

## New 8.0.0 Growth Live Updates

In Version 8.0.0 of the game (April 25th 2025 in JP), the Growth Live mode underwent some new changes. This section will detail the differences as well as how the new VS Live works. If you're new to Growth Live in general, you may want to start from the original guide section, which starts [here](#). The original guide will also be updated with relevant changes from this update. If you wanted the original document before the changes, see: [☰ Copy of Guide to D4DJ Growth \(2.0\)](#) . For the 1.0 Growth Mode, see: [☰ Guide to D4DJ Growth Event](#)

## Updates to Growth Live

- Two Growth Live modes are now in the game, Loop type and VS type. Loop type is similar to how the previous version worked, where you can run around the map and power up. The new VS type is more similar to the original 1.0 Growth, which was a linear, goal-oriented mode. More details can be found in the [VS Live Mode](#) section below.
- Both the Loop and VS maps share the same Growth moves

- The Loop map has been completely reworked with a new layout. There is an “inner loop” that will get you around the map faster, but has far fewer yellow and red squares, and the “outer loop” which has many yellows and reds.
- The cap on stat growth has been increased to either 60,000 or 40%, whichever the card hits first
- Live squares (both Yellow and Red) no longer consume voltage
- The power gain from both Yellows and Reds have been adjusted. Yellows now give a base of around .25% and Reds give a base of around .10%. The gains seem to be affected by both Score Rank and by the enemy type, so you can gain more power if you reach SS score rank and if you face tougher enemies (for Reds). Using a support card for movement or landing on a space with a character on it still gives a 50% boost (100% with Growth Pass), and support cards/characters still do not stack.
- New items have been added for Growth Live.
  - Move 1->2 Change - Randomly change one of your 1 movement cards to a 2 (with support card). 5 move cooldown
  - Move 2->4 Change - Randomly change one of your 2 movement cards to a 4 (with support card). 5 move cooldown
  - Move 3->6 Change - Randomly change one of your 3 movement cards to a 6 (with support card). 5 move cooldown
  - Change team - Allows you to change your team while still remaining on the same space. The item is only consumed if you actually change your team
  - Random Bonus - Grants you a random purple square bonus effect
  - Reset hand - Resets your 4 movement cards randomly. No cooldown
- Items can be purchased from the new Growth Live exchange using 1 gold record each. Up to 10 of each item can be purchased every month. You can also purchase some items in the Diamond Shop using real money. Items have a chance of dropping after any Red square in Growth, as well as from Orange Squares.
- Gold records now have a chance of dropping after Red squares

- Powerful enemies (i.e named units like RONDO, etc) will sometimes come with a handicap, meaning a condition the player must meet before being able to challenge that enemy. Examples include requiring your main team to be of all Elegant type, or your team needing a specific minimum power. You can view the requirement by tapping the i button under the enemy's name.
- Powerful enemies will "steal" one of your skill activations and use one of their own. You can see the different types of enemy skills in the VS Live section below. Peaky boss enemies will steal 2-3 depending on the boss.
- New achievements related to Growth Live have been added

## VS Live Mode

The VS Live Mode is a new challenge in Growth Live where players can earn special exchange tickets after every completion of the map. These tickets can be used in the new Growth Live exchange to get new GROWTH <Peaky P-key> SP cards. These cards have the same passive skill as the original Call of Artemis cards, so they are a cost effective way to get some meta cards, but this mode can be very difficult for the average player. The exchange will be active for 1 year, after which the cards will be moved to the regular Growth exchange and be available for purchase using gold records only. It takes 10 exchange tickets and 150 gold records to get 5 copies (ET+4) of each card.

VS Live mode has a few differences than the Loop type maps

- You CANNOT use Peaky P-key members on the VS Live mode team (you can still use them in the Loop type)
- Players will move on a linear path to reach the goal.
- Regular red squares will only feature Full-fledged, Skilled, Elite, or "Named" enemy types. (No Novice or Apprentice)

- At certain points on the map, there are Boss fights. (5 total) Players will always stop on these Boss squares even if they used a movement card that would have put them past it. The boss fights will always be against a special Peaky P-key unit.
  - Minimum power level of 350,000 required
  - The skill available (if you win) will always be one of Score+Perf, Score+Guard, Score+Unit, or Score+Style types. The skill will always be a “high roll” (meaning a maximum of 75% for the unit/style type skill instead of 70%), and there is still a low chance of the skill being 1 second longer (base of 6 seconds instead of 5).
  - Unlike regular red squares, the boss will have a fixed power and not scale according to your team. The power for each boss in order is 450k, 465k, 480k, 500k, 500k.
  - Each boss will “steal” some of your skill activations, meaning during a normal skill window in the song, you won't get the benefits of your skill and instead, will activate one of their own. The enemy skill will either weaken you, or give the enemy a boost to their score. The possible enemy skills are:

Japanese Name	English	Effect description (possible values)
次の相手スキル効果時間短縮: X %	Next skill effect duration reduction: X%	Lowers the duration of your next skill by a % (20-30)
次の相手スキル効果DOWN: X%	Next skill effect DOWN: X%	Lower the effect of your next skill by a % (10-20)
相手テンションDOWN: X%	Tension DOWN: X%	Reduces your tension (HP) by a certain amount (200 or 600)
現在のスコア値UP: X%	Current score UP: X%	Increases the boss' current score by a % (5-10)

Boss 1 (450k power): Next Skill Duration down 20% (2nd skill slot), Total Score Up 5% (4th skill slot)

Boss 2 (465k power): Next Skill Effect down 10% (2nd skill slot), Total Score Up 5% (4th skill slot)



Boss 3 (480k power): Tension Reduction 200 (1st, 3rd, and 5th skill slot)

Boss 4 (500k power): Next Skill Duration down 30% (2nd skill slot), Next Skill Effect down 20% (4th skill slot)

Boss 5 (500k power): Tension Reduction 600 (1st skill slot), Next Skill Effect down 20% (2nd skill slot), Total Score Up 10% (5th skill slot)

- When completing the 5th boss, there is an optional Golden Present square after it. Landing on it will either give you 50 gold records, or one of the Peaky stamps available in the new Growth exchange.
- If you lose the boss fight, you will move back one square and can try again (but you will lose that 1 growth move). The songs do not change, but you have the opportunity to either swap your team out if you have an item for it, disband the growth run, or go into the farming loop to make your cards powerful before trying again.

## Tips for VS Live

With the high difficulty of these boss fights, it's very important to learn proper team building if you want to clear it. Here are just a few team building tips:

- **Use a main team focused on a Unit or Style** (for example, a full Lyrical Lily team, or a team full of Street-type cards). This is to make use of club item synergy for more power. And speaking of club items...
- **Purchase and level up relevant club items.** The basic unit club items will be available to all, but for the newer units (Abyssmare, Unichord, CoA and Doggo), they need to be purchased in the gold record exchange. Style-type club items can be exchanged in the Club Item Exchange and should be your focus for those tickets. Be sure to level up all the "unique" club items you have (Character, Unit, Style, and at least 1 "All" type in each club spot). You can purchase additional Character items in the exchange shop as well, but they cost diamonds.

- **Utilize proper passives on the Main Team.** Only 2 passive skills will work in Free Live, Life Boost and Manual Support, so you will want to build a team around both. Cards with more Extra Training (ET) will have a higher level passive skill, so be sure to extra train cards when you can. Good examples of cards to use would be Rinku's and Ibuki's event SP cards because they have the relevant passive skills and you can extra train them using the SP exchange tickets.
- **Utilize support card passives when possible.** Certain Call of Artemis cards have a passive skill that can activate when on the Support team (original SP, birthday, and RAVE cards). Groovy Fes track 2 cards also have a passive skill called Sympathy that can activate on the support team under certain conditions (you either need to have at least one of them at +1 on the support team, or at least one of them on the main team). If possible, you want at least 2 matching CoA cards (Airi/Mana or Shano/Toka), as well as 2 Sympathy cards (with at least one of them +1) as your support team. If you can't do this, then fill any remaining spots with your strongest remaining members.
- **Get good active skills.** With the changes, it is much easier to get "rare" skills, so you'll want to make sure your team is using them. Skills like Score Up + Perfect (45 + 25) or Score Up + Style Bonus (45 5/10) should be your focus. Unit bonus skills are a little harder to use, but if you have a Unit-focused team, it can work. 65% Score UP skills should be the last resort otherwise.
- **Continue to Grow cards** With the power limit increase, you'll want to continue growing your cards. If you get stuck on a certain boss and lose by only a little bit, you can grow your cards in Loop and then return to try again later on.
- **Song Choice can matter** The 1st, 2nd and 5th bosses have a skill that increases their score by a flat amount (a 10% skill means that if they have 1 million score when it activates, they'll instantly gain another 100k score right away, which can easily overtake your own score). This means that, at least on these bosses, songs that are NOT meta can sometimes be a better choice. Slower songs like Pretender or hanamuke can sometimes give you a small advantage because the boss will not be able to gain as much score as if they were on something like Black Shout or Electric Chaos Remix.

- **Have Patience** The Peaky cards will be around in VS Live mode for a year, so you have time to build a proper team to tackle it.

## Guide to D4DJ Growth (2.0)

### Quick Tips

1. If this is your **first time** playing Growth, you're given 50 free moves at the start of the game. As soon as you hit 50 moves or do 1 lap of the map (reach the starting point again), you will lose any remaining free moves. If you choose to end the game while still having free moves, you will retain the free moves when starting a new one, so if you're about to finish your very first lap, end the game and start another to finish out your free moves. After that, players can have up to 10 moves saved at once (20 with growth pass), and it refreshes hourly (similar to volts).
2. Using an Action Card that depicts a Support Member, or landing on a character space, will grant you 50% more growth bonus, however these bonuses **do not stack**. If you have a support Action Card, try to save it for Red or Yellow spaces where the bonus gain is higher (but try not to use it if there is a character standing on that square). If you use a Support Action Card on a Purple square, it will be stored until next time you land on a Green, Yellow, or Red that does not have a character on it.
3. Purple (Bonus) squares offer benefits that can go well with certain Actions. Be sure to utilize the chart further down to know what bonuses you have available and optimize your play.

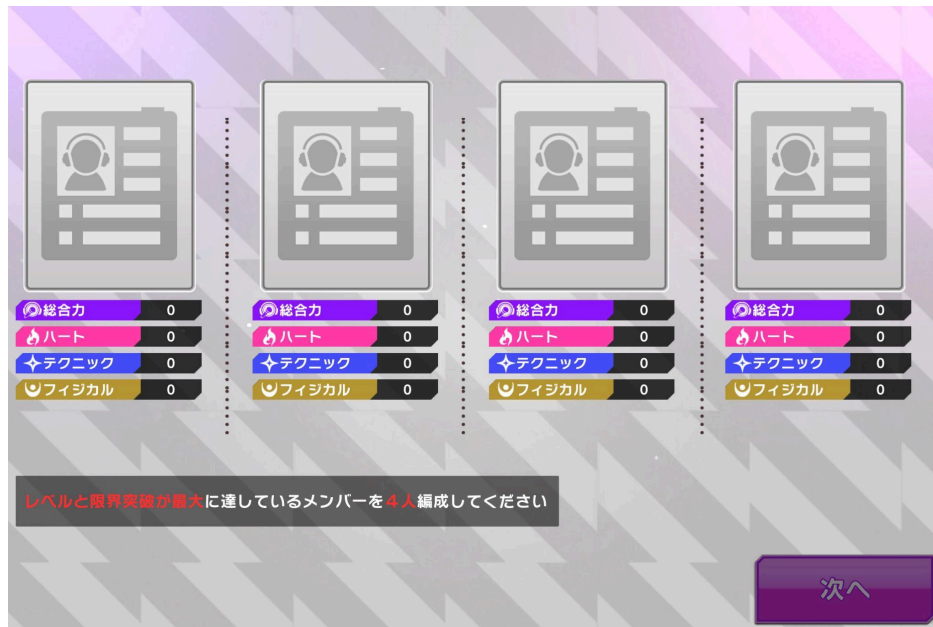
- Any power gain and skill changes are applied instantly. **Skill changes will always cause the skill to revert to level 1**, so you will need to level it up again if you intend on using that card during the run.
- The Growth Pass subscription comes with a 2 week free trial. It is worth using this free trial during your first time because you get those 50 free moves. Just be sure to cancel the subscription afterwards if you don't intend on keeping it.
- If you land on the Blue Square (Nyochio Bus) or the Start Square directly, you can change your direction of travel after.

## Getting Started

To start, choose the Growth Live option from the Live Screen.



You're presented with a screen where you can choose 4 cards that will comprise your **main team**. Note that you can choose (and grow) **any card that you own**. The only requirement is that the card must be max level (with max limit breaks).

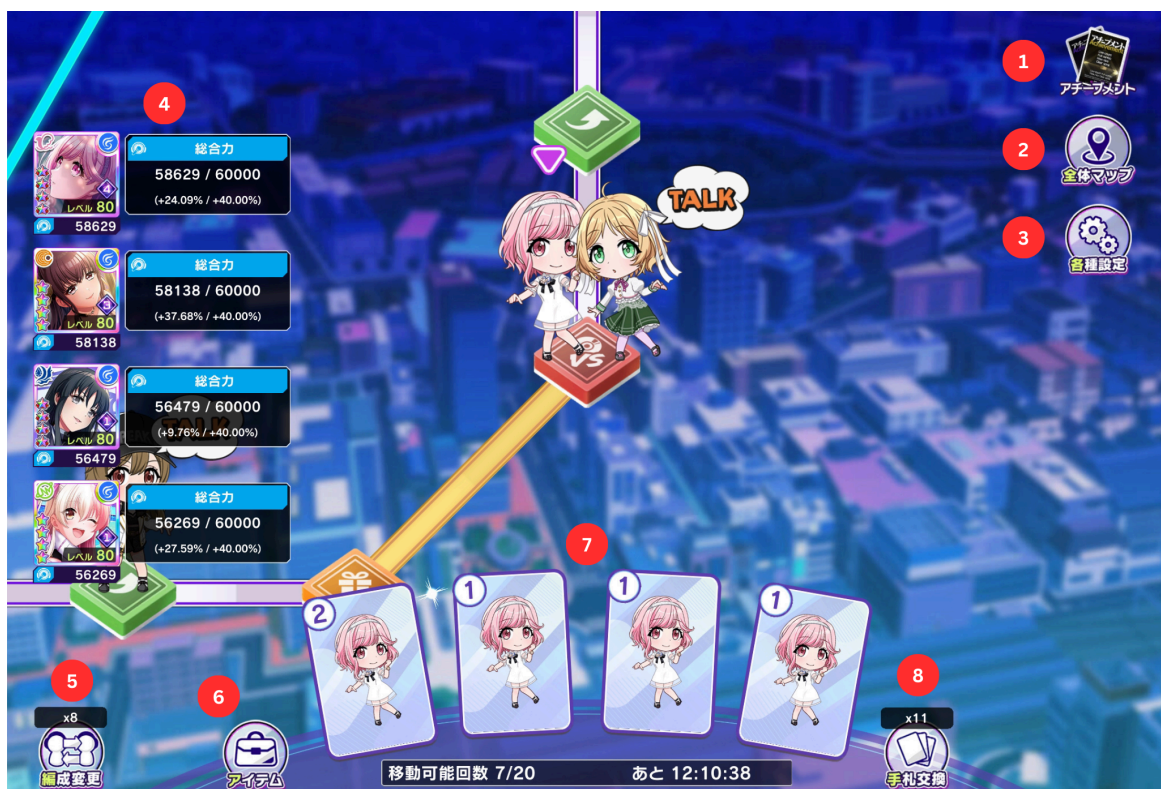


After choosing your main team and tapping on Next, you now can choose your **support team**. Similar to how the support team works in the regular unit formation, you gain support member slots based on your character level. Setting a support team is completely optional. The benefits are similar to regular team building. The support members provide a power boost to your main team (1/4th of the support card's power),

and if you have specific Call of Artemis cards or Extra Trained Groovy Fes track 2 cards, their passive skill can activate in support.

Once you've chosen your main and support team, you will see one more confirmation screen and then you can start the game.

## Growth Map



Once you start a Growth game, you'll be brought to a screen like this.

### 1. Achievements Screen

### 2. Lets you scroll through and see the map

[Loop Type Map](#)

[VS Type Map](#)



### 3. Opens up the Misc Options



- If you choose to end the current game, you will be given another confirmation screen asking if that is correct. When you end a game, you will retain any power bonuses you've accumulated throughout that game. You will lose any active bonuses and the map will reset when you start another game.

**4. Displays the card's current and maximum stats.**

- You can long press on any card to bring it to that card's detail screen where you can level the skill, do extra training, etc.

**5. Change your current team** (Requires a Change Team item)

**6. Open the Items list**

**7. Your current Action Cards**

- Action cards are what you use to move. Cards will randomly be chosen to have movements of 1, 2 or 3 spaces. There are certain buffs that can be applied that can change the number of moves an Action Card can have. Everytime you use a card, a new one will be drawn to replace it, and randomly, it can be one of your support characters. Using an Action Card showing a support member will give you an extra 50% to any power bonuses gained (100% with Growth Pass)
- The number of remaining moves are listed below the Action Cards. You regain 1 move per hour.

**8. Reset current hand** (Requires a Reset Hand item)

- You will randomly draw 4 new Action Cards.

## **How to Play Growth**

Playing the Growth Live is actually quite simple. You use your Action Cards to move around the board, trying to land on specific squares to boost your team members. Unlike the old Growth mode, there are no "bad" squares anymore; every square has some kind of benefit or effect (with the exception of the starting square, it doesn't do anything if you land on it again other than giving you credit for doing a "loop" around the map).



Power boosts are now applied to the card's total power. The card's parameters are no longer affected by Growth. While you play the game, you can see the current power boost you've gained on the characters to the left. These power boosts are permanent, and will remain even if you exit the game. Note that there is a power cap that will apply when you either hit the % of the power number first.

## Square Effects

Square Color	Effect
Gray circle (starting space)	Nothing
Green (Training)	Small power boost (.02%)
Yellow (Short Live)	Play a short live, get a large power boost (~.25%)
Red (Showdown)	Play a full song, can choose a skill to keep and get a medium power boost (~.10%)
Purple (Bonus)	Random beneficial effect
Orange (Present)	Get a random item (rarely can get dia/gold records). Can rarely change into a Gold square instead
Rainbow (? Space)	Turn into any random square
Blue (Warp)	Take the Nyochio Bus to the matching other blue square
Character	Increase the gain you get from that square by 50%
Gold	50 Gold Records or a random Growth Peak stamp

## Red Squares

When landing on Red squares, you are given the option of 2 opponents to choose from. Each opponent will list a Skill type underneath it. This skill type is what you can earn if you clear the Live.



In the screenshot above, both opponents, if defeated, would give you a choice of a skill that has Score Up as well as Tension (HP) recovery.

## Possible Skill Types

- All skills except Prevention will have a base duration of at least 5 seconds
- Prevention will have a base duration of at least 2.5 seconds
- You have a rare chance of getting a “longer” skill, where the base duration is 1 second longer than usual (6 second base, or 10 second max)

- Each skill has a basic skill value, and a high version of it. For example, the basic Score UP skill is typically 60% for 4 star cards (45% for 3 star), but can rarely be 65% for 4 star (50% for 3 star).

Japanese Name	English	Description	Maximum Values (Seen so far)
スコアUP	Score UP	General score up	4*: 65% 3*: 50%
スコアUP&テンション回復	Score UP & Tension Recovery	Score up and tension (HP) recovery	4*: 55% + 400 tension recovery 3*: 40% + 300 tension recovery
スコアUP&PERFECT判定ボーナス	Score UP & PERFECT Judgment Bonus	Additional score up when hitting Perfect notes	4*: 45% +25% for perfect notes 3*: 30% +25% for perfect notes
スコアUP&スタイル一致ボーナス	Score UP & Style Match Bonus	Start with a flat score up that increases for each member on the main team with the same STYLE (cute, elegant, etc). Gain additional bonus for all 4 being the same.	4*: 45% and max 30% for matching style (5% for each member of same style, and 10% bonus for all 4) 3*: 30% +30%
スコアUP&ユニット一致ボーナス	Score UP & Unit Match Bonus	Start with a flat score up that increases for each member on the main team in the same UNIT. Gain additional bonus for all 4 being the same.	4*: 45% and max 30% for matching unit (5% for each member of same unit, and 10% bonus for all 4) 3*: 30% +30%
スコアUP&テンション低下防止 & 回復	Score UP & Prevention/Recovery of Tension Decrease	In addition to HP recovery, prevent HP from dropping during the skill's duration.	4*: 55% + 400 tension recovery 3*: 40% + 300 tension recovery

## Enemy Tiers

Japanese Name	English
駆け出しDJユニット	Novice DJ unit
半人前DJユニット	Apprentice DJ unit
一人前DJユニット	Full-fledged DJ unit
熟練DJユニット	Skilled DJ unit
強豪DJユニット	Elite DJ unit

Enemy tiers mostly reflect the relative strength of the enemy and can influence the type of skill that can appear. In addition to these tiers, you can also sometimes see the 8 main units as opponents as well. Typically getting one of the 8 units, or the “skilled” or “powerful” opponent, will result in the enemy power being higher than yours (shown with the red text above). While you can typically auto most of the enemy battles, you may want to manual the red enemies to guarantee you can clear it.

After clearing the Live, you can then choose one of your 4 team members to give the new skill that you’ve obtained (or you can discard the skill if you wish). If you do apply the skill, the skill level will revert to level 1, so you will need to re-level it back to 5 again. If at any point you wish to reset a card’s skill back to its original one, you can do so from the card’s detail screen. Clearing Red Square lives also have a chance of dropping rare items, such as Weekly Tour exchange tickets, Gold Records, or crystals.

Should you **lose or quit** the battle, you will **not** gain a new skill and only receive a minimal (.02%) power bonus gain.

Named Unit enemies will also “debuff you” (steal one of your skill slots) like the VS Live bosses, but they only have 1.

HA & LI4: 5th, score up 5%

PK & AM: 1st, tension down -600

PM & Rondo: 2nd, next skill 20% effect down

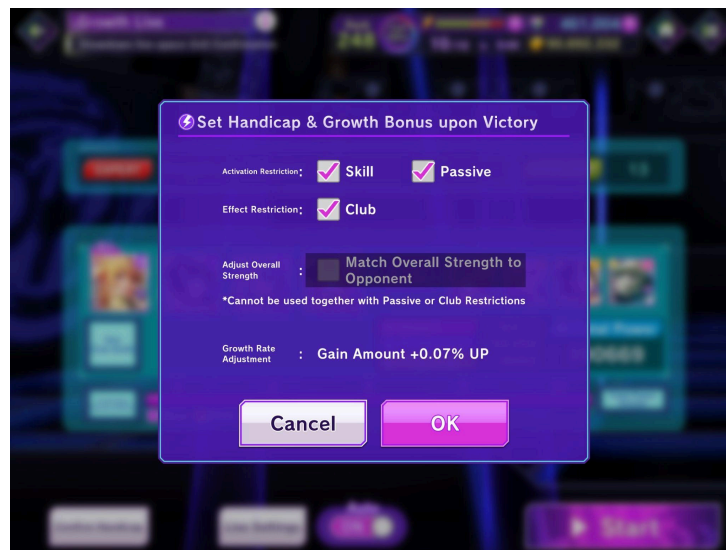
M4 & UC: 2nd, next skill 30% time shorter

## Handicap System

When landing on Red Squares (for non “named” enemies), you have the ability to apply additional handicaps to yourself to try and increase the amount of Growth gain you get after completing the Live. The menu to access this is after you choose the song difficulty, prior to starting the Live.



The next screen allows you to restrict certain things from your team, in order to increase the amount of bonus you get afterwards.



Restricting Skill and Passive means that you won't see those benefits during the Live, and for Club and "Match Strength", it will lower your overall power. It's up to you if you wish to use the system, but be mindful it may result in a loss if your team isn't already significantly higher strength.

## Red Square Data

This chart below is just some data on Red squares collected over time. It shows that the rare skills, as well as the chance of getting 6 second skills, can only occur when encountering Skilled, Elite, or "Named" opponents.

	<b>Total Reds</b>	<b>2002</b>				
	<b>By Skill Type</b>					
	<b>Score</b>	<b>Score + Tension</b>	<b>Score + Perf</b>	<b>Score + Guard</b>	<b>Score + Style</b>	<b>Score + Unit</b>
Times seen	2402	1009	449	52	70	22
Times seen %	119.98%	50.40%	22.43%	2.60%	3.50%	1.10%
Times chosen	1260	278	327	45	70	22
High skill value	353	77	113	17	23	8
High skill value %	28.02%	27.70%	34.56%	37.78%	32.86%	36.36%
3.5/6 second base	9	9	13	4	6	1
	<b>By Enemy Type</b>					
	<b>Novice</b>	<b>Apprentice</b>	<b>Full-Fledged</b>	<b>Skilled</b>	<b>Elite</b>	<b>Named Unit</b>
Times seen	955	952	920	446	489	242
Times seen %	47.70%	47.55%	45.95%	22.28%	24.43%	12.09%
Times chosen	268	424	421	348	374	167
High skill value	61	122	124	104	122	58
High skill value %	22.76%	28.77%	29.45%	29.89%	32.62%	34.73%
Rare skill (style, unit, or guard)	0.00%	0.00%	0.00%	2.60%	2.40%	2.20%
3.5/6 second base	0	0	0	18	16	8
<b>Overall chance of Rare Skill</b>		7.19%		<b>Chance of 3.5/6s from skilled or higher enemy</b>		4.72%
<b>Overall chance of High Skill</b>		29.52%				
<b>Overall chance of 3.5/6s base</b>		2.10%				

Meanwhile, here is some data from the Peaky Boss squares only from the first month on JP

Peaky Boss			
<b>Total Boss:</b>	<b>157</b>		
<b>Score + Perf</b>	<b>Score + Guard</b>	<b>Score + Style</b>	<b>Score + Unit</b>
98	81	66	69
62.42%	51.59%	42.04%	43.95%
<b>3.5/6s skill:</b>	29	18.47%	

## Purple Squares (Map Bonuses)

If you land on a Purple square, you will be granted 1 (or more) random map bonus effects. The bonus effects will last for a certain number of moves (typically from 3

to 5). Certain bonuses last only until they are triggered (single-use). You can check your Active effects by tapping the “Active Bonus List” button on the top right.



## Possible Bonuses

Japanese	English	Description
サポート成長ボーナス 成長量 {X}%増	Support Growth Bonus - Increase Growth by X%	Increases the effect of using Support Action Cards by X%
アクションカード補充時の移動量 {X}倍	Movement Distance Multiplied by X When Refilling Action Cards	When drawing a new Action Card, the movement on the card will be increased by X times
総合力成長量に+{X}%	+X% to Total Power Growth Amount	Every time you get a power boost, increase it by X% (additive, like .01% more)
総合力成長量 {X}%増	Total Power Growth Amount Increased by X%	Every time you get a power boost, increase it by X% (multiplicative, like 100% more)
サポートメンバーが描かれる確率+{X}%	Probability of Drawing Support Members Increased by X%	Increases the chance of getting a Support Action Card when drawing new cards
移動可能回数 消費無し	Movement Count - No Consumption	No longer cost a move when using an Action Card
移動可能回数を {X} 回分回復	Restore Movement Count for X Moves	Restore X number of moves the player has
ボーナスマス以外の好きなマスへ移動	Move to Any Space Except Bonus Space	Bonus squares are the purple ones
対決マス 強敵出現確定	Showdown space - Strong	Next Red square will have a

	Enemy Guaranteed to Appear	strong enemy appear
ボルテージ{X}回復	Restore Voltage by X	Recovers Voltage by X
トレーニング 総合力成長量 {X}%増	Training - Total Power Growth Amount Increased by X%	Increases the bonus when landing on Green squares by X% (100-400%)
ショートライブ 総合力成長量 {X}%増	Short Live - Total Power Growth Amount Increased by X%	Increases the bonus when landing on Yellow squares by X% (100-400%)
対決 総合力成長量 {X}%増	Showdown - Total Power Growth Amount Increased by X%	Increases the bonus when landing on Red squares by X% (100-400%)

## Orange Squares (Present Rewards)

Possible rewards from the gift box

- 10 Large pieces
- 15 Unit tickets
- 10 gold exp tickets
- 3 gold skill tickets
- 1 Crystal
- 1x 2024 Gacha Ticket
- 100 diamonds
- 5 Gold Records
- Any of the new Growth items
- (Rare) Transform into Gold and give Stamp

## Growing old “growth’d” cards

If you choose to Grow cards that you had previously grown using the old Growth system, the game will give you a warning before adding the card to your team.

Essentially what happens is that any changes you made to the card's parameters will be



reverted, but the overall power and skill changes you made will be kept and applied retroactively.

To give an example, say you had Miyu's initial 4 star card, Hummingbird Flight. The card is normally a Heart-based card (meaning that out of the 3 parameters, Heart is the highest). Let's say you had used her in a past Growth event and changed it so that Physical was the highest of the 3 parameters, but you increased her total power 20%. (From 34252 base to 41102). If you decide to bring her to new Growth and "convert" her, what happens is that all the parameters will first get reverted to their base values (so she will return to being Heart based). Then all the parameters will get increased by 20% across the board. The power and the skill will remain unchanged. Now, when you go into Growth, her card should say 20/30% for the cap, meaning you can still grow this card another 10%.

## Growth Pass

Growth Pass is a monthly subscription that offers additional benefits for Growth. The cost is 500 yen per month (Similar to Live Pass, the first 2 weeks are free):

- Power bonuses from using Support Action Cards are doubled
- Chance of getting a Support member when drawing new Action Cards is doubled
- Maximum number of moves that you can store is increased to 20 (purchasing this will not refill any moves)
- The number of 1 volt cans you can get per day from receiving Likes is increased to 10 (from 3)
- Rewards from Independent Study are doubled