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## Deresute Team Building Guide

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Last Updated: 1/24/2019

Update Notes: Added information about new skills and center skills. Added information about new SSR members added since the last update. Updated the limited scouting rerun schedule.

# Skills

*Note: This will address only SSR skills*

Note: Skills in Deresute activate only on a timer basis. When you are building a team, you want to avoid using 2 or more of the same cards with the same skill that activate at the same time (i.e., two Perfect Score Boost cards that activate every 7 seconds). In the rest of this section, this will just be referred to as “overlap.”




Note 2: All skills receive a 1.3x multiplier to their activation probability when their type matches the type of the song. For tricolor/all-type songs, this bonus applies to all cards.

Note 3: “Potential Points” can be used to up skill activation percent by up to 1.2x. When this is useful will be addressed later on.

## Extreme Perfect Lock

**For every X seconds, there is a 40-60% chance of turning all Bad, Nice, and Great notes into Perfect notes in the next Z seconds.**

This skill is exclusive to permanent SSRs. Currently, 6 SSRs have this skill. The primary use of this skill is for “perfect lock” teams that are used to make full comboing difficult songs slightly easier. Ideally, to increase the efficiency of a PLock team, you also need a Skill Boost SSR (see below). For these cards, there is overlap, meaning only 3 of these cards are likely to be useful at a time.

15 Seconds	12 Seconds	9 Seconds
		

## Healer

**For every X seconds, there is a 40-60% chance that Perfect notes will restore Z life in the next Q seconds.**

This skill is exclusive to **limited** SSRs. For score purposes, these cards are essentially valueless on their own. A recent buff to the HP of these members makes them usable with Life Sparkle SSRs, but they require Life Sparkle SSRs to be of serious value. Keep in mind, the stat potential of all healer cards is balanced and does not favor any particular stat. Thus, these cards are very strong in combination with Life Sparkle on a single-color team, but are not particularly strong on tricolor teams. Currently, 7 SSRs have this skill. (Riina Tada's Limited Onsen SSR is no longer available to scout in any limited rerun gacha.) **Note:** As of the limited January 2019 gacha, a new Healer SSR has been added, and we may see more added soon.



## Combo Bonus

**For every X seconds, there is a 40-60% chance that you will gain an extra 18% combo bonus in the next Z seconds.**

This skill is exclusive to **limited & CinFes** SSRs. Both limited & CinFes SSRs give the same combo bonus. This is one of the most valuable skills in the game, as it has the biggest potential to increase score. Combo bonus refers to the bonus to your score based on your current song combo. Holding a combo is ideal for maximizing score. Currently, 30 cards have this skill (though 1, Chieri Ogata's Limited Onsen SSR is no longer available to scout). Here are some of the cards with this skill.



## Overload

**For every X seconds, there is a 35-52.5% chance that Perfect notes will receive and 18% bonus and Nice and Bad notes will not break your combo in the next Z seconds, at the cost of Q life.**

This skill is exclusive to **limited** SSRs. This skill drains life every time it activates, but is extremely valuable because of its strong Perfect bonus (and ability to maintain your combo if needed). Usually, using more than 1 per team is **not** optimal,

because the skill will not activate if you do not have enough life, and using multiple Overload SSRs will often bring your life as low as it can go. There are currently 12 cards with this skill. Here are some of the cards with the skill.



## Score Boost

**For every X seconds, there is a 40-60% chance that the Great and Perfect notes will receive a 17% score bonus in the next Z seconds.**

This skill is exclusive to permanent SSRs and a few limited SSRs. The score boost it gives is not as strong as Overload, but does apply to both Great & Perfect notes. This is the optimal “filler” skill that can be used on a team until cards with the ideal skill are obtained because they are much easier to obtain. There are currently 64 cards with this skill, but more are added from time to time. Something to keep in mind is to avoid overlap (mentioned above) - which is very common with these SSRs, as there are so many. Be sure to check the time activation window on all of your cards if they have this skill and are going to be used in your team.

## All Round

**For every X seconds, there is a 35-52.5% chance that you will gain an extra 13% combo bonus and Perfect notes will restore 1 life in the next Z seconds.**

This skill is exclusive to permanent SSRs. This is a fairly mediocre skill. The combo boost is extremely lackluster. This skill can be beneficial for new players who need help with clearing songs, as all pure healer SSRs are limited. Other than that, avoid using this skill when optimizing for score. Currently there are 19 SSRs with this skill, but more are added semi-frequently.

## Concentration

**For every X seconds, there is a 35-52.5% chance that Perfect notes will receive a 19% score bonus, but the timing window for Perfect notes is reduced in the next Z seconds.**

This skill is generally avoided. It might be useful for extremely good players who can consistently hit perfect notes. This skill tightens the window for the difference between a “Perfect” and a “Great” note, making Perfects more difficult to hit. Score Boost SSRs are more common and are usually better in general. This skill also has a

lower activation rate than Score Boost, making it generally less useful. There are currently 22 cards with this skill, but more are added semi-frequently.

## Coordinate

**For every X seconds, there is a 40-60% chance that Perfect notes will receive a 10% score bonus, and you will gain an extra 15% combo bonus for Y seconds.**

This skill is a less powerful version of the Cute/Cool/Passion Focus skill and will likely be on permanent SSRs only. The perfect score bonus is relatively mediocre, but it gives a decent combo bonus. It is likely outclassed by the skills of limited SSRs, but might be useful to use as a temporary filler skill.

## Cute/Cool/Passion Focus

**For every X seconds, there is a 40-60% chance that Perfect notes will receive a 16% score bonus, and you will gain an extra 14% combo bonus, but only if you have only Cute/Cool/Passion idols in your team for Z seconds.**

This skill is exclusive to **limited** SSRs. This skill is a good catch-all skill. Its bonuses are not as strong as pure combo or perfect score bonus skills, but it can fill in gaps when those skills are not active and give a decent bonus. Ideally, you don't want more than 2 of these per team. Additionally, this skill activates only in teams where **all units match the same attribute**. Currently, there are 21 cards with this skill, but more are added frequently. Here are some of those cards.



## Life Sparkle

**For every X seconds, there is a 40-60% chance that you will gain an extra combo bonus based on your currently health for Z seconds.**

This skill is exclusive to **limited** SSRs. This skill is somewhat niche. In general, a team will have around 218-220 total Life. With an SSR center guest boost, it brings life up to around 262. In a team with no healer, this means a maximum of 14% combo bonus, which is fairly mediocre. With a card that can heal, this ups potential combo bonus to a maximum of 21% - slightly higher than a combo bonus SSR. This maximum assumes that no potential points are put in HP and there is no Healer SSR on the team. The bonus can go higher than this up to about 24%. (Cards with this skill can also increase a team's life by 40% if it is the leader, but it is generally



not desired over better leader skills.) This skill is difficult to make efficient use of, as it requires both one limited card with Life Sparkle as well as another limited card (either Tricolor Synergy or Healer) to be as useful as possible. When those conditions are met, however, it can be a very strong combo boosting skill. Currently 12 cards have this skill, but more are added frequently. Here are some of those cards:



## Encore

**For every 12 seconds, there is a 40-60% chance to activate the previous skill again for 4 seconds.**

This is an extremely exclusive skill that is only held by two **limited** SSRs. It can be very useful for filling a spot in a Cool/Passion-attribute team when one is missing certain useful skills. Because of the cards' special stats, it is generally not a good idea to use this card in a tricolor team, or an off-color team.



## Tricolor Synergy

**For every X seconds there is a 40-60% chance that with all three types of idols on the team, you will gain an extra 15% combo bonus, and Perfect notes will receive a 16% score bonus plus restore 1 life, for Z seconds.**

This skill is exclusive to **CinFes** SSRs. This skill is essentially a tri-color version of the Focus skill that gives a slightly better combo boost and also restores life. These cards are **extremely** useful for tricolor teams when attempting to score high, which will be addressed later. These skills only activate when all three types (cute, cool and passion) idols are on the team, so **they cannot be used in solid color teams.**

*(Note, when using a guest support, they will count as "part" of the team for the purposes of this skill's activation. For example, a team of 4 cute idols, 1 cool idol, and a passion guest support will allow this skill to activate).* Currently, there are 6 cards with this skill, but (likely 3) more are to be added.



## Skill Boost

**For every X seconds, there is a 40-60% chance that currently active skills will be boosted for Z seconds.**

This skill is exclusive to **CinFes** SSRs. This skill is essential for creating a high-scoring team, and should be sought after as much as possible. Here is a summary of the skill's effects:

- Score Up, Overload & Concentration Skills are boosted by x1.2 (rounded up to the nearest %)
- Combo Bonus: combo bonus is boosted by x1.2
- All Round: 1 extra life recovered per note, and x1.2 combo bonus.
- Healer: 1 extra life recovered per note
- Extreme Perfect Lock: 1 extra judgment level (when skill boost is active with an Extreme Perfect lock, "Miss" notes will also be counted as Perfects)
- Life Lock (SR exclusive skill): adds a heal effect (1 life recovery on Perfect). Note, this skill is generally not useful
- Cute/Cool/Passion Focus: x1.2 combo and perfect score bonus
- Life Sparkle: x1.2 combo bonus
- Tricolor Synergy: x1.2 combo and perfect score bonus, 1 extra life recovered per note

There are currently 8 cards with this skill, but at least 1 more is likely to be added. Here are the cards with this skill:



## Final Notes

When leveling skills, ALWAYS level Combo Bonus, Skill Boost, Overload, Tricolor Synergy, Life Sparkle (if you have any cards that can heal on the unit as well), and Cute/Cool/Passion Focus to Skill Level 10. Do not level the skill of SSRs that you will

not use on a team. Level the skills of Score Up SSRs on your teams as much as possible, but ideally those members will be replaced eventually.

## Leader Skills

Leader skills are important for scoring very high and constructing your team. Additionally, leader skills are essential for picking the correct guest support for your team. I will highlight which cards should be used as guest supports below. Certain leader skills are extremely desirable, but I'll address the less desirable ones first.

### Cute/Cool/Passion Voice/Make-Up/Step

**Raises vocal/visual/dance appeal of all cute/cool/passion idols by 90%.**

This skill is probably the best of the worst leader skills, but it is very easy to obtain because many permanent SSRs have it. It increases the attribute points of every card on the team that matches the attribute of the leader, and can make a decent single-type team. Using this skill does make team-building a bit more complicated, but that will be addressed later. It will only apply the boost to idols that match the leader's attribute.

### Cute/Cool/Passion Brilliance

**Raises vocal, dance & visual appeal of all cute/cool/passion idols by 30%.**

This skill is also pretty decent for single-type teams, and some permanent and limited SSRs do have this skill, but it is slightly less common than the above. It basically gives a decent all-round boost to all of the idols' stats on your team. It will only apply the boost to idols that match the leader's attribute.

### Tricolor Ability

**Raises the skill probability of all idols by 50% when there are cute/cool/passion idols on the team.**

This is a decent center skill, but you don't want to use it except when you are building a perfect lock team. It increases the chance for skill activation for your idols greatly, but is generally outclassed by the center skills that increase stats. The cards that have this center skill are **CinFes** SSRs with the Skill Boost skill. Note, this leader skill requires that at least 1 of each type is present on the team, or it will not apply the boost.





## Cute/Cool Ability

**Raises the skill probability of all Cute members by 40%.**

A less-powerful version of the tricolor ability skill. Currently, it is only on 3 SSRs, Uzuki4, Anastasia4, and Kako2 - there is no passion SSR yet with this center skill. It only applies to idols in your unit who match the attribute of the center, so it isn't ideal for a perfect lock team, and definitely isn't ideal for a high-scoring team. This SSR does not have the skill boost that CinFes SSRs have as well, making it overall less than ideal for using as your leader skill.

## Cute/Cool/Passion Energy

**Raises life of all cute/cool/passion idols by 30%.**

This is a skill you should really never use for a high score, or for any purpose generally. This skill is also specific to **limited** SSRs with the Healer skill. It will only apply the boost to idols that match the leader's attribute.



## Cute/Cool/Passion Cheer

**Raises life of all cute/cool/passion idols by 40% when there are only cool/cute/passion idols on the team.**

Also a skill you should avoid. This skill is specific to **limited** SSRs with the Life Sparkle skill. It will only apply the boost to idols matching the leader's attribute, and only if the team is composed of one attribute type of idols. Here are a few of the cards with this skill.



## Cinderella Charm

**Increases fan gain by 30% when you finish a live.**

This is a sort of gimmick-y skill, exclusive to **CinFes** SSRs with the Tricolor Synergy skill. It is somewhat useful when grinding fans (such as for a specific idol or for SSS rank for the month). I personally have learned that using one of the optimal center skills (see further down) and using this skill as a **Guest Support** will usually maximize fan gain. When going for a high score, avoid this skill. In Live Party, this leader skill will apply and grant all players bonus fans no matter what position the card is in.



## Fortune Present

**Gives extra rewards when you finish a live.**

This skill is exclusive to **limited** SSR Kako Takafuji, and SSR Eve Santaclaus. It is also essentially a gimmick skill with very little use. The “extra reward” is a bit of extra gold. Generally avoid this skill. In Live Party, this leader skill will apply and grant all players bonus gold no matter what position the card is in. It will also grant the reward if used as a guest support.



## Cute/Cool/Passion Princess

**Raises vocal, visual & dance appeal of all cute/cool/passion idols by 50% when there are only cute/cool/passion idols on the team.**

This skill is exclusive to **limited** SSRs. This leader skill is the bread and butter of any single-type team, and it's what makes SSRs with the Focus skill extremely good. One is necessary to attain a decent score with a single-type team. Note, this skill applies only when all idols match the attribute of the leader. **Always use this skill as a guest support when using a single-color team on a single-color song.** Here are a few cards with this skill.



## Shiny Voice/Make-Up/Step

**Raises the Vocal/Visual/Dance appeal of all members by 80%.**

A brand new center skill exclusive to permanent SSRs. These cards have varying regular skills, such as Coordinate, All-Round and Concentration. This leader skill is a more accessible replacement for the next skill, Tricolor Voice/Make-Up/Step. It grants a lesser boost to all idols in the unit. The cards have less than ideal skills, so obviously the following skill is preferred - but if you do not have one, this skill could be a decent temporary fill-in center skill. Currently, 5 cards have this skill but more are likely to be added.

## Tricolor Voice/Make-Up/Step

**Raises vocal/visual/dance appeal of all idols by 100% when there are cute, cool and passion idols on the team.**

This skill is exclusive to **CinFes** SSRs with the Combo Bonus skill. This is perhaps the best leader skill in the game currently, because tricolor teams currently have the highest scoring potential. This skill is absolutely necessary to make any high-scoring team. This skill can only be used when at least 1 of each type of idol is on the team (cute, cool passion). *Note: This skill will also count the guest attribute as part of the team. (i.e. A team with 4 cute, 1 cool and a passion guest support will allow this skill to activate).* **Always use this skill as a guest support when using a all-type team on an all-type song.** Here are the cards with this skill broken down by type.

Voice (Vocal)	Make-Up (Visual)	Step (Dance)
		



## Tricolor Teams

Currently, because of the addition of Tricolor Synergy CinFes SSRs, Tricolor teams have the highest scoring potential in Deresute, given that your team is composed of all the right cards. When building a tricolor team, things to take into consideration are your leader skill availability, and then your team member skills. Make sure you include at least one of each attribute of idol per team.

### The Ideal Team Build

The ideal team can be composed of a variety of different cards, but we can expect it to break down something like this

		Leader		
CinFes Tricolor Synergy SSR OR CinFes Combo Bonus SSR OR Lim Combo Bonus SSR OR Life Sparkle	CinFes Tricolor Synergy SSR	CinFes Combo Bonus SSR	CinFes Skill Boost SSR	Limited Overload SSR

SSR				
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The leader of your team is the most important and should always be selected first and have the team built around it. If you have one of the 9 idols shown in the above section with the **Tricolor Voice/Makeup/Step** Leader Skills, continue with this section. If not, continue to the next Tricolor team construction.

Consider the SSR you have, and what its primary stat (whatever of Vocal, Visual or Dance it has the highest amount of/whatever attribute its center skill boosts) is. You want to build the rest of your team from cards whose highest stat matches this. (Note, some cards are more "balanced" and don't have any stat that is significantly higher than another, and these are not ideal for a tricolor team).

The ideal skill arrangement is

1-2 Combo Bonus

1 Overload

1 Skill Boost

1-2 Tricolor Synergy

Try your best to match these as much as possible. Whenever you are lacking in one, replace with an SSR with the Score Up Skill, making sure that their highest stat matches what the team's highest stat is.

Tricolor Synergy SSRs are essential for a high-scoring tricolor team, because these cards have extremely high stats for 1 attribute, and low stats in the others. (i.e. CinFes Shiki Ichinose's Vocal stat at max level is 11181 (total 15079), while the next closest Vocal Stat is 7089 (total 10580)). When combined with the leader skill of a CinFes Combo Bonus SSR, these stats make a very significant difference for a tricolor team. Vocal is currently the only attribute with 2 Tricolor Synergy SSRs, but more will likely be added in the coming CinFests for other stats.

Skill Boost SSRs are also extremely important for scoring high, as they increase the skill potential of your team significantly.

Finally, Overload is also very useful (and the life drain is almost unnoticeable when on a team with a tricolor synergy SSR) for increasing your perfect score.



The last slot of the team is flexible. Ideally, you would fill it with another Tricolor Synergy SSR, but since there are so few, this isn't always possible. In order of priority for this spot, a 2nd CinFes Combo Bonus SSR would be the next best option as they have the highest stats, followed by a Limited Combo Bonus SSR. Life Sparkle SSRs should **only** be used if you also have a Tricolor Synergy SSR on the team.

To conclude this section, here are a few pointers:

- When filling the final slot with a Combo Bonus SSR, make sure to check for overlap with your leader's Combo Bonus activation skill.
- Fill any slots on your team when you are missing cards with the correct skill and attribute with Combo Bonus SSRs or Score Up SSRs that have a matching high stat!
- Always prioritize stat (dance/vocal/visual) FIRST, and then skill. (i.e., if you only have Tricolor Dance Boost center, and a Vocal Skill Boost SSR, don't use the Vocal Skill Boost card as part of your dance team.)
- Make sure to use the correct guest bonuses when going for high scores!

## The Secondary Team Build

There is really no optimal arrangement for a tricolor team without a proper leader skill. In the case where you are missing one of these, you will likely get a much higher score on any all-type song using your strongest single-type team.

## Example Teams

Here are some pictures of my own teams (Tricolor Vocal, Visual and Dance). None of these teams are quite the ideal team, so you can get an idea of how to fill in your team with whatever you can.



This is my Vocal team, composed of a CinFes Combo Boost SSR center, and from left to right: 2 Tricolor Synergy SSRs, another CinFes Combo Boost SSR, and a Skill Boost SSR. For an ideal score, I would replace CinFes Nana with Limited Rika Jougasaki, Limited Frederica Miyamoto, or Limited Minami Nitta (all 3 are Overload SSRs with high Vocal stat), but this team still achieves a very high score.



My Visual team again has a CinFes Combo Boost SSR Center, and from left to right: a Score Up SSR, an Overload SSR, a Tricolor Synergy SSR, and a Skill Boost SSR. This team can score quite high, though not quite as high as my vocal team. Ideally, I would replace the Score Up SSR with a Combo Boost SSR (as there are currently no other Tricolor Synergy Visual cards besides Yoshino). This team can score high, though not quite as high as the above.



My Dance team has a CinFes Combo Boost SSR Center, and from left to right: a Score Up SSR, an Overload SSR, a Tricolor Synergy SSR, and a Lim Combo Boost SSR. For an ideal team, I would replace the Score Up SSR with a Skill Boost SSR, and replace the Lim Combo Boost SSR with a CinFes Combo Boost SSR (as Ranko is the only Tricolor Synergy Dance SSR currently). This team achieves a decent score, but suffers from the lack of Skill Boost SSR.

Note, you really only need 1 strong tricolor team, but if you can build multiple, it is always helpful to see which can earn the highest score!

## Cute/Cool/Passion Teams

You should build 3 single-type teams, one of each attribute - even if you cannot build the “ideal” team. These are mainly for playing single-type songs, as cards that match the attribute of a song will receive a significant stat and skill activation bonus. These teams will not outscore a perfect Tricolor Team on an all-type song, but they can be used for all-type songs if you do not have a proper Tricolor Team Center.

### The Ideal Team Build

The ideal team for a single-type team is fairly simple.

		Leader		
Combo Bonus SSR OR Type Focus SSR	Combo Bonus SSR	Type Focus SSR	CinFes Skill Boost SSR	Overload SSR

The priority for any team should be a type focus SSR. When you have a type Focus SSR, the stats of your other team members don’t matter quite as much for the purpose of picking who should be on it.

Here are things to keep in mind for this type of team

- First, prioritize skills. Whenever you have an on-attribute member that matches one of these skills, make sure that if it’s got the same skill as a member you already have, that there is no activation time overlap, then put it on.
- When you’re missing a particular skill, fill in with Score Up SSRs. The stats for these cards don’t matter too much, but make sure you pick Score Up SSRs

that don't overlap with other Score Up SSRs on the team. Ideally, you want to balance the stats a bit here with your extra cards. For example, if your team has a high vocal and visual stat, and you are filling a slot with a Score Up SSR temporarily, try to pick one with a high dance stat.

- Make sure to use a Type Focus SSR guest support!
- 3 SSRs have the strongest potential stats, and you should try to use them as your guest support whenever possible. They also make the best centers for their attribute.



Note, there is an alternative build given the right conditions, that looks something like this.

		Leader		
Healer SSR	Life Sparkle SSR	Type Focus SSR	CinFes Skill Boost SSR	Overload SSR

This build **requires** both Life Sparkle and Healer SSRs to be used to its maximum potential. You might replace the Healer SSR with an All Round SSR - but **only** do this if the Life Sparkle SSR is your only decent combo boosting SSR. It is not ideal.

However, given a Healer & Life Sparkle SSR, this team can be extremely potent. Healer SSRs were previously buffed to double the HP of a standard SSR. At max level, a Healer SSR has 84 HP (versus 42 for a non-Healer SSR). With this boost, a full SSR team reaches a base 266 HP - giving a 14% combo bonus, which is relatively mediocre. However, once HP is max (double base HP) at 532 HP, you receive a 21% combo bonus. Additionally, giving 22 HP from Potential Points to both your Life Sparkle and Healer SSRs (for a total of 44 HP bonus or 88 when at double base HP), the overall life of your team will reach 620 - for a combo bonus of 24%.

This team is difficult to craft perfectly - there are only 6 total Healer SSRs (only 5 of which are available to scout in limited reruns due to the error with limited Riina Tada. Note that for cool teams, this means that only Arisu Tachibana's Limited SSR

is available for this sort of team if you do not already have Riina.), but when all the components are in place, it has the potential to score extremely high - potentially significantly higher than the above build.

## The Secondary Team Build

You should resort to this option only if you do not have a Type Focus SSR of a specific attribute. In this case, you want to take a look at all of your SSRs of a specific attribute. Start by taking any SSRs with the following skills: Combo Bonus, Skill Boost, Overload, Encore. They should almost certainly be a part of your team.

Once you've picked these cards, add all of their stats together and calculate the total Vocal, Visual and Dance of these cards. See which stat is the highest.

If the stats are fairly close together and only vary by small amount, you want to use any card with the **Cute/Cool/Passion Brilliance** skill as your center, and fill any open spots with Score Up SSR cards that will get your 3 stats as close to one another as possible.

If one stat is higher than the others, locate all of your Score Up SSRs whose highest stat is the same. Select one with the **Cute/Cool/Passion Voice/Make-up/Step** that matches the stat of your team to use as your center.

As always, try to make sure your Score Up SSR skill activation times do not overlap with one another.

In the case where you do not have more than 5 SSRs for a particular attribute, add their stats together and select a center that boosts the highest stat accordingly. If you have less than 5 SSRs, add your SSRs stats, choose an appropriate center for those, and then choose SRs (ideally Perfect Score Up SRs) whose highest stat matches.

It is important to note that these teams will NOT score as high as a team with a Type Focus Leader Skill.

- Depending on your team's stats, your best guest center will very likely be a type focus SSR. However, you can check and see if a guest whose skill matches your own leader's skill will result in a higher score for your team.



## Example Teams

These are my own teams. One fits the ideal team build, and the others do not - but they can give you an idea of how to build your own and fill in the gaps.



This team has a Cute Princess Leader Skill, and from left to right: a Skill Boost SSR, an Overload SSR, a Lim Combo Bonus SSR, and a CinFes Combo Bonus SSR. This is essentially the ideal team arrangement for a single-type team, and is my highest-scoring single-type team.



This team has a Passion Princess Leader Skill, and from left to right: a Lim Combo Bonus SSR, a CinFes Combo Bonus SSR, a Skill Boost SSR and a Passion Focus SSR. Ideally, I would replace the Passion Focus SSR with an Overload SSR to optimize score.



This team has a Cool Princess Leader Skill, and from left to right: a Score Up SSR, a CinFes Combo Bonus SSR, and 2 more Score Up SSRs. This is by far my weakest single-type team, but it can still achieve a decent score on a cool-type song. Note that my 3 Score Up SSRs all have different activation times to avoid overlap.

# Support Teams

Deresute will automatically take your 10 strongest cards that are not a part of the team you are currently using when starting a song and compose them into your “support team.” These cards are not affected by your own team composition or guest support boost, and are simply your cards with the highest overall stats that aren’t in the team. The support team contributes 50% of their total appeal to your team’s stats before a song. You can view the support team on the following page before a song.



Click the small button with the green person (displayed on the top right of the team selection area) to view your support team.



Make sure to level up SSRs to max level, even if you don't use them on your team - they might make your support team!

# Potential Points

Every idol has potential points that are not locked to a specific card, but instead apply across all cards of all rarities of that idol. You can view the idol's potential points by going to your team/members page on the bottom menu, and clicking the 3rd button down on the left (the button with the yellow star).

By default, your idols will be sorted by their total number of individual fans. You gain fans for an idol by using them in a team when you play songs, or through the job section of the game. The number of available potential points you can allocate are based on the number of fans you have for each idol.



Each idol can have up to 30 potential points at maximum, but a special item can increase the cap by 5, allowing you up to 35 potential points to allocate.

When you select an idol, you will see the following:





From left to right, the stats are Vocal, Dance, Visual, Life, and finally on the next page, Skill Activation Chance.

Each of these can go up to 10 total potential points, increasing stats for SSR cards by up to 500 per attribute, for a total of 1500 if all 3 (Vocal, Dance and Visual) are maxed. Your life can be increased by up to 22 points for an SSR, and your skill activation chance can be increased by 20% for all rarities.

It will cost some items (earrings, necklaces, tiaras, shoes and dresses) to increase the level. The higher the level of the particular stat, the more items will be required to increase it. There is an item, the Magic Watch, which allows you to reset these points and returns all items to you. They are not easy to obtain, so be careful not to waste them.

Generally, potential points are fairly simple, and here's how they should be allocated for a girl. See which SSRs of a girl you own, and which of them you will use.

My example above is for Shiki Ichinose. Her permanent SSR has a high Visual stat with Score Up, her limited SSR has a high Dance Stat with Overload, and her CinFes SSR has a high Vocal Stat with Tricolor Synergy. Since I no longer use her permanent SSR on my team, I can ignore that stat for now. I want to prioritize allocating points into her Vocal stat first, because her CinFes SSR is part of my main tricolor team, Then, since I also use her limited SSR in my Cute team, I want to max her Dance stat next. Finally, I begin allocating the remaining points into her Skill Activation Chance.



Here are the general tips to keep in mind for allocating potential points:

- If you own a Skill Boost SSR, make sure to max her **Skill Activation Chance** first to level 10, then start allocating points into her main stat. (i.e. CinFes Kirari's highest stat is Vocal. If you have 15 points to allocate, put 10 into her Skill Activation Chance, and the remaining 5 into her Vocal).
- If you own a Healer SSR and a Life Sparkle SSR, max both members' **Life** first to level 10. This gives a bonus of 22 HP per card - totaling to 44 for both, which seems like a small amount, but because base HP can double in a song with a healer, it reaches a bonus of 88 HP. With both a Healer and a Life Sparkle SSR, your team can reach a potential 24% combo boost with these extra potential points. After, you can put points into skill activation & main stat. Note, in a regular song, you may reach the 24% combo boost without all of these potential points because of additional life from the Guest Idol, but in events without the Guest Idol (such as Live Party, Live Groove, etc.) you will not reach 24% without allocating some potential points.
- If you own a Life Sparkle SSR & Tricolor Synergy SSR, max the Life of the Life Sparkle SSR, but do not level the Life of the Tricolor Synergy SSR until her main stat and skill activation are maxed.
- If you own 1 card of a girl which you use in your teams that is not a Skill Boost SSR, first max her main attribute, then allocate points into her skill activation chance.
- If you own 2 cards of a girl which you use in your teams and they are not Skill Boost SSRs, max the stat of the "stronger" card first, then the other stat, and finally skill activation chance. (for example, if you own limited Nana Abe (Dance), and CinFes Nana Abe (Vocal), max Vocal, then max Dance.) Generally, prioritize CinFes main stat -> Limited main stat -> Perm main stat.
- Finally, if you own 3 cards of a girl which you use in your teams, follow the rule of prioritizing CinFes -> Limited -> Perm. If a girl has 2 Limited cards, both of which you use, max the one who is a part of your highest scoring team first.

## **Star Rank & Duplicate SSR Idols**

Deresute has a feature known as "Star Rank." Until recently, holding on to strong duplicate cards was important for building a good support team and the star rank system was mostly a system for whales with the money to get lots of copies of SSRs, or for getting rid of dupes of fairly weak cards. However, an update in July 2018 added some new effects to the Star Rank system.

Whenever you have a duplicate SSR, you receive a duplicate medal - this medal will remain in your inventory regardless of if you get rid of the duplicate SSR, and can be exchanged in the medal exchange shop located under the shops tab.

Now, star rank immediately grants 100,000 fans when you increase the star rank of an SSR idol. This is really helpful for opening potential point slots quicker and unlocking commus for girls you don't use in your teams.

Finally, star rank allows idols to appear in your support team multiple times. If your card on your team is Star Rank 3, it can appear twice in your support team! So make sure if you receive any duplicate SSRs, make use of the new advantages of the Star Rank system!

# Limited Scouting Schedule

The scouting schedule for a particular month is as follows, beginning at the start of the month

1. 2 New Limited SSRs
2. 1 New Permanent SSR
3. Type Gacha (3 Days, 1 day per attribute, only permanent SSRs available)
4. 1 New Permanent SSR
5. 1 New Permanent SSR
6. 1 New Permanent SSR (as of January 2019)
7. Rerun of Limited SSRs
8. CinFes (only occurs every other month)

Cinderella Festival - the period where SSR rates are doubled to 6% - occurs at the end of every other month. All previous Cinderella Festival cards are available to scout or spark during this time. The newest CinFes cards will be available at an increased rate. CinFes cards also release with a "main" stat, and all other CinFes cards whose main stat is the same will have a slightly increased rate, while all other CinFes cards will have their rates reduced slightly.

Here are the CinFes cards currently available.

## Vocal



## Visual



## Dance












### Limited Rerun Schedule

All limited SSRs return at the end of the month before their original release month. The only exception is Onsen Chieri Ogata and Riina Tada, who cannot be re-released due to an oversight when the gacha was released. Below are all the limited SSRs and their month of release.

Note: Limited Mika Jougasaki (January), Mizuki Kawashima (February) & Miho Kohinata (March) are not particularly desirable. They share the same skill as many permanent SSRs (Score Boost) and do not have stats that make them significantly better. Avoid these cards for the purposes of building strong teams.

October	
November	
December	




January	
February	
March	
April	
May	
June	
July	
August	
September	



## Autoplay & Perfect Lock Teams

In Deresute, since the addition of Skill Boost SSRs, there have been “Autoplay” teams that will essentially play the live for you without failing after the first few seconds of the song once card skills begin activating.

For a successful Autoplay team, you need 2-3 Perfect Lock SSRs each with distinct time activations. Essentially, 1 from at least 2 of each box below.

15 Seconds	12 Seconds	9 Seconds
		

Additionally, you need 1 CinFes Skill Boost SSR, all shown below. Any card will do.



Lastly, you need an SR card with the Life Lock skill.

The formation of the team is simply CinFes Skill Boost SSR Center, and then 3 Perfect Lock SSRs, and a Life Lock SR. Make sure that all cards are Skill Level 10.

Use a CinFes Skill Boost SSR Guest Support.

After the card skills begin to activate, the team should be able to clear all songs without user input.

This team is a more general autoplay team, but for the optimal autoplay team, [check out this post by reddit user Rea-sama!](#)

For a summary, the ideal arrangement is creating 3 autoplay teams total, 1 for each attribute (to receive the x1.3 attribute skill activation boost).

Select a Life Lock SR per attribute with a 52.5% activation chance when at level 10. Adding 7 potential to skill activation for this SR will get its activation to 100%.

Permanent SSR Uzuki/SSR Izumi & SSR Rin/SSR Ako should be the 2nd and 3rd members of your team, both at skill level 10. Potential skill activation chance at level 9 will get both of these to 100%.

Using a CinFes Skill Boost (passion would complete a tricolor team with Uzuki and Rin, while cute would complete a tricolor team with Izumi & Ako, for example), and a CinFes Tricolor SSR that matches the song attribute will give you a more consistent S Score.

Broken down, you'd want 3 autoplay teams that look like so:

- SSR Uzuki or Izumi (Skill Activation Potential Level 9, Skill Level 10)
- SSR Rin or Ako (Skill Activation Potential Level 9, Skill Level 10) (do not use Izumi & Rin together)
- CinFes Skill Boost SSR (Skill Activation Level 10, Skill Level 10) (use one whose attribute is not already one of the 2 above attributes to complete a tricolor team). Use this card as your center.
- CinFes Tricolor SSR that matches song attribute
- Life Lock SR that matches song attribute with a 52.5% activation rate at Skill Level 10 (Skill Activation Potential Level 7).

Keep in mind when using a team like this, it's somewhat gimmick-y. If you have Limited Rin or Uzuki or their CinFes cards (for example), think about whether or not to max skill activation potential first - as it isn't the most efficient for a scorer team.

To make a perfect lock team, use any of the above CinFes Skill Boost SSRs, and as many Extreme Perfect Lock SSRs as you own. If you do not have 3 distinct time Extreme Perfect Lock SSRs, you can insert Perfect Lock SRs in the team - keep in mind that these do not allow you to miss notes like SSRs will. This team will not keep you alive without user input - but it will make difficult songs easier to full combo. For the 5th slot on the team, you can use a healer/all-rounder/tricolor synergy SSR if you feel you might need it, or a Perfect Lock SR.

**Make sure that for both of these type of teams, you have at least 1 member of each attribute on the team.**

# Live Party

Previously an event type, as of September 2017, Live Party is a permanent side feature accessible from the home screen banner on the bottom left. It allows you to obtain past event cards and event items, as well as other various items.

Live Party's available items "rotate" every month or so. Currently, the pool of available cards and items corresponds to the current month - i.e., all events held in the current month in the past are available during that month. As of a more recent update, any Live Party tokens that are not used by the end of a rotation will be preserved to the next month.

To create Live Party "teams" simply click the button with purple text on the Live Party screen that says "PARTY." There are 4 total teams - tricolor, Cute, Cool and Passion. Each team has 5 positions. Every time you play a song, it will randomly select a position for you amongst four other players, and the "team" used will correspond to the song's attribute.

Unlike a regular team, your members have no effect on one another. Instead, their "strength" is determined by the card themselves as well as their position. Each position will give a boost from left to right. They are as follows:

Performer (パフォーマー): Boosts the Visual appeal of the idol by 290%

Vocalist (ボーカリスト): Boosts the Vocal appeal of the idol by 290%

Center (センター): Boosts the idol's total appeal by 140%

Dancer (ダンサー): Boosts the Dance appeal of the idol by 290%

Leader (リーダー): Boosts the idol's total appeal depending on their Life

All of these bonuses are applied after the idol's center skill, and if the center skill of the idol matches their position, they receive an additional bonus to their center skill's multiplier. These center skills are as follows:

## Center Bonuses

Brilliance - 69% up to all stats (up 39%)

Princess - 65% up to all stats (up 15%)

## Performer/Vocalist/Dancer Bonuses

Cute/Cool/Passion Voice/Make-Up/Step - 189% up to one stat (up 99%)

Tricolor Voice/Make-Up/Step - 190% up to one stat (up 90%)

## Leader Bonus

Energy (Healer center skill) - 42% boost to Life (up 12%)

Cheer (Life Sparkle center skill) - 56% boost to Life (this value is not confirmed and is likely overestimated - up 16%)

**Note:** If an idol's center skill has a "team" requirement (e.g. "if only Cool idols are in the team"), the center bonus will still apply to your idol regardless of the other players' idols.

**Note 2:** Certain center bonuses apply to the entire team - notably, Cinderella Charm will give a 30% boost to fan gain for all players, & Fortune Present will grant an additional Gold reward to all players.

There are, obviously, optimal cards for each position. Here are good rules for selecting idols for each position. Remember, for Tricolor, feel free to use any Idol you have that best matches the position's "ideal" skills. For Cute, Cool and Passion, try to only use SSR cards that match the particular attribute and have "ideal" skills. If you do not have SSR cards that match the attribute and the skill, put off-color SSR idols with the correct skill instead. If you do not have SSR idols of either the correct attribute or skill, use SR idols with the correct center skill - but you will likely not place well.

## Center

**Look for idols with the center skill "Cute/Cool/Passion Princess" or "Cute/Cool/Passion Brilliance."**

The best cards for this position are the following 3:



These 3 cards all feature their respective attribute's Princess center skill, and all have Balanced stats, giving them the most significant bonus from the position. If you do not have one of these cards, prioritize cards with either of the above center skills and overall balanced stats. If none of your cards have either of the above center skills, you will likely not place high, but can place any idol with a stat-boosting center skill here.

**For the Performer, Vocalist & Dancer positions, keep the following rules in mind:**

If you do not have any of the most desirable cards, prioritize finding **Limited** SSR cards with the 2nd most desirable center skill. Many Overload & Combo Bonus limited SSRs have these center skills. If you have both an Overload & Combo Bonus SSR that fits the position, use the Combo Bonus SSR.

If you have no Limited SSR cards that fit the position, prioritize permanent SSR cards with the correct center skill & Score Up skills. Otherwise, prioritize SSR cards with the correct center skill and any other skill.

Additionally, the CinFes cards with the Tricolor Synergy skill can perform decently in their respective spots because of their extremely high single stats - but they will suffer from the lack of a proper center skill.

## Performer

**Prioritize idols with the following center skills, in order from most desirable to least.**

- **Tricolor Make-Up**
- **Cute/Cool/Passion Make-Up**

The ideal cards for this position are the following 3:



They have the highest overall Visual stats in the game (excluding Tricolor Synergy cards), along with some other CinFes cards, and have the ideal center skill.

## Vocalist

**Prioritize idols with the following center skills, in order from most desirable to least.**

- **Tricolor Voice**
- **Cute/Cool/Passion Voice**

The ideal cards for this position are the following 3:





They have the highest overall Vocal stats in the game (excluding Tricolor Synergy cards), along with some other CinFes cards, and have the ideal center skill.

## Dancer

**Prioritize idols with the following center skills, in order from most desirable to least.**

- **Tricolor Step**
- **Cute/Cool/Passion Step**

The ideal cards for this position are the following 3:



They have the highest overall Dance stats in the game (excluding Tricolor Synergy cards), along with some other CinFes cards, and have the ideal center skill.

## Leader

**Prioritize idols with the following center skills, in order from most desirable to least.**

- **Cute/Cool/Passion Energy**
- **Cute/Cool/Passion Cheer**

The ideal cards for this position are limited SSRs with the Healer skill. After that, the second most ideal cards are limited SSRs with the Life Sparkle skill. Because this position bases your idol's stats off of their overall Life, using cards that boost your idol's Life stat are necessary for placing high in this position. Healer SSRs also have double the base life value, which makes them overall stronger than Life Sparkle SSRs, despite the 30% boost via the center skill as opposed to 40%.

If you do not have a card that fits either of these, you will be unlikely to score high in this position. Put your strongest "extra" cards that you don't use in other positions here, or you might try using a Healer SR - though I would not expect great results.

Finally, remember that your ranking (1st-5th) in Live Party is based on two things:

- Your card's overall contribution to the group (stats-wise, as well as skill-wise). This is why having the right leader skill in each position is important to scoring well.
- Your combo in the song. Cards that are not the ideal card may sometimes beat cards that are ideal if their combo is significantly better.

Remember, you will only receive half of the Live Party tokens if your Life hits 0 at any point during the song. You can continue playing, however, even if you've "failed!"

## Example "Teams"

Here are my team formations for Live Party. Some positions feature the "ideal" or close to ideal idols, and some do not. Some idols have higher appeals than they would as a "base" card because I have invested potential points in some of their "main" stats!



My tricolor formation features ideal idols in the Performer, Vocalist and Dancer positions - 3 Cinfes SSRs with the correct center skills. My center is also one of the ideal idols. My Leader position features a Life Sparkle SSR - a decent idol to use in the position, but not ideal because it is not a Healer.



My Cute formation features the secondary idols in the Performer, Vocalist, and Dancer positions. They all have Cute Make-Up/Voice/Step center skills respectively and are all Limited SSRs with either Overload or Combo Bonus. My center is one of the ideal idols.

My Leader is not an ideal idol - just a strong CinFes cute idol, because I do not have a Cute Healer or Life Sparkle SSR. Note her low overall appeal compared to the others.



My Cool formation features 2 Tricolor Synergy idols in the Vocalist and Dancer spots. They do not have the ideal center skill, but because of their very high Voice/Dance stats respectively, they can still perform decently. My Performer position is the ideal idol for this spot - the only Cool idol with the Tricolor Make-Up skill. My center is the ideal center, and my Leader position is a Life Sparkle SSR - again, decent but not great.



My Passion formation features a Tricolor Synergy idol in the Performer spot - note the same - she has a decently high stat but it is the most ideal. My Vocalist and Dancer spots feature the ideal idols for these positions - the only Passion SSRs with their particular center skills. My Center also features the ideal center, and my Leader is, as with my Cute Team, simply a strong card - but it does not perform particularly well, as it is not a Healer or Life Sparkle SSR.