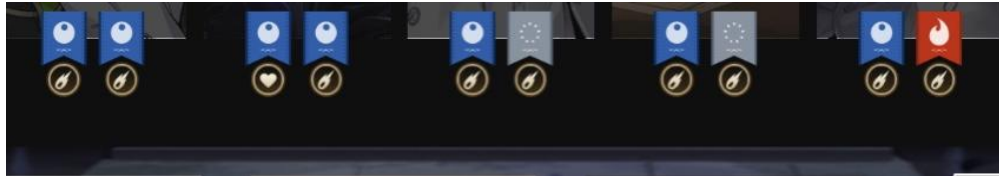


disney villain HARD battles 101

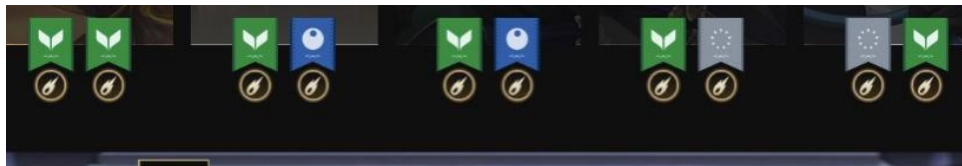
FIRE TEST/VS RED

your team: blue, blue+gray or blue+red boys



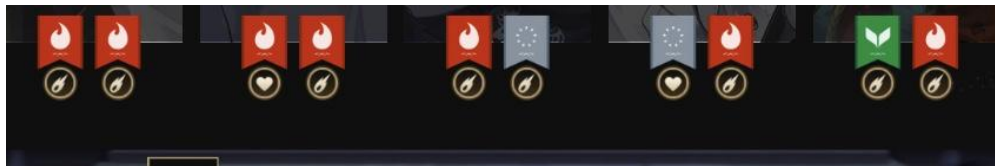
WATER TEST/VS BLUE

your team: green, green+gray or green+blue boys



WOOD TEST/VS GREEN

your team: red, red+gray or red+green boys

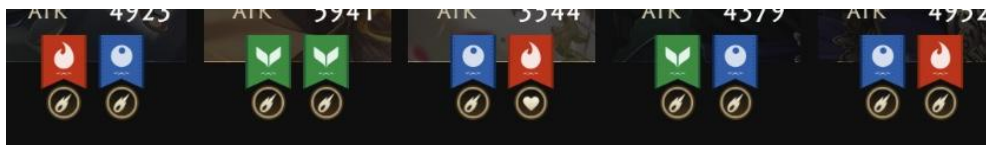


NULL TEST/VS GRAY

your team: your strongest team regardless of element. as you can't RESIST any of their attacks, healers might be necessary

ALL TEST/VS ALL

your team: ideally 3 red, 3 blue & 3 green dots spread across your team. you need a bit of every element. this test should be played on manual for a high score and involves a lot of guessing/luck

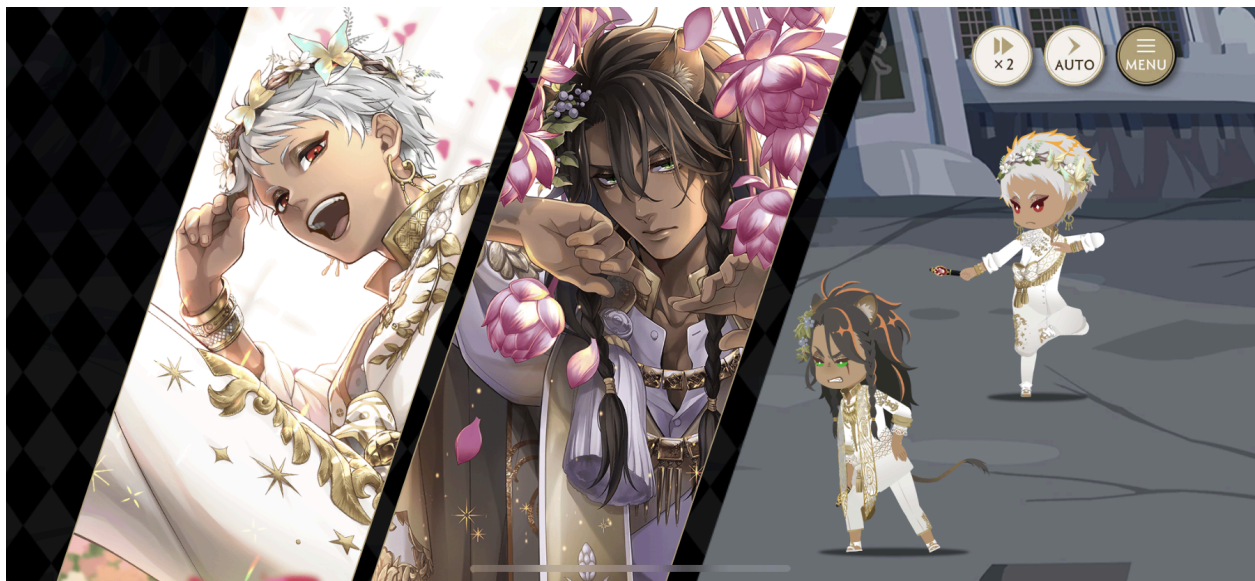


DECIDING YOUR TEAM MEMBERS

FIRST PRIORITY • DUO MAGIC

form a pair of advantageous elements to use their DUO magic in the proper element test. DUO magic requires raising an **SSR** card's **MAGIC2** to **LV5** and bringing the corresponding buddy. the buddy can be any card of any rarity of the corresponding boy (so check your element matchups!)

RIDDLE • azul (RED)
ACE • deuce (GREEN)
DEUCE • ace (BLUE)
TREY • cater (GREEN)
CATER • trey (RED)
LEONA • vil (GREEN)
JACK • ruggie (GREEN)
RUGGIE • jack (BLUE)
AZUL • riddle (BLUE)
JADE • floyd (RED)
FLOYD • jade (GREEN)
KALIM • jamil (GRAY) 🌟🌀🌞🌟🌟
JAMIL • kalim (RED)
AZUL BEANS • jack (GREEN)
LEONA GALA • kalim (BLUE)
ACE MARRIAGE • riddle (BLUE)



activating DUO magic against the proper element (eg. leona & vil's GREEN attack during a WATER TEST) will provide a huge advantage as it hits the opponent's weakness 3 times. however there is no benefit to a triple attack that the opponent RESISTS and will have them hit your weakness afterwards. no SSR? no problem! there are thousands of other ways to score big time...

SECOND PRIORITY • **DOUBLE ELEMENT**

this is self-explanatory, but cards that have the same element twice are a real menace against the appropriate element. definitely make use of the ones you have!

火属性2個持ちカード一覧



リドル
(SSR/寮服)



カリム
(SR/実験着)



フロイド
(R/運動着)



ルーク
(R/なりきり花婿)

-

-

水属性2個持ちカード一覧



アズール
(SSR/寮服)



イデア
(SR/実験着)



オルト
(R/アーキタイプ・ギア)



リリア
(SR/実験着)

木属性2個持ちカード一覧		
 レオナ (SSR/寮服)	 ルーク (SR/実験着)	 エペル (R/運動着)
 セベク (R/運動着)	-	-

THIRD PRIORITY • BUDDY TIME!

now that you chose your DUO magic pairs and double element cards, go find their friends! you will get a **HUGE** boost to **ATK & HP** which will often be even more beneficial than card rarity, stats or even levels.

feel free to use guides or search engines such as [<http://twstbuddysearch.com>]. you can also look up buddies on a card's profile or your team's matchups before beginning a battle... etc.





the multipliers **stack**, which is why you want as many buddy pairs as possible in your team!

DANG MY SCORE'S STILL TOO LOW 💔

PICK CARDS WITH A HIGH ATK STAT

regular tests as well as the BASIC type event tests rely on how hard your team hits. if consistently hitting the opponent's WEAK element + DUO magic isn't doing it, try working with ATTACK type cards or BALANCE type cards with a high attack stat. you can sort your cards by their ATK stat.



PRIORITIZE THEIR ATK BONUS FRIENDS

match attackers with their buddy that boosts their ATK stat. here are the **multipliers** per level & depending on whether the corresponding bonus is small or medium.

ATK UP (小)

レベル	Lv1	Lv2	Lv3	Lv4	Lv5
上昇率	約11%	約12%	約13%	約14%	約15%
レベル	Lv6	Lv7	Lv8	Lv9	Lv10
上昇率	約16%	約17%	約18%	約19%	約20%

ATK UP (中)

レベル	Lv1	Lv2	Lv3	Lv4	Lv5
上昇率	約21.5%	約23%	約24.5%	約26%	約27.5%
レベル	Lv6	Lv7	Lv8	Lv9	Lv10
上昇率	約29%	約30.5%	約32%	約33.5%	約35%

DANG I KEEP GETTING WIPED OUT 

OR: i want to get that sweet high score for DEFENSE event tests

PICK CARDS WITH A HIGH HP STAT

DEFENSE type event tests rely on how much HP you have left by the end of the battle, so these tips apply for those tests AND regular ones IF you're getting whooped. pick DEFENSE type cards or BALANCE type cards with high HP to help out. again, you can sort them by HP!



PRIORITIZE THEIR HP BONUS FRIENDS

match defenders with their buddy that boosts their HP stat. here are the **multipliers** per level & depending on whether the corresponding bonus is small or medium.

HP UP (小)

レベル	Lv1	Lv2	Lv3	Lv4	Lv5
上昇率	約11%	約12%	約13%	約14%	約15%
レベル	Lv6	Lv7	Lv8	Lv9	Lv10
上昇率	約16%	約17%	約18%	約19%	約20%

HP UP (中)

レベル	Lv1	Lv2	Lv3	Lv4	Lv5
上昇率	約21%	約22%	約23%	約24%	約25%
レベル	Lv6	Lv7	Lv8	Lv9	Lv10
上昇率	約26%	約27%	約28%	約29%	約30%

ADD HEALERS TO YOUR LINEUP

healers are a huge help in DEFENSE type event tests, and can save you if you're short on options in any of the aforementioned categories.

SSR

- azul
- trey

SR

- ace lab
- jack lab
- azul lab
- jamil lab
- ortho robe
- jade beans
- kalim gala

R

- floyd gym
- epel gym
- rook uniform
- malleus gym
- rook marriage

I STILL DON'T GET THE BUDDY SYSTEM BRO 💔

multipliers apply to the card that initiates the buddies.





7002 x 29% = 2031 additional HP for the team
 (kalim's HP) x (LV9 medium HP bonus multiplier)

3544 x 14% = 496 additional ATK for kalim
 (kalim's ATK) x (LV4 small ATK bonus multiplier)

so much to do idk where to start

- ✓ raise your SSR M2 to LV5 to activate DUO
- ✓ level your SSR & useful SR (60+ for HARD)
- ✓ build all the BUDDY LV involved in your new teams
- ✓ focus on your ATTACK type cards' MAGIC levels