

# SIFAS Guide for Dream Live Parade

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## Introduction

Dream Live Parade (DLP) is a heavy team building event that requires managing various resources. DLP is a very time consuming event, and being good at team building will make your life a little bit easier.

This guide will go over the DLP event format, how to manage your resources, how to prepare, and include some team building mechanics if you aren't familiar with them.

## DLP Event Info

DLP is a tower climb event where each stage/song has to be cleared before advancing to the next. A stage can be cleared by reaching the target voltage. If an attempt on the song does not reach the target voltage, then your progress is kept and subsequent runs of the stage will add on to the previous voltages. Later stages are impossible to clear in one play and will require multiple runs to clear.

These songs are similar to what you are used to, but damage per tap is adjusted to be less than usual on earlier stages and higher than usual on later stages. Voltage requirements to clear a stage will start low and gradually increase into the tens of millions.

You will have to build a team for each song, and each play of the song will consume 1 PP (Parade Point?) or energy from each card used. Each card only starts with 1 PP meaning that they can only be used for one play on a song. The boosted type for the event will have +1 PP, for a total of 2 PP. After your run has been completed, 1 PP is subtracted from all 9 cards that were used, and you will have to build another team of 9 cards from whoever has remaining PP.

You can cancel out of a song at any time and get your PP refunded without having to close the game. This can be done an unlimited amount of times if you are trying to get a 5% appeal active to proc or a cleanse to proc, but this can quickly wear away at your sanity. If you die on a song, you can either cancel the song and try again (make sure continuous show mode is enabled), or accept your current score and have it added to the total voltage for that stage.

My advice is to not try to squeeze out godly RNG runs. There are a lot of stages to clear, limited time, and multiple attempts that you will make on runs that come up short, or runs that overshoot the voltage so much that you might run it again with weaker cards. Do not try to lowball every run hoping for miracle RNG.

PP bottles are provided which when given to a card will restore +1 PP. These can be kept for future DLP events should you choose not to use them. A card can also be refreshed for +1 PP at the cost of 5 stars if you are out of bottles. A card can only be refreshed via bottles/stars a maximum of 3 times per DLP event.

A full refresh item is provided the later half of the event. This cannot be carried over to future DLP events. When you are ready you can use the full refresh item, and it will restore everyone to full PP. Cards that are at 0/2 PP will be restored to 2/2 PP.

Each stage you clear will award stars and DLP coins which can be used for goodies like special accessories, memento pieces, gacha tickets, etc.

## DLP History

This is a listing of what towers and stages were available for various DLPs on JP and WW.

### DLP - JP

1st DLP - June 2020

- Original Tower 30 floors - Niji +1 PP

2nd DLP - July 2020

- Original Tower 30 floors (no new floors added) - u's +1 PP

3rd DLP - August 2020

- Original Tower 50 floors (20 new floors added) - Aqours +1 PP

4th DLP - September 2020

- **Original Tower unavailable**
- Aqours Tower 30 floors - Aqours +1 PP

5th DLP - October 2020 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 30 floors - Aqours +1 PP
- Niji Tower 30 floors - Niji +1 PP

6th DLP - November 2020 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 30 floors - Aqours +1 PP
- Niji Tower 30 floors - Niji +1 PP
- u's Tower 30 floors - u's +1 PP

7th DLP - December 2020 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors (5 new floors added) - Aqours +1 PP
- Niji Tower 35 floors (5 new floors added) - Niji +1 PP
- u's Tower 35 floors (5 new floors added) - u's +1 PP

8th DLP - January 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- "R" Tower 20 floors - Rares +2 PP (very easy) - limited time

9th DLP - February 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- "Smile/Pure" Tower 20 floors - Smile/Pure +2 PP (very easy) - limited time

10th DLP - March 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- "Nijisaki" Tower 20 floors - Niji +2 PP (very easy) - limited time

11th DLP - April 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- "Active/Cool" Tower 20 floors - Active/Cool +2 PP (very easy) - limited time

12th DLP - Late April 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 50 floors (15 new floors added) - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- May 2021 - "Niji 3rd Live" Tower 21 floors - Niji +1 PP (very easy) - limited time

## DLP - WW

1st DLP - October 2020

- Original Tower 30 floors - Niji +1 PP

2nd DLP - November 2020 - original tower reset back to floor 1

- Original Tower 30 floors - u's +1 PP

3rd DLP - December 2020

- Original Tower 50 floors - Aqours +1 PP

4th DLP - Late-December 2020

- **Original Tower unavailable**
- Aqours Tower 30 floors - Aqours +1 PP

5th DLP - January 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 30 floors - Aqours +1 PP
- Niji Tower 30 floors - Niji +1 PP

6th DLP - February 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 30 floors - Aqours +1 PP
- Niji Tower 30 floors - Niji +1 PP
- u's Tower 30 floors - u's +1 PP

7th DLP - Late-February 2020 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors (5 new floors added) - Aqours +1 PP
- Niji Tower 35 floors (5 new floors added) - Niji +1 PP
- u's Tower 35 floors (5 new floors added) - u's +1 PP

8th DLP - March 2021 - separate PP pools for each tower

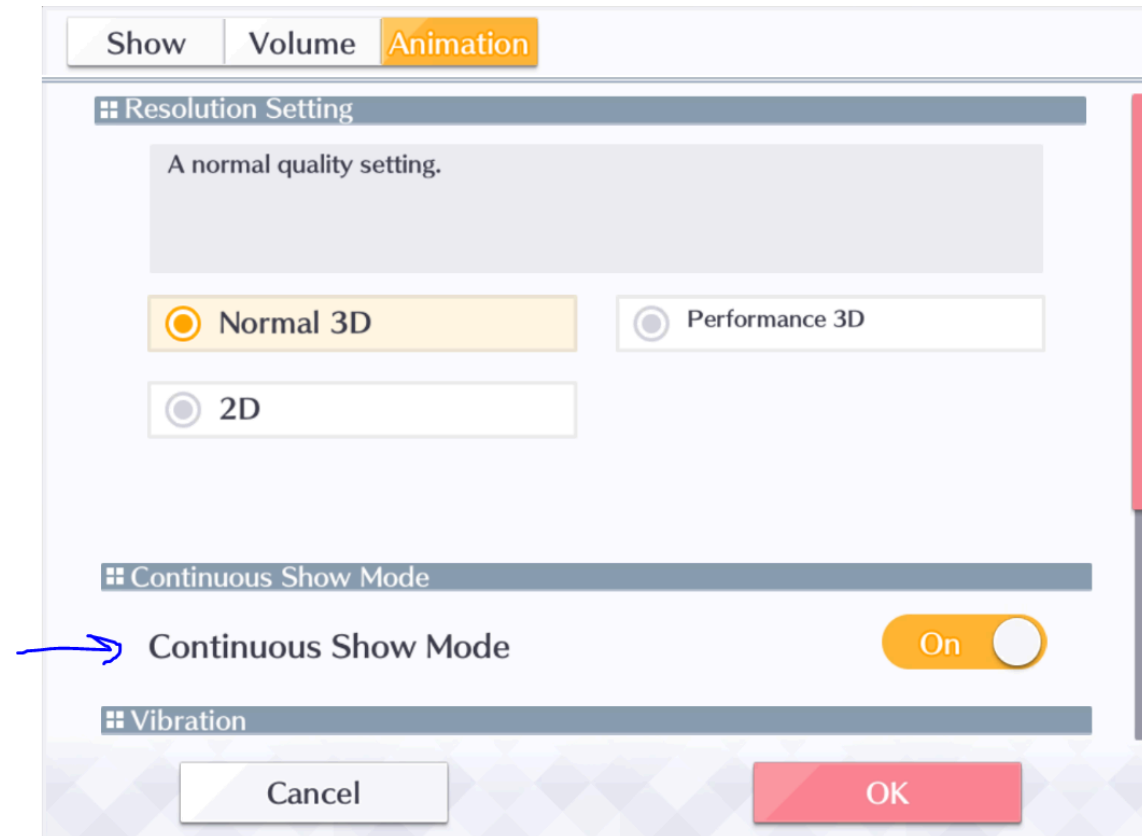
- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- **"R" Tower 20 floors - Rares +2 PP (very easy) - limited time**

9th DLP - April 2021 - separate PP pools for each tower

- Original Tower 50 floors - no bonus
- Aqours Tower 35 floors - Aqours +1 PP
- Niji Tower 35 floors - Niji +1 PP
- u's Tower 35 floors - u's +1 PP
- **"Smile/Pure" Tower 20 floors - Smile/Pure +2 PP (very easy) - limited time**

# DLP Terms and Concepts

## Continuous Show Mode



**Turn it ON.** Menu - Live Settings - Animation tab - Continuous Show Mode ON.

Continuous Show Mode ON means the song will not immediately end should you run out of stamina and die. This is important in case you accidentally die and don't want your partial score to go towards the stage clear requirement. If you die during a song you can either pause and exit-quit out (refunding your PP) or end the song via the End Show button in the top left (consuming your PP).

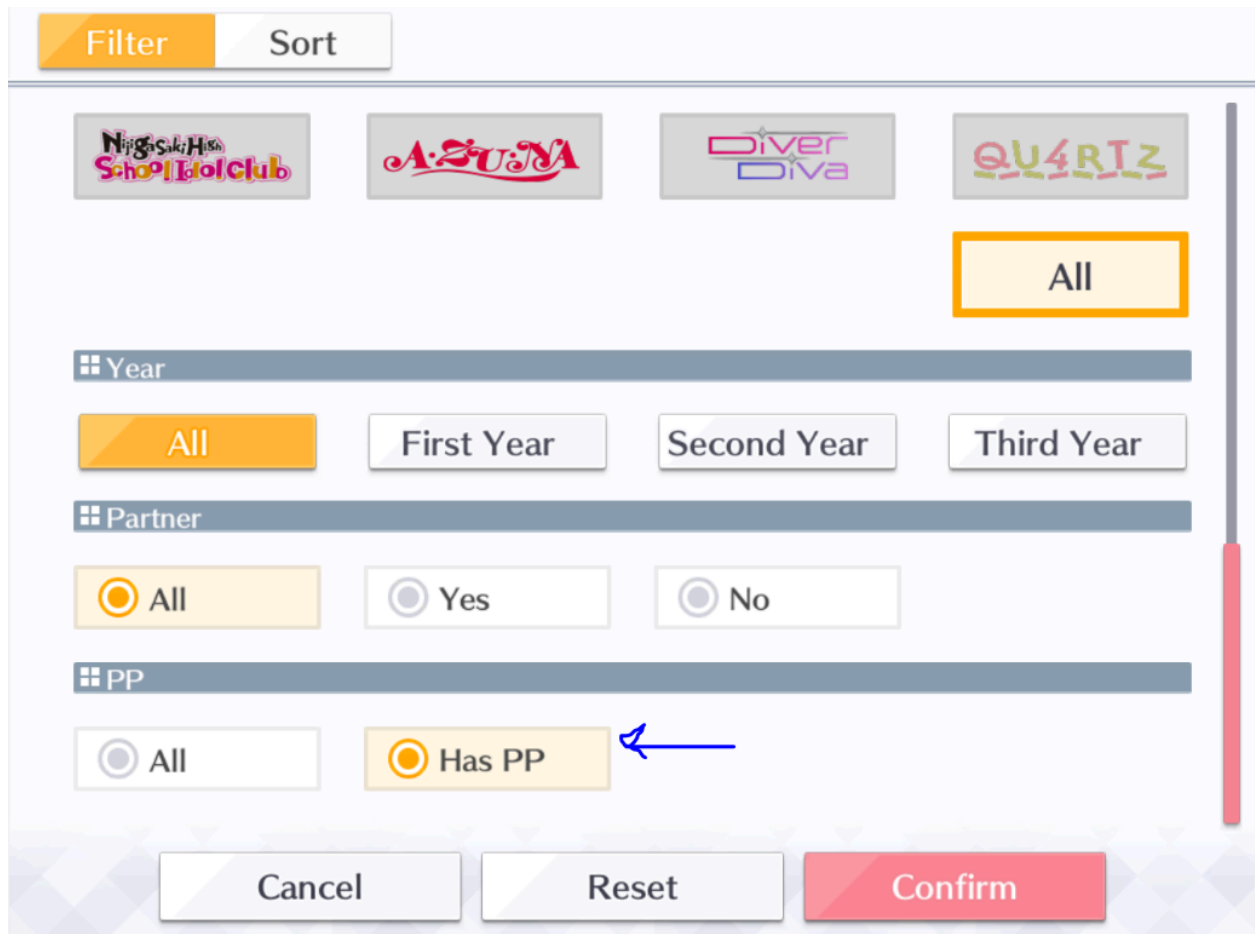


**Only End Show if you want to accept the run as you will lose PP!**

End Show will take whatever voltage you managed to obtain and add it to the stage clear requirement. This will consume 1 PP from each card like a normal run. Letting the song play through until the end will also have your run count.

## Total PP, Frontline PP, Backline PP

Total PP represents the PP pool of your entire deck. You can sort your cards by PP quantity and do some quick math to calculate your total PP.



The screenshot shows a card filter interface with the following elements:

- Buttons for "Filter" and "Sort" at the top.
- Four card thumbnails: "Nijigasaki High School Idol Club", "ASUNA", "DIVER DIVA", and "QUARTZ".
- An "All" button highlighted in orange.
- A "Year" filter section with buttons for "All", "First Year", "Second Year", and "Third Year".
- A "Partner" filter section with radio buttons for "All", "Yes", and "No".
- A "PP" filter section with radio buttons for "All" and "Has PP". A blue arrow points to the "Has PP" option.
- Buttons for "Cancel", "Reset", and "Confirm" at the bottom.

**Pro Tip:** Open your card filter and on the *first* tab scroll to the bottom and check the option to only display cards that still have PP.

Every play of a song consumes 9 total PP. You can divide your total PP by 9 to know how many runs you have left.

Your basic team comp in DLP is to run 3 frontline cards and 6 backline, with the backline typically being filler cards as you will have plenty of R and SR cards to go through. Each run you make will consume about 3 frontline PP and 6 backline PP. If you run out of backline PP then some frontline cards will have to fill in, though this isn't necessarily bad due to their higher stats.

If you run out of frontline PP then you will have to have some backline cards fill in, and this might result in a short run if you are unable to clear ACs or survive the entire song.

On a fresh tower the early stages tend to be easy and only require low-tier SR or R cards. You will likely run out of backline before you run out of frontline, so don't force yourself to only use R cards for early stages.

By the time you use the full refresh item you will be on the later stages where the songs are difficult. It becomes a liability to use weak Rs and SRs on your backline with their low stamina, so you will start to run out of frontline cards before you run out of backline.

## 1-shot, 2-shot

One of the decisions that you have to make when clearing a song is how many runs do you want to make. By clearing a song in one run you will consume only 9 PP from your total PP pool, but will require using better cards than clearing a song in two or more runs. On the early stages you will want to focus on 1-shotting songs as often as possible because you will likely run out of backline PP before frontline PP.

## Short and Overshoot

If your team looks like it will short the required voltage then you will want to cancel the run and try again. You will have to decide if it was just bad RNG, or if good RNG will even be enough to push you over. You might instead want to improve on the team by throwing on some appeal boosters, adjusting the accessories, better time your SP skills, etc. It might be tempting to keep trying with a team hoping for good RNG, but DLP requires a lot of runs and you don't want to be held up for an extended period of time. It is also possible that you are unable to 1-shot the song and will have to switch to a 2-shot, or more.

Overshooting happens when you exceed the voltage requirement of the song by a lot. You have the option to cancel the song before it is over and nerf your team and try again. It is okay to overshoot by a bit. You do not want to spend too much time trying to get within 100k of the clear voltage because all kinds of RNG come into play on every run. Who knows, maybe the reason you overshoot was because of godly RNG which is unlikely to happen again. Earlier stages it is generally easier to adjust your team as note damage is low and your stamina will usually stay in green to minimize variance. On more difficult stages your stamina might fluctuate around yellow or red and it becomes harder to adjust your team and target a specific voltage. Around the middle of the tower I will usually just move on if I get within 500k voltage of the target. Towards the end of the tower I will end up taking just about anything.

## “Hard” Songs vs. “Easy” Songs

[Suyooo has an excellent website with song databases and AC clear voltages.](#)

DLP songs are similar to regular live songs in gimmicks and AC clear voltage. The stamina drain per note and the voltage requirement to clear are adjusted based on the DLP stage. Early stages do very little stamina drain per note and have low voltage requirements. Later stages do heavy amounts of stamina drain per note and have high voltage requirements.

The songs that you need to watch out for are low voltage clear AC songs, along with songs with low note counts. These songs are “easy” live songs, but make the most difficult stages in DLP.

For example, if Snow Halation and Yume no Tobira are around roughly the same stage number, their voltage requirement and note damage will be roughly the same as each other. Snow Halation you are already familiar with and have likely cleared a long time ago and is no longer a very difficult song for you. Yume no Tobira is pretty dang tough as a live song. In DLP these difficulties are reversed.

Snow Halation and Yume no Tobira might both be assigned voltage requirements of 10 million. The voltage you receive for clearing ACs in these songs will be the same as it was in their live version. Clearing all the ACs on Snow Halation will award a total of 620,000 voltage. Clearing all the ACs of Yume no Tobira will award a total of 1,784,000 voltage. Assuming you are unable to clear 10 million voltage in one run, you will have to take two or three runs.

To clear a 10 million voltage Yume no Tobira in one run in this example, you would need to generate 8,216,000 voltage from taps and SP skills. What if we try to clear in two runs? By running Yume no Tobira a second time you will generate another 1,784,000 voltage from clearing the ACs. If you had two runs of 3,216,000 voltage from taps and SP skills, and 1,784,000 voltage from clearing the ACs each run, you would be able to satisfy the 10 million voltage clear requirement. If you were to break this song down into 3 runs, you would only need 1,549,333 voltage from taps and SP skills each run. Assuming you are using cards weak enough to tap that low, you might not be able to clear the ACs or survive the song. A third run is an option if you have a lot of backline cards and want to conserve frontline, at the cost of using more total PP.

To clear a 10 million voltage Snow Halation in one run in this example, you would need to generate 9,380,000 voltage from taps and SP skills. A two run attempt would require 4,380,000 voltage each run from taps and SP skills. A two run attempt of Snow Halation will require over 1 million more voltage coming from your taps and SP skills compared to Yume no Tobira. A three run attempt would require 2,733,333 voltage each run from taps and SP skills. Snow Halation also has fewer notes than Yume no Tobira.

As Snow Halation provides less AC clear voltage, there is not as much of an advantage to stretching the song over extra runs. You will likely need to use your strong cards on Snow Halation and hope for a 2-shot, and can afford to use weaker cards to 2-shot Yume no Tobira. It would also be easier to 3-shot Yume no Tobira than it would be to 3-shot Snow Halation. Snow Halation is a song that you want to cleanse, which further incentivizes clearing it in fewer runs.



## How to Approach Multiple Runs

If you can't 1-shot a song then you will need to decide how to go about clearing the song in multiple runs. These are some common teams that are used.

An "A" team run will have strong scorers and strong sustain. If your stamina stays in green then your taps will be strong. You can be more flexible with your accessories and bring more bracelets and fewer necklaces. This comes at the cost of burning your strong carries.

A "B" team run will try to make its way through the song clearing all the ACs while keeping stamina as healthy as it can. Less time will likely be spent on star notes as ACs will take longer to clear, and more necklaces mean less SP from bracelets. Time spent in yellow or red stamina will result in less tap score. On later stages the damage might be too much to sustain. If your "B" team is able to sustain itself well (why SR healers/shielders are so valuable) then you can get through songs while saving your carries.

A cleanup run or suicide run will just try to survive as long as it can and hopefully clear an early AC or two before dying. This is an option if you are short just a little bit of voltage. If you run out of frontline cards or healers then you might be left with throwing teams at a song to chip away at voltage.

You will want to save your strong carries for the difficult stages that have to be powered through with voltage and SP skills. A song like Snow Halation will not provide much voltage from AC clears so it will be up to your cards to provide the needed voltage.

## Never Enough Healers

There aren't.

The early stages of DLP won't need healers. The mid stages will start to require some sustain to stay in green and be efficient with your runs. The late stages inflict incredible amounts of note damage. You might have a few good healers, but you will only be able to use them once or twice unless you refresh them with bottles. If a song takes 3-4+ attempts to clear then you will find yourself throwing everything possible into your team to stay alive just to clear ACs for voltage.

SIFAS also likes to release damage reduction cards which do not do a very good job of sustain, but in DLP they are better than nothing. It is important to invest in your SR healers and shielders because you will need them to carry your deck as long as possible to preserve your premium defenders.

## Event Phases

As there is a lot to take in when building with your entire deck of cards, you can break down the DLP event into multiple phases so you can narrow your focus.

### Early Game

The early game represents the first few stages of a fresh tower. These songs can be cleared with a single play (1-shot) using only mid-invested SRs and Rs.

Avoid using URs and strong SRs for as long as you can. Avoid using any SR+ healers/shielders because the note damage is low. Avoid burning any cards with useful actives like cleanse as you might need them later.

You will mostly be getting rid of your Rs by throwing them on the backline and possibly the frontline as well.

### Mid Game

You transition to the mid game when you need to rely on your high tier SRs or URs to continue to 1-shot the songs if you can. You might also need to start 2-3 shotting the songs.

Start by looking at the list of stages. It will vary based on how diverse your deck is and how strong your cards are, but you will want to approximate how many stages you can clear prior to the full refresh. How far you can go will depend on your total PP and how many runs it takes to clear each stage. Around stage 18-20 is a good ballpark to start with if it is your first time and you have been pulling frequently.

If you notice an absence of smile songs for example, then you can use your smile cards on other attributes to help out. If you notice a high concentration of pure songs for example, then you will need to be more conservative with your pure cards and save them for uncleanable pure songs. You only have so many cleansers so you will need to decide where to best use them. You might want to avoid cleansing a song if the off-attribute penalty is minor if you need the cleansers elsewhere.

Try to 1-shot the songs for as long as you can. If you need an extra boost you can rely on 3% or 5% appeal actives, or passive appeal boosts.

Songs will continue to increase in difficulty and 1-shots will start turning into 2-shots or more. Keep tabs on your stock of frontline and backline cards as you will likely run out of backline first. If you have enough total PP for 10 more runs but have 40 frontline PP and 50 backline PP, you can be more aggressive with which cards you pick for the frontline in an attempt to limit your runs per song. Try to save your strong carries for the later songs as they will be more difficult, and try to use them on songs with poor AC clear voltage.

## Late Game (Prior to Full Refresh)

If you play your cards right then you should be ending with some good frontline runs and a SR/UR backline. Bottle refreshes are best used in the second half, but if you happen to be only a few PP short of a full run (ie. 7-8 total PP left) then you might also consider using a bottle on a strong carry to squeeze out another run. Keep in mind that a single card can only be refreshed via bottles/stars up to 3 times during a DLP. If you plan on using that card a lot in the second half then you might want to avoid refreshing them in the first half. Do not use too many bottles to squeeze out extra runs in the first half as they are much better used in the second half.

In the event that you've burned all your good scorers or defenders early and are left with a lot of weak cards left, you have two options. One option is to bottle a good scorer and/or defender (whichever you are lacking) and use them with your remaining cards to carry you through a few runs until you run out of total PP. The other is to save your bottles and try to salvage as much voltage as you can before you die. Equip as many necklaces as you can and do your best to clear as many ACs as you can before you inevitably die. If your DLP is not going well (and it doesn't look like you will clear the tower or reach one of the 10-stage milestones) then I recommend saving your bottles as Klab seems to get stingier with how many they distribute later on. You still have the full refresh item to climb higher and can use bottles if needed when you have a clearer picture of how far you can go. DLP2 will likely be a continuation of these 30 stages without any new stages, so don't feel pressured to use bottles.

## Post Full Refresh

A full refresh item is given in the later half of DLP for you to use whenever, and it can't be carried over so be sure to use it. All your cards will be restored back to their full PP. Unlike the beginning of the tower, you've progressed deep into the harder stages and using your R/SR on the backline will start to become a liability. Songs hurt for more and running a single SR healer/shielder might not cut it.

Once again, look at the available songs and work out a plan. Which attributes will you be weak in? Which attributes will you have extra cards for? Which songs will you decide to use cleansers on to utilize those off-attributes?

The stages you continue with will be more difficult but still likely manageable with SR healers/shielders, or running a damage reduction (DR) UR in your main strategy, or some combination of the two. Continue to try to conserve your strong carries as things will get worse as you keep climbing. You might have to run 2 SR healer/shielders with a scorer just to stay alive. You might need to pad stamina on your backline just to stay alive. If there is a high AC voltage song that you can limp through with weak cards then it might be worth burning your weaker cards for a few runs to preserve your carries.

If you were going to use bottles then late in the tower is the best time to do so, but also keep in mind that the tower will likely continue in the next DLP.

If you decide to use bottles then make sure you use them on a strong scorer or defender. Premium carries are few, but with your whole deck refreshed you will be able to put together some solid "A" teams with a decent backline to support the carries. Just be aware of your 3 bottle refresh limit per card.

If you decide to save your bottles for another time then do the best with what you can. You will be burning your good cards just to stay alive and most of your weak cards will be skipped over as they are too much of a liability with their weak stamina. In the end it will come down to suicide runs with whatever you have left, scoring small amounts of voltage as you try to clear an AC or two. Throw on all the necklaces you have and chip away at what you can.

## Auto Formation and Autoplay

DLP is a very time consuming event with all the team building and playing. Should you not have the time to play (or should you end up hating the event type) then there is the option to use the Auto Formation feature to quickly build your team and then autoplay the song. Better some rewards than no rewards.

## Preparing for DLP

Unless you've been tiering and grinding all attributes of songs (and not just smile experts) you do not have enough macs to fill out all your URs, SRs, and Rs. You do not have to max all your cards, but be smart with your resources.

## Card Priority

If you've been hoarding stars for a spark then your card deck is probably pretty thin on unique cards and your total PP will be low. On the other hand you might have extra macs since you do not have as many cards to spend them on. If you are limited on macs then you will need to prioritize which cards you invest in, along with how much you invest in them.

Nijigasaki will be the buffed type the first DLP and will receive +1 max PP. This means that you can use your Niji cards twice before and after the full refresh without using bottles compared to u's/aqours cards which can only be used once. Assuming most of your URs are already developed, your SR priorities will be for Gd-types and a few high appeal Vo-types. Gd-types will use yellow, blue, and green macs, along with green books/plants. Vo-types will use red, blue, and green macs, along with red books/plants. Be sure to stock up!

Priority List:

UR Scorers + UR Healers/Shielders > SR Healers/Shielders > other URs + SR Scorers > R Scorers

Upgrading your good URs should already be your main focus. Invest in all of your UR healers/shielders because you can never have enough defenders. For your scorers you can go with whoever has the most LBs and potential appeal and work your way down. Low appeal Sk-type cards like event Eli can be avoided or given low priority as they would mostly be used as backline stamina filler. You will be typically building frontlines with 2 scorers and 1 defender starting around the early-middle stages of the tower and will want at least 2 scorers for each defender you have developed.

Even event You and event Kotori can help as defenders, along with damage reduction cards when you get desperate. You should also look at your SRs as there are many decent defenders that can keep you alive through the middle stages of the tower.



SR healers/shielders that you should check your deck for and consider upgrading especially if they have LBs.







Lower priority SR healers/shielders if you can afford the resources and preferably if they have LBs.



If you need additional scorers in attributes that you are lacking in then see if you have LBs in any of these SRs. Some of these SRs at LB5 can put some of your LB0 URs to shame, but fully investing in an SR will be expensive and cost roughly 50% more than filling out a LB0 UR.





macs. You might also want to avoid the first skill node as that costs gold macs, while the second skill node doesn't.

## Accessories

Brooches on the front. Necklaces and bracelets on the backline.



Still the best for your frontline, though I think a max bangle would possibly outperform when you eventually get to that point. You will want 3 strong UR brooches, and hopefully you already have these.



Necklaces are very important at reducing the damage you take when in no-healer or low-healer runs which will be the **vast majority** of your runs. Their potency is linked to your current stamina so the weaker you get the less effective they become.

If you aren't familiar with the math behind necklaces, the necklace skill is multiplicative with Gd-type and damage reduction skills. Accessories are also shared within the strategy so a 1% necklace is actually providing 3% mitigation. A strategy with 3 UR necklaces at SL1 (1.0%) will provide 9.0% mitigation to the entire team. If tap damage is normally 500 then you will take 455 damage. 10k damage notes will instead deal 9.1k. In a 2 Vo 1 Gd comp with Gd -5.0% strategy modifier and no necklace, 500 damage taps become 525 damage. Adding 9.0% mitigation from 3 UR necklaces will result in 477.75 damage. 6 UR necklaces at SL1 would be 18.0% mitigation.

If removing bracelets won't mess up your SP timing then try to mitigate as much damage as you can when your healing is weak. You will want around 3 necklaces for your normal lives if your bracelets and backline are strong enough to give you a full SP bar. Level the skill of your main necklaces but also hold onto extra copies as you might want to run up to 6 necklaces during DLP. Skill levels matter more than limit breaks for backline accessories.



Bracelets restore SP based off the appeal of the strategy. Running a backline of R/SR fillers will not restore as much SP from ACs as you are used to. In DLP you will frequently run a lot of no-healer or low-healer runs. The best time to activate your SP skill when healing is limited is right at the beginning of the AC to get to star notes as quickly as possible. The less damage you



take the longer your stamina will stay in green. Ideally you will only bring enough bracelets to have an SP skill ready at the beginning of each AC. Running Rs, SRs, or Gd-type cards will result in less SP from taps.

If you aren't familiar with the math behind a bracelet, the appeal of a strategy is multiplied by the sum of the skill strength of the bracelets in the strategy. A strategy with 3 cards with 5k appeal each and 3 UR bracelets of SL1 (2.5%) would return  $15k \times 7.5\% = 1125$  SP. It takes 6000 SP to fill an SP bar on advanced difficulty. If your SP from bracelets is short then you can either add more bracelets or use filler cards with higher appeal in your bracelets strategy.

For the times when you might have sufficient healing and want to squeeze out extra SP skills, you might want to run up to 6 UR bracelets. Focus on the skill levels of the first 3 UR bracelets as you will use them in your normal lives. You might want to hold onto extra copies to fill in when needed in DLP rather than limit break them. Skill levels matter more than LBs when it comes to backline accessories.



The belt is a new accessory that can be purchased with DLP currency. This accessory can be very useful if you need help reaching certain SP Skill AC requirements especially in the Niji tower. The math is explained further down in the New Accessories from DLP section. Recommend investing in one if you are a F2P player.

## Insights

Meditation room for Appeal+(S): Group insights is one option but you will probably have no need for additional books. If the cards you are insight farming on won't help your normal lives as well then the value of farming these is diminished.

You can run voice training if you want more silver/gold macs. Voice training can drop stamina restored insights, two of which have a chance to recover your stamina during an AC. These insights are a good fit for high stamina damage reduction cards as it allows them to contribute some healing on top of their damage reduction. High stamina cards with these insights can also fill in on your backline during no-healer SBL/voltage ranking runs. Voice training also drops skill activation insights if you are trying for SK MVP on SBL.

## Team Building Tips

You will be spending a lot of time building teams and you will be mostly on your own. Here are some tips if you aren't already familiar with them.

## Tap Order

The position of your cards on the edit strategy/accessories menu are tapped in order from left to right. Any time you swap strategies the tap order returns back to the leftmost card. If you tap 5 notes and then swap strategies, the rightmost card will not get a second tap, nor have a second chance to proc their tap skill. Keep this in mind if you want some skills to activate or not activate as often.

## Matching Attribute

Cards that match the attribute of the song will get a base 20% increase to appeal, stamina, and tech. This amount can be further increased through the bond board, and most of your cards will already be at 22.5% attribute match bonus. More stamina means any on-attribute healers/shielders will heal/shield for more. It also means any on-attribute backline cards filling in will add more stamina to the total stamina pool. Try to match attributes when needed and dump unneeded attributes when convenient.


## SP Skill ACs

Being able to 1-shot a SP Skill AC in one SP Skill is very important in DLP.

Some songs have SP Skill AC requirements that are hard to reach and might normally require 2 SP Skills to clear. The song will usually compensate for the higher SP Skill AC requirement by providing buffs to Sp-types. This is fine for a normal clear, but in DLP this means that you will have to run SP gauge fill cards, or a full SP team multiple times. When notes are dealing more damage than usual, having to build SP for a second SP Skill means more time spent losing stamina instead of recovering during star notes. Combine this with multiple runs to clear a stage and you can quickly run out of Sp-type cards. Dipping into your SP gauge fill SRs is an option, but SRs also generate less SP per tap than URs.

There are various tricks that you can apply to hopefully clear a high SP Skill AC requirement.

1. **Switch to a triple Vo strategy right before you SP Skill.** If you can afford 3 backline slots (and aren't already running 3 Vo in your main strategy) then you can bring a 3 Vo strategy (even R's can work) to swap to right before you SP Skill. 3 Vo means a 15% modifier on your SP Skill voltage. If you are already running a 2 Vo 1 Gd main strategy then going from 10% to 15% won't be much of an improvement.
2. **Bring a belt.** If you have the ability to invest in one, a belt provides another way to up your SP skill voltage. The potency of a belt depends on the tech of the strategy that it is equipped on. I highly recommend investing in a belt if you are F2P and struggle to meet high SP Skill values consistently as you burn through your deck.

3. **Adjust the center 3 cards to maximize SP Skill voltage.** There are no guests in DLP, so fill the center 3 slots with whoever is the best for SP Skill voltage. High tech cards that match the song attribute are ideal.
4. **Adjust the backline.** Appeal matters less than tech when it comes to SP Skill voltage, but either can help. Tech passives, appeal passives, appeal actives, can all help. Some cards will also have a chance of increasing the voltage of the next SP Skill when an AC starts. Early variations of this active have a low proc chance, but later versions have 100% chance to proc with a limit on procs.
5. **SP Bombers.**  If the card fits on your main team then bringing an “SP bomber” or Voltage Boost on SP Skill card can help up your SP Skill voltage enough to meet the required voltage. When using an SP Bomber, keep an eye out for how many times their skill has activated so you know how many stacks they’ve built up. If you need 4 skill procs and the AC begins when you are only at 3, you might want to hold a little while before activating the SP Skill as you only get one shot at clearing it.

In the event that you cannot 1-shot a SP Skill AC, you will have to go about it the regular way with bringing a SP team. The difference between being able to 1-shot an SP Skill AC and not is night and day in difficulty on later stages of DLP that inflict heavy damage. This will come up a lot on the Niji tower.

## Specialized Strategies

While your backline will be filler most of the time, you will sometimes be able to use their card types and strategy modifier to aid you on some songs.

### Gd Strategy

The Gd-type strategy modifier reduces damage from notes, high damage notes, AC clear damage, along with AC fail damage. On songs with heavy damage mechanics you might want to switch to a 3 Gd strategy to limit the damage when needed. This can be especially helpful if your main strategy is running multiple Vo-type cards. A -10k stamina note when tapped with a 2 Vo 1 Sk strategy (-10% Gd modifier) will do -11k damage. A -10k stamina note when tapped with a 3 Gd strategy (15% Gd modifier) will do -8.5k damage. Even R rarity cards can be used for tanking damage with just their type, but won’t tap nor heal for much.

If you want to mitigate damage and recover from the damage during the minimum 5 taps to swap then you will want to load up your Gd strategy with some healers and maybe a shielder. This will quickly burn through your supply of defenders so use it sparingly and preferably with weaker SR defenders.

Damage reduction (DR) cards are not ideal, but they can still help. Damage reduction tap skills will provide the damage reduction on the following note. If you are using DR cards on your Gd

strategy then you will need to swap early so that the DR cards have a chance to activate their skill prior to the heavy damage.

You might also want to use a Gd strategy if a song has forced swaps. Swapping to a 3 Gd strategy will guarantee a swap heal (15% of a card's stamina) and give you 5 taps of potential healing/shielding/damage reduction. This can be useful if your main strategy is weak on healing.

## Sk Strategy

Another way to deal with forced swaps is with an Sk strategy. If you swap to a 3 Sk strategy then you can get back to your main strategy in 2 fewer taps per forced swap. Less taps spent on your weak backline mean more taps for your frontline. For ACs that require 7-9 girl appeals to clear, having a 3 Sk strategy as the first strategy you swap to will allow you to clear the AC with the minimum number of taps and get to star notes with 2 fewer taps and less damage taken.

Not much other use for Sk cards on the backline besides a few songs that buff based on the number of Sk present.

## Vo Strategy

The only utility use of a Vo strategy is for when you need extra SP skill voltage to one-shot an SP skill AC. SP skill voltage is modified by the Vo strategy modifier of the *current* strategy, so the difference between a Vo Sk Gd (0% Vo strategy modifier) and a 3 Vo (15% Vo strategy modifier) is a factor of 1.15x.

## Sp Strategy

Lower rarity cards will generate less SP per tap. An advanced difficulty song has an SP bar size of 6000 SP. A UR generates 200 SP per tap, an SR generates 150 SP per tap, and an R generates 100 SP per tap. This amount is increased via the bond board and by the Sp-type strategy modifier.

While Sp-type URs will generate SP the fastest, you will be limited on cards and might want to use Sp-type SRs if you bring an SP side strategy. The best tap skill for generating SP fast is the

SP gauge fill tap skill.



## Useful Cards

There are some cards which you will want to save for the right situations and not burn them when they aren't needed. Some cards will make the frontline so if you use them you want to make sure their actives proc. What follows is a large listing of cards with useful actives and passives that you might want to keep an eye out for.

## Initial You Gd



I was hyping You Gd earlier but so far I've only seen her come into play on one song: Aqours Tower - Kokoro Magic. She could be used on Niji Tower - TR17, but that requires increasing your damage rather than run necklaces. You Gd's active provides a small but reliable heal when taking 1k+ damage. The very late stages of a tower might approach 1k in damage per note, but this requires taking 1k+ damage. At least on Kokoro Magic you have an attribute match for extra healing, but normally you would rather bring necklaces to reduce the damage as much as possible rather than rely on You Gd's small but consistent healings to keep you afloat.

## Cleansers



Swap Cleansers



SP Skill Cleansers

There are not that many cleansers out there and with limited PP you will need to make them count. As you can restart the song as many times as you want until you get good RNG, you will want your cleanse to proc ideally as soon as possible. SP skill cleansers take longer to activate so if you can afford to delay the cleanse a bit then you can try to use these before your swap cleansers.

## Appeal Actives

Since you can restart the song as many times as you want, you can keep restarting the song until your appeal actives proc. This can get boring fast and I recommend not trying to run multiple appeal actives at the same time if you can avoid it. A 30% chance to proc is bad enough as is, and hoping that 2/2 of them proc is only a 9% chance. If you are consistently short a few hundred thousand then it might be worth throwing in an appeal active. If you are scoring on average 4M voltage from taps and SP skills (excluding AC clear voltage) then a 5% appeal active will on average improve your score by 200k.



On song start (5% appeal all for rest of song)



On song start (5% appeal same strategy for rest of song)



On song start (2.5% appeal same strategy for rest of song)



On AC start (5% appeal all for rest of song)



On AC completion (5% appeal all for rest of song)



On song start (3% appeal all for rest of song)





On AC completion (3% appeal all for rest of song)

## Appeal Passives



There are too many appeal passives to list, but here are all of the appeal all passives. Most of them will make your frontline so you won't have much of a chance to use them to boost from the backline.





Same can be said for attribute appeal passives, but there are some SRs in there that can fill in when your team needs a small boost.



# Song Analysis

[Suyooo's website](#) is a great resource for planning out your runs. Keep an eye on which songs can be cleansed and their attributes so you can plan out which songs to use your cards on.

Taking the voltage target for the stage and subtracting the AC clear voltages will tell you how much voltage you need from taps and SP skills. You can also divide this number by the note count for a rough idea of how much voltage you would need to average per tap. If the amount is too high and you decide to 2-shot the song, divide the voltage target by 2 and then subtract the AC clear voltages. If 3-shot then divide by 3, etc.

The base note damage tells you how much damage the song will do, and on early stages this damage will be less than normal. The stages towards the very end will do way more damage than the original live and demand the best healing/shielding you can provide. This value gives you an idea of how strong a defender you might want to bring. Keep an eye out for recovery methods as songs that normally do high damage (-2k, -10k, AC damage) will often provide ways to recover that damage.

The AC spacings are important for planning out when you SP skill and how many bracelets to bring. Most songs are designed to allow you to SP skill at the beginning of each AC, and then build up a full bar of SP for the next AC. This will take approximately 30 notes with a 3 UR strategy and approximately 40 notes with a 3 SR strategy. When healing is light or non-existent, the best time to use an SP skill is right at the beginning of an AC. The faster you can clear the AC the faster you can get to star notes and minimize damage. Burning your SP at the beginning of an AC will also provide the maximum amount of time to build up the bar for the next AC. If the spacing between the beginning of two ACs is roughly 30 notes then you probably don't need more than 1 or 2 bracelets. A 3 SR team could use the SP gained from the bracelets to fill a full SP bar in less than 40 taps. A 3 UR team might not need the SP gained from the bracelets unless the ACs are spaced 20-25 notes apart. It's okay to sit on a full SP bar until the next AC if it keeps you alive. If you don't need the extra bracelets then you can bring more necklaces to minimize damage.

## DLP0 - Stages 1-30

Suyooo has the details on the songs for DLP here: <https://suyo.be/sifas/mapdb/tower.html>

Only floors 1-30 of the first tower will be available for DLP1-2.

“Recommended frontline appeal” is the appeal of your 3 frontliners (after passives/insights/accessories) assuming they match the attribute of the song and aren't Sk-type. This is a ballpark number to get you started and your mileage will vary depending on the song gimmicks, brooch quality, if your stamina drops to yellow, Sk-types, crit profile cards, etc.

## Stages 1-6

The first 6 stages won't pose much of a problem. Offload your weakest Rs on the backline when you can and run some decently invested Rs or SRs in your frontline. Save your URs and 1-shot the songs if you can.

### Stage 7: Nemureru

The first problematic song. The damage is low but the 1-shot requirement is about 50% higher than the live version. The other pure songs later on are at Stage 17 - Snow Halation (cleanse, and you might want to use your smile/cool carries here), Stage 18 - Yume no Tobira (pure SP or other SP types, cleanse optional), and Stage 19 - Aozora Jumping Heart (pure carries). Question is will you get that far to begin with. It depends on your strength of cards, but most of the stages will take at least 2 runs starting from stage 12 - New Winding Road and onwards. Most players I expect to die on or before Stage 19 - Aozora Jumping Heart, so if you can one shot Nemureru with your pure carries then I'd say go for it. If you can't and have to 2-shot it, you might want to hold onto your pure Sp-types in case you get to Yume no Tobira. As Nemureru has 3 forced swaps you can also bring an Sk-strategy on the side to cut down on the number of off-strategy taps by 6.

Recommended frontline appeal: 1-shot: 25k+ with sustain

### Stage 8: Starlight

The only cool song until Stage 20 - No Exit Orion which most people will not get to unless you have a really strong deck. Go for the 1-shot if you can and any leftover cool carries can be used to help fill in on other songs as there will be a lot of active songs coming up.

Recommended frontline appeal: 1-shot: 23k+

### Stage 9: Tokimeki Runners

The only smile song until Stage 21 - Teletelepathy which only whale deck strength will get to pre refresh. 1-shot if you can and any leftover smile carries can be used for helping out on other attributes. This song heals back some stamina so you can try a no healer frontline.

Recommended frontline appeal: 1-shot: 30k+, 2-shot: 14k+

### Stage 10, 13, 15: Psychic Fire, CHASE!, Meccha Going!!

These stages give low AC voltage and will drain your active deck. Damage is still under the live version so healing requirements are still low. Stage 10 - Psychic Fire's off-attribute gimmick is reduced SP gain. Stage 13 - CHASE! and Stage 15 - Meccha Going!! reduce off-attribute

appeal by 10%. You want to save your cleanses for Snow Halation as that will likely take 3 runs, unless you don't think you'll make it that far. If your active is lacking in cards then bring out your smile and cool cards. Psychic Fire is the easiest of the active songs to 1-shot if you can. If you have to 2-shot then I recommend saving your stronger actives for 2-shotting CHASE! and Meccha Going!! as you will need the extra power.

Recommended frontline appeal: 1-shot: 28k+

Looking ahead: See if you can divide out your actives for the 3 songs, if you have enough. With some strong active cards you can likely 1-shot PF and 2-shot CHASE and Meccha Going. It takes roughly 80% the power of a 1-shot PF run to 2-shot CHASE and Meccha Going so that is a lot of active power that you will need to spread around. If you can't 1-shot PF then send out your weak cards to preserve your good actives for 2-shot attempts on CHASE and Meccha Going.

## Stage 11 - Bokura no Live

The only natural song after Bokura no Live is Stage 16 - Genki Zenkai Day! Day! Day!. You will want to hold onto some natural defenders for GZDDD as there is no other way to heal up for that song. Borarara's tap damage is not too bad and you can at least bring off-attribute healers. This would be a good time to bring a natural Sp-type due to the first SP AC. Bringing an SP strategy is another option if your main strategy can't build SP fast enough.

Recommended frontline appeal: 1-shot: 34k+

Looking ahead: GZDDD is typically a 2-shot so set aside 2 natural defenders (SR is fine).

## Stage 12 - New Winding Road

The only elegant song after New Winding Road is Stage 14 - Audrey (which is much easier than the live version). Focus most of your Elegant Vo-type cards and carries on New Winding Road as they will be penalized on Audrey, and SRs are fine to run on Audrey as well due to the easy nature of the ACs. Audrey will not require strong healing as the ACs heal.

Recommended frontline appeal: 1-shot: 35k+, 2-shot: 17k+

Looking ahead: Audrey is a difficult 1-shot or a very easy 2-shot. A 2-shot can be done with SR and won't require healing if you bring some stamina or a damage reduction card so you can devote most of your elegant power to New Winding Road.

## Stage 13 - CHASE!

For CHASE! and Meccha Going!! it is a good idea to divide up where you want to spend your active cards as they are roughly equal in difficulty. 1-shot attempts will require very strong cards so most likely you will 2-shot, but even a 2-shot isn't that easy. If you lack actives then you will need to bring out any remaining smile cards or possibly cool if you aren't going to reach stage 20 - No Exit Orion.

Recommended frontline appeal: 1-shot: 52k+, 2-shot: 24k+

## Stage 14 - Audrey

Much easier than the live version. Tap damage is greatly reduced and the only threats are the 2 x 10k damage notes which you can tank with a 3 Gd strategy or by just running a damage reducing (DR) card in your main strategy. You might also want to build a 3 Sk strategy for a few less taps during swaps but that's a minor benefit. Vo-types are penalized so you should burn them on New Winding Road. AC2 and AC3 each heal for 20k stamina so if you can survive until that point then you can cruise until the end of the song. You have the option to conserve your good cards as an SR frontline with weak healing and a backline of Rs can limp through this song in 2 runs.

Recommended frontline appeal: 1-shot: 37k+, 2-shot: 15k+

## Stage 15 - Meccha Going!!

Recommended frontline appeal: 1-shot 55k+, 2-shot: 27k+, 3-shot: 17k+

## Stage 16 - Genki Zenkai Day! Day! Day!

Tap damage is almost as high as the live version. Good time to use your event Umi and Fruits Umi if you have one. Event SR Borarara Nozomi is another option.

Recommended frontline appeal: 1-shot: 52k+, 2-shot: 25k+

## Stage 17 - Snow Halation

Cleanse needed due to all attributes appeal -15%. If your deck is still going strong then save your pure cards for the next stages. If you're cleansing anyways then you might as well use whatever strong carries you have left in cool, natural, smile, and elegant (your active are probably dead). If you plan on surviving the pure gauntlet then hold onto your cool cards. This will likely be a 3-shot so hope you have cleanses.

Recommended frontline appeal: 2-shot: 33k+ if off-attributes, 3-shot: 21k+ if off-attributes

Looking ahead: Depending on when you refresh you might have to tackle most if not all of the pure gauntlet at once. I recommend setting aside 3 cleanses for Snow Halation with whatever remaining ones left going to Junai Lens. I also advise not using pures on Snow Halation as you will need them on the other pure songs. Yume no Tobira you can possibly 2-shot or easily 3-shot with pure Sp-types and light healing. If going for a 3-shot then stick to pure SRs and preferably Sp-types. If going for a 2-shot then try to limit yourself to pure UR Sp-types. Aozora will be where you will burn your strong pure cards and try to 3 or 4-shot. Junai Lens you will have to just grind out with whatever remaining pure cards if any, or off-attributes and cleanse.







## Stage 18 - Yume no Tobira

Much easier than the live version. Run your pure Sp-type cards here along with any other Sp-types if you need filler. The song has 5 forced swaps and a 7 girl appeal on the first AC so running a 3 Gd strategy for healing with a 3 scorer main strategy is an option, and your Gd-strategy healers won't need to be that strong.

Recommended frontline appeal: 2-shot: 23k+

## Post-Refresh Review

Most of you will probably have full refreshed by this point. The songs available to be cleansed going forward are

-  Stage 19 - Aozora Jumping Heart - off-attribute appeal -15%
-  Stage 20 - No Exit Orion - off-attribute skill activation -10%
-  Stage 21 - Junai Lens - off-attribute appeal -20%
-  Stage 23 - Torikoriko Please - off-attribute SP gain -50%
-  Stage 27 - Bokura wa Ima - off-attribute appeal -20%
-  Stage 29 - Happy Party Train - off-attribute appeal -20%

Bokuima is the only active song that you might reach, but if that's looking doubtful then burn your active cards when needed. If you don't think you can reach Bokuima then your cleanses can be used on a difficult song like Junai Lens. Stage 19 - Aozora Jumping Heart is likely going to burn up all your pure cards. If you don't think you can make it to Stage 26 - Sky Journey then your natural carries can also help out.

## Stage 19 - Aozora Jumping Heart

If you got this far pre full-refresh then you are doing really well. Burn your pure cards on this song as pure cards can take advantage of various buffs. Stage 21 - Junai Lens will kill off whatever pure cards you have left, and you might want to use your cleanses on that song.

Recommended frontline appeal: 2-shot: 34k+, 3-shot: 22k+

## Stage 20 - No Exit Orion

The last cool song after No Exit Orion is Stage 24 - Music S.T.A.R.T!! . The songs are now hitting for harder than their live version so you'll be dipping into your stronger defenders. Music S.T.A.R.T!! gives more AC voltage but will hit harder. If you are short on cool cards then you might want to save them for Music S.T.A.R.T!! and use off-attributes on NEO as the penalty is reduced skill activation.

Recommended frontline appeal: 2-shot: 33k+, 3-shot: 22k+

Looking ahead: Music Start isn't too hard to 3-shot so if you plan on reaching that far then you will want to set aside 3 runs of cool cards.

## Stage 21 - Junai Lens

The last pure song before Stage 29 - Happy Party Train (which only whales would reach). If you have any pure cards left after Aozora Jumping Heart then use them now, along with any active cards if you don't think you will reach Stage 27 - Boku Ima, and natural cards if you don't think you will reach Stage 26 - Sky Journey. This stage and Torikoriko please will probably be the worst ones unless you manage to reach Stage 27 - Bokuima.

Recommended frontline appeal: 2-shot: 37k+, 3-shot: 24k+, 30k+ off-attribute, 4-shot: 17k+

## Stage 22 - Teletelepathy

Finally a smile, and the only remaining smile song. A strong smile team can 2-shot this song and if that's what you have, you might be able to afford to send some help to Junai Lens or Torikoriko Please. Teletelepathy prefers non-Vo types if you have good smile Sp-types.

Recommended frontline appeal: 2-shot: 28k+, 3-shot: 14k+

Looking ahead: It might be worth stretching out Teletelepathy to an easy 3-shot if you want to preserve your strong smile cards to help out on Torikoriko Please, or possibly Bokulma and HPT if you plan on getting that far.

## Stage 23 - Torikoriko Please!!

Remember how easy that live was? Torikoriko Please!! gives really bad score from AC voltage and song length. This song will be a grind and hits hard. If you still have cleanses left then this is the last chance to use them unless you plan on reaching Stage 27 - Bokuima or beyond. This

song will take a lot of runs and you have Stage 25 - Thrilling One Way coming up soon. You can offload your off-attributes as the only penalty is -50% Sp gain, but that gets pretty annoying without cleanse.

Recommended frontline appeal: 2-shot: 44k+, 3-shot: 27k+, 4-shot: 21k+

Looking ahead: If you have enough PP to also hit Thrilling One Way then it would be a good idea to divide out your elegant cards. T1W is a relatively easy 3-shot or a semi difficult 2-shot depending on how good your elegant cards are. T1W is also uncleanable so you want to make sure you set aside enough for 2 or 3 runs of T1W.

## Stage 24 - Music S.T.A.R.T!!

The last cool song and uncleanable. If you can get this far then you have a good chance of clearing the rest of the tower in the next DLP. Hopefully you have some cool cards left and if not, hopefully some good healing to limp through the good AC voltage. Running 2 SR defenders and a scorer is an option if needed to survive until the end and milk the 1.5M voltage from ACs.

Recommended frontline appeal: 2-shot: 39k+, 3-shot: 23k+, 4-shot: 15k+

Looking ahead: If you plan on reaching Bokulma or HPT and are lacking in strong active/pure, you might want to consider stretching out Music START to preserve your good cool cards to be used on cleanse runs on Bokulma and HPT.

## Stage 25 - Thrilling One-way

This stage gives some great AC voltage if you can manage to survive the song. This would be the ideal place to use your elegant cards if you were able to save them from Torikoriko Please!!. Clearing all 7 ACs will award 2.3M voltage so do whatever you can to survive or minimize damage (stack on the necklaces, etc.).

Recommended frontline appeal: 2-shot: 34k+, 3-shot: 18k+

## Stage 26 - Sky Journey

The last natural song is Stage 28 - Koe Tsunagou Yo, and both are uncleanable. If you are on DLP2 then you will want to save your stronger Vo-types for Koe Tsunagou Yo as Sky Journey has a penalty for Vo-types. Koe Tsunagou Yo also heals so you can run your weaker healers on Koe Tsunagou Yo and use your stronger ones on Sky Journey. Fill your backline with Sk-type cards for the AC buffs.

Recommended frontline appeal: 2-shot: 46k+, 3-shot: 28k+, 4-shot: 18k+

Looking ahead: If you have enough PP to clear Koe Tsunagou Yo then you will need to divide up your naturals into enough teams to handle both. Koe prefers Vo/Sp and Sky Journey prefers Sk/non-Vo. Neither are cleansable but Koe has more difficult AC voltage requirements so if you have to go off-attribute, you'd want to do so on Sky Journey. Koe is typically a 4-shot. When dividing up your healers you can use your better natural healers on Sky Journey and your weaker ones on Koe, or possibly go with an off attribute healer on Koe (though be wary of the off-attribute appeal penalty).

## Stage 27 - Bokura wa Ima

This is a bad, bad, song. AC voltage is low and scoring will be weak. The only other cleansable song is Stage 29 - Happy Party Train so if you have off-attributes in smile, cool, elegant then you might want to burn them here and save your actives for Stage 30 - LUMF.

Recommended frontline appeal: 3-shot: 39k+, 4-shot: 29k+, 5-shot: 22k+

Looking ahead: If you plan on reaching or clearing LUMF then you might want to set aside enough actives. LUMF at worst will take you 4 runs if you survive, and more if you end up having to suicide run. You want up to 4 strong defenders (doesn't have to be active if FES) and bottling is an option if you are lacking in that area. You also want to set aside enough scorers, and SP bombers are helpful for clearing the 2nd AC which requires 90k SP Skill.

## Stage 28 - Koe Tsunagou Yo

The last natural song and the ACs heal you, but you will still want to bring a defender because the taps still hit hard. Koe has very high AC voltage requirements and it is difficult to limp through with weak cards. If you are running out of cards then a 3 scorer frontline suicide run with stamina and necklaces might be an option if 2 scorer + healer can't clear the ACs.

Recommended frontline appeal: 2-shot: 52k+, 3-shot: 31k+, 4-shot: 20k+

## Stage 29 - Happy Party Train

The last cleansable song if you have any remaining. Burn your pure cards and everything else besides active. Off-attribute SP gauge fill cards and SP bombers might be worth holding onto if you need them for LUMF.

Recommended frontline appeal: 3-shot: 46k+, 4-shot: 34k+, 5-shot: 27k+, 6-shot: 22k+

## Stage 30 - Love U My Friends

AC2 requires 90k SP Skill voltage which can be difficult to 1-shot if you don't have many good active cards left. See the section on Team Building Tips - SP Skill ACs for tips on increasing



your SP skill voltage. Otherwise you will need to bring an Sp-strategy to double up SP skills. LUMF gives very good AC voltage but is difficult to limp through because the damage per note is incredibly high, and you have the 90k SP Skill AC to deal with. If you have strong active cards then it might be worth bottling them to hit this song hard and clear in only a few runs.

Recommended frontline appeal: 2-shot: 57k+, 3-shot: 31k+, 4-shot: 19k+

## Stages 31-50: Introduction

Stage 31 brings the difficulty back down to the equivalent of around stage 21 or so, and gradually ramps up the difficulty even higher by Stage 50. These stages are poorly arranged with all the attributes bunched together into mini gauntlets. Natural and Smile for example are so deep into the tower that you will be using them as off-attribute filler for a long time.

My suggestion is to approximate how far you can go and save those attributes if they will likely be used, and burn the rest of the attributes on cleansable songs or songs with weak off-attribute penalties. As each song will require multiple runs you can just try knocking out as much voltage as possible each run until you are close enough to target the final voltage. Plan out where you will use your cleanses because you will have a lot of off-attribute cards to burn.

You won't be able to clear all the stages at once but you can always continue next time so don't feel too pressured.

### Stage 31 - 32

Bokulma is a cleanse candidate if you burned most of your active on Love U my friends. Luckily this Bokulma is easier than the earlier one. CHASE! can also be cleansed though the off-attribute penalty is only -10% appeal so you might want to consider saving cleanses for Stage 33 - Yume no Tobira or Stage 34 - Aozora Jumping Heart if you already burned your pure cards on Happy Party Train. Stage 35-38 are uncleansable except for Stage 37 - Torikoriko Please which only has a SP gain penalty for off-attribute. When choosing how to distribute your defenders you can run your weaker ones on Bokulma as there is a 10k heal on AC2.

Bokulma Recommended frontline appeal: 3-shot: 28k+, 4-shot: 21k+

CHASE! Recommended frontline appeal: 3-shot: 34k+, 4-shot: 24k+, 5-shot: 19k+

### Stage 33 - 34

Yume no Tobira would be a good place to burn your SP-types for both pure and off-attributes. If you have enough pure cards for Aozora Jumping Heart then the next cleansable songs are Stage 37 - Torikoriko Please (low cleanse priority) then Stage 39 - Starlight. Odds are you will full refresh before you get that far. Yume no Tobira gives a lot of AC voltage if you want to

stretch out your runs and off-load fillers. An Sk strategy will allow for faster swapping if you run a defender in your main team. Swap actives (ex. Skill activation up on swap) are also handy to bring.

Yume no Tobira Recommended frontline appeal: 3-shot: 24k+, 4-shot: 15k+

Aozora Jumping Heart Recommended frontline appeal: 3-shot: 35k+, 4-shot: 26k+, 5-shot: 20k+

## Stage 35 - 37

Three elegant songs in a row though the first 2 give very good AC voltage. This version of Audrey is slightly easier than the live version of Audrey in tap damage. It is still possible to no or low healer your way through Audrey with the 40k in AC heals if you bring enough necklace damage mitigation or DR cards. Save your Vo-types for Thrilling One-way. This version of Thrilling One-Way is the same as the Stage 25 version only with a slightly higher voltage requirement. Torikoriko Please will be a grind as it will hit harder than the Stage 23 version and has a higher voltage requirement.

Audrey is tough to 3-shot but easy to 4-shot. T1W is tough to 2-shot but easy to 3-shot. When dividing out elegant defenders I would prioritize T1W first and whatever is remaining can go to Please or Audrey. Event Yoshiko Gd or other elegant DR cards can frontline Audrey as part of a 4-shot if you run about 50k stam with necklaces. The better your damage mitigation the less time you will spend in yellow before the first heal. A 3 Sk strategy is also nice to bring for Audrey for faster swaps.

Audrey Recommended frontline appeal: 3-shot: 27k+, 4-shot: 18k+

Thrilling One-Way Recommended frontline appeal: 2-shot: 39k+, 3-shot: 21k+,

Torikoriko Please Recommended frontline appeal: 3-shot: 38k+, 4-shot: 28k+, 5-shot: 22k+

## Stage 38 - 40

Music START is the only uncleanable of the cool songs but is also the easiest to clear due to its high note count and good AC voltage. It might be worth stretching Music START out so you can save your stronger cool cards for the songs after. Starlight and No Exit Orion will both be a grind with their low AC voltage, low note count, and high damage. Starlight will reduce the appeal of off-attributes by 10% while No Exit Orion will reduce skill activation of off-attributes by 10%, and this might be worse with the higher healing requirements. Depending on how much PP you have left the next songs represent the REAL pure gauntlet, with Stage 42 - Snow Halation being a must cleanse song. If you don't think you will get that far then feel free to cleanse away on Starlight and No Exit Orion.

Music START Recommended frontline appeal: 3-shot: 29k+, 4-shot: 20k+

Starlight Recommended frontline appeal: 4-shot: 32k+, 5-shot: 25k+, 6-shot: 20k+

No Exit Orion Recommended frontline appeal: 4-shot: 30k+, 5-shot: 23k+, 6-shot: 19k+

## Stage 41 - 43: The REAL pure gauntlet

Nemureru, Snow Halation, Aozora Jumping Heart (yes, that's the 3rd time). Snow Halation is a must cleanse so all of your cleanses will be used there, and it will likely take about 5 or 6 attempts. If you can afford to, it would be better to use your pure cards on Aozora Jumping Heart and run Nemureru with off-attributes if you lack enough cleanses. All 3 songs will be a grind to clear.

Nemureru Recommended frontline appeal: 5-shot: 29k+, 6-shot: 24k+, 7-shot: 20k+

Snow Halation Recommended frontline appeal (off-attribute): 4-shot: 38k+, 5-shot: 29k+, 6-shot: 23k+

Aozora Jumping Heart Recommended frontline appeal: 4-shot: 32k+, 5-shot: 25k+, 6-shot: 20k+

## Stage 44 - 45

Depending on how much you will attack the natural songs afterwards, you might want to consider setting aside off-attribute Sp-types for Stage 47 - Borarara and Sk-types for Stage 46 - Sky Journey though Sky Journey will suffer an appeal penalty for off-attributes. Do you have cleanses? The only cleansable stage after 44 - 45 is stage 50 Tokimeki Runners. Psychic Fire has a weak penalty of -10% Sp gauge fill that impacts everyone while Meccha Going has an off-attribute penalty of -10% appeal. Psychic Fire buffs active cards while Meccha Going does not. If you have cleanses available then you can cleanse Meccha Going and run your actives on Psychic Fire to take advantage of the buffs. If you do not have cleanses then you can run your actives on Meccha Going to avoid the appeal penalty.

Meccha Going Recommended frontline appeal: 5-shot: 29k+, 6-shot: 24k+, 7-shot: 20k+

Psychic Fire Recommended frontline appeal: 5-shot: 27k+, 6-shot: 22k+

## Stage 46 - 48

If you think you will reach Genki Zenkai Day Day Day then you should save your natural SR+ healers/shielders else you will die. GZDDD does not require strong healing/shielding but it does require something and damage reduction won't cut it. Borarara reduces SP gain for off-attributes but likes Sp-type cards. This would be a good place to burn your Sp-types even if off-attribute, but make sure that you are still able to SP Skill for at least 60k, and preferably 70k+. Other than natural Sk, both Vo types and non-natural are penalized on Sky Journey. You can fill your backline with Sk filler to take advantage of the AC gimmicks but there is no good option for the frontline. I would probably run my natural Vo on Sky Journey just to help move things along if I need more frontliners.

Sky Journey Recommended frontline appeal: 4-shot: 33k+, 5-shot: 25k+, 6-shot: 19k+

Borarara Recommended frontline appeal: 4-shot: 34k+, 5-shot: 26k+, 6-shot: 21k+  
GZDDD Recommended frontline appeal: 4-shot: 35k+, 5-shot: 27k+, 6-shot: 22k+

## Stage 49 - 50

As Teletelepathy is uncleanable you will want to burn your smile cards here. This song is high scoring and doesn't like Vo-types if you can afford to not use them. Off-attribute penalty is reduced skill activation which will hurt you if you run off-attribute defenders. Tokimeki Runners hits hard and scores poorly so you will just have to grind it out. Off-attributes lose 10% appeal so cleanse if you can.

Teletelepathy Recommended frontline appeal: 4-shot: 28k+, 5-shot: 20k+  
Tokimeki Runners Recommended frontline appeal: 6-shot: 30k+, 7-shot: 25k+

## [DLP1 Aqours - Stages 1-35](#)

The Aqours tower guide is linked above as this guide is long enough already.

## [DLP1 Aqours Recap](#)

A recap of my climb through the WW Aqours tower. This goes through how I approach DLP and plan out cards, teams I used on songs, team building strategies I employed, etc.

## [DLP2 Nijigasaki - Stages 1-35](#)

## [DLP3 u's - Stages 1-35](#)

## New Accessories from DLP

Besides the gacha tickets that reset monthly, you might also be interested in the new accessories that you can buy from the DLP shop. These accessories: choker, bangle, and belt, are more tailored for players with stronger cards. Their skill levels grow differently from other accessories as their number of limit breaks are taken into account. A choker/bangle/belt at LB0 and SL15 will only have a fraction of their full potential.

## Choker



The choker raises the tap cap of the strategy that it is equipped on. The amount that is raised will range from 1% at LB0 SL1 to 4% at LB0 SL15, capping at 10% at LB5 SL20. As this is a frontline accessory, it will compete with the brooch. Running a choker instead of a brooch will lower the appeal of your frontline, but if your frontline is strong enough to consistently hit the 50k tap limit then you will improve your overall voltage. This accessory would be ideal for those with a very strong frontline that wants to improve their score on voltage ranking songs and SBL. You can also run multiple chokers in place of brooches if your frontline is really strong.

## Bangle



The bangle increases the crit power of the strategy that it is equipped on. The amount that is increased will range from 5% at LB0 SL1 to 10% at LB0 SL15, capping at 20% at LB5 SL20. As this is a frontline accessory, it will compete with the brooch. Your base crit power is 50%, but this amount can also be increased through the bond board. Your cards are likely at +10% crit power from the bond board, for a total crit power of 60%. The bangle acts as a multiplier on your crit power. A 10% bangle combined with your 60% crit power ( $1.1 \times 1.6 = 1.76$ ) will boost your crits up to 76% instead of 60%. The bangle becomes stronger the higher your bond board crit power and the more often you crit. Compared to a brooch which improves the appeal of your regular taps and your crits, the bangle will only be effective at very high LBs and SLs. A well invested bangle can be used on expert songs where you don't have to worry about your crits hitting the tap cap (usually) or on low appeal teams that are unlikely to hit the tap cap (possibly DLP).

## Belt



The belt increases your SP skill voltage based off the total tech in the strategy that it is equipped on. The belt lists percentages that range from 1% at LB0 SL1 to 1.5% at LB0 SL15, capping at 5% at LB5 SL20, but the amount that your SP skill voltage increases is the result of a multiplier of the total tech and the belt %. A 1% belt equipped on a strategy with 30k total tech will increase your SP skill voltage by  $(1\% \times 30k / 10k = 3\%)$  3%. A 5% belt equipped on a strategy with 50k total tech will increase your SP skill voltage by  $(5\% \times 50k / 10k = 25\%)$  25%. The belt is a backline accessory that will compete with the bracelet and necklace. If you do not need any more SP from bracelets and if you do not need any more damage mitigation from necklaces then the belt is a way to improve your overall voltage from the backline unless your SP skills are hitting the 250k cap. Multiple belts are an option as well if you can spare the backline accessory slots. The belt will have limited use in DLP with weak backline filler with low tech, but it can be used when you need to squeeze out extra SP skill voltage for one-shotting SP skill ACs or for voltage ranking and SBL.

# DLP Shop

Unlike SBL coins which are in large supply, DLP coins are limited. Like SBL coins they will not expire.

The best thing to pick up from the monthly shop are the 10 gacha tickets. Radiance is an option though not as good a purchase as tickets. The rest of the items aren't worth picking up or can be picked up from the SBL shop if you need them.

The non-refreshing shop has mementos for only the Niji girls currently with a stock of 3 each, and these will not restock. Mementos for u's and Aqours will be added later on if you want to save coins for them.

The cool brooch is a good option if you need another UR brooch or want to limit break your current cool brooch.

The new DLP accessories are more geared towards veteran players and get very expensive the more copies you pick up. Whales looking to do better in voltage ranking and SBL will want to pick up multiple chokers and possibly not limit break them. Veteran players with a decent tech backline that can afford to give up a bracelet or necklace slot can use a belt or multiple belts to increase their SP skill voltage. Bangles compete directly with the brooch and will require heavy investment before they can exceed the brooches you already have. Bangles would mostly be used on expert songs (which you might have already cleared) and only with multiple LB or high crit rate teams. For F2P I recommend investing in the belt as it provides another tool for one shotting SP Skill ACs.

# Change Log

2021-02-26

Added additional 5 floors per tower

2021-02-02

Added link to u's DLP tower guide

2021-01-10

Added link to Niji DLP tower guide

2020-12-19

Added link to Aqours DLP tower guide

2020-12-01

Added song info for stages 31-50

2020-11-15

Even more song notes

2020-11-14

Added recommended frontline appeal for songs

Added new cards

2020-11-07

Added DLP History

General cleanup

Added Belt to Accessories section

Added SP Skill AC info to Team Building Tips section

2020-10-11

Added DLP Shop

Fixed description of the Belt accessory

2020-10-09

Added a few more Rs

2020-10-08

Updated wording now that Niji confirmed buffed for first DLP.

Added some info on DLP1 stages 1-30

Removed Notable Songs section

Added entry on Continuous Show Mode

2020-10-01

Added new cards

Updated Post Refresh a little

Added Notable Songs - WIP

2020-09-28

Updated Card Priority and Node Priority

Updated Late Game (Prior to Full Refresh)

2020-09-26

Guide released

To Do List (for next time, maybe):

More team building tips, using the filters, sort by appeal

Tips on adjusting up or down to hit the target voltage

Test runs without 5% or cleanse.

Reddit: /u/Reikyu09/  
Discord: Reikyu#7056