

Daily Life With A Monster Girl Online Guide

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If you're looking for monster girl fluff,
go [here](#) instead.

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Introduction

Welcome to this guide written by some autistic trashes. Anyways, you are probably confused with all the moonspeak (Japanese) in this DMM mobage game, or wondering if the new HR you got from the latest Gacha is good or not. If so, this is for you.

Feel free to share this to anyone else, or claim this guide as your own, whatever. I don't really care. All of it matters is that at least someone benefits from all these writings and we're not wasting our precious time.

Getting Started

Beginner Tips

First of all, you'll start with a Miia and either Froze, Keros, Dina, or Youko, depending on your luck. You'll fare better with a Dina start due to the damage and food distribution, but it's not the end of the world since all the starter girls are rather underpowered. In about 1-2 weeks, you will have a fully functional battalion of virgin monster girls under your command.

Keep at least one copy of any new girls you've obtained, including Normals and Rares. They are still useful even if they're not practically combat capable.

Do not neglect levelling any of them either because Rares and the starter girls are still combat-capable on map difficulties below Super. Of course, priority goes toward stronger monsters, but don't ignore the others because there are more efficient groceries available that requires level 20 and level 40 girls..

When doing outings, you'll notice that in the beginning, you don't have much energy to walk long distances, but don't worry, the energy bar maximizes every time your Master Level rises from experience and you can travel more and more.

Once you reach level 20 and level 40, more outings are available as stated above, these are more efficient than the level 1 groceries naturally. The single-type groceries requires all girls to have a minimum level of 20 and 40, but the mixed groceries, while inefficient in comparison, only requires the leader girl to be at least level 20 and 40.

Don't worry too much about jewelry, the benefits they give are promising, but they don't affect your combat power much outside of Super.

Rubies and Medals

Rubies are the premium currency in this game, and they're given out when you do 5 outings during the weekends, on daily bonuses on the 1st, 7th and 10th day, and events. Sometimes rubies are also given as a special campaign login or as a compensation gift when the development team messes up something in the game. Rubies are required for a lot of things - slots that allow more girls to live in your 'house', jewelry boxes for more accessories, new outing permits that gives you more groups to play with, relaxation rooms, dressing rooms that allow you to save more preset teams, and finally the 50-ruby gachas, where you'll spend most of your rubies on.

At first, you'll be showered with rubies thanks to the one-time quests. By the time you finish all of them, you'll have about 160 rubies from it. It'll then slow down to a small stream, but it's still generous enough.

Medals on the other hand, are complementary gifts that allows you to trade for stuff you want in the Medal Shop. Usually you'll want the HR or 10% SR tickets from it, which costs 35 and 60 medals each. You can only get a limited number of them monthly.

Try to do events that you are capable of doing, and get a fully Limit Break event HR (that means 4 copies) if you can. Don't worry if you can't get all the rubies or medals from events at first, even if they are the main source of income as a freemium player.

At the very least, log into the game daily and do 5 runs per day during your weekends, the rubies you get from doing these very simple tasks can pile up really fast. Doing these alone without any event rubies will still allow you to do a 50-ruby roll every 2 months, probably much sooner if DMM gives out compensation rubies or special event logins.



Monster Girls

This section covers every monster girl's, analysis, stats, class, rarity, and viability on outings. Girls are sorted by number in the Memorial. If you're looking for their personality, backstory and/or event stories instead, go [here](#)

Class

Based on stat distribution, there are 5 classes in the game: Glaciers, glass cannons, bruisers, speedsters, and tanks.

Glaciers have the highest, nearly uncontested attack stats in the game compared to other girls of the same rarity. They also boast superb health and defense stats, which are only behind actual tanks in terms of survivability. The downside is that they're extremely slow and more often than not will move last. Examples include the SRs Cerea and Tio, HRs Aluru and Mimi, and Rs Chione and Tyto.

Glass-cannons have the second highest attack stats next to glaciers, but unlike glaciers they are also very fast, just behind speedsters. Arguably they are the best classes you'll want in your team. They do have the worst health stats in the game and cannot really take heavy damage. Examples include SRs Shire and Quess, HRs Jelly and Ariel, and Rs Liza and Sheray.

Bruisers have balanced stats throughout, they have the third best attack, forth best health and defenses, and third best speed. The skills they have are pretty varied, some can hit harder, some hits multiple units, some tank better than others, some provide team debuffs/buffs. Examples include SRs Rachnera and Zombina, HRs Death, Remu and Rudy, and Rs Kyou and Memeko.

Speedsters (or armored rabbits) are unrivaled in terms of Speed, and they have the second best defenses in the game class-wise, the problem is that they have the second worst attack. Examples include SRs Papi and Manako, HRs Yuki and Phoe, and Rs Haru and Tatake.

Tanks finally, are self explanatory. They are dedicated in defense, and are more than likely the last things to be knocked out. Generally there's two types - taunt tanks and utility tanks. Taunt tanks have a skill 3 that makes 2-3 units attack it. Utility tanks usually debuffs the enemy team's attack, defense and or speed. Examples of taunt tanks include Mero, Kura, Shinotcha and Kyure. Examples of utility tanks include SRs Saki, and HRs Quinn and Ran. There are definitely exceptions like Holiday Miia, who has tank stats in terms of distribution, but do not have any abilities concerned with tanking.

Skill Class

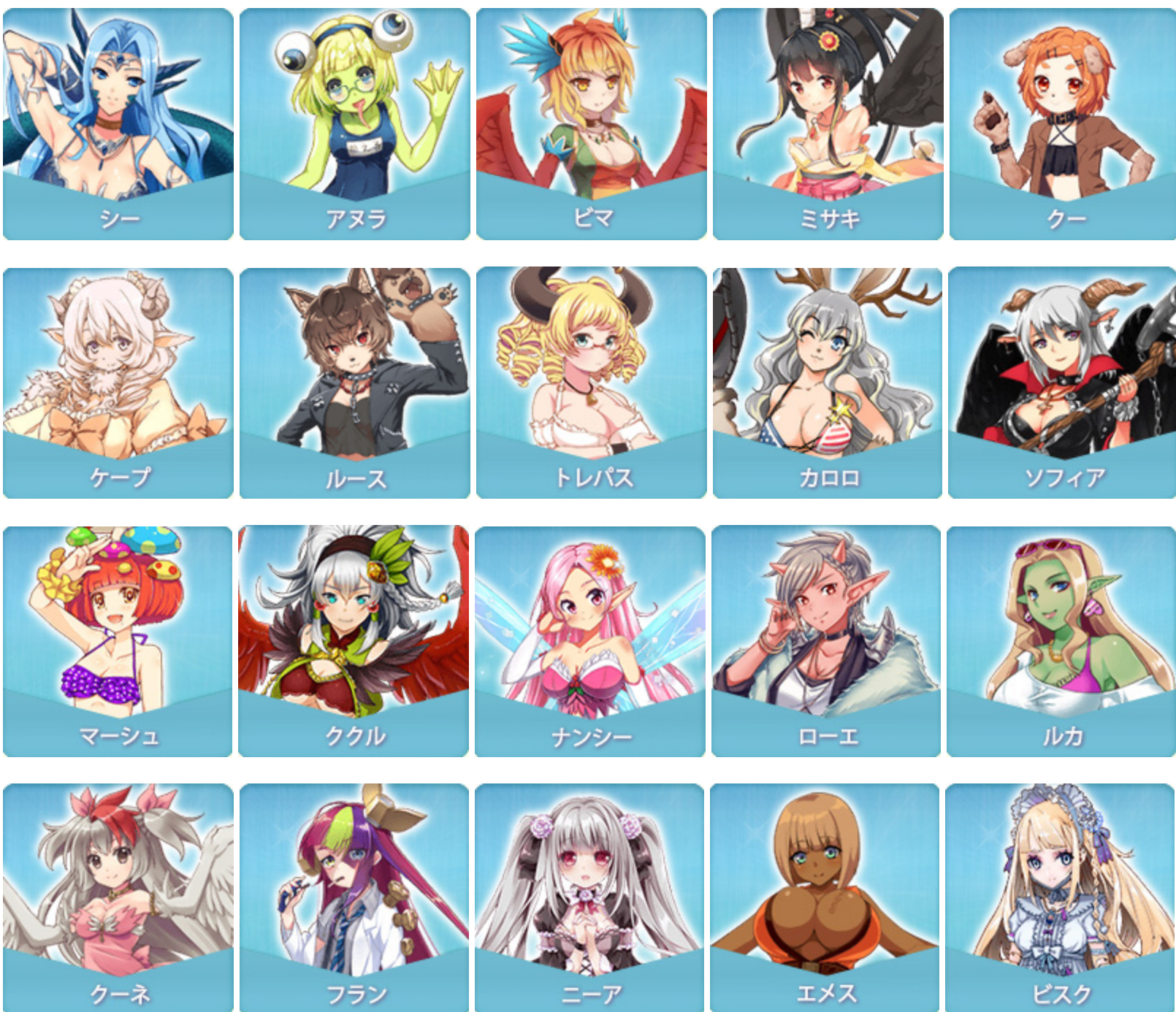
Aside from monster girls having different classes, skills also do different things on each girl.

Skill 1 has 3 variants and are always for offense: Spread, Duality and Focused. Spread deals damage to two girls or more, at less than 100% of their attack stats per girl. Duality also does damage to multiple girls, but usually at lower numbers but at multipliers above 100% per girl, while Focused does even more damage to a single girl and functions as an extra critical alongside the usual criticals. In general, Duality is the best Skill 1 as it'll always do more than 100% of the girl's attack damage even if it triggers and there's only 1 girl on screen. It is balanced out by the fact that Focused and Spread Skill 1s trigger very often especially after equipped with red earrings when compared to dualities.

Skill 2 has 2 variants and are always for defense: Damage reduction or damage negation. Almost all girls with a Skill 2 have damage reduction, the exception being Keros, Rachnera, Adorable Meroune and Pool Miia, who has damage negation.

Skill 3 has 3 variants: Utility buffs, taunts, and steroids. Utility buffs usually slightly increase combat capabilities of the team or reduce the opponent team's certain stats. Taunts do exactly as it says, taunting. Steroids usually just buff the girl itself, but at a significantly higher amount than utility buffs most of the time.

Rarity



N (Normal) - The weakest category in the game. None of the girls are combat-worthy outside of Easy maps, and even then they should be at max level and limit break. So what else should you use them for? The answer would be groceries. As a freemium player, one should use every available resource as efficient as possible, and these girls can definitely do the role instead of using your SR gacha girls to do groceries where they could be better off doing Super maps. Maintain their levels equal to your current Master Level as a newbie player, as you'll unlock level 20 and level 40 groceries later.

There are 4 different classes of N girls, but since they aren't combat worthy and their distribution ratios are completely different from other rarities, this will only be breezed through here.

- Speed boosters - these girls have the 'most' stats in total, and have a chance to increase the speed stats of any girls that share the same type as them by 25%. 5 Girls are in this category, namely Nia, Nancy, Sophia, Qukul and Carol.
- Defense boosters - Ditto to above, except they increase defense stats by 25%. Rus, Misaki, Tolepas, Kehp, and Anura belong here. They have the second 'best' stats.
- Attack boosters - Ditto to above, except even worse in stats and increase attack stats by 25%. Luka, Mashu, Bima, Sea and Kuu belong here
- All boosters - These girls have the absolute bottom-of-the-barrel stats, they increase all stats by 15%. Rohe, Fran, Bisque, Cooney and Emeth belong here.



R (Rare) - Rares are marginally better than Normal, and most of them can be used up to Hard maps. An entire team of Rares is definitely workable on Normal maps, but they should be used sparingly on Hard maps with heavy support from actual HRs. Rule of thumb - A 200% Rare at level 60 is as good as a level 70, 100% Event HR girl.



Starter HR (High Rare) - You'll get one of these at the start of the game. These should be treated as slightly better Rares, as their stats are even lower than event HRs, who are already kinda meh stat-wise. Generally the best start would be Dina (undine), but it shouldn't affect you too much, they should not be the reason for you to make an alternate account reroll. Starter HRs are definitely useable up to Hard, and they require less babysitting than Rares. A 200% starter HR at level 70 is slightly better than a level 70, 100% Event HR. Thankfully, you can get the rest from specific story maps.



Bucket Suu is a special case, as she's slightly weaker than Event HRs but better than starter HRs. You can get her as a 10 day login bonus, or from some event maps.



ミティ



リュカ



ピラティ



アクティア



シトリー



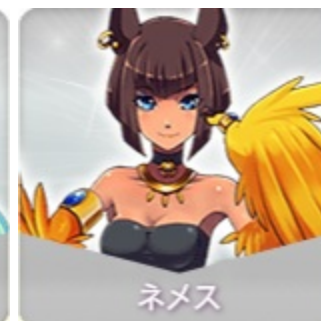
ルディ



ティエラ



メディア



ネメス



シャロン



[日傘]ニア



[湯煙]ケロース



ショコラ



[変身]タタケ



[可憐]ミティ



シアナ

Event HR (High Rare) - These girls can only be obtained from event missions (duh), which are periodical and at a limited time period. These girls cannot be obtained anywhere else. These girls can handle Hard by themselves pretty well assuming they are at 100% and level 70. Other than two or three exceptions however, they don't fair well on Super maps. A level 70 Event HR is as good as a level 40 HR. A 200% level 70 Event HR is as good as a 100% level 70 HR. Occasionally, there are revival events for some of the girls by the off-chance you couldn't get them or enough to max out their levels.



HR (High Rare) - Most girls with a silver background colour belong here. Most of the girls can only be obtained from either ruby gachas or HR/SR tickets. There are 5 HR girls that can be obtained from normal tickets - Fi, Jelly, Kura, Queen and Aluru. HR girls will be most of your bread and butter as a freemium player. A team of level 70 HRs can easily handle any Hard map. They are good enough for Supers as long as they are accompanied by at least 2 SRs, which in this case it's usually Quess or Saki. Occasionally, some HRs can be obtained from seasonal tickets.



Miia - Every player starts with her. She's the worst SR in the game, but thankfully her stats are good enough to function as a gacha HR. Keep her leveled up as a freemium player though, because early on when your team isn't strong enough, this sneak can single-handedly win battles for you.



SR (Super Rare) - Literally the best girls in the game. Their stats are so high that a 0% level 40 SR is as good as a 100% level 70 HR. Unfortunately you can't get SRs from anywhere except ruby gachas and HR/SR tickets. There are however two exceptions that you can get from normal and seasonal tickets - Quess and Saki. They are very rare (about 1 in 2500 tickets),

but both are the best girls in the game respective to their class including gacha-exclusives, 2 or 3 SRs with a couple of good HRs can easily sneeze on Super. By the off chance that you're lucky enough to get duplicates even after you have a level 80 SR, it is highly recommended to always keep the extra copies.

Rare Monster Girls



0022 - Liza

Category: Focused Glass-Cannon

Viability: Up to Hard (with mostly HR girls). Taunt tanks highly recommended.

Accessory recommendations: Rubellite Ring, Sapphire Ring, Topaz Ring, Tanzanite Ring, Fashionable Glasses,

Availability: Does not drop from N, R and Green tickets. Drops on 3-2 or certain Cute events.

Skill 1: 150% damage to one girl..

Homestay Name: Papa-san

Likes: Drawing, latest fashion, popsicles.

Dislikes: Cold weather.

Best Rare glass-cannon. Paper-thin defenses does mean she dies if she gets sneezed on, despite her excellent firepower and speed. Does her job well as long as she's not getting hit by enemy bruisers, glass-cannons or glaciers. Suicidal on Cool Hard maps or any Super maps. Okay Skill 1 with 50% bonus damage.



0038 - Ai

Category: Spread Glacier

Viability: Up to Hard (with mostly HR girls)

Accessory recommendations: Tanzanite Ring, Tiger's Eye Ring, Marble Bracelet, Fashionable Glasses

Availability: Literally any ticket. Drops on 3-5 or certain Pure events.

Skill 1: 80% damage to two girls (160%).

Homestay Name: Mister

Likes: Eye lotions, air conditioners.

Dislikes: Pollen.

Ai is the second best glacier stats-wise. Painfully slow even if her stats are excellent everywhere else, so she'll more than likely move last in your team. Since she's a Pure type, there's no damage penalties and can be used on Devil maps even if she takes more damage. Okay Skill 1 with a total damage of 160%.



0039 - Chione

Category: Spread Glacier

Viability: Up to Hard (with mostly HR girls)

Accessory recommendations: Tanzanite Ring, Tiger's Eye Ring, Marble Bracelet, Fashionable Glasses,

Availability: Does not drop from N, R and Green tickets. Drops on 4-5 or certain Passion events.

Skill 1: 80% damage to two girls (160%).

Homestay Name: Landlord

Likes: Cats, guard duty, stargazing.

Arguably the best Rare in the game and is the best Rare glacier, Chione exceeds even starter HRs in firepower. Painfully slow even if her stats are excellent everywhere else, so she'll more than likely move last in your team. Not a good idea to use her on Hard Cute maps because of her typing regardless of her stats. Okay Skill 1 with a total damage of 160%.

Event HR Monster Girls



0056 - Miti

Category: Focused Glacier

Viability: Up to Hard.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Marble Bracelet, Fashionable Glasses, Clover Pendant.

Availability: "Lost Yeti Girl's Great Search!" event.

Skill 1: 200% damage to one girl.

So far the best event glacier in the game stats-wise, unless Steam Keros has her Skill 3 activated. No problems doing work on Hard. But with her slowness, she'll probably take a lot of damage because of her sub-par durability.



0076 - Lyca

Category: Focused Speedster

Viability: Up to Hard.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Red Coral Earrings, Moon Pendant.

Availability: "Full Moon's Lure ~Kagami Mochi Arc~" event.

Skill 1: 70% damage to one girl thrice (210%).

After Actia's impressive buff on 20th June 2016, most would agree that Lyca is one of the worst event girls so far. Pathetic attack stats + subpar durability + zero utility contributes to her near uselessness. Only HR girl to be worse than Lyca would be Parasol Nia and the starter HR Froze.



0080 - Pirati

Category: Focused Speedster

Viability: Up to Hard.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Red Coral Earrings, Moon Pendant.

Availability: "Home-Guarding Vampire" event.

Skill 1: 70% damage to one girl thrice (210%).

Best event speedster but second worst event girl. Literally a carbon-copy of Lyca, except with better stats.



0082 - Actia

Category: Steroid Spread Bruiser

Viability: Up to Super. Tanks are highly recommended

Accessory recommendations: Jade Earrings.

Availability: "Normies Should Just Explode!" event.

Skill 1: 50% damage to two girls (100%).

Skill 3: Increases own Attack stats by 150%.

Before 20th June 2016, Actia was the worst event girl in the game, in fact worse than some Rare girls, with a very mediocre Skill 3 that only increases her Attack by 25%. After this patch though, Actia upgraded from the weakest girl to the third best Event girl, and in fact is better than most gacha SRs, assuming she is wearing her Jade Earrings all the time. Whenever her Skill 3 procs, she become even stronger than SR glaciers. In fact, it makes her the second hardest hitting girl in the game, only lower than the gimmicky Pool Miia. Unlike Nemes and Adorable Miti though, she's still somewhat slow and squishy, so she needs proper defensive support to do well. Never use any other accessory on her except Jade Earrings, her Skill 3 is too good to pass.



0056 - Sitri

Category: Focused Glacier

Viability: Up to Hard.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Marble Bracelet, Fashionable Glasses, Clover Pendant.

Availability: “All the Colours of Valentine♪” event.

Skill 1: 200% damage to one girl.

Sitri has weaker attack compared to Steam Keros and Miti, the tradeoff is that she's surprisingly significantly faster than both of them. Despite this, she still suffers the same problems as all event bruisers - terribly slow with average durability.



0090 - Rudy

Category: Utility Focused Bruiser

Viability: Up to Hard.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Marble Bracelet, Fashionable Glasses, Clover Pendant.

Availability: “Shards of the Cat Goddess' Treasure” event.

Skill 1: 200% damage to one girl.

Skill 3: Reduce all enemy girl's Defense by 20%.



0094 - Tierra

Category: Spread Glass-cannon

Viability: Up to Hard.

Accessory recommendations:

Availability: "The Hunt for Crunchy Ore" event.

Skill 1: 80% damage to two girls (160%).



0098 - Media

Category: Spread Glass-cannon

Viability: Up to Hard.

Accessory recommendations:

Availability: "Meganekko's Crazy About the Outside World!" event.

Skill 1: 80% damage to two girls (160%).



0103 - Nemes

Category: Steroid Spread Bruiser

Viability: Up to Super.

Accessory recommendations:

Availability: “Impromptu Riddle Tournament and Punishment Game” event.

Skill 1: 50% damage to two girls (100%).

Skill 3: Increase own Attack, Defense and Speed stats by 100%.



0107 - Sharon

Category: Balanced Focused Bruiser

Viability: Up to Hard.

Accessory recommendations:

Availability: “Desire for the Clover of Happiness” event.

Skill 1: 200% damage to one girl.

Skill 2: Take 25% less damage..



0111 - Parasol Niia

Category: Steroid Duality Bruiser

Viability: Up to Hard.

Accessory recommendations:

Availability: “The Smile of an Unlucky Maiden” event.

Skill 1: 70% damage to two girls twice (280%).

Skill 3: Increase own Speed stats by 30%.



0118 - Steam Keros

Category: Steroid Spread Bruiser

Viability: Up to Hard.

Accessory recommendations:

Availability: “Pursuing the Photos of Purest Maidens” event.

Skill 1: 80% damage to two girls (160%).

Skill 3: Increase own Attack and Defense stats by 30%.



0122 - Chocora

Category: Focused Glass-cannon

Viability: Up to Hard.

Accessory recommendations:

Availability: “Two Rabbit’s Chase of the Easter Bunny” event.

Skill 1: 200% damage to one girl.



0126 - Disguised Tatake

Category: Utility Tank

Viability: Up to Hard.

Accessory recommendations:

Availability: “Tanuki Improvement Committee Launched!” event.

Skill 2: Take 25% less damage.

Skill 3: Decrease all enemy girl’s Attack stats by 15%.



0130 - Adorable Miti

Category: Steroid Duality Bruiser

Viability: Up to Super.

Accessory recommendations:

Availability: “Let’s Get the Album a Fixin’ Y’all!” event

Skill 1: 60% damage to three girls twice (360%).

Skill 3: Increase own Attack, Defense and Speed stats by 75%.



0137 - Shiana

Category: Steroid Focused Bruiser

Viability: Up to Hard.

Accessory recommendations:

Availability: “Oh Dear! Egocentric Maiden’s Runaway” event.

Skill 1: 60% damage to three girls twice (360%).

Skill 3: Increase own Attack, Defense and Speed stats by 10%.



0137 - Muddy Kuu

Category: Defensive Utility Bruiser

Viability: Up to Hard.

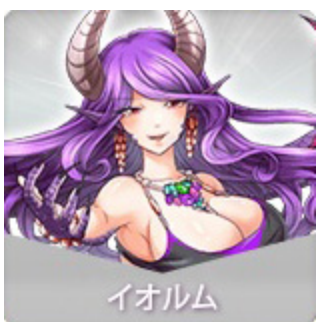
Accessory recommendations:

Availability: "It's an Accident wan! Woes of Collecting Bamboo Leaves" event.

Skill 2: Take 25% less damage.

Skill 3: Increase all Cool-Type friendly girls's Attack stats by 25%.

High Rare Monster Girls



0044 - Iormu

Category: Balanced Spread Bruiser

Viability: Up to Super (with at least 2 SR girls).

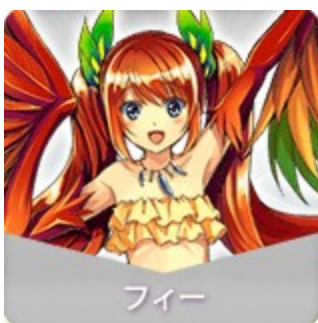
Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses.

Availability: Golden Week, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 80% damage to three girls (240%).

Skill 2: Reduces incoming damage by 25%

Quite unfortunately, Iormu ties with Rhea as one of the weakest gacha HR bruisers in the game stats-wise, nearly 10 levels below the third best bruisers and 20 levels below the best. Not by any means bad though, as she's still 20 levels stronger than event HR Bruisers, and her attacks are still relevant compared to most of the better speedsters. Iormu with her Skill 1 is better on splash teams while near irrelevant on focused-fire teams. Iormu isn't recommended on Super maps due to her stats, as her attack is even lower than speedsters Lato and Fal, while at the same time not as durable.



0045 - Fi

Category: Focused Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Red Coral Earrings, Moon Pendant

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 1: 70% damage to one girl thrice (210%).

Second weakest gacha HR speedster attack-wise and third weakest defense-wise, average everywhere else. Not a good candidate for Super as speedsters are very lackluster in attack, even if they can survive Super fine. You can still consider Fi as a target-softener with a Moon Pendant so that glass-cannons with a Star Pendant can follow up and remove whatever's near dying.



0048 - Mai

Category: Balanced Duality Bruiser

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Hydrangea, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to two girls twice (280%).

Skill 2: Reduces incoming damage by 25%

Mai has an excellent Skill 1, but sadly is also one of the weaker gacha HR bruisers in the game, only slightly better than Iormu, Rhea and Holiday Rui. Her skill 1 does mean she's a good character on both splash and focused-fire setups. Absolutely not recommended on Cool Super maps especially when Cool is loaded with high-tier bruisers and speedsters, and eventually their glass-cannon Ashia.



0050 - Jelly

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 1 SR girl). Taunt/utility tanks highly recommended.

Accessory recommendations: Red Garnet Ring, Rubellite Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 1: 200% damage to one girl.

Second weakest HR gacha glass-cannon attack-wise and average everywhere else. Very likely one of your best members for Super maps as a freemium player, especially with its unresisted typing. While definitely tankier than Youko/Dina and event glass-cannons, it's still not a good idea for Jelly to be hit by anything except speedsters and tanks.



0051 - Rui

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 1 SR girl). Taunt/utility tanks highly recommended.

Accessory recommendations: Red Garnet Ring, Rubellite Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant

Availability: Tanabata, HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.

A better Jelly with a different typing.



0052 - Kura

Category: Taunt Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Lapis Lazuli Earrings, Jade Earrings, Marble Bracelet, Tanzanite Ring.

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 2: Reduces incoming damage by 25%

Skill 3: Taunts 2 girls.

Third best HR tank overall and best HR taunt tank. Straightforward, just have her with a bunch of glasscannons you want to protect. Jade Earrings are highly recommended if she's for that role. Otherwise, Marble Bracelet is better if other members don't mind taking some hits. Not a particularly good tank on Pure maps.



0053 - Queen

Category: Utility Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Jade Earrings.

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 2: Reduces incoming damage by 25%

Skill 3: Reduce all enemy girl's Attack by 20%.

Second best HR tank overall and utility tank. Always have her equipped with Jade Earrings for maximum efficiency, as 20% reduction is very valuable especially on Super. Unfortunately because any freemium player can also have Saki eventually, Queen will be replaced by her sooner or later and will be used on Hard maps more often instead. Best used on Cute maps. Not recommended on Passion maps.



0055 - Lethe

Category: Balanced Focused Bruiser

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations: Rubellite Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.

Skill 2: Reduces incoming damage by 25%

Lethe is one of the rarer bruisers with a Focused Skill 1, Lethe is just slightly below average stats-wise, so she'll have similar problems like Mai, Iormu and co. have. Lethe is in an awkward position for Focused-heavy teams - She doesn't hit as hard as all the other HR glass-cannons or glaciers that are made for deleting targets one by one, nor is she as fast as focused speedsters that are good at softening targets for glass-cannons. At best she can be used as a janitor in case the glasscannons couldn't proc crit and Skill 1.



0055 - Flare

Category: Focused Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Red Coral Earrings, Moon Pendant

Availability: Golden Week, HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to one girl thrice. (210%).

Third best gacha HR speedster everywhere else except Attack. Not a good candidate for Super as speedsters are very lackluster in attack, even if they can survive Super fine. As with Fi, use Flare as a target-softener with a Moon Pendant so that glass-cannons with a Star Pendant can pick out weakened enemies



0056 - Aluru

Category: Spread Glacier

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Precious Garnet Ring, Rubellite Ring, Marble Bracelet, Fashionable Glasses, Clover Pendant.

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 1: 80% damage to three girls (240%).

Weakest gacha HR glacier attack-wise and second weakest everywhere else (Not by any means a bad thing). Pure typing however, means her damage is unresisted. Most likely the girl to move last in your team, so she may take damage often as well. You'll most likely see her often in your team on Super Maps as a freemium player.



0057 - Holo

Category: Balanced Duality Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Golden Week, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to two girls twice (280%).

Skill 2: Reduces incoming damage by 25%

Death is an average-high bruiser with an excellent Skill 1 to complement, she will only have occasional trouble on Super maps while melting faces on Hard. It's more preferable to give her Red Coral Earrings, but other items are fine. Still, don't use her on Passion Supers unless you have no choice.



0059 - Ariel

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 1 SR girl). Taunt/utility tanks highly recommended.

Accessory recommendations: Red Garnet Ring, Rubellite Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant

Availability: Tanabata, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 200% damage to one girl.

Homestay Name:

Overall the best HR gacha glass-cannon, though there exists glass-cannons with higher attack like Holiday Cerea.



0060 - Yuki

Category: Focused Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Red Coral Earrings, Moon Pendant

Availability: Hydrangea, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to one girl thrice (210%).

Homestay Name: Anata

Second best gacha HR speedster everywhere else except Attack. Yet another carbon-copy of Flare and Fi but with better stats. Use Yuki as a target softener on focused teams. Not recommended on Passion maps for obvious reasons.



0061 - Mimi

Category: Spread Glacier

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: Attack at 0.7x power on three enemies

Mimi is similar to Aluru in usefulness and Sarah in stats. Unlike Sarah however, Mimi is spread instead of focused.



0062 - Death

Category: Balanced Duality Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Golden Week, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to two girls twice (280%).

Skill 2: Reduces incoming damage by 25%

Death is an average-high bruiser with an excellent Skill 1 to complement, she will only have occasional trouble on Super maps while melting faces on Hard. It's more preferable to give her Red Coral Earrings, but other items are fine. Still, don't use her on Passion Supers unless you have no choice.



0063- Ran

Category: Utility Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Jade Earrings

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Lowers all stats of enemies by 10%

Ran's can be considered the best utility tank, as she's one of the only characters that have a Skill 3 that reduces speed, even if the proc rate and potency isn't as good as Queen. Fortunately her stats are the highest among all HR tanks. Jade Earrings is definitely recommended as with other utility tanks.



0073 - Lato

Category: Spread Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Rubellite Ring, Fashionable Glasses, Moon Pendant.

Availability: Sakura, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 80% damage to three girls (240%).

Lato is the best HR speedster in the game except in Attack, where Fal is slightly better. Either way, both Lato and Fal has more attack than Iormu and Rhea in comparison. Her Skill 1 is excellent for her class, as she can soften up enemy team members for glass-cannons with Star Pendants to pick out weak girls. Despite this, she's not recommended on Supers since she neither contributes much with her comparatively lackluster attack stats to other classes nor will she provide any utility like the tanks.



0074 - Halifah

Category: Offensive Focused Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant.

Availability: Sakura, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 200% damage to one girl.

Halifah is the strongest bruiser in the game stat-wise, her stats are easily 10 levels above the 3rd best bruisers Gina and Maid Mero. Combine that with a HR glass-cannon Skill 1 and she's a force to be reckoned with. For comparison, she has higher Attack than the event glaciers Miti, Sitri and Bath Keros, while still has respectable defenses and a massively better speed stat. Halifah can be treated as an "Event SR" and can be one of your valuable team members for Super if she's at full level and affection.



0077 - Rubero

Category: Balanced Spread Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses.

Availability: Sakura, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 80% damage to three girls (240%).

Skill 2: Reduces incoming damage by 25%

Rubero is an above average bruiser, arguably fifth best. Well suited on splash teams with members like Lato, Aluru and Iormu to take out multiple enemies at once. Not as good on teams with a lot of glasscannons, as proccing her Skill 1 on a single enemy means she'll deal only 80% of her output. She does have a lot of trouble on Cute Super maps (naturally), so avoid using her in that case.



0078 - Fere

Category: Balanced Duality Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Sakura, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to two girls twice (280%).

Skill 2: Reduces incoming damage by 25%

Fere is an above average bruiser. Aside from having slightly better stats than Rubero, Fere has a significantly better Skill 1 in comparison as well, as even a Skill 1 proc on just one enemy is a nice 140% damage, so she's excellent on both splash or focused fire teams. Her stats are just under the third best bruisers Maid Mero and Gina. Can handle Cute Super maps better than Rubero because of the above benefits, but is still not recommended if you want to be as optimal as possible.



0083 - Shinotcha

Category: Taunt Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Lapis Lazuli Earrings, Jade Earrings, Marble Bracelet, Tanzanite Ring.

Availability: Golden Week, HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Taunts 2 girls.

Shinotcha is a below-average taunt tank, not as good as Kura unless Shinotcha's used on a Passion or Pure map. Straightforward, just have her with a bunch of glasscannons you want to protect. Jade Earrings are highly recommended if she's for that role. Otherwise, Marble Bracelet is better if other members don't mind taking some hits.



0084 - Rem

Category: Offensive Focused Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant.

Availability: Hydrangea, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 200% damage to one girl.

Rem is the second best bruiser in the game, only slightly below Halifah, while towering over Gina and Maid Mero's stats despite her actual size of just 30 centimeters tall. Rem's offense is just slightly weaker than event glaciers, but she's still better everywhere else. As with the case of Halifah, treat her as an "Event SR" bruiser.



0087 - Sarah

Category: Focused Glacier

Viability: Up to Super.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Tanabata, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 200% damage to one girl.



0088 - Sprint Centorea

Category: Spread Speedster

Viability: Up to Super.

Accessory recommendations:

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 80% damage to 2 girls.



0091 - Rhea

Category: Defensive Steroid Bruiser

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Jade Earrings.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Reduce all enemy girl's Stats by 15%.



0092 - Steam Miia

Category: Utility Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Jade Earrings.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Reduce all enemy girl's Stats by 15%.

Homestay Name: Darling

Likes: Boiled egg.

Lowest health and speed stats among all gacha HR tanks. She does have the third best attack and defense, but attack isn't important in a tank. Like with all utility tanks, Jade Earrings are very valuable on her and should be equipped at all times. Not recommended on Pure Super maps.



0095 - Maid Meroune

Category: Balanced Focused Bruiser

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations: Rubellite Ring, Fashionable Glasses, Red Coral Earrings, Star Pendant

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to one girl thrice (210%).

Skill 2: Reduces incoming damage by 25%



0096 - Ashia

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.



0096 - Bath Centorea

Category: Utility Tank

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Increase all Passion-type friendly girls' Attack stats by 30%.



0097 - Bath Papi

Category: Defensive Utility Bruiser

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Increase all Passion-type friendly girls' Speed stats by 30%.



00102 - Bucket Suu

Category: Offensive Focused Bruiser

Viability: Up to Hard

Accessory recommendations:

Availability: Bucket Suu login bonus (one-time only). Bucket Suu Tickets.

Skill 1: 200% damage to one girl.



0104 - Spring Bisque

Category: Taunt Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Lapis Lazuli Earrings, Jade Earrings, Marble Bracelet, Tanzanite Ring.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Taunts 2 girls.



0105 - Adorable Meroune

Category: Utility Super-Defensive Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Jade Earrings

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Chance to negate incoming damage.

Skill 3: Reduce all enemy girl's Defense by 20%.



0108 - Bath Haru

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.



0109 - Swimsuit Rachnera

Category: Duality Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Red Coral Earrings, Rubellite Ring, Fashionable Glasses, Moon Pendant.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to two girls twice (280%).



0112 - Gina

Category: Balanced Spread Bruiser

Viability: Up to Super (with at least 1 SR girl).

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 80% damage to two girls (160%).

Skill 2: Reduces incoming damage by 25%



0113 - Cheerful Papi

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 230% damage to one girl.



0115 - Swimsuit Miia

Category: Taunt Tank

Viability: Up to Super (with at least 1 SR girl). Other girls should be damage dealers.

Accessory recommendations: Lapis Lazuli Earrings, Jade Earrings, Marble Bracelet, Tanzanite Ring.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 2: Reduces incoming damage by 25%

Skill 3: Taunts 2 girls.

A very balanced tank overall, but still does more damage than typical tanks. Best used on Cute maps, and not recommended on Passion maps.



0116 - Recovery Meroune

Category: Focused Glacier

Viability: Up to Super.

Accessory recommendations: Rubellite Ring, Tiger's Eye Ring, Fashionable Glasses, Red Coral Earrings.

Availability: Tanabata, HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 200% damage to one girl.



0119 - Sunny Holo

Category: Focused Glass-Cannon

Viability: Up to Super (with at least 2 SR girls).

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.



0120 - Swimsuit Rachnera

Category: Focused Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Red Coral Earrings, Rubellite Ring, Fashionable Glasses, Moon Pendant.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to one girl thrice (210%).



0123 - Bikini Suu

Category: Steroid Focused Glass-Cannon

Viability: Up to Super

Accessory recommendations: Precious Garnet Ring, Fashionable Glasses.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 150% damage to one girl.

Skill 3: Increases own Attack stats by 10%.

While Bikini Suu does have the best stats as a glass-cannon, her abilities are very lackluster with a 150% bonus damage and only a 10% boost to her attack. Most glass-cannons would have a 200% damage Skill 1, but Bikini Suu requires

both skills to trigger to achieve the same result. One could argue that this makes Bikini Suu a more consistent glass-cannon in terms of damage when compared to other girls.



0124 - Holiday Rui

Category: Steroid Spread Bruiser

Viability: Up to Super

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 90% damage to two girls (180%).

Skill 3: Increases own Defense stats by 20%.



0127 - Holiday Centorea

Category: Steroid Focused Glass-Cannon

Viability: Up to Super

Accessory recommendations: Precious Garnet Ring, Fashionable Glasses, Red Coral Earrings..

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to one girl.

Skill 3: Increases own Defense stats by 10%.



0128 - Fal

Category: Steroid Focused Speedster.

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Precious Garnet Ring, Fashionable Glasses, Red Coral Earrings..

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to one girl thrice (210%).

Skill 3: Increases own Attack stats by 10%.



0131 - Chinese Rachnera

Category: Balanced Focused Bruiser.

Viability: Up to Super.

Accessory recommendations: Precious Garnet Ring, Red Coral Earrings..

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 250% damage to one girl.

Skill 2: Reduces incoming damage by 25%.



0132 - Swimsuit Dina

Category: Duality Speedster.

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Precious Garnet Ring, Red Coral Earrings..

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 60% damage to two girls thrice (360%).



0134 - Cuisine Miia

Category: Duality Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Red Coral Earrings, Rubellite Earrings, Fashionable Glasses, Moon Pendant.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to 2 girls twice (280%).

Fastest and hardest-hitting HR speedster in the game, but is also the squishiest. This means Cuisine Miia can be treated as a very fast bruiser, but unfortunately due to her category, she's not an optimal candidate on Super other than functioning as an excellent softener for the glass-cannons to delete stuff. Her Skill 1 does make her excellent on either spread or focused teams regardless.



0135 - Harvest Emeth

Category: Spread Glacier

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Rubellite Earrings, Fashionable Glasses, Marble Necklace.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 80% damage to 3 girls (240%).



0138 - Swimsuit Meroune

Category: Balanced Focused Bruiser

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Tanzanite Earrings, Fashionable Glasses.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 200% damage to 1 girl (240%).

Skill 2: Reduces incoming damage by 25%.



0139 - Lucine

Category: Spread Glacier

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Rubellite Earrings, Fashionable Glasses, Marble Necklace.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 80% damage to 3 girls (240%).



0142 - Unii

Category: Focused Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Rubellite Earrings, Fashionable Glasses.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 220% damage to 1 girl.



0142 - Purest Papi

Category: Focused Speedster

Viability: Up to Super with offense-heavy teams.

Accessory recommendations: Red Coral Earrings, Rubellite Earrings, Fashionable Glasses.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to 1 girl thrice (210%).

Super Rare Monster Girls



0064 - Miia

Category: Duality Glass-Cannon

Viability: Up to Hard. Can be used on Super only if she's at max level and affection.

Accessory recommendations: Red Coral Earring, Emerald Ring, Fashionable Glasses, Moon Pendant, Star Pendant

Availability: Only as your starter girl. Can be obtained from certain Special Volume Gachas.

Skill 1: 125% damage to three girls (375%).

Weakest SR girl in the game health-wise, attack-wise and defense-wise. Should always be treated as a HR girl despite the rarity, and even then she's unusually slow when compared to other HR glass-cannons. Her Skill 1 however, wins games for you easily whenever it's triggered, as Miia is one of the only girls in the game that has no drawbacks when hitting more than 3 girls, so Red Coral Earrings should be equipped on Miia all the time. Emerald Ring can be substituted if you don't have any Red Corals to compensate for her speed as a glass-cannon.



0064 - Papi

Category: Duality Speedster

Viability: Up to Super.

Accessory recommendations: Red Coral Earring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to three girls thrice (630%).



0065 - Centorea

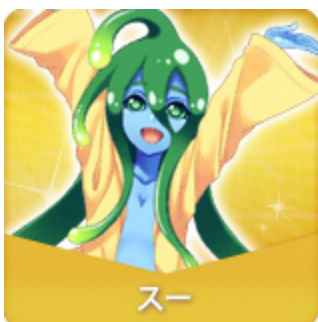
Category: Duality Glacier

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 125% damage to three girls (375%).



0067 - Suu

Category: Duality Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 240% damage to two girls (480%).



0068 - Quess

Category: Focused Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 1: 300% damage to one girl.

Best glass-cannon in the game tied with Shire, while also significantly easier to obtain. If you do manage to get her, she's a priority girl to max out as soon as possible. A level 80, 100% affection Quess can practically delete anything Super can put out (unless future events introduces SR tanks), even if opponent utility tanks trigger their Skill 3. Essentially, anything that Quess touches just die.



0069 - Meroune

Category: Taunt Tank

Viability: Up to Super.

Accessory recommendations: Lapis Lazuli Earrings, Jade Earrings.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 2: Reduce incoming damage by 40%.

Skill 3: Taunts 3 girls.



0070 - Rachnera

Category: Super-Defensive Focused Bruiser

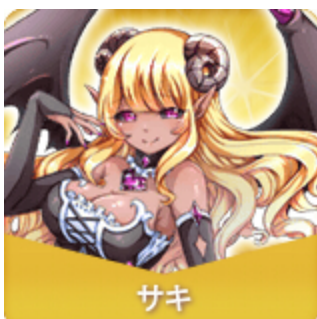
Viability: Up to Super.

Accessory recommendations: Lapiz Lazuli Earrings, Red Coral Earrings.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 300% damage to one girl.

Skill 2: Chance to negate incoming damage.



0071 - Saki

Category: Utility Tank

Viability: Up to Super.

Accessory recommendations: Jade Earrings.

Availability: Normal, Medium and Rare tickets. Can also be obtained from seasonal tickets.

Skill 2: Reduce incoming damage by 40%.

Skill 3: Reduce all enemy girl's Attack and Defense by 25%.

Likewise with Quess, Saki is the best tank in the game while simultaneously easier to get than gacha SRs. More likely than not you'll bring her on literally any Super map including even Pure Supers, as her Skill 3 is too good to pass up unless you already have a full team of SRs ready to kick ass. This author so far has only ever seen Saki knocked out once in 1000+ Super runs, and that was somehow an incredibly unlucky focus fire by the enemy girls with multiple crit + skill 1 procs. Again, a priority girl to max out as soon as possible the moment you obtain her and she will do her job in Super as a very important, game-changing member.



0074 - Ena

Category: Duality Speedster

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings.

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 70% damage to three girls twice (420%).



0079 - Fan-Long

Category: Focused Glacier

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 150% damage to one girl twice (300%).

Fan-Long was the girl with the strongest attack in-game, until Pool Miia's introduced. Even so, she can delete anything in-game just like Quess and Shire. Unlike Quess however, Fan-Long is nearly unkillable even with focus fire with her SR-tier glacier defenses.



0081 - One-Piece Papi

Category: Duality Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 240% damage to two girls (480%).

Arguably a base Suu clone with lower stats but stronger attack. Still, glasscannons are the best class in the game and One-Piece Papi is no exception, easily outstripping any HR equivalent at just level 50.



0085 - Holiday Miia

Category: Offensive Duality Tank

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Fashionable Glasses

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 150% damage to three girls (450%).

Strangely, all Miia's SRs are very unique compared to other girls. Holiday Miia is the only girl in the game that has tank stat distributions, yet does not have any skills made for tanking. Holiday Miia can be treated as a significantly better starter Miia, and is SR-worthy. Unlikely to get knocked out even in Super because of her tank status. 150% damage to 3 targets is insanely good, so always equip her with Red Coral to compensate for her "weak" attack stats.



0089 - Injection Meroune

Category: Duality Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 130% damage to three girls (390%).

Duality Glass-cannons are incredibly rare outside of SR, so Injection Meroune is one of those very powerful glasscannons to have in your team. Glasscannons are always good, so she's a very valuable member for Super maps.



0093 - Bewitching Rachnera

Category: Utility Duality Bruiser

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Jade Earrings.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 240% damage to two girls (480%).

Skill 3: Reduce all enemy girl's Speed and Defense by 20%.

Considerably more viable and useful than base Rachnera (8 levels higher in stats), though any SR aside from starter Miia is ridiculously good after just one Limit Break regardless. Combining her and Saki really brings out the pain on literally anything, so it's highly recommended to have Jade Earrings on her, though Red Coral is just as fine because of her Skill 1 type. It's the owner's choice between Bewitching Rachnera doing most of the destruction head-on, or doing most of the destruction on a back seat, either option is just as good.



0097 - Raincoat Suu

Category: Steroid Focused Bruiser

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Jade Earrings.

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 280% damage to one girl.

Skill 3: Increase own Attack, Defense and Speed stats by 15%.



0097 - Kagachi

Category: Duality Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 80% damage to three girls twice (480%)



0106 - Pool Miia

Category: Super-Defensive Spread Glacier

Viability: Up to Super. 2 Taunt Tanks are highly recommended.

Accessory recommendations: Lapis Lazuli Earrings, Red Coral Earrings, Precious Garnet Ring, Clover Pendant

Availability: HR and SR tickets. Ruby or DMM Gacha.

Skill 1: 50% damage to five girls (250%).

Skill 2: Chance to negate incoming damage.

Pool Miia is extremely gimmicky. Her attack stats are unrivaled and her addition to the game literally messed up the Attack Rating in another ongoing database. At level 80 and 100% affection, Pool Miia has a whopping 1920 attack compared to the second best Knight Cerea, at 1458 for comparison. What's the catch? She has HR-tier stats everywhere else, especially Speed where she's worse than typical HR glaciers. Pool Miia's best used on teams where there's a lot of tanks supporting her squishiness, as she can single-handedly serve as the sole damage dealer for the team, as half of 1920 damage is still 810, which is more than a level 70 Jelly can dish out. Precious Garnet Ring is a very good accessory for her to consider over Lapis Lazuli or Red Coral if you don't mind an overkill of 2112 attack.



0110 - Cheerleader Suu

Category: Duality Speedster

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to three girls thrice (630%).

Skill 3: Increase own Attack and Speed stats by 20%.



0114 - Knight Centorea

Category: Focused Glacier

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 300% damage to one girl.



0117 - Shire

Category: Focused Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Precious Garnet Ring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 300% damage to one girl.



0121 - Manako

Category: Steroid Duality Speedster

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Jade Earrings

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to four girls twice (560%).

Skill 3: Increase own Attack stats by 20%.

As the fastest girl in the game, Manako also possesses one of the most ridiculous Skill 1s, while also having a Skill 3 steroid to add more oomph to her procs. The catch? She's a speedster. Granted, she can solo anything Hard and below with a Skill 1 proc, while severely denting Super map enemies.



0125 - Zombina

Category: Utility Duality Bruiser

Viability: Up to Super.

Accessory recommendations: Red Coral Earring, Jade Earring

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 150% damage to three girls (450%).

Skill 3: Reduce all enemy Passion-type girls' Attack by 20%.

Zombina has the highest stats out of all bruisers. While her Skill 1 is Miia-tier excellent, she has a very gimmicky Skill 3 which is literally worthless outside of Passion maps. Even so, just treat her as a infinitely better starter Miia for non-Passion maps.



0129 - Innocent Papi

Category: Balanced Duality Bruiser

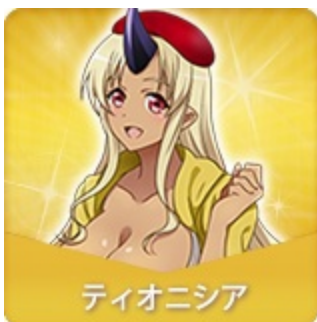
Viability: Up to Super.

Accessory recommendations: Red Coral Earrings

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 120% damage to three girls (360%).

Skill 2: Reduce incoming damage by 35%.



0133 - Tionishia

Category: Taunt Balanced Spread Glacier

Viability: Up to Super.

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to three girls (210%).

Skill 2: Reduce incoming damage by 25%.

Skill 3: Taunt 3 girls.

This innocent chocolate roll is the most versatile glacier in the game, while also possessing the highest Health compared to other glaciers. Her other stats may be slightly lacking, but she more than makes up for it by also functioning as a taunt off-tank aside from massive damage to three girls. Tionishia and Doppel so far are two of the only girls in-game with 3 Skills.



0133 - Doppel

Category: Utility Balanced Focused Glass-Cannon

Viability: Up to Super.

Accessory recommendations:

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 300% damage to one girl (210%).

Skill 2: Reduce incoming damage by 35%.

Skill 3: Reduce all enemy girl's Attack, Speed and Defense by 15%.

Doppel stat-wise is the worst gacha SR glass-cannon, with worse attack than Zombina. What makes her deadly then? By having a non-useless Skill 3, a good Skill 2, and a "I can still delete anything in-game if it procs" Skill 1.



0133 - Festival Liza

Category: Utility Duality Speedster

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Jade Earrings

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 70% damage to three girls thrice (630%).

Skill 3: Reduce all enemy girl's Defense by 10%.



0133 - Bridal Rachnera

Category: Utility Duality Glass-Cannon

Viability: Up to Super.

Accessory recommendations: Red Coral Earrings, Jade Earrings

Availability: HR and SR tickets. Ruby/DMM Gacha.

Skill 1: 150% damage to three girls (450%).

