

LOVE LIVE: SCHOOL IDOL FESTIVAL ALL STARS FOR SCHOOL IDOL FESTIVAL VETERANS

THIS GUIDE IS FOR THE ORIGINAL JAPANESE VERSION. NOW THAT WORLDWIDE IS OUT SOME INFORMATION MAY BE WORDED DIFFERENT OR EVEN INCORRECT. PLEASE DO NOT USE THIS GUIDE FOR THE WORLDWIDE VERSION AS IT IS NOT WHAT IT WAS INTENDED FOR.

First thing you do when you open the app, after it is done downloading, is to put your name in. The first is the name that others will see. The second is the name that the girls will refer to you by in-game. Then, there are 2 boxes that pop up. It wants your birthday; month first, then day.

-When you start actually playing, the tutorial will start. Everything about the tutorial is very easy, and requires no explanation. However, how the game is actually played will be described below.

After the tutorial, you will be able to start chapter 1, from the blue button in the lower right hand corner from the main screen. You cannot do a few things until chapter 1 is complete, including "free lives" and "training" (where you receive a number of materials, and also have a chance to increase or make progress to increase a girls' stats, based on random chance).

(Small note: get 400 free gems just for reading all hints in the upper right hand corner [the ? button] of the main screen! It will take a little to get through them. This is at the top so everyone can see it quickly!)

THE LIVE SHOW PREPARATION SCREEN:

When you click on a live, you can choose a person to help you with the live. If you don't want to, you can click the white button in the lower right hand corner.

You can choose your team by pressing the left or right arrows on the screen. You can auto-create a team by pressing the middle white button in the middle of the screen.

You can change team members by clicking the leftmost white button in the middle of the screen.

You can also choose your team by pressing the rightmost white button in the middle of the screen.

Attributes do matter, as they are bonuses in the live, but at this point I do not know optimization of them. The auto-create a team works very well, from my experience, at least for now.

***Edit:** the attributes make much more of a difference later in the game (approx. chapter 4). They cause you to have a much higher score than an off-attribute team, much like SIF. Unlike SIF,

though, you cannot just rely on matching attributes as the skills each card has is extremely important to even surviving the live show. Leveling up on-attribute cards doesn't always seem to be a good way to make them good enough to go on your team. This is partially due to the fact that a card's skills dramatically change the usability on a team (think how scorer URs in SIF were so much more powerful than stamina URs before the update to the point that off-attribute URs are much more likely to be on your team).

The colors above the girls' portraits represent the subgroup they will be in the live. This will be explained later. Just know that you probably want girls of the same skill together in one, as it gives a larger "bonus" in the game, or rather it's more of a dramatic difference between your subgroups.

The lower part of the portrait is the girls' attribute (large circle) and their skill (small circle).

You can choose whether to have 3D dancers in the background or 2D by clicking the lower left hand corner. Mine autoed to the right top 3D one and it looks great. I believe they are different graphical levels.

The checkmark next to the 3D or 2D option is if you want to have "Auto Play" function as the game playing the game for you. The watching of dances can be done by pressing the MV button at the "Lives" section. (Thank you GooFunction!)

The off/on skill ticket is to skip the live entirely, as you -can- do it, in the story mode, but it seems you need special tickets to do so.

Rightmost button starts the live.

Lower right hand white button equips special items (jewelry it seems) to your members. I only have one item right now, and it is on my main UR. It helps change the effect of the 4 effects during the live. More on those later.

You can also switch the subgroups from this screen! Just select the one you want to switch with the other one. They will switch spots after you tap on them!

THE LIVE SHOW SCREEN:

#1 MOST IMPORTANT THING: ALL NOTES, REGARDLESS OF HOW YOU HIT THEM, WILL STILL SLOWLY LOWER YOUR STAMINA. In addition, a new note type, with a heart and a down arrow, will decrease it *more* and it is unavoidable (Ty GooFunction!). This is a key part of the gameplay. It is not a bug, you are not doing anything wrong. You must balance your stamina girls with your scoring girls with your "special" girls, etc etc.

DUE TO THIS, IT IS NEAR-IMPOSSIBLE TO PLAY “HARD” SONGS AT THE BEGINNING! It is too hard! You will die! Do not do it, as tempting as the live show option is!

The white semicircle below the live will fill up as you hit the notes. This is your SP. It will stay full until you click it to use it, and it is a boost. It fills up faster from a subunit team that has an SP attribute (more down below on this). It can also increase from certain "skill notes" that proc large increases. Do not use it randomly, it is necessary in appeal chances! The three girls are, I believe, the skills that will be activated when you press it. They are your three center girls in the prep screen. Around the semicircle is your score, on the right, and your total stamina, on the left.

(Important fact: You can click the SP bar and also the subunit arrows (more on that below) while you have a hold note)

APPEAL CHANCE! This is VERY VERY important! You have a banner that will show up at almost the top of the screen (right below bar up there). This will also be evident by the start and finish notes that show up. You can tell when these will be triggered by looking at the progress bar for the live at the top of the screen. Appeal chances will happen during the pink sections. There are a number of things it will ask of you.

- 1.) One is to correctly hit notes (for a certain number of notes)
- 2.) One is to have a good SP boost
- 3.) One is to reach a certain score within the time limit
- 4.) One is to trigger Appeals (skills) of a certain number of members
- 5.) One is to tap notes with “X” amount of members. (Ex : Tap notes with 5 different members requires you to switch to different subunit to clear the appeal as 1 subunit only has 3 members) -from Kuro kami

Edit: Conditions for Appeal Chances can be checked before starting a Live. Click the 攻略情報 button and scroll to the bottom to see the conditions for each Appeal Chance. ボルテージ means Voltage, i.e. score. SP just means SP, hit notes will say either (number of notes) better than Nice or some other condition, and activate (number) of Idol skill. -from GooFunction

You can tell the SP ones because it says SP. The score one is the one without the SP, the “hit notes well” is when there is a small number with the kanji for stamina next to it (looks like a box within a box), and the Appeals one is the one with a single-digit number in the middle

IF YOU DO NOT CORRECTLY DO THE APPEAL CHANCE, YOU WILL LOSE A LARGE CHUNK OF YOUR STAMINA. It is VITAL to your liveshows that you try to do these “quests”! You will most likely fail out if you do not do it.

Subunits! There are 3 subunits, represented by red, green, and blue. Depending on the way you set them up on the prep screen, you will have different girls on different teams (obviously).

They are represented by the 3 tiny squares on the colored bar at the top of the screen. They also have certain powers for each one, because they themselves have pluses and minuses to skills.

These four skills are:

- 1.) Vo (Voltage)- Your regular score-per-note
- 2.) Sp (Special)- Your white semi-circle skill that fills up
- 3.) Gd (Guard)- The amount of stamina you lose per note. A higher Gd means less lost
- 4.) Sk (Skill)- Increases the chance of skills activating

They are represented by black, grey, or white squares. White means they are high, positive percentage (5% or so). Grey is neutral, or 0. And Black is negative, like -5%.

So, based on this, you can tell what each subunit does. Or rather, what their strengths are. There is a cooldown. The active subunit is the color bar at the top of the screen

The skills, as they activate, are shown on the left, as a scrolling feed.

You can switch between subunits by the arrows on the side of the screen, but you cannot rapidly cycle, there is a cooldown based on notes.

MAIN SCREEN INFO

The rightmost buttons are the main buttons that you will be mostly familiar with from SIF. They are: story (blue), live show (green), gacha (pink), training (dark blue), and episode/characters (purple). Purple has a submenu. The lower menu is how to get to new stories for the girls, the cards and outfits you own of them, etc. The upper is the girl on your main screen.

The 3 lines to the left is to open the large options/support menu.

Important ones to note:

First row/column- your profile

First row, second column- titles you've collected

First row, third column- your items! Check the amount you have of each!

Second row, third column- link your SIFID

Third row, first column- main options! The first 3 sliders increase the speed of notes in the live. I am not sure what else they do. The numbers below that are the offset for the music/notes. The pink button lets you calibrate it.

Under the 3 lines, there is the info button (announcements, then goals, presents, friends, then a button to change your home screen girl, and finally the full screen of just the girl/background).

The three buttons at the bottom are your “school idol”, then a button for items equipped to your girls, then the shop page.

School idol button:

- 1.) Top left- team edit. A lot like the team edit on the live prep screen. You can also edit the outfit your girls wear when doing lives here.
- 2.) Top right- Skill training and leveling up! Click on a card to get to their “skill tree” and to level them up!
- 3.) Lower left- Edit your teams for the Training Camp feature.
- 4.) Lower right- List of all your girls!

Your list of idols is where you can increase your girls’ levels. You do that by clicking the pink button right under their portrait, and using resources to increase it.

You can also increase your skills through the skill tree. There are special places to get to, including a new outfit, new stories, etc. On the way there, you increase your attributes.

LIVE SHOWS

A lot like SIF. The top button is your regular songs, your bottom is your b-sides.

The rewards are listed on the song, the difficulty are the top 3 buttons on the right.

Again, do NOT go right to hard on new accounts!! You will run out of stamina with a low level team, and fail!

The left top button is to change Hits and B-sides. The bottom is the sorting function.

GACHA

There are, after you use the freebie SR tickets, 3 options. The first is a guaranteed UR pull that you MUST use paid stars for. The next is the regular gacha, where you can do a 10 pull for a guaranteed SR or solos. The last is a daily solo with paid gems at a reduced price.

The rates are:

5% UR, 10% SR, 85% R

EPISODE (characters)

On this screen you can change outfits, view stories, and view the cards of a girl you own. The left three side buttons are the stories, the right three are outfits, cards, and a list of songs you can get their skill cards from.

TRAINING

Training helps give extra materials, including difficult to get materials like the silver cupcakes/macaroons (which are an early game bottleneck to getting idolized cards and then the outfits in the skill tree). You can also receive almost any item you need for the skill tree, minus the specific tokens you get for each girl. Instead, those tokens are received by playing a song with that token as a drop, or by leveling that girl up and reaching checkpoints for goals.

The girls have a chance at an extra skill from the training, and whether they have received a base skill or not is determined by the 0/1 or 1/1 at the bottom of their portrait. The extra skill slots are unlocked through more training in the skill tree. The skills can range from a very basic grey, to bronze, silver, gold, and rainbow. The increase is also indicated with a 小, 中 or 大, indicating small, medium, and large boosts. The skills activate at the beginning of the song. (there are passive and active skills, it's noted by a blue or red triangle on the corner of the skill portrait. Blue is passive skill, red is active skill. Some skills give their bonus on each tap or as a passive when the subunit is selected)

That's all for now, I can't think of much more to add!

Thank you everyone for the suggestions and edits! This is a lot more complete and accurate now :)