

JP Summer Event

It's Hew again, you know who I am



So, it looks like they will be tossing us the JP summer event finally, towards the end of summer. This event features 4 hatcher and 3 summer wizard quests. as well at ticket hatcher and discount packs.



There is also a system for Summer Freyr and Freyja where when you get 30 bugs, you will obtain a tanned version which you can bug with the normal versions. Their skills are slightly better.(Although S Freyja looks better normal :P) You will obtain the tanned versions in Missions under the "Special" tab.

Game8 for all rankings

Wizard Quests



Seaside Whistle is the summer quest to obtain Summer Freyr. It will be available for 1 week, and contain the difficulties hard, expert, and wizard. There will be no yellow panels in his quest and his main gimmick is junk.



Summer Freyr(No rating(~80)/100):

Summer Freyr is a green Stamina type with the tribes Animal and God. His skill converts 1 green panel to a magnet panel that does green -> green. Also converts 12

random panels to crash panels and 2 turns boost drop rate of green panels with a cooldown of 8 turns. His crash panel does massive damage to one enemy, and 2 turns raise the defense of green units. His first ability is protect break and his second ability is when he is in front, breaking a 12 chain will raise own taps by 1 for 1 turn as his bug 30 ability. **Use red apples, comes at 6*.**

Tanned Summer Freyr(83/100):

Tanned Summer Freyr is a green Stamina type with the tribes Animal and God. His skill converts 1 green panel to magnet panel that does green -> green -> green. Also converts 12 random panels to crash panels, and for 2 turns boost the drop rate for green panels with a cooldown of 8 turns. His crash panel does massive damage to one target, and for 2 turns raise the defence of green units. His first ability is protect break. His second ability is when he is in front, breaking a chain of 12 panels or more raises own taps by 1 for 1 turn as 30 bug ability. **Use red apples, come as 6*.**



Summer Goddess is the summer quest to obtain Summer Freyja. It will be available for 1 week, for the second half of the event. It will have the difficulties hard, expert, and wizard. There will be no blue panels and her main gimmick is protect.



Summer Freyja(No rating(~80)/100):

Summer Freyja is a yellow Technical type with the tribes Animal and Deity. Her skill heals 4000 hp, for 1 turn all yellow units gain ultra crash panel shortening(-6 panels) and 1 additional tap with a cooldown of 5 turns. Her crash panel does yellow and blue damage to a single enemy. Her first ability is vaccine, and her second ability is crash panel damage boost against an animal or deity as 30 bug ability. **Use red apples, come as 6*.**

Tanned Summer Freyja(No rating(~83)/100):

Tanned Summer Freyja is a yellow Technical type with the tribes Animal and Deity. Her skill heals 8000 hp, for 1 turn all yellow units gain ultra crash panel shortening(-6 panels) and 1 additional tap with a cooldown of 5 turns. Her crash panel does yellow and blue damage to a single enemy. Her first ability is vaccine, and her second ability is crash panel damage boost against an animal or deity as 30 bug ability. **Use red apples, come as 6*.**



Summer Invades is the summer quest to obtain Summer Qilin. It will be available for the whole 2 weeks of the event and contain the difficulties legend and wizard. No real gimmicks, but bring a old Summer Unit(the blue ones, although Lakshmi blows through her quest) to get skill boosts, damage, etc. She is the must get bugmax from this event. Her drop rate is garbage as she mainly drops tickets(for bugs) so speed > bugs this time around.



Summer Qilin(80(84)/100):

Summer Qilin is a red balanced type with the tribe Deity. Her skill reduces 1 enemy hp by 20%, low hp recovery for 3 turns and boost party attack for 3 turns based on amount of blue panels absorbed with a cooldown of 7 turns. Her skill does massive damage to one enemy and fixed damage to one enemy regardless of defense. Her first ability is

vaccine and her second ability is weaken green enemies attack by 10% on self as 30 bug ability. **Use red/green/blue, Green/Blue is for Bonzana, Red is for general use.** Requires a humpty, red hatter, Witch Octopus and Urashima.

Hatchers/Gachas

There will be 4 different hatchers containing new and old summer units. I won't be writing about the old summer gacha units as I don't want to shave off an hour of my time(sorry :D). There will be 4 sides and each hatcher will cost 500 polygons to pull. Once you reach 5 10x pulls, on any of the summer hatchers and they will carry over from each other, it will guarantee a summer 6* unit(not a fes).



Side A and B will appear on the first week:

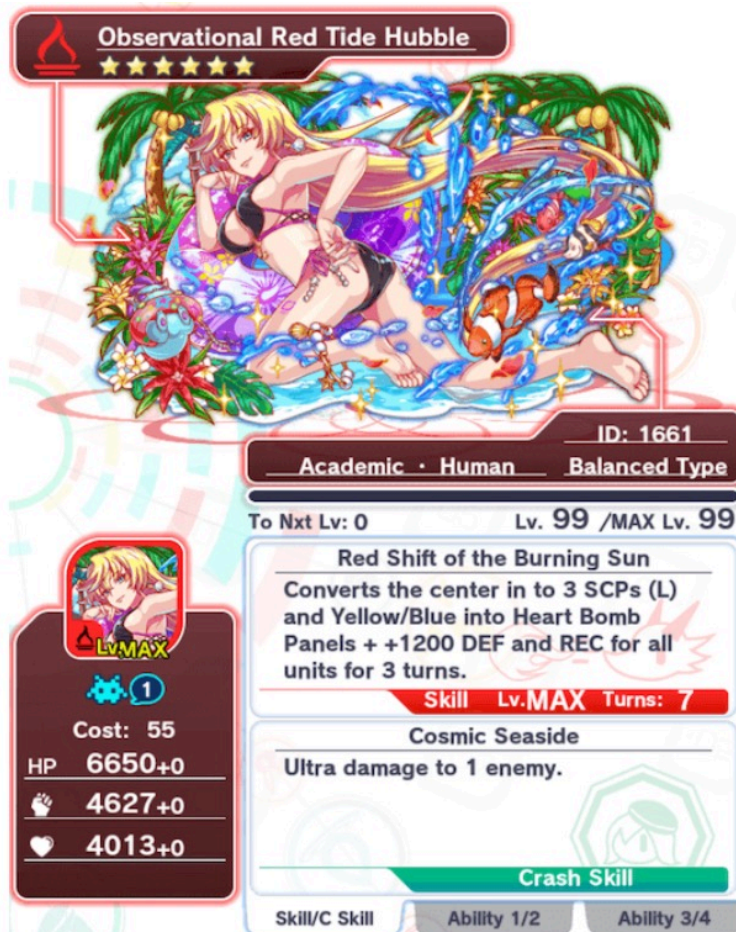
Summer Side A features Summer Dirac, Summer Hubble, Summer Lakshmi, Summer Izanami, Summer Percival, and Summer Pan.

Summer Side B features Summer Freud, Summer Mobius, and Summer Schroedinger, Summer Baldr, Summer Quetzalcoatl, Summer Lakshmi, and Summer Izanami.



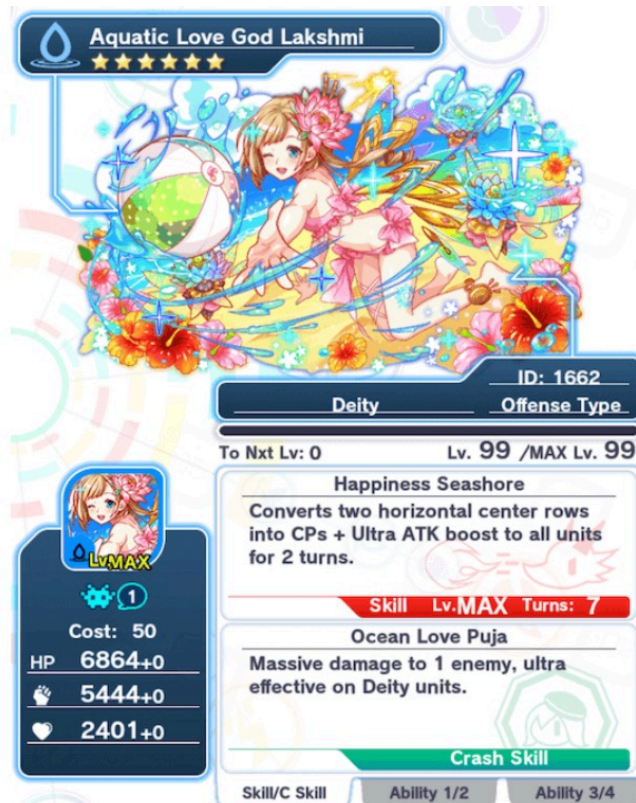
Summer Dirac(93/100):

Summer Dirac is a red Recovery type with the tribe Academic. Her skill converts 1 random panel to red color break panel, hearts convert to red, and Dirac crash panel and red bombs drop for 1 turn with a cooldown of 6 turns(sounds good on paper, drop rate is garbage in game, like *really* bad). Her crash panel does ultra damage based on own REC to single target and heals. Her first ability is junk break, her second ability is when hp is below 70% all units get 720 REC boost. Her third ability is damage boost to both of the new Summer quests. **Use blue apples, comes as 6*. She is pretty core for the newest JP ult, Lupin but it won't be awhile until she comes.**



Summer Hubble(93/100):

Summer Hubble is a red Balance type with the tribes academic and human. Her skill converts 3 large special crash panels in the middle, yellow and blue become heart bombs, for 3 turns all units get defense and recovery 1200 boost. Her crash panel does ultra damage to one enemy. Her first ability is junk break. Her second ability is when fever is below 70% all units require 1 less panel to make a crash panel. Her third ability is large boost to both of the new Summer quests. **Use red apples, come as 6*.**



Summer Lakshmi(87(90~)/100):

Summer Lakshmi is a blue offense type with the tribe Deity. Her skill creates 2 columns in the middle of crash panels and for 2 turns all units get ultra attack boost with a cooldown of 7 turns. Her crash panel does massive damage to single target, or ultra to Deities. Her first ability is damage panel break, her second ability is 1st and every 4th turn after heals 2500 hp. Her third ability is damage boost for both of the new summer quests. **Use red apples, come as 6*.**



Summer Izanami(88/100):

Summer Izanami is a red Recovery type with the tribes Deity and Animal. Her skill converts 2 random panels, other than red to special crash panels, and 5 to crash panels. Existing crash panels get large enhancement with a cooldown of 7 turns. Her crash panel does massive damage to one enemy based on recovery and 2 turn regen. Her first ability is vaccine, her second ability is when hp is below 50%, all units gain 300 defense. Her third ability is damage boost for two new summer quests. **Use blue apples, come as 6*.**



Summer Percival(cost restrict/100):

Summer Percival is a green offense type with the tribes human and unidentified. Her skill converts red panel to blue bombs, for 2 turns all units get massive attack boost with a cooldown of 6 turns. Her crash panel does massive damage to one enemy for one turn all units gain a small REC boost. Her only ability is damage boost during the new summer quests. **Use red apples, come as 5*.**



Summer Pan(cost restrict/100):

Summer Pan is a red Recovery type with the tribes Animal and Fantasy. His skill immensely boosts 1 random existing crash panel, for 2 turns Animal and Fantasy types gain a large defense boost with a cooldown of 6 turns. His crash panel does massive damage to one enemy and small hp recovery. His only ability is damage boost during the new summer quests. **Uses blue apples, come as 5*.**

Summer Side C will feature Summer Morse, Summer Hempel, Summer Kondo, Summer Kenshin, Summer Percival, and Summer Pan.

Summer Side D will feature Summer Freud, Summer Euler, Summer Faraday, Summer Fenrir, Summer Lucifugus, Summer Kenshin, and Summer Kondo.

Summer Morse(90/100(ouch)):

Summer Morse is a green Balanced type with the tribes Unidentified and Academic. Her skill converts hearts to crash panel, for 2 turns defense up for green units based on red, yellow, and junk absorbed and hearts drop as crash panels of left unit with a cooldown of 7 turns. Her crash panel does ultra damage to single target. Her first ability is vaccine, her second ability is if you break 15+ crash panels, green units get an additional tap for that turn, and her third ability is large damage boost for both of the new summer quests. **Use red apples, comes as 6*. Was a let down, her drop rate is bad, similar to Summer Dirac. At least she has coconuts (͡° ͜ʖ ͡°).**

Summer Hempel(95/100):

Summer Hempel is a green Technical type with the tribes Academic and Animal. His skill converts 9 panels that are not green to crash panels, green to crash panels and for 2 turns green units get an attack boost based on red and blues absorbed with a cooldown of 6 turns. His crash panel does an immense attack to all enemies as well as an ultra attack to all enemies. His first ability is protect break, his second ability is green drop rate up on his turn and his third ability is large damage boost for both of the new summer quests. **Use red apples, come as 6*. The one saving grace of this summer event, Summer Hempel is amazing damage wise.**

Summer Kondo(89/100):

Summer Kondo is a green Offense type with the tribes Human and Samurai. His skill creates 1 random Massive special crash panel and 1 large special crash panel and for 1 turn all units get massive defense boost with a cooldown of 6 turns. His crash panel does ultra damage to one enemy. His first ability is junk break, his second ability is boost Samurai tribe skills by 2 at the beginning of a quest. His third ability is damage boost to both of the new summer quests. **Use red apples, come as 6*.**

Summer Kenshin(85/100):

Summer Kenshin is a yellow Offense type with the tribes Human and Samurai. Her skill gives yellow units attack boost based on red, blues and junk absorbed and red and blues can drop as yellows with a cooldown of 8 turns. Her crash panel does ultra damage to a single target and fever boost. Her first ability is vaccine, her second ability is on the final floor of a quest, Kenshin takes 10% less damage. Her third ability is damage boost to both of the new summer quests. **Use red apples, come as 6*. Do not underestimate the yellow drop chance, it's really high.**

There will also be a watermelon ticket hatcher to pull more Summer Qilins, it will operate as any other normal ticket gacha.



There will also be discounted packs available for purchase. Please note that each Fever on the Beach Backside ticket guarantees a summer unit, not necessarily 6* or the festival, however the 10x tickets will count as the 5 step on the normal hatcher. Also I believe the 10x only guarantees 1 summer unit in the pull. The 10x ticket currently lets you pull the units from Sides A&B, next week should have units from C&D.



As usual, there will be login bonuses in the form of polygons, humpties, giga apples, ducks, and master keys.

Conclusion

Most of the new summer hatches aren't worth pulling, Dirac and Hempel are the main stand outs for the festival units but Lakshmi and Kenshin are really good. I won't this time because they aren't discounted, but Side D is really good unit wise. Rolling one of the blue fes there is really good as they are all highly rated and usable.

Seeya ʃ ㄣ ㄣ ㄣ ㄣ

Ill update when week 2 comes