

Assault Lily: Last Bullet Game Guide

This is an English guide to playing the game *Assault Lily: Last Bullet*, developed by Pokelabo Inc, in Japanese. *Last Bullet* bears many similarities to Pokelabo's previous game *S/NoALICE* and if you played that, some of your knowledge may be applicable, but there are also important differences you must be aware of.

This guide is oriented towards PvE players and will not explain Legion Matches, *Last Bullet's* PvP game mode in much detail. I do not play in Legion Matches competitively, so I am not qualified to explain them in detail.

This guide is up to date for version 2.8.0 of the game.

Update 7/16/21: I, the original author of the guide, will no longer be working on it due to becoming short of time in which to do so. Instead, I've set it publicly editable. Feel free to change or add anything to it you'd like.

Getting Started

Tutorials, unlocks, etc. To be written. Maybe. Eventually...

Menus & Navigation

Here's an explanation of what some buttons and UI elements represent. I've skipped them when they're labeled in English unless the label is not adequate. Read the rest of the guide to figure out what terms like 'strengthen' mean.

Home Screen



1. **Mission Log** — You can view and turn in missions here. A number in the corner means you have missions that can be turned in.
2. **Present Box** — You can view and collect presents here. A number in the corner means that you have presents that can be collected.
3. **Home Screen Settings** — You can change which Lily and which memoria are displayed on your home screen here.
4. **Social Network Share** — Take and share a picture of your home screen (without the UI.)
5. **Rank and XP Display** — Shows your current rank and EXP until the next rank.
6. **AP Display** — Shows how much AP you have. By tapping the plus, you can recover AP with Ramune.
7. **Coins** — Your current amount of coins.
8. **Magie Jewels** — Your current amount of magie jewels. Tapping the plus sign will take you to the cash shop, where you can buy more.
9. **Legion Menu** — Displays the time until your next Legion Match. Tapping it lets you examine the next match, previous results, or join a match in progress. See the “Legion Menu” header further down in this guide.
10. **Chat** — Chat with your legion and friends. You can also see chat logs from your latest multiplayer matches.
11. **Return to Home Screen** — If not on the home screen, tap this button to return to it.
12. **Main Menu** — See the “Main Menu” header further down in this guide.
13. **Main Unit Display** — Shows the combat strength of your main unit. Tap it to go to your main unit’s unit configuration.

14. **UI Off** — Turns the home screen UI off. Tap anywhere to bring it back afterwards.
15. **Switch Background** — Switches between the Lily and memoria backgrounds for your home screen.
16. **Event Shortcut** — Tap to go to the most recent story event. Note that sometimes multiple events may be running at once. Other events can be accessed from the Battle menu.
17. **Legion Match** — Shows the time until your next legion match. Tap to view information on the previous or upcoming match, or join in if it's happening.

Main Menu



1. **Serial Code** — Enter serial codes from Assault Lily merchandise here, if you have any. You will likely never use this screen unless you buy merch.
2. **Miscellaneous Information** — Mostly terms of use and other legal documents in Japanese.
3. **Data Transfer** — If you want to move Last Bullet to a new device or link it to one of your social media accounts, you can do it here.
4. **Friends** — You can see all your friends, and send and accept friend requests here. You can also block people if the need arises.
5. **Lily Profile** — Personal (as opposed to gameplay) information on every Lily in the game. In Japanese, but [JYong has posted subtitled versions of the introduction videos found here on YouTube.](#)
6. **Profile** — Your game profile. You can check your user ID and change your display name and public comment here.

7. **Shop** — The cash shop. Most things here cost real money, though you can buy a few with Magi Jewels.
8. **Announcements** — News and event notices. In Japanese, though some have pictures.
9. **Ranking** — Historical rankings for PvP events and tournaments like Legion League.
10. **Campaigns** — Images announcing ongoing events, gacha cards and tie-ins. They get shoved in your face when you log in, but you can see them again here if you want to.
11. **Legion Invites** — If anyone's invited you to a legion, you can consider their offer here.
12. **Album** — Lets you view every memoria, Lily, CHARM, and order in the game whether you own it or not. (You will not have access to full size images of stuff you don't own.) Also lets you watch movies from the story.
13. **Chat Settings** — You can select your favorite chat stamps here to get to them faster, as well as customize short phrases for quick chat in multiplayer battles.
14. **Options** — Various other game options.
15. **Items** — All consumable items you own. Notably, this screen is where you must go to use your LP Cards.
16. **Medal Exchange** — The place where you exchange medals earned from events and other stuff. Expect to visit this place a lot.

Units and the Formation Screen

To play *Last Bullet*, you'll need to create at least one unit. A unit is a party of at least one Lily, who you will control in battle, and their equipment. This section of the guide explains the various game screens you'll need to navigate to create, modify, and understand the composition of your units.

Units have the following statistics:

総戦闘力 (Total Battle Power) — An estimate of the unit's overall strength. This number doesn't actually affect anything itself, except for missions that require you to reach a certain power level with your main unit.

HP — The HP of each Lily in this unit.

ATK — Determines the power of normal attacks made by this unit, as well as the power of buffs and debuffs to the ATK stat.

DEF — Determines how much damage this unit takes from normal attacks, as well as the power of buffs and debuffs to the DEF stat. Determines the power of healing done by this unit (in combination with Sp.DEF).

Sp.ATK — Determines the power of special attacks made by this unit, as well as the power of buffs and debuffs to the Sp.ATK stat.

Sp.DEF — Determines how much damage this unit takes from special attacks, as well as the power of buffs and debuffs to the Sp.DEF stat. Determines the power of healing done by this unit (in combination with DEF).

Eventually, you will have two types of units: マルチ用ユニット (*Multi-Battle Units*) and ソロ用ユニット (*Solo Battle Units*). The former are used in multiplayer and consist of a single Lily, while the latter are used in single player and can have up to four Lilies. However, until you've reached 60,000 battle power with your strongest unit, you won't have access to Solo Battle Units. Until then, you only have "Units", which are functionally identical to Multi-Battle Units except that you'll use them in single player as well.

Units of both types are managed on the Formation screen, which is accessible from the home screen.

Multi-Battle Units

The Formation screen defaults to viewing your Multi-Battle Units. It's also the topmost of the two tabs on the left. From here, you'll probably tap on the unit you want to edit.

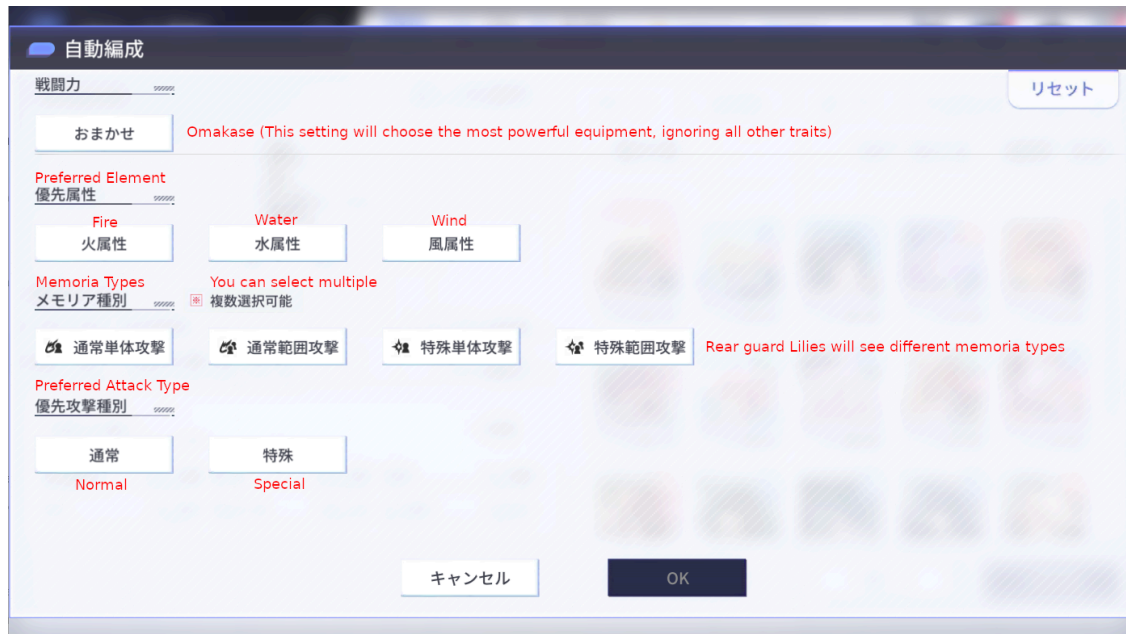
Several buttons are at the bottom. From left to right, these buttons are:

1. ユニット削除 (*Delete Unit*) — Tap to delete one or several units. You cannot delete your main (or only) unit. There's no confirmation screen after tapping OK, so be careful.
2. ユニットコピー (*Copy Unit*) — Tap to create an identical copy of a unit. It will be named "Copied Unit's Name(1)" or the closest thing possible.
3. メインユニット選択 (*Select Main Unit*) — Tap to select your main unit. This is important mainly for Legion Matches, but will also be the default unit when playing a battle stage for the first time.
4. サブユニット選択 (*Select Sub Unit*) — Tap to select your sub unit. This is important only for Legion Matches.
5. 新規作成 (*Create New Unit*) — Creates a new unit. After tapping this, you'll be asked to select the main Lily of the new unit.

After either selecting an existing unit, or creating a new unit and selecting a Lily, you'll be placed on the unit screen as shown below.



1. **Change Unit Name** — Change the unit's name here.
2. **Rare Skill Info** — Shows you info on the Lily's rare skill, in Japanese. If you don't know Japanese, there's likely nothing of interest inside.
3. **Change Lily** — Change the equipped Lily to another one.
4. **Unit Stats** — Shows the unit's stats. The 確認 (*Details*) button will let you see a breakdown of how much each category of equipment contributes to them.
5. **Change Number Display** — Lets you display different numerical properties of the equipment on the grid below.
6. **Reset** — Resets the unit, clearing all equipment as if it were newly created.
7. **Auto-Setup** — Sets up the unit automatically for you, based on criteria you select in the² dialog that opens after you tap it. See the image below.



A Multi-Battle Unit has five types of equipment:

メモリア (*Memoria*)

オーダー (*Orders*)

CHARMs

サブメモリア (*Sub-Memoria*)

サブオーダー (*Sub-Orders*)

Memoria are the actions your Lily will take in battle, Orders are special abilities affecting the whole unit that can be used once per battle, and CHARMs provide a significant increase to the unit's stats and other traits such as memoria effectiveness. All three are explained further in the "Equipment in Detail" section of this guide.

Sub-Memoria and Sub-Orders are simply a place to equip extra memoria and orders. Doing so will add a fraction of their stats to the unit's total stats. They cannot be used in battle like memoria and orders can, every property they have other than their stats is irrelevant, and there is little reason to equip anything besides the strongest ones still available after setting up your other memoria and orders.

Solo Battle Units

Solo Battle Units are in the second of the two tabs on the left of the formation screen. From here, you'll probably tap on the unit you want to edit. The buttons on the formation screen are the same as those on the Multi-Battle Unit tab, except you can't select solo units as your main unit or sub-unit, and the related buttons are not there.



The screen to configure a Solo Battle Unit is fairly similar to the one for Multi-Battle Units, except there are arrows surrounding the Lilies. Use these arrows to switch which Lily you are setting up. The button to change the focused Lily out for another Lily has moved, and is now a blue chevron with the text 変更 (*Change*) just to the left of it.

As a new player, you'll notice that most slots for Lilies (including the slot for the Lily themselves) beyond the first Lily in the unit start greyed out, with the text **LOCK** on them. Tap on a slot and you'll see what you need to unlock it: several types of 鼓舞の花 (*Flowers of Inspiration*) and a fairly large amount of coins. If you have everything necessary, a blue OK button will be present in this dialog. Tap it to unlock the slot.

Flowers of Inspiration can be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the 鼓舞の花採取任務 (*Flowers of Inspiration Gathering Mission*) daily event stage.

You have some flexibility in the order in which you unlock slots, but the most efficient one is to unlock a Lily, all her memoria, and then her CHARM (if it's available) before moving onto the next Lily.

Sub-Memoria and Sub-Orders don't exist for Solo Battle Units, and that's all there is to be said about that.

Equipment in Detail

Last Bullet has several different types of equipment, all of which are necessary to put together strong units: Lilies, memoria, CHARMS, and orders. This section of the guide explains to you in further detail what you'll need to know about them, and how to choose, upgrade and perform other necessary tasks with them.

Lilies

Lilies are the playable characters in *Last Bullet*. When you begin the game, you can choose one Lily for free from among a select pool, and will be given two random Lilies from your tutorial gacha roll. As you progress in the game, you will unlock 4 more specific Lilies as free characters. Some story events may reward you with free Lilies if you are around for them, but this is rare and has only happened a few times thus far.

Beyond this initial roster of seven, you will have to acquire any further Lilies from the gacha or cash shop. The exceptions are the Legendary Lilies, who can only be acquired by building their corresponding Legendary CHARM and evolving it to 6* rarity (an extremely difficult and time-consuming process.)

There are a limited number of Lilies in the game (38 currently.) However, almost all of these Lilies have multiple costumes, and there are no restrictions on placing multiples of the same Lily in either singleplayer or multiplayer units.

Who's Who

Don't know every single Lily's name by heart yet? Here they are.

Yurigaoka Girls' Academy



Riri
Hitotsuyana
gi
一柳梨璃



Yuyu Shirai
白井夢結



Kaede J.
Nouvel
楓・J・ヌーベ
ル



Fumi
Futagawa
二川二水



**Tazusa
Andou**
安藤 鶴紗



**Mai Thi
Yoshimura**
吉村・Thi・梅



Shenlin Kuo
郭神琳



Yujia Wang
王雨嘉



**Miriam
Hildegard
von Gropius**
ミリアム・ヒル
デガルド・v・
グロピウス



**Moyu
Mashima**
真島百由



**Soraha
Amano**
天野天葉



**Ena
Banshōya**
番匠谷依奈



Ichi Tanaka
田中壱



**Kusumi
Egawa**
江川樟美



**Araya
Endou**
遠藤亜羅椰



**Tsukushi
Takasuga**
高須賀月詩



**Akane
Watanabe**
渡邊茜



**Misora
Kanabako**
金箱弥宙

Tatsuki Mori
森辰姫

**Yuri
Hitotsuyana
gi**
一柳結梨

**Shiori
Rokkaku**
六角汐里

Herensuge Girls' Academy



**Kazuha
Aizawa**
相澤一葉



Ran Sasaki
佐々木藍



Renka Iijima
飯島恋花



**Yoh
Hatsukano**
初鹿野瑤



**Chikaru
Serizawa**
芹沢千香瑠

Kanba Girls' High School for the Fine Arts



Kanaho Kon
今叶星



**Takane
Miyagawa**
宮川高嶺



Kureha Toki
土岐紅巴



Akari Tanba
丹羽灯莉



**Himeka
Sadamori**
定盛姫歌

Odaiba Girls High School



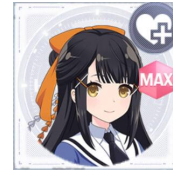
**Kiito
Funada**
船田純



Ui Funada
船田初



**Yuzuriha
Kawamura**
川村櫟



**Momiji
Tsukioka**
月岡栞



**Asagao
Fujita**
藤田槿

Ludovic Girls Academy



**Sachie
Jeanne
Fukuyama**
福山・ジャンヌ
・幸恵



**Raimu Lucia
Kishimoto**
岸本・ルチア・
来夢



**Yuria
Francisca
Kuroki**
黒木・フランシ
スカ・百合亜



**Seren
Sophia
Amamiya**
天宮・ソフィ
ア・
聖恋



Kayo
Brigitta
Matsunaga
松永・ブリジッ
タ・佳世

Rare Skills

Every Lily has a **Rare Skill**. These are special powers that can be used once per battle to grant some kind of boost to your unit or to the Lily themselves. You can use your main Lily's Rare Skill by tapping the レアスキル (*Rare Skill*) button on the bottom left of the battle screen (the button's icon will change based on the available skill.)



In singleplayer, AI-controlled Lilies always use their Rare Skills soon after the start of the battle, generally during the first or second wave of battles that have multiple waves of enemies. If the skill requires a target, they will target a random ally or enemy. AI-controlled teammates in multiplayer will not use their Rare Skills.

Below is a list of all the Rare Skills and which Lilies have them, as well as my evaluation of how helpful they are for either player-controlled Lilies or AI teammates. The AI comments are written based on 'typical' stages where you fight multiple waves of weak enemies and then a boss; on stages with a single wave where you immediately fight a boss, most are no longer accurate. These comments also don't apply to Legion Matches.

If you're brand new to the game and the table below just confuses you, don't worry about it too much. Bringing the perfect Rare Skill doesn't normally spell the difference between victory and defeat, especially in singleplayer battles. Zero in on the "Greats" and "Goods" if you must, or just use whichever Lilies you like best!

<i>Skill Name</i>	<i>Effect</i>	<i>L i l i</i>	<i>Player Rating</i>	<i>AI Rating</i>

		e s		
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Brave	For a limited time, buffs the attack and defense of one ally.	Yoh	Good , situationally great in multiplayer. OK buff, can be powerful if timed right on a strong attacker or combined with other buffs/debuffs.	Bad . Not only will the AI use it too early, it may randomly target someone on whom the buff is unlikely to be useful, like a healer.
Charisma	For a limited time, repeatedly buffs the attack of all allies at 5-second intervals.	Riri, Raimu	Good . OK buff for your whole team. Purely offensive, unlike the other team buff skills, and also lasts a bit longer.	Decent . As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Hawk's Eye	Extends the time limit of the currently active Order by 10 seconds.	Fumi	Situationally good . It's only useful (or usable at all) if you plan on using an Order with a time limit.	Situationally great . AI Fumi can't use her skill until you use an Order; thus, she can't waste it on the early waves. That said, you still need to use an Order with a time limit.

Heliosphere	For a limited time, debuffs the attack and defense of all enemies.	Chikaru, <i>Soraha</i>	Decent , situationally good. OK debuff for all enemies. Can turn the tide of battle against enemies that hurt you a lot.	Decent . As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Lunatic Trancer	For a limited time, greatly buffs this Lily's attack and defense, but this Lily cannot be healed or buffed while the skill is active.	Ran, Yuyu, Kiito, Ui	Good . Strong self buff. The downside usually doesn't matter that much.	Decent . As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Phantasm	For a limited time, memoria skills used by allies have an increased chance of targeting multiple units.	Tazusa, <i>Kusumi</i>	Decent , situationally good. Stronger defensively than offensively, but if you find yourself struggling on a wave with multiple enemies, this may help you clear them with	Bad except in certain rare situations (like when the early enemy waves do a lot of damage, or you have a buffer with multitarget cards.) Generally the AI will activate it long before it's any use at all.

			multi-target attacks.	
Phase Transcendance	For a limited time, buffs this Lily's attack and defense and memoria cost zero MP to use, but when the skill ends, MP drops to 0.	Miliam, Renka, Araya	Decent. OK self buff. None of the MP related stuff matters much in singleplayer.	Decent. As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Resistor	For a limited time, buffs the attack and defense of all allies.	Kaede, Kanaho, Kazuha	Good. OK buff for your whole team. The defense buff can turn the tide of battle against enemies that hurt you a lot.	Good. As with most skills, the AI will use it too early. But since the same Rare Skill can only be active once, you can bring multiple Resistor users to force one or two of them to activate it a little later.

Scales of Heaven	For a limited time, greatly debuffs the defense of one enemy.	Akari, Yujia	Great. The boss killer skill. Combine it with a good Order and your strongest memoria to make enemies melt in seconds.	Bad. Not only lol will the AI use it too early, it will target a random enemy who may be weak or already mostly dead.
Shukuchi	For a limited time, buffs this Lily's attack, slightly buffs this Lily's defense, and reduces the wait time between using memoria.	Mai	Great. Strong self buff that also speeds up your memoria. Can do crazy amounts of damage when active.	Decent. As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Testament	For a limited time, when any ally uses a memoria, 20% of the effect of that memoria is applied to another target of	Kureha, Shenlin, Akane	Decent, situationally good. Better defensively than offensively, unless you're struggling against a wave with multiple enemies.	Decent. As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.

	the same type (Lily or Huge.)			
Way of the World	For a limited time, greatly buffs this Lily's defense, and buffs this Lily's attack.	Himeka, Moyu, <i>Ichi</i>	Decent , situationally good. OK self buff. Can turn the tide of battle against enemies that hurt you a lot, though Heliosphere is probably better.	Decent . As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.
Zeno n Paradox	For a limited time, buffs this Lily's defense, slightly buffs this Lily's attack, and reduces the wait time between using memoria.	Takane	Good . Strong self buff that also speeds up your memoria. Shukuchi is better most of the time, but this is worth trying against bosses that hurt a lot.	Decent . As with most skills, the AI will use it too early, but it's an OK buff to clear early waves quicker.

Legendary Lilies have S-rank versions of Rare Skills that are significant upgrades over the regular versions. As a rule, these will always be the best Rare Skills available if you have access to them, though the AI will still be dumb about using them at a sensible time.

Classes and Support Skills

Rare Skills are what make a Lily unique; what makes each of their costumes unique? The answer is their class. (Actually, this game has no name for them, but in *SINoALICE* they were called classes.) You may have noticed the small symbol on the top left of each Lily's icon. That symbol represents their class.

Normal Attacker Single Target	Normal Attacker Multi Target	Special Attacker Single Target	Special Attacker Multi Target	Buffer	Debuffer	Healer
攻撃メインの衣装				支援・妨害・回復メインの衣装		
Vanguard				Rear Guard		

There are two types of classes, **vanguard** and **rearguard** (sometimes abbreviated VG and RG). All vanguard lilies can equip all attack memoria, while all rearguard lilies can equip all buff, debuff, and heal memoria. A standard unit is required to have two vanguard and two rearguard Lilies.

As you level them up, each Lily gets a bonus to the effect of memoria matching their class's specialty. For most Lilies, this bonus goes up to a maximum of 10%. For free Lilies, the bonus only goes up to 5%; thus, you should probably stop using those Lilies once you have alternatives. (Note that the Lily you chose at the start and the ones from your tutorial gacha roll do not count as free. Only the story reward versions of Riri, Yuyu, Kaede and Fumi and some other free Lilies given out by events do.)

In addition, newer Lilies have a memoria effect bonus of **12.5%** when limit broken, the final 2.5% unlocked by their level 12 upgrade. These Lilies are flatly stronger and you should equip them whenever possible in all content. Check whether a Lily is 10% or 12.5% (or 5%) by viewing their bonuses when leveled; 12.5% Lilies get a memoria effect bonus at level 12 rather than a stat bonus. Legendary Lilies also have a 12.5% bonus in total, but do not need to be limit broken for it (which is not possible at the moment in any case.)

You should, ideally, select a main Lily that matches the type of memoria you have equipped (or do the opposite and equip memoria that match your main Lily.) However, in some cases, the power boost and stat increases from equipping strong

memoria of a type other than your main Lily's specialty may result in a more effective unit.

Classes also matter in that when equipped as Support Lilies, each Lily will repeatedly use a single Support Skill determined by their class during battles. For example, the free *Riri Hitotsuyanagi/Yurigaoka Training Uniform* will deal special damage to one enemy, and the free *Fumi Futagawa/Yurigaoka Training Uniform* will recover one ally's HP. Make sure you equip the right Support Lilies. A buffer or debuffer will never heal you.

Note that Lilies placed in unlocked slots in a Solo Battle Unit are not Support Lilies, and will use whichever memoria you equip on them, at random. Like your main Lily, they gain a bonus to the effect of memoria in their specialty.

No class is universally better than the others in singleplayer, though buffers are better than debuffers, as buffs stay present on Lilies between waves of enemies while debuffs disappear along with defeated enemies. Some stages may specifically require normal damage, while others may require special damage; others may be doable with no healing at all, while others may be impossible without it. Be prepared to adapt to the situation.

Strengthening Lilies

Lilies have levels and can be strengthened, which grants individual boosts to their own stats, universal boosts to the stats of every Lily you have, and bonuses to the effectiveness of their specialty memoria type.

To strengthen your Lilies, you'll need LP. You gain LP from fighting battles and from using LP Cards, which can be acquired from completing certain missions or purchased in the Medal Exchange. LP might be a pain to get early game but I guarantee you after you do your first round of serious farming you will end up with too much LP.

Once you have some LP, follow these steps:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the fourth tab on the left, リリィ (Lily)
4. Select a Lily
5. Tap the **+** button for the desired number of levels, or tap 全て振り分け to level them to the maximum level possible with your current LP
6. Tap the blue 強化 (Strengthen) button on the bottom

If you do not see one of your Lilies on the selection screen, that means they're already at the maximum level. You may need to limit break them, if you have not already done so.

Make sure you use all your LP Cards regularly; there is no reason to leave them sitting around. To use LP Cards:

1. Enter the main menu
2. Tap the アイテム (Item) button
3. LP Cards are on the default tab, リリィ (Lily), and are selected by default; if there's nothing there, you don't have any LP Cards
4. Tap the blue 使用 (Use) button on the bottom right
5. Tap 全て (All) on the right
6. Tap 使用 (Use) on the bottom

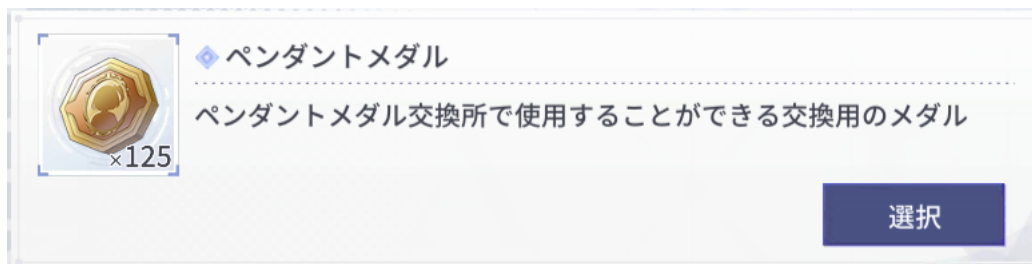
Limit Breaking Lilies

Lilies normally have a maximum level of 10. However, you can limit break most of them (except for Legendary Lilies and certain exclusive reward Lilies) to unlock an additional 2 levels. As of this writing, each Lily can only be limit broken once.

To limit break a Lily, you need a matching pendant. These cost Pendant Medals. Pendant Medals are generally found in event shops, though they are sometimes rare mission or stage rewards. Most pendants cost 50 medals, but the ones for free Lilies cost only 25 medals.

To buy a pendant:

1. Enter the main menu
2. Tap the メダル交換所 (Medal Exchange) button
3. Scroll down and find the Pendant Medal shop, likely close to the bottom, and tap 選択 (Select)



4. Look for the Lily you want to limit break. **BE VERY CAREFUL** to identify the right costume, because the game will not stop you from buying a pendant for a different costume that you don't have, which you will then not be able to use.

Ideally, take a screenshot of their icon on the unit screen or somewhere, and compare the thumbnails.

Also make sure that the bar says 衣装所持 : あり on the right; this means that you own the corresponding costume. (It will say 衣装所持 : なし if you don't have it.)

You can reduce the amount of searching necessary by tapping 絞り込み (Filter) at the top, then tapping the name of the character you're looking for.

5. Double-check that you did step 4 properly. I speak from personal experience.
6. Tap 交換 (Exchange). Tap either + or 全て, then OK.

Congratulations. The hard part is over. Now you can actually limit break them.

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Limit Break** at the top right
3. Tap the fourth tab on the left, リリィ (Lily)
4. Select a Lily (unless you've been collecting pendants, they'll be the only one not greyed out)
5. Tap OK

Now you can level the Lily up to 12. This will grant all your Lilies a small stat boost, so you should limit break and level as many Lilies as possible. However, there is no benefit to putting level 12 Lilies in your units instead of level 10 ones, unless they are 12.5% Lilies (see 'Classes and Support Skills.')

Memoria

Memoria were called "weapons" in *S/NoALICE*, and that's honestly a better name for them. In *Last Bullet* they're pretty pictures that somehow do damage to your enemies and heal your allies. Don't think about it too hard. Not only do they grant you abilities to use in battle (like cards in a trading card game) they also increase the stats of the Lily you equip them on.

Memoria come in seven different types which indicate what they do. The symbols are the same as those for Lily classes. They are divided into **vanguard** and **rearguard** memoria, and can be equipped only by Lilies who are likewise vanguards or rearguards.

Normal Attacker Single Target	Normal Attacker Multi Target	Special Attacker Single Target	Special Attacker Multi Target	Buffer	Debuffer	Healer
						
						
攻撃メインの衣装				支援・妨害・回復メインの衣装		
Vanguard				Rear Guard		

Elements

In addition to their type, all memoria have several unique traits. For attackers, one of the most important is their **element**, a trait that enemies also have. At effective against enemies of the element they are strong against, and half as effective against enemies of the element they are weak against.



All Lilies, including players' main Lilies when the AUTO button is toggled on, will use memoria at random with no regard to enemy weaknesses and resistances. For this reason, it's a bad idea to use AUTO on tougher stages with enemies that have a variety of elements. (If the enemies do not have a variety of elements, you can and should set

up your unit in advance to make sure your Lilies have only memoria of the strongest element equipped.)

Rearguard memoria also have an associated element, but they always have the same effects regardless of weakness or resistance, even when they're debuff memoria that target enemies. During battle, their element is only important when it comes to their interactions with certain Orders and legion buffs.

Lilies and their Support Skills do not have an associated element. Elements on memoria of every type do not matter during Legion Matches, except when it comes to their interactions with certain Orders and legion buffs.

How Strong is That Memoria, Anyway?

You'd think the number of stars on it (i.e. its **rarity**) would tell you how strong a memoria is, but nothing in *Last Bullet* is that simple.

Every memoria also has a **cost**. The primary impact of these costs is that there's a limit to the total cost of all memoria you can have equipped on each of your Lilies, which increases with your player rank (to the point where you can eventually equip any roster of memoria you want.) However, the cost of a memoria also corresponds to the stat bonuses it grants, making higher-cost memoria stronger.

In terms of stats, the strongest memoria currently available from the gacha are **5★ Cost 19**, while the weakest **5★** gacha memoria are Cost 16.

The game will reward you with a couple of free **5★ Cost 15** memoria as you play it. Be wary of putting too many resources into these. They have much lower stats than memoria you can get through the gacha, and eventually you will have no use for them. In addition, leveling up memoria requires an exponentially increasing amount of experience books and skill tickets. If you're hurting for strong memoria and have plenty of items to spare, it's probably safe to level them up to around 60-80 and evolve them, but don't push them to the limit unless you truly have nothing else you can do.

You'll likewise get several **4★ Cost 11** memoria for free. These don't have the absurdly high and expensive level cap of the five-star freebies, but they're still not as good as gacha **4★**s are. That said, eventually you'll be able to replace all **4★** memoria (gacha or not) in your units with **5★** ones, so feel free to level and evolve the free ones to help you out early on.

Cost and rarity aside, memoria of the same type still have other important differences from each other. These differences lie in their unique skills, which you can view a detailed summary of on their album page. While you'll need to know Japanese (or have some way of translating it) to be able to fully understand what they do, a few common ways that memoria skills differ from each other are:

- Some cost more MP than others
- Some have a higher maximum number of targets. The number of targets the skill will affect is chosen randomly each time the memoria is used
- Attack memoria may buff the Lily that uses them, or debuff the targeted enemy
- Buff/debuff memoria may affect multiple stats
- Heal memoria may buff the targeted Lily

Memoria skills get even more complex in Legion Matches. Explaining how they work in PvP is beyond the scope of this guide.

Strengthening Memoria

Like Lilies, memoria have levels and can be strengthened. Doing this increases both the effectiveness of the memoria and the stat bonuses gained from equipping it.

To level up your memoria, you need 少女の日記 (*Girls' Diaries*). These are a relatively common drop from stages; in particular, battle stages in story events always drop them. They can also be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the メモリア強化任務 (*Memoria Strengthening Mission*) daily event stage.

To boost a memoria's level:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. You will be on the memoria tab by default; select a memoria
4. You will be on the level-up tab by default. Tap the + button to use the desired number of diaries of each type, or tap 全て to use them all of that type (up to the memoria's maximum level)
5. Tap the blue 強化 (*Strengthen*) button on the bottom

If you've leveled up a memoria enough to evolve it. and you already have all of the necessary materials to do so, you will be shown a dialog inviting you to jump to the evolution screen for that memoria. Tap the blue 進化へ button to do so, or the other button to stay in the Strengthen menu.

Strengthening Memoria Skills

Not only do memoria have levels, their skills have levels too, which need to be strengthened separately. This allows you to focus a given memoria on either PvE or Legion Matches, should you want to.

Skills do not affect memoria stat bonuses or overall unit power, only the memoria's effectiveness in combat when used. Only the first skill, 対ヒュージスキル (*Anti-Huge Skill*), matters for PvE (conversely, it doesn't matter at all during Legion Matches.)

There are two ways to strengthen memoria skills, either by using other memoria you don't want, or by using 記憶 (Recollections). Recollections can be acquired by completing certain missions, purchased in the Medal Exchange, or fighting multiplayer battles (both bosses and Legion Matches.)

To strengthen memoria skills using other memoria (this levels all 3 skills):

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. You will be on the memoria tab by default; select a memoria
4. Tap the tab on the bottom right, スキル強化素材 (*Skill Strengthening Materials*)
5. Tap the icon on the bottom left, メモリア素材で強化 (*Strengthen Using Memoria*)
6. If desired, tap the オススメ選択 (*Auto-Select*) button on the bottom right. This will select up to twenty level 1 3★ memoria. Otherwise, tap the memoria you want to use.
7. Tap **OK** on the bottom
8. If you selected any 4★ or higher rarity memoria, you'll get a confirmation dialogue. Tap **OK** on the bottom again
9. Tap the blue 強化 (*Strengthen*) button on the bottom

To strengthen a memoria skill using recollections:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. You will be on the memoria tab by default; select a memoria
4. Tap the tab on the bottom right, スキル強化素材 (*Skill Strengthening Materials*)
5. Tap the icon on the bottom right, アイテム素材で強化 (*Strengthen Using Items*)
6. Pick an item to use, with the rightmost ones having the greatest skill strengthening power. The purple ones at the bottom level all 3 skills at once. Click 素材選択 (*Select Materials*)
7. Tap the + button to use the desired number of recollections, or tap 全て to use them all (up to the skill's maximum level)
8. Tap **OK** in the popup dialog
9. After selecting more items if desired, tap **OK** on the bottom
10. Tap the blue 強化 (*Strengthen*) button on the bottom

Evolving Memoria

You may have noticed that your memoria have an empty black star to the right of the other stars. This is because they can be **evolved**, increasing their rarity, their stats, and both their base level and skill level cap. Most memoria can only be evolved once, and they must be at or above their maximum level (not counting any additional level cap increases granted by limit breaking them.)

You need several types of items to evolve a memoria, mostly different varieties of ピース (*Pieces*) corresponding to the memoria's element. 5★ memoria also require エレメントピース (*Element Pieces*). All these items can be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the メモリア進化任務 (*Memoria Evolving Mission*) daily event stage. There are different dailies for each element.

To evolve a memoria:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Evolution** at the top center-right
3. You will be on the memoria tab by default; select a memoria (if you lack the materials or it isn't high level enough, it will be greyed out, but you can tap it to see what's missing)
4. Tap the blue 進化 (*Evo/ve*) button on the bottom

Since the level cap increases when you evolve a memoria, you will be shown a dialog inviting you to jump to the level-up screen for that memoria. Tap the blue 強化へ button to do so, or the other button to stay in the Evolution menu.

Limit Breaking Memoria

If you have multiple copies of the same memoria, you can limit break them to increase their level cap and give them a stat bonus dependent on the memoria. You can do this up to four times. You can also limit break any memoria with the rare メモリアムーン (*Memoria Moon*) item. Currently the only way to acquire Memoria Moons is to cumulatively roll 8 or more times on certain gacha banners.

To limit break a memoria using duplicate copies:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Limit Break** on the top right
3. You will be on the memoria tab by default; select a memoria (if you don't have any duplicates, it will be greyed out)

4. Tap the icon on the bottom left, メモリア素材で限界突破 (*Limit Break Using Memoria*)
5. Select the memoria to consume and tap **OK**
6. If you selected any 4★ or higher rarity memoria, you'll get a confirmation dialogue. Tap **OK** on the bottom again
7. Tap the blue 限界突破 (*Limit Break*) button on the bottom

CHARMS

In story terms, CHARMS are the actual weapons in *Last Bullet*, but all they do is boost your stats... by a massive amount, making it important to raise at least one of them.

There are two broad categories of CHARMS: 通常 (Normal) and レジェンダリー (Legendary). Legendary CHARMS have slightly higher stats, but can only be equipped by certain Lilies and are difficult to acquire in the first place. Most are only available through the gacha, while the Alfheim related ones like Soraha Amano's Gram take an extremely high amount of grinding. If you're just starting the game, don't worry about Legendaries for now.

Up to 3★ rarity, all normal CHARMS (including the ones you'll start the game with) are identical to each other except for their appearance, so equip whichever one you like the look of the best. There is no benefit from pairing a Lily with their 'default' CHARM.

Once evolved to 4★, CHARMS gain a 特性 (**Specialty**), which increases the effect of memoria skills in certain game content. There are two specialties: 対ヒュージ (*Anti-Huge*) and レギオンマッチ (*Legion Match*). As you might guess, Legion Match CHARMS benefit you in Legion Matches, while Anti-Huge CHARMS benefit you in literally everything else. Set up your units so you're bringing the right kind of CHARM, if possible.

Once evolved to 4★, CHARMS also gain **CHARMオプション** (*CHARM Options*). Most of these are extra stat boosts for the Lily that equips the CHARM. There are two exceptions, which instead increase the rewards of battles when equipped anywhere in a unit:

獲得プレイヤー**EXP+1~10%** (*Acquired Player XP +1-10%*)
獲得コイン**+1~10%** (*Acquired Coins +1-10%*)

CHARMS have a maximum of three Options, gaining their final one at 6★ rarity.

Strengthening CHARMS

Continuing the trend, CHARMS have levels and can be strengthened, which both boosts their stats and is necessary in order to evolve them.

To strengthen your CHARMS, you'll need 工廠の心得 (*Arsenals' Wisdom*)... but let's just call them "toolboxes." They can be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the **CHARM強化任務** (*CHARM Strengthening Mission*) daily event stage.

To boost a CHARM's level:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM
5. You will be on the level-up tab by default. Tap the **+** button to use the desired number of toolboxes of each type, or tap 全て to use them all of that type (up to the CHARM's maximum level)
6. Tap the blue 強化 (*Strengthen*) button on the bottom

Boosting CHARM Output

You can boost a CHARM's output, increasing its stats. To boost a CHARM's output, you'll need **CHARMブースター** (*CHARM Boosters*). They can be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the **CHARM出力強化任務** (*CHARM Output Strengthening Mission*) daily event stage.

To boost a CHARM's output level:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM
5. Tap the second tab from the left, 出力強化素材 (*Output Strengthening Materials*)
6. Tap the plus sign in the center of the big white void
7. Select a CHARM booster type. The pink ones have a chance to boost several levels at once. Tap **OK**
8. Optional, but highly recommended: Increase your success chance with goggles. (Goggles are most commonly acquired by rolling the gacha, and in my experience you'll get far more of them than you will ever need.) Unless it's greyed out, tap the アイテム選択 (*Item Select*) button to the right of 出力強化成功率 (*Probability of Output Strengthening Success*). It's the topmost of the two white buttons.

You'll see three types of goggles, from the least powerful type on the left to the most powerful on the right. Tap 素材選択 (*Select Materials*) next to one of them. Tap the + button to use the desired number of goggles. or tap 全て to use as many as possible, then tap **OK**.

You may get a warning dialog. This dialog is telling you that you've hit 100% success chance and are about to waste some of the increase from the goggles (e.g. if your base success chance is 90%, and you use 1 gold goggles to increase it by 15%, 5% of that will go to waste.) Tap **OK** again if you don't care. Then tap **OK** yet again.

Then tap **OK** yet again, at the bottom.

9. Tap the blue 強化 (*Strengthen*) button on the bottom.

You may be wondering what the second white button is. That's for using "Safe Memory" items, which prevent a failed CHARM boosting attempt from making the CHARM's output level drop. This is unnecessary if you push the success chance to 100% with goggles, as the game will disable the button to alert you of. My advice is to let your Safe Memories gather dust in your inventory forever.

Boosting CHARM Specialties

You can boost a CHARM's specialty until it provides up to a 10% bonus to the effect of memoria skills. To attempt to boost a CHARM's specialty, you'll need a 2nd CHARM with a matching specialty (which means it must be 4★ or above.)

To attempt to boost a CHARM's specialty:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM
5. Tap the third tab from the left, 特性強化素材 (*Specialty Strengthening Materials*)
6. Tap the plus sign in the center of the big white void
7. Select a CHARM to consume. CHARMS with the wrong specialty or no specialty will be greyed out
8. Tap **OK** at the bottom
9. The confirmation dialog is just asking you to be sure you selected the right CHARM to burn. Tap **OK** at the bottom again
10. Tap **OK** at the bottom yet again

Past a certain level, boosting CHARM specialties has a random and progressively lower chance of success, but every time you fail an attempt, the success chance increases for your next attempt. You can also increase the success chance by consuming a CHARM with a higher star rating than the 4★ minimum (i.e. a 5★ or 6★ one.) Currently, there are no other ways to increase this chance.

Switching CHARM Specialties

You can switch a CHARM's specialty from Anti-Huge to Legion Match or vice versa. This requires a relatively rare item called an *アーセナルハンマー (Arsenal Hammer)*. It is mainly acquired as a reward from certain events such as Legendary Battle.

Switching a CHARM's specialty will reset the boost level of the specialty back to level 1, if it is higher than that. Try not to do it on CHARMS you've boosted the specialty on unless you're confident you'll never want to switch back.

To switch a CHARM's specialty:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM
5. Tap the tab on the furthest right, 特性選択素材 (*Specialty Switching Materials*)
6. Tap the white button
7. Tap the specialty to switch to (there is only one option,) then tap **OK** at the bottom
8. Tap 変更 (*Change*) at the bottom

Evolving CHARMS

You can evolve CHARMS that have reached max level, increasing their rarity, their stats, and their maximum level. Unlike memoria and orders, this resets their level to 1.

To evolve a CHARM, you need *アップグレードパーツ (Upgrade Parts)*. There are two types, a grey one required for all evolutions, and a pink one required for evolving to rarity 5★ and 6★. These are an occasional drop from stages; in particular, some Main Battle stages in Hard Mode drop them. They can also be acquired from completing certain missions, purchased in the Medal Exchange, or gathered from the **CHARM進化任務 (CHARM Evolution Mission)** daily event stage.

To evolve a CHARM:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Evolution** at the top center-right
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM

5. Tap the blue 進化 (*Evolve*) button on the bottom

There is a secondary method of evolving CHARMS that consumes a CHARM of the same rarity and level instead of using any Upgrade Parts. Using this method randomizes the specialty and CHARM Options of the evolved CHARM, as well as resetting the specialty's level to 1 if it's been upgraded.

To evolve a CHARM using another CHARM:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Evolution** at the top center-right
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM
5. Tap the tab on the right, 必要合成進化素材 (*Required Matching Evolution Materials*)
6. Tap the plus sign in the center of the big white void
7. Select a CHARM to consume. CHARMS that can't be used will not be displayed. Tap **OK** at the bottom
8. Tap the blue 進化 (*Evolve*) button on the bottom
9. Tap **OK** at the bottom of the confirmation dialog

Limit Breaking CHARMS

If you have multiple 6★ CHARMS that have the same specialty, you can consume one of them to attempt to limit break the other, increasing its level cap. You can limit break a CHARM up to four times (attempts are unlimited until you reach the maximum.)

To attempt to limit break a CHARM::

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Limit Break** on the top right
3. Tap the second tab on the left, **CHARM**
4. Select a CHARM (if you don't have a suitable CHARM to use as fuel, it will be greyed out)
5. Tap the plus sign in the center of the big white void
6. Select a CHARM to consume. CHARMS with the wrong specialty or insufficient rarity will not be visible.
7. Tap **OK** at the bottom
8. The confirmation dialog is just asking you to be sure you selected the right CHARM to burn. Tap **OK** at the bottom again
9. Tap **OK** at the bottom yet again

Limit breaking CHARMS has a random and progressively lower chance of success, but every time you fail an attempt, the success chance increases for your next attempt. Currently, there is no other way to increase this chance.

Manufacturing CHARMS

If you want or need to, you can make new CHARMS. You'll probably do this to get fodder for boosting CHARM specialties or limit breaking other CHARMS.

To make new CHARMS, you need エーデルメタル (*Edelmetal*). The only way to get Edelmetal is as a drop from Main Battle stages in Hard Mode. There are three types, which can manufacture CHARMS of 1★ to 3★ rarity respectively.

To manufacture a CHARM:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Manufacturing** on the bottom left
3. Tap which kind of CHARM you want to make. As a reminder, the appearance is purely cosmetic. You may want to scroll down to find CHARMS of higher rarity.
4. Tap the + button to use the desired quantity of Edelmetal. or tap 全て to use as many as possible. One CHARM will be manufactured per Edelmetal used.
5. Tap the blue 製造 (*Manufacture*) button at the bottom.

Rerolling CHARM Options

Unless you got lucky with the first set it was given, once you have a CHARM of 4★ rarity or above, you'll probably want to reroll some or all its options.

To reroll a CHARM's options, you need ランダマイザー (*Randomizers*). They can be acquired from completing certain missions or purchased in the Medal Exchange.

To reroll a CHARM's options:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **CHARM Options** on the bottom center
3. Select a CHARM
4. Optional: Keep one or more of your CHARM's current options by spending magie jewels.
Tap the chevron next to オプションキープ設定 (*Option Keep Settings*).
Tap all the options you want to keep, then **OK**. The magie jewels will not be spent until you do step 5.
5. Tap the blue 抽選 (*Reroll*) button at the bottom, then tap **OK**.

Orders

You can think of orders as extra Rare Skills that aren't tied to your main Lily. Depending on the order in question, they provide various buffs to your unit or debuffs to the enemy. Some orders last for the whole battle, while others have a timer and disappear when it runs out. Each player can only use one order per battle (this means in solo battles you can only use one, ever) and you can't use an order that's already been used by another player. AI-controlled Lilies never use orders.

Equipping them also increases your unit's stats, so even if you settle on just one or two orders suitable to use in every situation, you'll want to acquire and strengthen as many orders as you can.

Strengthening Orders

Continuing the trend, orders have levels and can be strengthened, which both boosts their stats and is necessary in order to evolve them.

To strengthen your orders, you'll need 戦術盤 (*Coaching Boards*). They can be acquired from completing certain missions or purchased in the Medal Exchange.

To boost an order's level:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Strengthen** at the center top
3. Tap the third tab on the left, オーダー (*Order*)
4. Select an order
5. Tap the + button to use the desired number of boards of each type, or tap 全て to use them all of that type (up to the order's maximum level)
6. Tap the blue 強化 (*Strengthen*) button on the bottom

Evolving Orders

You can evolve orders that have reached max level, increasing their rarity, their stats, and their maximum level. Most orders can only be evolved once.

To evolve an order, you need タクティク Exchange.

To evolve an order:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Evolution** at the top center-right
3. Tap the third tab on the left, オーダー (*Order*)

4. Select an order (if you lack the materials or it isn't high level enough, it will be greyed out, but you can tap it to see what's missing)
5. スピース (*Tactics Pieces*), which look like blue chess pieces. There are four different types, from I to IV: orders with a base rarity of 4★ require types I-III, while orders with a base rarity of 5★ require types II-IV. They can be acquired from completing certain missions or purchased in the MedalTap the blue 進化 (*Evolve*) button on the bottom

Since the level cap increases when you evolve an order, you will be shown a dialog inviting you to jump to the level-up screen for that order. Tap the blue 強化へ button to do so, or the other button to stay in the Evolution menu.

Limit Breaking Orders

If you have multiple copies of the same order, you can limit break them to increase their level cap and give them a stat bonus dependent on the order. You can do this up to four times.

To limit break an order:

1. Tap the **Strengthen/Sell** button at the bottom of the home screen
2. Tap **Limit Break** on the top right
3. Tap the third tab on the left, オーダー (*Order*)
4. Select an order (if you don't have any duplicates, it will be greyed out)
5. Tap the plus sign in the center of the big white void
6. Select the order to consume and tap **OK**
7. You'll get a confirmation dialogue. Tap **OK** on the bottom again
8. Tap the blue 限界突破 (*Limit Break*) button on the bottom

Battles and Events

You can reach the **Battle** menu from the home screen, and this is, unsurprisingly, where you'll do most of your battles in Last Bullet. There are six different submenus that can be reached from here:

Main Battle — This is where you'll complete the story, followed by a set of Hard Mode stages that will challenge you until you've reached up to 130k power. The urgency of getting all of these done drops along the way, but complete them as time, AP, and your in-game power permit. After beating them all, you may occasionally return to these stages for materials (particularly Edelmetal to craft CHARMS, which can only be found here.)

Event Battle — This menu contains most single-player stages that aren't part of the main story. See the Event Battles section later in this guide.

Legendary Battle — A special game mode in which you try to kill as many Huge as possible in three minutes. See the Legendary Battle section later in this guide.

Legion Battle — Here you can do co-op battles against tough raid bosses with your legion. They reward Legion Medals and various drops, most notably Recollections for leveling memoria skills.

Multi Battle — When a multi battle event is running, you can join other people's multi battles here. The only benefit to doing so, rather than starting new rooms from the Event Battle menu, is that you'll be guaranteed at least one non-AI player (the room host.) That said, that can be a significant benefit.

Gigant Battle — A special game mode where you try to solo a gigant HUGE in one minute and thirty seconds using a unit of nine (9) lilies.

Event Battles

The Event Battle menu has four tabs on the left. In order from top to bottom, these tabs are:

Limited Time Events — As they're all limited time, this guide can't list exactly which events you'll find on this tab. However, most limited time events fall into a few categories:

- **Solo Events** — These are single-player events with a full story; they also have a set of Hard battle stages to attempt after clearing the story. You can earn event medals (unique to each event) by grinding the battle stages, then spend those at the event shop.
There are also extra rewards from two points ladders, the first one based on the number of medals you earn, the second one based on what everyone in your legion earns in combination. In short, grind these events whenever they're around; they're more rewarding than just about anything else you can do with AP.
- **Challenges** — These events have no story and consist of several difficult battle stages with generous first-clear rewards, sometimes including a special memoria at stage 3 or 5. (Other times, the best rewards to be had are just gacha tickets.) Once you've beaten all the stages you can, there's no reason to come back.
- **Multi Battles** — In these events, you'll team up with other players to beat a tough boss and earn medals (unique to each event.) Using these medals, you can buy a rare order and the 4 duplicates necessary to limit break it.

Multi Battle Events can take a fair bit of grinding to get all the orders from, especially if you can't consistently do the hardest battle stage, and can also be frustrating if you're not strong enough to beat the stages without human teammates.

- **Solo Battles** — These are very similar to Multi Battles but are single-player instead of multiplayer.

Daily Events — These stages can be completed 2 times a day and drop various types of materials. It should be pretty easy to tell which stages drop what. If you're desperate, you can spend magie jewels to run dailies beyond the 2/day limit. Spending jewels is not recommended since after playing enough you will have tons of every material. Materials can also be obtained with "keys" (see *Locked* below.)

Sometimes you will find limited-time special stages here during in-game celebrations that reward things like magie jewels, skip tickets and Legendary CHARM parts, so glance at what's available every so often even if you normally don't bother running dailies.

Always Open — Special events that will never go away. As of this writing, there are three of them:

- **Raw Material Search Mission: Legendary CHARM** — A series of stages that reward you with Legendary CHARM Medals which can be used in the Legendary CHARM Medal Shop. There, you can trade them for a limited but generous number of Flowers of Inspiration, as well as the Legendary CHARM Pieces used to construct certain Legendary CHARMS (the ones used in the Joint Battle Missions below.)
The only limit on how much you can run these stages is your AP. If you need flowers and have bought out the shops of any limited-time Solo Events that are running, this is a good place to grind. You can, of course, also work on building a Legendary CHARM, but expect it to take quite a while no matter how hard you hit these stages.
- **Joint Battle Mission: Soraha Amano** — A couple of story missions that require a Gram to enter. The final stage requires a Gram evolved to 6★ and rewards Soraha as a playable character. Do these when you can.
- **Joint Battle Mission: Ena Banshouya** — Rewards Ena as a playable character, requires a Asterion SP.BE evolved to 6★.
- **Joint Battle Mission: Araya Endou** — Rewards Araya as a playable character, requires a Asterion SP.EA evolved to 6★.
- **Joint Battle Mission: Ichi Tanaka** — Rewards Ichi as a playable character, requires a Brionac SP.TI evolved to 6★.
- **Cave Mission** — Not to be missed. Here you'll find over 400 120 floors of increasingly difficult battle stages with useful materials as first-clear rewards, as well as a large number of magie jewels. Complete these stages as time, AP, and your in-game power permit.

Locked — These stages require the use of keys to run. You'll most commonly get keys as a login reward. They drop a generous amount of materials (especially on the first clear, and including some types you normally can't get except from medal shops) and even a few magic jewels. Unlock their bounty as needed.

Legendary Battles


In this game mode, you have a total of 1 minute and 30 seconds to kill as many Huge as you can. If you kill an enemy in one hit, it is counted as overkill and will give more points.

The most important reward from this mode is Legendary Parts, which are necessary to evolve some types of Legendary CHARMS and, by extension, necessary to unlock Alfheim Lilies like Soraha and Ena. However, it has a point ladder with a number of useful rewards, including the otherwise rare Arsenal Hammers, and magic jewels.

The point ladder resets about once a month, and there are also rewards for your first Legendary Battle each day (note that it resets at a different time than dailies, gacha, etc. do.) Try to do Legendary Battle at least once daily to get the full amount of Legendary Battle Medals. Even if there's no CHARM or Lily you want yet, there will be later, and once there is it will take you a long time to get the amount of Legendary Parts you need.

Included among the rewards for this game mode are Legendary Battle Medals, which can be traded in the medal exchange. **Never spend these on anything except Legendary Part IIs.** You'll get far more Legendary Part Is than you will ever need from the daily rewards and the point ladder.

Other Resources

 [Assault Lily Last Bullet Spreadsheet](#) — An English-language spreadsheet from version 1.0 of the game which translates some menus, memoria, orders and missions.

[Altema Last Bullet Wiki](#) — A Japanese wiki. Has rankings of the [best Lilies](#) and [best memoria](#). Don't accept everything you read on wikis without question, of course.

[Assault Lily Fan Discord](#) — You can ask people questions about *Last Bullet* here, in #help-and-tech-support.

[Memoria Spreadsheet](#) — An English-language spreadsheet which contains most (if not all) the memoria that has been released so far (it will be updated from time to time once new memorias have been released).

[CHARM Spreadsheet](#) - An English-language spreadsheet containing most (if not all) the CHARMS that has been released so far (it will be updated from time to time once new CHARMS have been released).

[Order Spreadsheet](#) - An English-language spreadsheet containing most (if not all) the orders that have been released so far (will be updated from time to time once new orders have been released).

There is also an official Assault Lily discord that has tons of global and jp players. Links can be obtained in-game.