An "everything about Seed Tracking" guide

You can stop at this part of the guide, the following will be for the ones who wish to use seedtracking to its full potential

Introduction

Have you ever wondered how players seem to know and manipulate what units they will be getting? Welcome to Seed Tracking!

What is seed tracking?

Turns out that the gacha in The Battle Cats is not as random as it seems, but predetermined using an infinite list of random numbers called seeds.

Each of these seeds correspond to a slot, which contains a certain cat of a certain rarity. The term "*seed*" is also used to refer to your current location in that infinite list. All players start at different positions on the seed, and every gacha roll you do gives you units according to the predetermined sequence generated.

Knowing the sequence in advance will make you able to manipulate what you will be getting, and avoid what you do not want.

Seed tracking is split into 3 parts:
1) Tracking your seed (finding out your position)
2) Interpreting your seed
3) All the things you can do with seed tracking!

1)How do I track my seed?

To track your seed, you need to
1) Record 7-10 of your rolls from the gold gacha (using catfood/rare ticket) from the **same** banner.
2) Go to godfat's website, and key in your rolls there. Remember to select the banner you got your rolls from at the event column above. If you rolled a guaranteed uber 11-draw or 15 step-up, use the last 10 units you received and **exclude** the last guaranteed uber.
3) Click "seek" and wait for the website to calculate your seed.
-Do note that rolling on collab/buster events somehow has a higher chance to fail, so it's better to avoid using it to key in your data
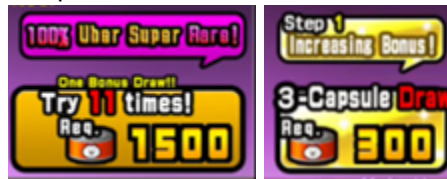
For example:

1.	11 Cat Gunslinger
2.	8 Rocker Cat
3.	17 Nerd Cat
4.	4 Sodom
5.	16 Swimmer Cat
6.	9 Tin Cat
7.	11 Cat Gunslinger
8.	22 Salon Cat
9.	7 Kamukura
10.	1 Matador Cat

Important!
There are two types of guaranteed uber events, the guaranteed uber 11-draw, and 15 step-up draw (on buster banners). This means that the final draw of the 11-roll / 15 step-up will always be a uber

The presence of this indicates that it is a guaranteed uber event.

*step-up 15 draw is of a 3+5+7 draw option on Buster banners

!!! Alternative website to get your seed

Sometimes, godfat's website has a crazy long queue where you might need to wait hours to get your seed and you might be disconnected in the process. I'd recommend using ampuri's website to bypass the queue as linked here -> https://ampuri.github.io/bc-normal-seed-tracking/#rare
Instructions on how to use the alternative tracker can be found on the website!

Getting the link of your seed

After entering the data, you will be given two links (or three if you rolled in a banner that has a guaranteed uber event).
    The first link indicates your seed before you rolled the units that you keyed in
    The second link indicates the seed after you rolled
    The third link indicates the seed after you rolled that guaranteed uber draw
Use the second link, or the third if you rolled in a guaranteed uber draw

2) Interpreting your seed

a) General concept

After using the link, you will see a huge table that looks something like this

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	(1A rare cat)				
			(1B supa cat)		1B
2A	(2A supa cat)				
			(2B rare cat)		2B
3A	(3A rare cat)				
			(3B uber cat)		3B
4A	(4A rare cat)				
			(4B rare cat)		4B
5A	(5A supa cat)				
			(5B rare cat)		5B

You will see two columns, known as the A-Track and the B-Track. Let's ignore the B-Track for now and focus on the A-Track first

The A-Track shows the sequence of units you will get after doing draws in the gacha. If you just received your seed, you will start at position 1A. This means that doing a singular draw gives you the unit at 1A. Your next draw will give you the unit at 2A (a super rare cat in this case), then 3A and so on. You will stay on the A track until a "Track Switch" occurs.

The A-Track and B-Track are not disconnected from each other, but rather two perspectives of the track (like two sides of a coin). The logic works the same if you are on the B track too (after Track Switch occurs), you will get the units consecutively, such as from 2B to 3B to 4B.

The ways to switch tracks will be explained later in the guide.

So, what does this mean?

As the Gold, Platinum and Legend Gacha share the same seed, **through tracking, you can get the units you want through rolling in different banners.** By selecting different banners at the selection on top, you can see what cats you will get if you rolled in other banners instead. Since all banners share the same seed, if you rolled 1A in a banner already, the next roll in all banners will continue at 2A.

B) Cell colours

You will notice that there are coloured boxes here and there, and it shows the rarity of the unit inside it. You can find what each colour indicates at the bottom of the site.

- Super cats
- Super in Uberfest or Epicfest only
- Uber cats
- Uber in Uberfest or Epicfest only
- Exclusive cats
- Owned cats
- Found cats
- Legendary cats if available

The cell colours will **always** stay the same across all banners, there is **no way** to change it.
Sometimes, a pink slot contains an Uber even if it's not Uberfest/Epicfest, so pay attention!

C) How to switch tracks?

So, you have noticed that there are two columns of cats, A track and B track (also known as alt track). If rolling only makes you progress down in the A track, from 1A then 2A, 3A…. How do you get to the B track to get the units there? There are two ways to do this, either through a **guaranteed-uber-event** or a **duplicate rare** situation.

1) Guaranteed-uber-events (GU events)

There are two types of guaranteed uber (GU) events, and both of these leads to track switching
- a) Guaranteed-uber-11-draw
- b) Step-up draw events (only on BUSTERS banners)

Note: using a Platinum/Legend ticket will not lead to track switches
Note2: GU stands for Guaranteed-uber

If you select banners that have a GU event, the guaranteed column will be filled in like this.

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	(1A rare cat)	(1A guaranteed uber) -> 11B			1B
			(1B supa cat) <- 12A (1B guaranteed uber)		

(A track ↑)   (A Guaranteed-track ↑)   (B track ↑)   (B Guaranteed-track ↑)

The Guaranteed-track shows the uber you will get if you start the GU draw from the slot beside it. Starting the GU draw at 1A gives you the uber in 1A Guaranteed-track

The arrow sign ("->") shows the position of your next draw after doing the GU draw. For example, "->11B" means your next roll after the GU draw will be the unit at 11B

A GU 11-draw is essentially 10 singular draws, then the 11th unit will be replaced with the guaranteed uber and you switch track in the end.

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	Psychocat 🐾	Momotaro 🐾 -> 11B			
			Archer Cat 🐾	<- 12A Kintaro 🐾	1B
2A	Salon Cat 🐾	Kasa Jizo 🐾 -> 12B			
			Wushu Cat 🐾	<- 13A Princess Kaguya 🐾	2B

For example, how would you interpret this seed? (picture above)
1) If you start the guaranteed-uber-11-draw at 1A, you will receive Momotaro as your guaranteed uber.
2) So, if you want Kasa Jizo instead, you should start the GU-11-draw at 2A. You can achieve this by doing a single draw first, then only the GU-11-draw
3) If you followed step 2 above and got Kasa Jizo, your next draw will give you the unit at 12B (indicated by the -> 12B beside Jizo)

This here is the magic of seed tracking, where you can manipulate what GU you can get!

Trick: To easily know what Cats you will get if you do a GU roll, you can click on the empty space in the guaranteed column beside your starting roll. This highlights the units you will get in dark grey. The cell highlighted in a zebra pattern indicates the position of your next roll.

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	(1A rare cat)	(1A guaranteed uber) -> 11B			
			(1B supa cat)	<- 12A (1B guaranteed uber)	1B
2A	(2A supa cat)		(2B rare cat)		2B
3A	(3A rare cat)		(3B uber cat)		3B
4A	(4A rare cat)		(4B rare cat)		4B
5A	(5A supa cat)		(5B rare cat)		5B
6A	(6A supa cat)		(6B rare cat)		6B
7A	(7A rare cat)		(7B supa cat)		7B
8A	(8A uber cat)		(8B rare cat)		8B
9A	(9A supa cat)		(9B rare cat)		9B
10A	(10A rare cat)		(10B supa cat)		10B
11A	(11A legend cat)		(11B rare cat)		11B

2) **Duplicate Rare Situation**

A duplicate rare situation is a natural track switch, where you switch tracks when you are supposed to get two of the same Rare Cats in a row. It will be shown in the website like this.

No.	Result
1A	Cat Gunslinger🐾
2A	Cat Gunslinger🐾 Tin Cat🐾 -> 3B

The underlying mechanism is that, the game forbids getting two same Rare Cats in a row.
This means that if you got Gunslinger at 1A, you cannot get Gunslinger at 2A. The game goes with the second option and gives you Tin Cat instead.
Your track will then switch, which lands you at 3B in this case, indicated by the -> 3B arrow. This doesn't happen when you have two super rares/uber/legends in a row.

*If you do a guaranteed draw that has a duplicate rare in between, you will switch track twice.

Avoiding duplicate rares
If you want to avoid track switches caused by a duplicate rare (to get the units after the duplicate rare), just simply don't get two of the same rares in a row. Using the example above, a duplicate rare situation won't happen if you just don't get Gunslinger at 1A, and you will get Gunslinger at 2A instead and not switch tracks. You can achieve this by:

1) Switch to a different banner to see if there is a different rare in slot 1A, then roll 1A in that banner and 2A in a different banner that gives a different rare cat
2) Just roll both 1A and 2A on another banner that doesn't have a duplicate rare situation
3) You can roll a plat/legend ticket at either 1A or 2A to not get two of the same rares, though this wouldn't be worth it most of the time.

D) Updating your seed

It is good to update your seed, to make your next location at 1A again as you will reach hundreds of draws in no time. To update your seed, just click on the name of the unit you rolled. Your next roll after that will be set to 1A again and your seed is now updated. For example,

No.	Result
1A	Welterweight Cat🐾
2A	Jurassic Cat🐾
3A	Shaman Cat🐾
4A	Viking Cat🐾

Let's say you already rolled Jurassic cat at 2A, you click on Jurassic cat's name, and your next roll (shaman cat at 3A) will be at 1A in your updated seed!

No.	Result
1A	Shaman Cat🐾
2A	Viking Cat🐾

Track A or B is based purely on perspective and works the same way.
For example if your last roll is the unit at 10B, clicking the name of the unit at 10B still updates your seed and makes your next roll (the unit at 11B) into 1A.

Conclusion

By understanding everything up to this point, you should have sufficient knowledge to start seed tracking! **Anything past this point would be extra tips and information for those who are seeking to understand and utilize seed tracking to its maximum potential.**
Good luck tracking!

3) Simple example of the potential of seed tracking

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	Mighty Kristul Muu 🐾	Mighty Sphinx Korps 🐾 -> 11B			
			Witch Cat 🐾	<- 12A Mighty Kat-A-Pult 🐾	1B
2A	Mighty Aethur Ltd. 🐾	Mighty Rekon Korps 🐾 -> 12B			
			Wushu Cat 🐾	<- 13A Mighty Thermae D-Lux 🐾	2B
3A	Viking Cat 🐾	Mighty Drednot 🐾 -> 13B			
			Rocker Cat 🐾	<- 14A Mighty Aethur Ltd. 🐾	3B
4A	Jurassic Cat 🐾	Mighty Bomburr 🐾 -> 14B			
			Cat Gunslinger 🐾	<- 15A Mighty Rekon Korps 🐾	4B
5A					

Using the seed above as a scenario, the Iron Legions banner is currently being selected.
What can you do if you wanted a different Legend Rare at 1A, a different Uber rare at 2A, then Mighty Bomburr as your Guaranteed Uber in the GU event?

For 1A and 2A, you can check other banners on which Legend / Uber Rare it would be in those banners.

No.	Result	Guaranteed	Alt. result	Alt. guaranteed	Alt. No.
1A	Kyosaka Nanaho 🐾				
			Witch Cat 🐾		1B
2A	Sea Maiden Ruri 🐾				
			Wushu Cat 🐾		2B
3A	Viking Cat 🐾				
			Rocker Cat 🐾		3B
4A	Jurassic Cat 🐾				
			Cat Gunslinger 🐾		4B
5A					

Oh hey, the Girls and Monsters banner has the Legend & Uber Rares you want on the 1A and 2A slots!

Thus, you can do 2 single draws in the Girls and Monsters banner to get Nanaho (1A) and Ruri (2A), then swap to the Iron Legion banner.
In the Iron Legion banner, you will be doing 1 singular draw to get Viking Cat (3A), then the Guaranteed-uber-11-draw to receive Mighty Bomburr (starting at 4A)

4) Common tips and information:

When you roll more rare/platinum/legend gacha, your seed will change. Be sure to click your last rolled unit in godfat so that you get your new, updated seed number.
When a new Uber is added to a banner, your seed will not change but the Ubers in each uber slot will be reshuffled. Your seed will only change if you roll gacha. So, don't be sad that your favourite uber is 500 slots away! As new ubers get added into different banners each update, it might be shuffled to a closer slot next time
Rolling a GU 11 draw gives you the unit from 1A-10A, the GU replaces 11A and then you switch tracks to 11B for the next roll.
A track switch occurs when you are about to roll the same Rare Cat twice in a row, as the game does not allow that to happen.
You should roll light yellow/light red slots in fests only, as those are SRs/Ubers in fest only.
Be sure to check every running banner's slots, you may have the choice of a more preferable rare/SR/Uber in a different banner.
In some collab banners, there may be collab rares in them, which allows you to choose your rares. Because of this, you can prevent track switches in your track or create new track switch opportunities.

5) Useful links and resources:

Main seedtracking website: [Godfat's website](#)

Alternate site to get your seed FASTER: [A website for finding your seed](#)

Seed tracking wishlist (if you are wondering who to aim for): [Uber/Legend Rare Checklist](#)

Normal tickets tracker (to track for Dark Catseyes, or specific units/orbs/etc)
- Finding your normal seed: https://ampuri.github.io/bc-normal-seed-tracking/#/finder
- Tracking your normal tickets: https://ampuri.github.io/bc-normal-seed-tracking/

6) Time travelling and seed tracking?

"Time travelling" in Battle Cats is possible to an extent **(with the right methods)**, and this allows you to access more banners in the same time than the game would ordinarily allow you to.

Lets us use the scenario below as an example
- Current banner: Almighties would be running from Wednesday to Friday
- Next banner: Uberfest would be running from Saturday to the next Monday

What if you wanted the units in 1A and 4A from Almighties, but the units in 2A and 3A from Uberfest?

With time travelling, you can do 1 singular draw in Almighties -> time travel to Saturday to do 2 draws in Uberfest -> going back to normal time to 1 more draw in Almighties. **This opens up a lot more possibilities for the planning of future rolls.**

The banners you can access are:

- Any banner that is active in a *past* timezone
- Any *future* banner, with:
  - No red text, as long as it's available on the furthest timezone
  - Red text, by setting your timezone to the furthest one possible, then manually adding up to 36 hours forward.

  (Red text is a situation where your energy regeneration will be blocked for a few hours in game)

For anyone interested, here's the link to the [Time Travel Guide](#)

7) Planning for future banners

(For those who really like planning a lot of steps ahead)
You might have noticed that the website only shows a few banners ahead of the current banner. This is because Battle Cats only adds event data of 1-2 weeks of future banners every time it reaches the final banner of the previous addition. You might want to plan about the banners happening in the future.
"What if the uber slot would have a better uber in future banners? Is it worth it if I roll now?"

Future banner patterns
So let's say if you want to check out what the future Ultra Souls banner looks like for planning purposes, but the event data for the next Ultra Souls banner isn't out yet.

All banners will remain the same as the previous time it happened if there are no new units added in it

This means the next Ultra Souls banner (example) will be the same as the previous one as long as there are no new units added (rares/super rare/uber/legend), and you can select the previous Ultra Souls banner for planning.

Add future ubers

If a new unit is added into a banner, the contents of each cell of that rarity will reshuffle. This means: if a new uber is added into a certain banner, the uber slots in that banner will still remain as an uber slot, but the ubers inside it will reshuffle and be different compared to the last iteration of the same banner.

For example,
-The addition of a new Almighties uber will reshuffle the ubers in the Almighties banner, Fests (uberfest/epicfest) and Platinum/Legend tickets.
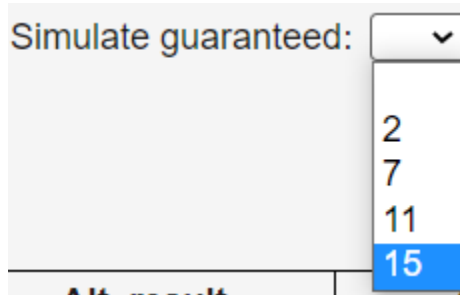-The addition of an Uberfest exclusive uber only reshuffles the uber in Uberfest and Platinum/legend tickets

To see how your track changes on that banner after a new uber is added, you can select "1" on the "Add future ubers" option

Stimulate guaranteed

To see what a banner looks like if there is a guaranteed event of it, you can select the "stimulate guaranteed" option.

- Use 11 if its a normal banner, and 15 if its a step-up banner (busters)
- Ignore simulate guaranteed 2. It was used before version 8.6 to account for dupe rares within guaranteeds, but now the tracker does that automatically.
- Guaranteed 7 can also be used for step-up banners if you plan to roll singles in between the steps. The guaranteed Uber is actually tied to the last step, so using this option will display the guaranteed Uber beside the first roll of the last step (i.e. the 9th roll overall).

Customize banners

Sometimes, there would be banners that never happened before but you know it will come in the future (like collabs) and you want to track that banner. Each banner is assigned an ID, so you can track it as long as it exists in game files. To do it, select "Customize" in events, then select the right ID in Custom Gacha. Also, be aware that collabs usually have two versions of the same banner, one with an increased rare chance (usually for JP only) and one without (usually for global version).

Final Thoughts

And that's all of this very long guide, thanks for reading and good luck tracking!

8) Very in-depth mechanics

Everything here talks about the mechanics on how the game works, for those who wanted to understand why the gacha in this game works this way

How does the tracker determine the rarity and unit from the seed?

By this time, you might be led to believe that each slot only has one seed. Well, that's not exactly correct. In actuality, each slot uses two seeds: one to determine the rarity and the other for the unit itself. These can be seen by checking the Details option, and it will change the display similar to the one below. When the tracker refers to your current seed, it's actually referring to the unit seed of the previous slot and this info is more than enough for the common user.

No.	Seed	Value	Score, slot	Guaranteed
1A	986451909	-	1909, 5	
	3256578655	-	Onmyoji Cat🐾	<- 12A Hades the Punisher🐾
2A	3463136375	-	6375, 15	
	1567061765	-	Shaman Cat🐾	<- 13A Thunder God Zeus🐾
3A	1961135814	-	5814, 15	
	4212145240	-	Shaman Cat🐾	<- 14A Wrathful Poseidon🐾
			Salon Cat🐾 -> 4B	<- 14A Wrathful Poseidon🐾
4A	1569833493	-	3493, 15	
	3450687740	-	Shaman Cat🐾	Hades the Punisher🐾 -> 14B
			Archer Cat🐾 -> 5B	<- 15A Wrathful Poseidon🐾
5A	371221285	-	1285, 6	
	2101825031	-	Psychocat🐾	Shining Amaterasu🐾 -> 15B
6A	1722147908	-	7908, 18	
	1585711442	-	Kotatsu Cat🐾	Anubis the Protector🐾 -> 16B

To determine the rarity of 1A, the first seed is divided by 10000 and the remainder 1909 becomes the rarity code. Alternatively, you can just get the last 4 digits. What this means will be explained a bit later.

To determine the actual unit of 1A, the second seed is divided by how many cats are in the given rarity. Since there are 25 rare cats at the time the image is captured, 3256578655 is divided by 25 and the remainder 5 becomes the unit code. As you can see below, the unit code 5 belongs to Onmyoji.

Gacha information:

- Rare: 69.7% (25 cats) 0 Wushu Cat, 1 Matador Cat, 2 Rover Cat, 3 Welterweight Cat, 4 Gardener Cat, 5 Onmyoji Cat, 6 Psychocat, 7 Mer-Cat, 8 Rocker Cat, 9 Tin Cat, 10 Stilts Cat, 11 Cat Gunslinger, 12 Swordsman Cat, 13 Archer Cat, 14 Witch Cat, 15 Shaman Cat, 16 Fortune Teller Cat, 17 Bishop Cat, 18 Thief Cat, 19 Pirate Cat, 20 Viking Cat, 21 Jurassic Cat, 22 Salon Cat, 23 Wheel Cat, 24 Pogo Cat
- Super: 25% (22 cats) 0 Nymph Cat, 1 Miter Saw Cat, 2 Backhoe Cat, 3 Cutter Cat, 4 Piledriver Cat, 5 Driller Cat, 6 Fencer Cat, 7 Vaulter Cat, 8 Surfer Cat, 9 Cat Toaster, 10 Figure Skating Cats, 11 Weightlifter Cat, 12 Juliet Cat, 13 Sushi Cat, 14 Bath Cat, 15 Apple Cat, 16 Swimmer Cat, 17 Nerd Cats, 18 Kotatsu Cat, 19 Hip Hop Cat, 20 Delinquent Cat, 21 Bodhisattva Cat
- Uber: 5% (8 cats) 0 Hades the Punisher, 1 Empress Chronos, 2 Wrathful Poseidon, 3 Splendid Ganesha, 4 Shining Amaterasu, 5 Radiant Aphrodite, 6 Anubis the Protector, 7 Thunder God Zeus
- Legendary: 0.3% (1 cats) 0 Gaia the Creator

Now, the rarity code. Each rarity is given a percent chance and the numbers 0 to 9999 are divided according to those chances. On regular non-fest banners, Rares have a 69.7% chance. This means that rarity codes between 0 to 6969 are Rares. Same for Super Rares, which are between 6970 and 9469. Ubers are between 9470 and 9969, and finally Legend Rares, which are between 9970 and 9999. From the example above, slot 6A is a Super Rare because its rarity code 7908 falls between 6970 and 9469.

Guaranteed Ubers

You already know that the guaranteed Uber for a guaranteed 11-draw is displayed beside the starting slot of the roll. However, it's actually not determined by 1A but by the rarity seed at 11A.

No.	Seed	Value	Score, slot	Guaranteed
1A	371221285	-	1285, 6	
	2101825031	-	Psychocat	Shining Amaterasu -> 11B
2A	1722147908	-	7908, 18	
	1585711442	-	Kotatsu Cat	Anubis the Protector -> 12B
3A	3438061189	-	1189, 0	
	1299294875	-	Wushu Cat	Thunder God Zeus -> 13B
4A	57144970	-	4970, 24	
	2577287249	-	Pogo Cat	Empress Chronos -> 14B
5A	1889124379	-	4379, 10	
	179405910	-	Stilts Cat	Empress Chronos -> 15B
6A	2526992715	-	2715, 0	
	2189402000	-	Wushu Cat	Thunder God Zeus -> 16B
7A	2720442198	-	2198, 15	
	1490312240	-	Shaman Cat	Empress Chronos -> 17B
8A	3382621593	-	1593, 18	
	3525974543	-	Thief Cat	Hades the Punisher -> 18B
9A	1211544250	-	4250, 0	
	1084538250	-	Wushu Cat	Hades the Punisher -> 19B
10A	471176704	-	6704, 18	
	1314963818	-	Thief Cat	Hades the Punisher -> 20B
11A	2204871244	-	1244, 14	
	3733770589	-	Witch Cat	Empress Chronos -> 21B

Since the game already knows that the 11th roll is an Uber (so no need to determine the rarity), it uses the rarity seed of 11A to determine the guaranteed Uber. Just like the unit seed, it is divided by how many Ubers are in the set and the remainder corresponds to a unit code. In the image above, take 2204871244 and divide it by 8. The resulting unit code should be 4 corresponding to Amaterasu.

It works exactly the same for the 15-roll step-up. The difference is instead of taking the seed at 11A, the seed at 15A is taken.

Duplicate Rares

At this point, you might be asking "*Can you predict the replacement rares for dupes?*" The answer to that is yes. Just like the guaranteed Uber, you take the rarity seed of the next slot then divide it by the number of rares **minus 1**. This effectively removes that rare from the choices, leading to a different result. The unit codes are also shifted to fill in the missing rare.

No.	Seed	Value	Score, slot	Guaranteed
1A	986451909	-	1909, 5	
	3256578655	-	Onmyoji Cat 🐾	<- 12A Hades the Punisher 🐾
2A	3463136375	-	6375, 15	
	1567061765	-	Shaman Cat 🐾	<- 13A Thunder God Zeus 🐾
3A	1961135814	-	5814, 15	
	4212145240	-	Shaman Cat 🐾	<- 14A Wrathful Poseidon 🐾
			Salon Cat 🐾 -> 4B	<- 14A Wrathful Poseidon 🐾
4A	1569833493	-	3493, 15	
	3450687740	-	Shaman Cat 🐾	Hades the Punisher 🐾 -> 14B
			Archer Cat 🐾 -> 5B	<- 15A Wrathful Poseidon 🐾
5A	371221285	-	1285, 6	
	2101825031	-	Psychocat 🐾	Shining Amaterasu 🐾 -> 15B
6A	1722147908	-	7908, 18	

Let's focus on the Shaman dupe at 3A. If you divide 1569833493 (from 4A) by 24, you will get a remainder of 21. If you remove Shaman from the pool, this will shift Fortune Teller to 15, Bishop to 16, etc. and 21 will correspond to Salon (which was originally 22). Units before Shaman will be unaffected, so Witch is still 14 for example.

📄 Lengthy explanation of the seed system : to those who wants to read even MORE

And that's the end of this guide (rather anticlimactic I suppose)

Credits:

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And me :>