Indepth Guide on How to Slime (V2.1):

1. Introduction

**New Version: Now includes a grid optimization section to show what people can expect for their grids when not using Spiked Bat or Purity Blade.

New players have probably asked the older players about how to level up their characters. (And to a greater extent, how to make rupees.) To which most players would respond with slimeblasting. At the time of writing this guide, there is currently a weapon that players can grab in order to effectively slimeblast during the Gripping Freedom event. This guide is meant to introduce the players who get their hands on them on how to slime. (Or a broad introduction in general.)

But *what is slimeblasting?*

Slimeblasting is the term that players use to refer to completing the co-op mission, "In a Dusk Dream", or H2-1 (Hard, Area 2, Mission 1) over and over again. In order for players to get full EXP and RP, they must deal 28k-32k damage. (So even if the honor doesn't reflect full even contribution, a finisher hitting the slime at 10% should still get full RP/EXP gain.) Each kill is roughly 2k EXP. In a fully buffed room with double MLB bunny summon, 25% EXP journey drop boost, expect gains of 3.2k per slime. Additionally, as a plus, slimes have a relatively good chance of dropping potions. So while grinding in a buffed room, you're more likely to see net or pot gain after an hour session.

2. Requirements

Since slimes have high resistances to the elements, it is necessary to deal plain damage (damage with white numbers), which ignores the slime's defenses. This can be done by:
- Using a character skill that inflicts plain damage
- Using a weapon alongside Swordmaster with an awakening that inflicts plain damage. (The weapon does not have to be MLBed. You just need one copy.)

To note that the requirements for Swordmaster unlock is the rank requirement for co-op (roughly Rank 60), clear Ex4-4 (Extra Co-op Quest: "Admist Severe Cliffs"), and have 5 warrior creeds+ 1000 CP.

The following are a list of characters and weapons that can inflict plain damage.

A. Characters

	Name	Skill(s)	Additional Notes
	Clarisse (normal SSR)	Eclipse: Deal plain damage Atomic Resolution: Deal 1%~5% plain damage based on current HP on enemy.	Use Atomic Resolution first, then Eclipse if just using Eclipse is not enough to get you 25% of the slime's health.
	Chat Noir (Normal SSR)	A Spectacular Heist: Deal 1%~5% plain damage based on current HP on enemy.	
	Camieux/Kumuyu (R)	Discharger: Deal plain damage	Can be either earth or fire version. See: Optimizing for Slimes
	Karteira (R)	The Punchline: Deals plain damage	See: Optimizing for Slimes

	Name	Skill/Ability	Additional Notes
	Summer Camieux/Kumuyu (SR limited)	Volleying Shot: Deal fixed damage x3 to random enemies	Only available during the summer limited draw. See: Optimizing for Slimes
	Christmas Rackam (SR Limited)	Collateral Damage: Deals plain damage on expending HP. 99% current HP x 10 (Thanks Twintails Miku!)	Only available during the Christmas limited gacha. See: Optimizing for Slimes
	Yoda (SSR)	On ougi: Deals 333333 plain damage per remaining stack	Requires full ougi bar to inflict plain. Deals more than slime's HP; use as finisher.
	Sarasa (SSR)	Ground Zero: Convert 99% of current HP and inflict HP x 1000 as plain damage	GW character. Deals more damage than slime's HP; use as finisher.

B. Weapons

	Name	On Awakening	Additional Notes
	Nodachi	Deal plain damage based on current health. 10% current HP x 10 OR Current HP	Needs supplement from other plain damage sources.

	Spiked Baseball Bat	Deal plain damage based on current health. 30% current HP x 30 OR 9x current HP	Only available during Gripping Freedom Event; drop or shop exchange.
	Purity Blade	Deal plain damage based on current health. 30% current HP x 30 OR 9x current HP	Lucius' character weapon.
	Honebami Toushirou	Deal plain damage based on current health. 30% current HP x 30 OR 9x current HP	Dark katana available for the Katsugeki Touken Ranbu: Fate Horizon collab.
	Disparia	Deal plain damage based on current health. 30% current HP x 100 OR 30x current HP	Dark Jeanne's character weapon. Damage is high, even when HP is adjusted; use as finisher

3. Grid Optimization

So now that you've looked through your inventory, you noticed that you have some of these characters or weapons. Now the question is what do I do with these characters/weapons?

Weapon Optimization for SM: Bat and Purity Blade (Preference)

For Swordmaster, the grids are rather easy. To ensure that you deal enough damage, you balance out your weapon and summon pool for HP. The more HP, the more damage. This is

especially important for Spiked Baseball Bat and Lucius sword, as it's possible to finetune your damage to deal a specific amount. (Ideally, 28k-32k.) So if you're dealing too much damage, remove weapons/summons. Too little, and you add them back until you hit that sweetpoint.

To note: If you goofed like me and invested EMP in HP for SM, even having only Purity Blade and Lv1 White Rabbit will bring you to roughly 30k. So if you're planning on putting in weapons that boost EXP/RP/droprate, then don't invest in SM's HP.

Weapon Optimization for SM: Nodachi and Characters

Alright, so you don't have a Spiked Bat or Purity Blade. (Or a finisher of some sort.) What do you do now? Your option is essentially building up your weapon pool so characters such as Camieux/Kartiera/Xmas Rackam/SS.Camieux can deal as much plain damage as possible while being in the threshold.

- This is a weapon grid I used to test out Camieux's damage. The summons that I used in the following images are:
  - Yugu+Yugu
  - Yugu+Bunny
  - Yugu+Elemental (Vohu)
  - Custo + Yugu
- Note that damage fluctuations are most likely due to the summons chosen; Yugu's Lv100, while the Custo was Lv1. Their base stats play a factor as well. All summon grids just contain those summons; no subs.

- As you can see, double Yugu with the above grid deals this amount of damage. With my SM's health (7229), using a Nodachi will net me 24 212 damage, which is short by a little bit of damage. You can close the gap by summoning your friend summon, and it should be enough.

- In comparison, you lose out roughly 3-4k damage by having a rabbit.

- Similar result with an elemental summon; this is because for summons there are two descriptions; "increases element ATK" and "increases element allies' ATK". The first one would include the likes of Vohu and Baha, while the second one includes the likes of Custo/Watermelon and Diablo. The first only affects the element damage; therefore because plain damage is not earth element, it's not affected.

- Running Custo here, you'll notice that I deal more damage than the previous. As mentioned in the previous post, this covers "increases element allies' ATK". Therefore, because the aura specifically is boosting the damage of matching element, and not just the element damage, the plain damage is amplified.

In short; you're going to have to shore up your grid quite a bit to see higher numbers from your R characters. This, of course, is also with an empty summon grid. Add summons to increase your base stats and HP to close the gap for Nodachi. For Chat Noir (And Clarisse's third skill), they're dependent on the current health of the slime; therefore, while it doesn't depend on the grid, depending on your speed you might not be able to get much usage out of their plain damage skills.

Another option for summon would be Grande instead of the Custo that I was using; it'd be a larger multiplier, but this is of course if your co-op members have Grande.

4. Efficiency Tips

To fully take advantage of slimeblasting, players buff up the room for higher EXP and drop gains. Of course, buffing every room gets costly for co-op items, so it's highly suggested that players make the best out of every room. To note that while you are gaining EXP, it would be great to be able to keep moving as fast as possible to fit in as many slimes as you can. From personal experience, I've been in rooms where players have hosted 120 slimes altogether.. Other times you might only fit in 80 slimes because of connection issues. Here are some tips for ensuring that you get the best sliming experience for both you and your cohorts.

- Prepare your slime blasting set-up beforehand. That includes preparing and adjusting your weapon pool and summon pool ahead of time to ensure that you don't overshoot the amount. (For the SR weapons, aim for roughly 3k HP)
  - Also helpful for yourself; you can include weapons that boost drop rate or EXP into your weapon pool for that additional boost. Remember to look if they're mainhand only affects, as well as take into account how much HP is being added in.
- Try to keep character changing to a minimum. If you're leveling a character and they're maxed, either multi-window and change in between the slimes, or do not swap at all. Swapping eats time that could be used for sliming.
- If damage is not sufficient, use Lunalu's copy skill to replicate your other character's plain damage skill.
- If your damage is sufficient, consider running double rabbit for increased EXP and drop rate. If no rabbits are available, grab a Kaguya to increase the rate of potion and pinwheel drops. Likewise, if Cat Sith is available you can use that for increased EXP gains.
- Use a moderate amount of pots beforehand, or inbetween host rotation for round robin. It costs a few seconds to use a potion whenever you run out and try to host with insufficient AP. To note that in an hour, you gain 12AP, 1AP at 5min intervals. If you really wanted to min-max, keep that in mind and fill enough to keep gaining AP. If hosting for a set period of time, consider just using a large amount of potions at the same time to get you through the slotted time.

- Consider hosting per quarter. (Or third for 3 man rooms.) By setting 15 minutes per host, it helps cut down on the confusion on who's turn it is to host.
- Get into the habit of refreshing. Take note of how long players take to deal their damage. Refresh when the last player finishes up the slime. If you're taken to the "Check your pending battles" screen, it means that you're refreshing a little too quick. Another note is that no matter what, the host always gets to the results screen on refresh. Therefore, feel free to use that refresh as the host.
  - As a little side note, keep an eye on honor gains. At times, the HP bar doesn't update, so I depend on using the player honors at the bottom to figure out who has already hit the slime. Especially important for finishers.
  - As an alternative, you can also bookmark the waiting room on your browser, then click on bookmark two times to skip the death scene and results page. (Thanks Ian!)
  - Another alternative: You can press back after collecting your rewards should get you to the room faster. (Thanks Dia!)
  - Here is an example on when you refresh and getting into the rhythm of refreshing. https://twitter.com/motoki_0824/status/809746320709648385 (Thanks o3n7 for showing me the tweet!)
- Remember to apply your Journey Drop buffs. It helps speed along the leveling process, and increased drop rates help with getting more pots. (Thanks orijinal and o3n7!)
- If you are using Viramate (and if you didn't use it before, use at your own risk), remember that there's the Last Hosted button, which is the last co-op quest that you've hosted. It'll help keeping the downtime inbetween slimes low. (And reduce the mouse movement from having to go to the hard menu to select the quest.)

5. **Conclusion**

Hopefully this will help you level up your shiny new 5* characters, as well as provide you a rather positive experience. Enjoy basking in the glory of slimes and EXP/cashmoney.

I'd like to thank the various people that helped me make this guide by pointing out mistakes, as well as missing characters that I forgot about.