right corner.

Alternatively, you can spend 30 diamonds for a Hot Quickie powerup which drops the most significant digit for these missions.

Below are guides on how to reach your target sorted numerically and categorized by how many digits your target has. If you used a Hot Quickie, use your new target to look up how you should approach it.

1 Digit

Rows represent how many coins you get from a 3-chain and columns represent your target.

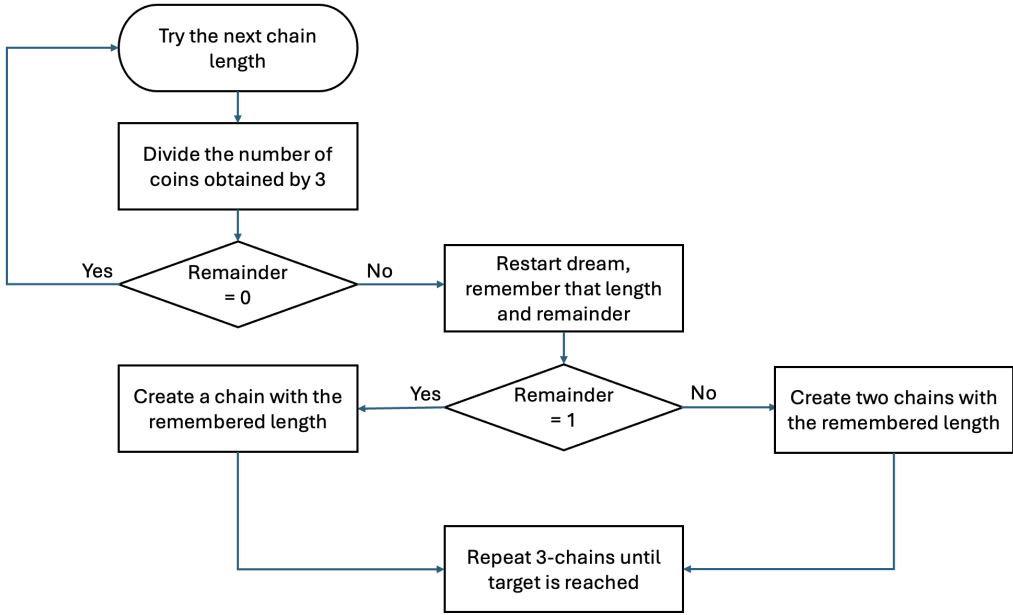
Red indicates that it's impossible to reach that number with the given amount of coins. Try again with a different lve.

Green indicates how many additional 3-chains you need to get to your target.

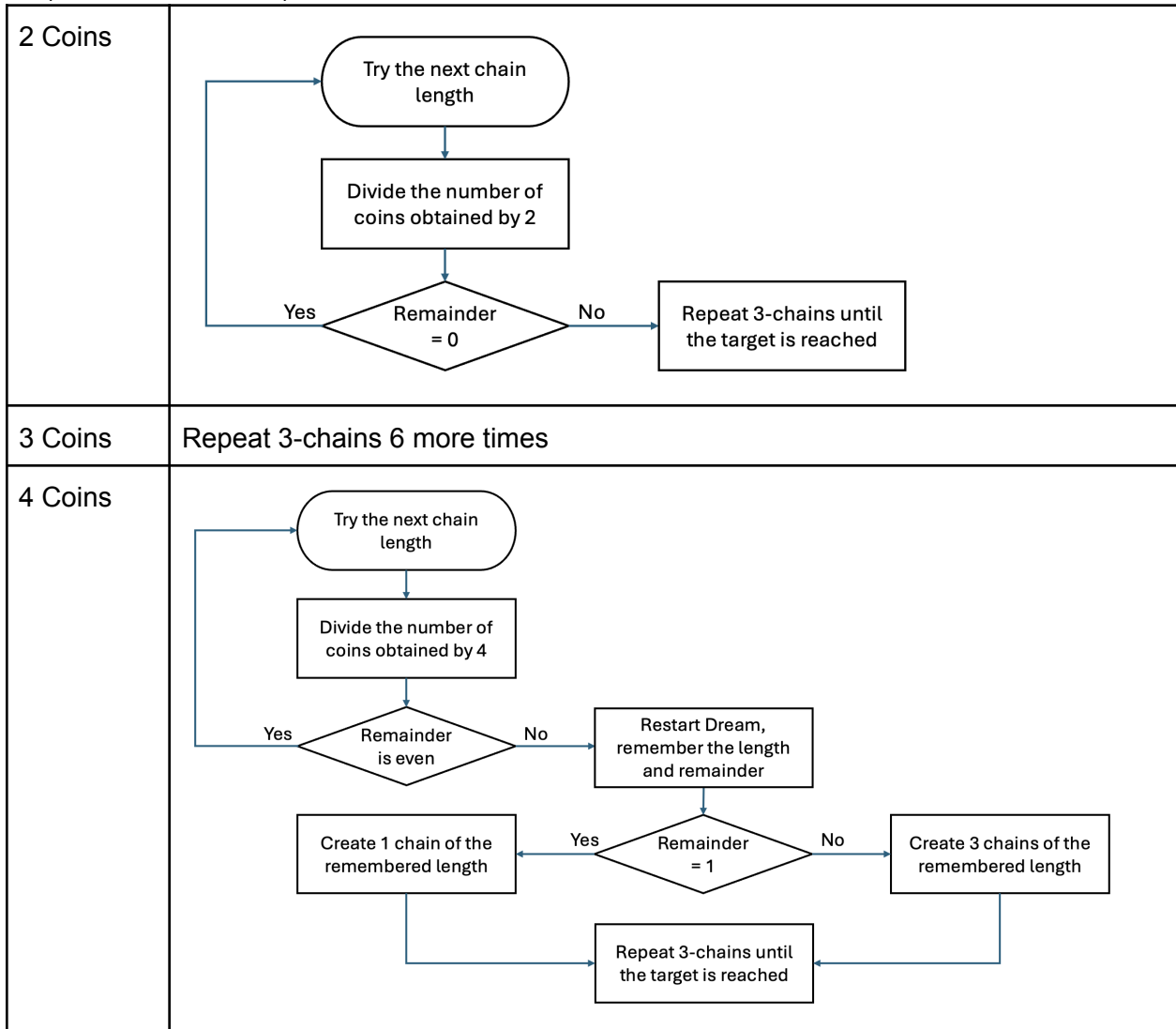
	0	1	2	3	4	5	6	7	8	9
2 coins	4	-	0	-	1	-	2	-	3	-
3 coins	9	6	3	0	7	4	1	8	5	2
4 coins	4	-	2	-	0	-	3	-	1	-
5 coins	1	-	-	-	-	0	-	-	-	-
6 coins	4	-	1	-	3	-	0	-	5	-
7 coins	0	2	5	8	1	4	7	0	3	6
8 coins	4	-	3	-	2	-	1	-	0	-
9 coins	9	8	7	6	5	4	3	2	1	0

2 Digits

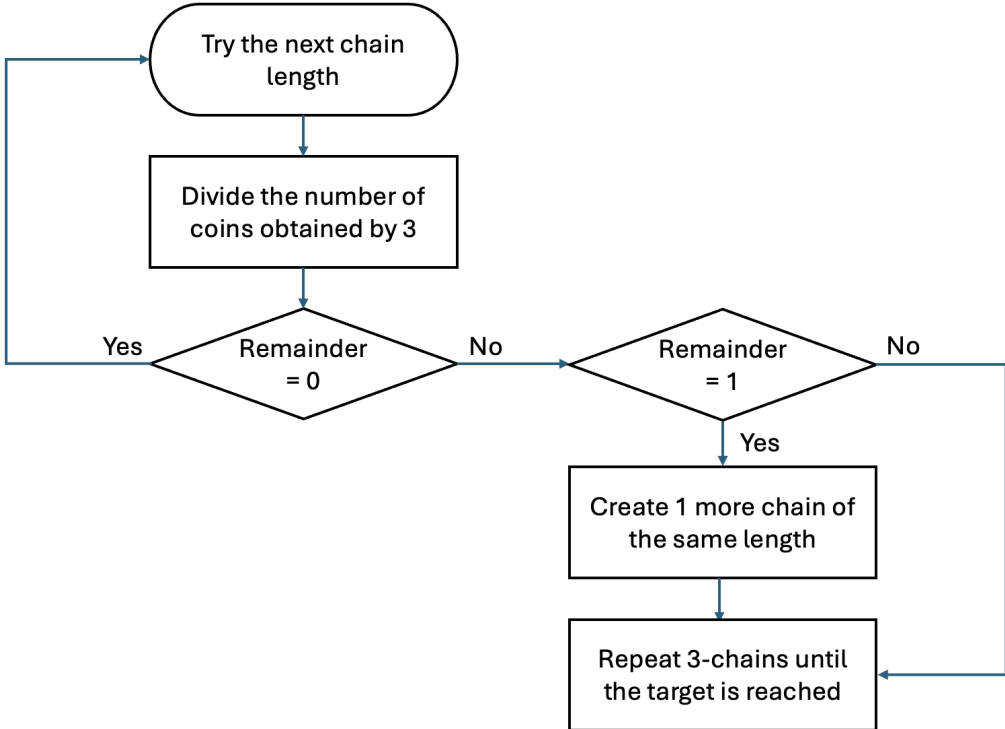
16 (Factors: 1, 2, 4, 8, 16)

2 Coins	Repeat the 3-chain 7 more times
3 Coins	 <pre> graph TD Start([Try the next chain length]) --> Divide[Divide the number of coins obtained by 3] Divide --> Rem0{Remainder = 0} Rem0 -- Yes --> Start Rem0 -- No --> Restart[Restart dream, remember that length and remainder] Restart --> Rem1{Remainder = 1} Rem1 -- Yes --> Chain1[Create a chain with the remembered length] Rem1 -- No --> Chain2[Create two chains with the remembered length] Chain1 --> Repeat[Repeat 3-chains until target is reached] Chain2 --> Repeat </pre> <p>After restarting the dream, if the coin count goes over 16 before reaching the end, try the lve with the next lowest coin stat or change your favorite lve.</p>
4 Coins	Repeat the 3-chain 3 more times

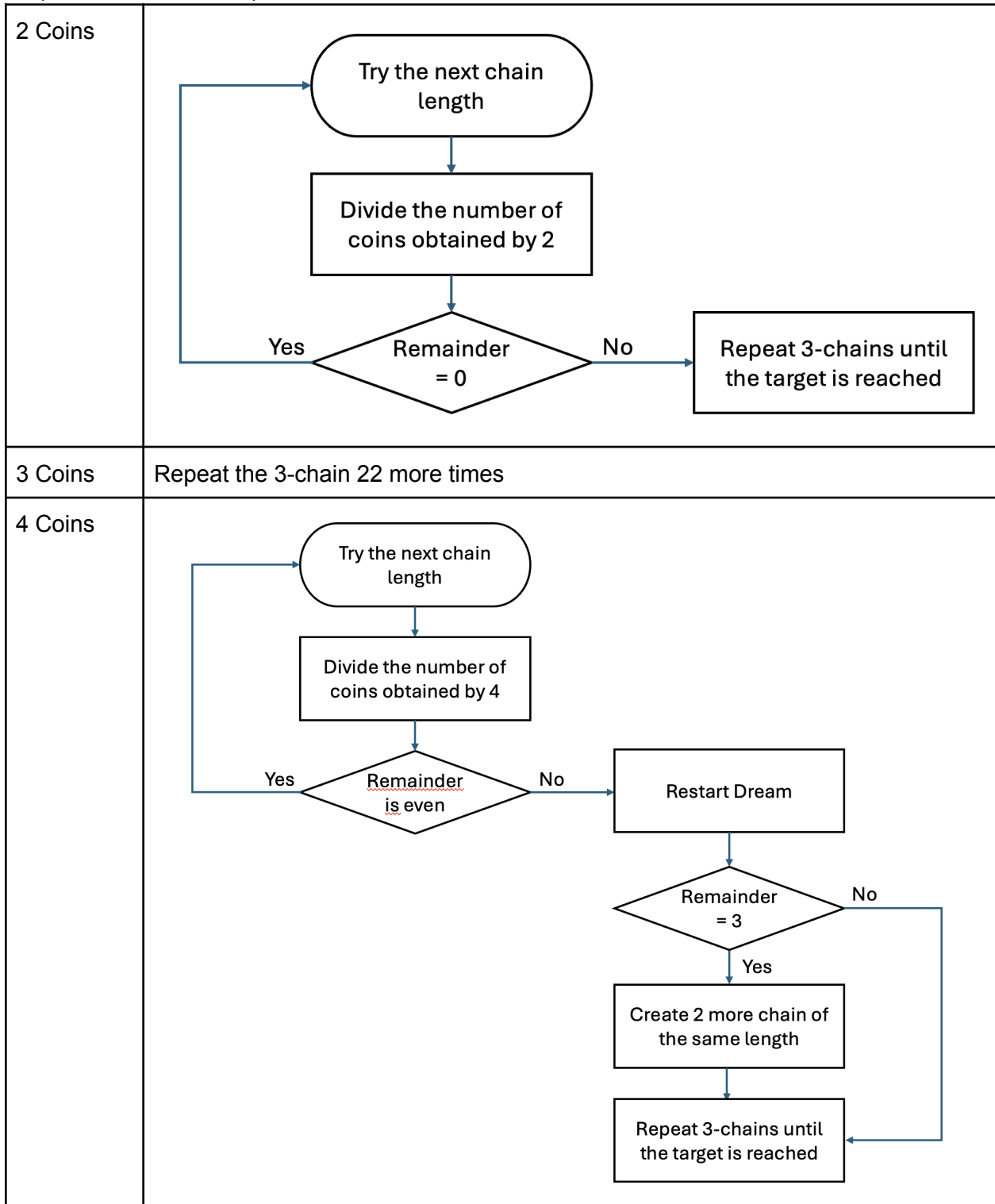
21 (Factors: 1, 3, 7, 21)



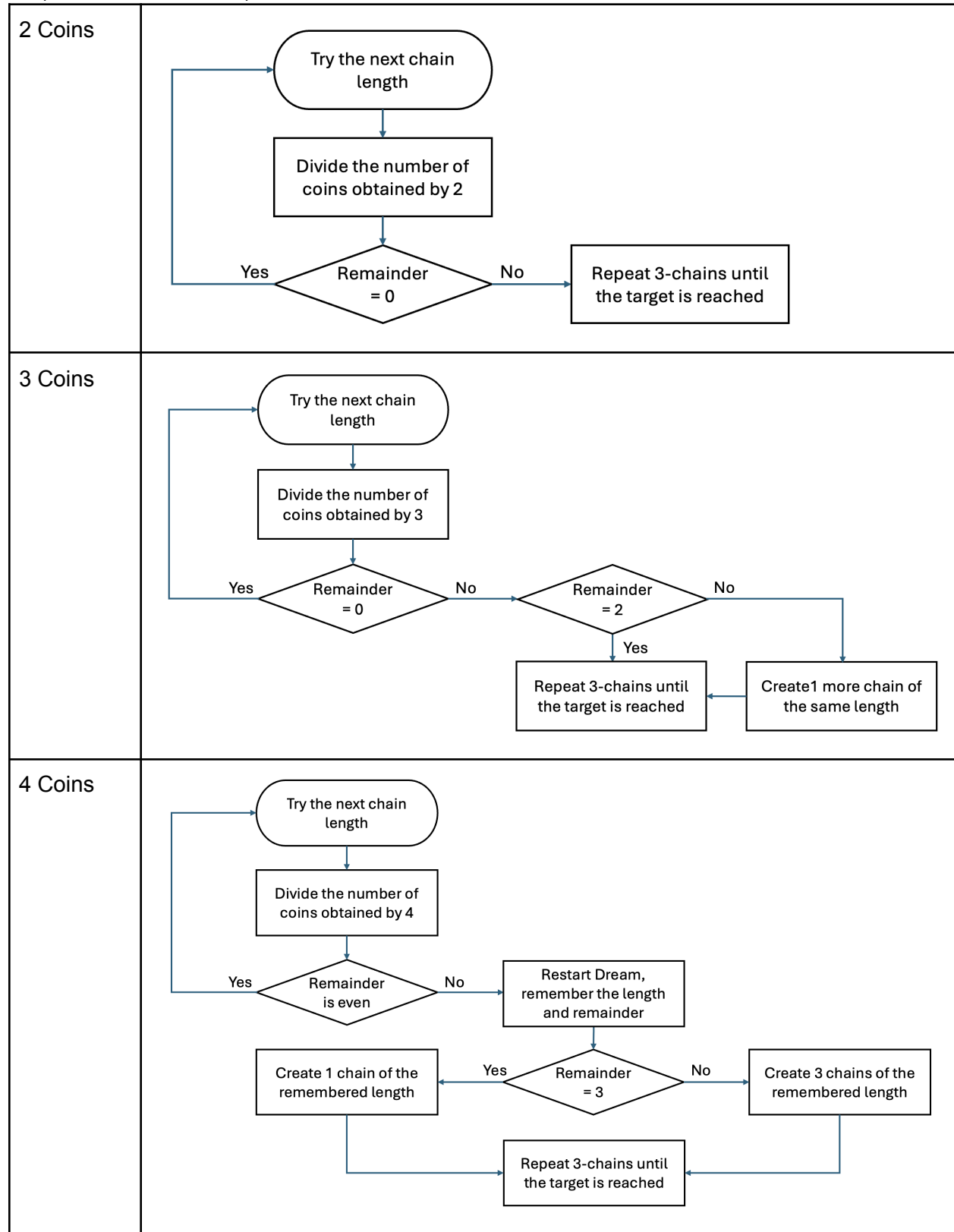
56 (Factors: 1, 2, 4, 7, 8, 14, 28, 56)

2 Coins	Repeat the 3-chain 27 more times
3 Coins	 <pre> graph TD Start([Try the next chain length]) --> Divide[Divide the number of coins obtained by 3] Divide --> Rem0{Remainder = 0} Rem0 -- Yes --> Start Rem0 -- No --> Rem1{Remainder = 1} Rem1 -- Yes --> Create[Create 1 more chain of the same length] Create --> Repeat[Repeat 3-chains until the target is reached] Rem1 -- No --> Repeat </pre> <p>After the 2nd diamond, if the coin count goes over 56, restart the dream and create a chain with the length that did not give remainder 3, and start back at the 2nd diamond.</p>
4 Coins	Repeat the 3-chain 13 more times

69 (Factors: 1, 3, 23, 69)

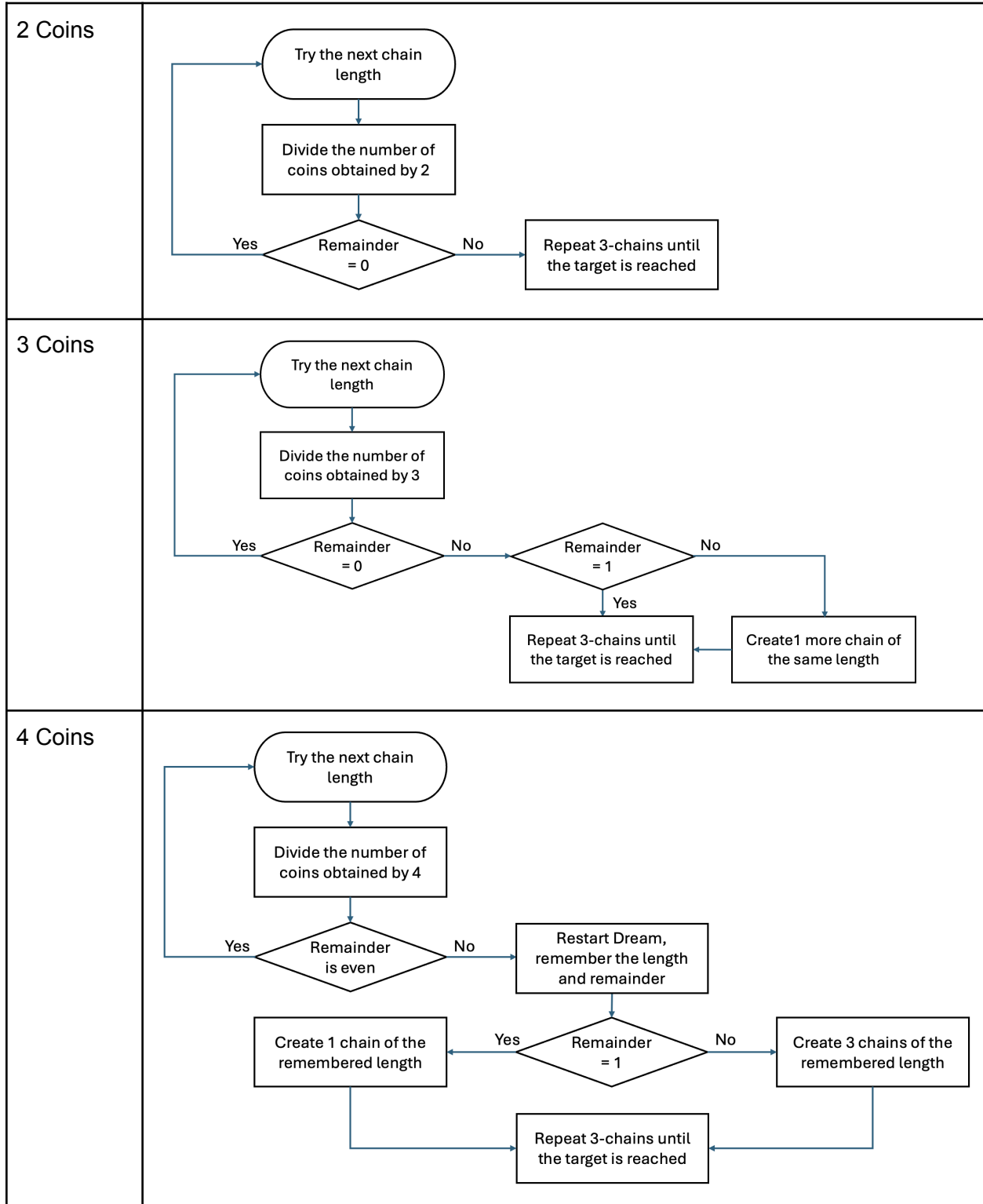


95 (Factors: 1, 5, 19, 95)



3 Digits

121 (Factors: 1, 11, 121)



521 (Factors: 1, 521) ← yes this number is prime :(

*** Note: Because this target is so high, it might be preferable to set one of the “Not Recommended” lves as your main lve. If you choose to do so, get the coin count to around 450 - 470 and activate her fantasies at low force. After that, proceed with caution and try not to chain too many main echoes. ***

Try chaining 3, 4, 5, or maybe even 6 echoes together and see how many coins they give you. Divide each of them by the number of coins gained by chaining 3 echoes and note them down.

Now get to around 450 to 470 coins and pause the game. Divide your current coin count by the number of coins gained by chaining 3 echoes. This is your starting point. Look up the list corresponding to the number of coins gained by chaining 3 echoes. Any number within the list is your goal.

2 Coins	1
3 Coins	2, 5
4 Coins	1, 5, 9
5 Coins	1, 6, 11, 16
6 Coins	5, 11, 17, 23, 29

Use the remainders you have written down to get from your starting point, to your goal. This should be somewhat straightforward and would guide you with what chains to make to complete the mission. Be careful to not go over 521. If you do, restart the dream and try again

Unfortunately, there are arrangements where it is impossible to get to a goal. This happens when none of the distances from your start point to a goal is not divisible by any of your remainders. (No number can be by divided by 0)

Once you reached a goal, repeat 3-chains until you get to 521 coins.