

**11 Turn (High TP & Crit Requirement) - [Video by Jaq](#)**

1. DefendAll - Swarm
2. DefendAll - Worms
3. Brighten - Hands
4. Unleash / Attack / Attack - Single Orb
5. AttackAll - Single Orb
6. TensionGem / Defend / Defend - Worms
7. Unleash / Attack / Attack - Double Orb
8. AttackAll - Double Orb
9. DefendAll - Triple Worms
10. DefendAll - Big Swarm
11. Unleash / Attack / Attack

**Fast 12 Turn (High Crit Demand)**

1. DefendAll - Swarm
2. DefendAll - Worms
3. Brighten - Hands
4. DefendAll - Swarm
5. Unleash / Attack / Attack - Single Orb
6. AttackAll - Single Orb
7. TensionGem / Defend / Defend - Worms
8. Unleash / Attack / Attack - Double Orb
9. AttackAll - Double Orb
10. DefendAll - Triple Worms
11. Brighten - Big Swarm
12. Unleash / Attack / Attack

**Ultra-Safe 12 Turn - [Video](#)**

1. AttackAll - Swarm
2. Brighten - Worms
3. Brighten - Hands
4. AttackAll - Swarm
5. Unleash / Attack / Attack - Single Orb
6. AttackAll - Single Orb
7. Attack / Attack / TensionGem OR TensionGem / Defend / Defend - Swarm
8. Unleash / Attack / Attack - Double Orb
9. AttackAll - Double Orb
10. AttackAll - Triple Worms
11. Brighten - Big Swarm
12. Unleash / Attack / Attack

## Gerson Phase

1. Dual Buster / Defend

2. DefendAll

3. Susie's Idea / Attack(MashZ)

## Notes

- The faster the Worms die the faster the attacks end.
- Crits needed to skip Ultimate Attack can be thought of as a 3 strike system. A Susie Crit is 2 Strikes and a Kris/Ralsei Crit is 1 Strike. If you go over 3 strikes the ultimate attack will happen losing 14 seconds. Doing an AttackAll on a shielded turn can remove 2 strikes if you hit all crits and 1 strike with missed crits.

No TensionGem (Currently Not Viable) - [Video by TaliaSR](#)

1. DefendAll

2. DefendAll

3. Brighten

4. Unleash / Attack / Attack

5. AttackAll

6. DefendAll

7. DefendAll

8. DefendAll

9. Unleash / Attack / Attack

10. AttackAll

11. DefendAll

12. DefendAll

13. Unleash / Attack / Attack