

Neco-Arc Luck Manipulation And Oki Guide (v.2.0) by SaltProphet



Outline

-Introduction-

Luck Explained: How Neco-Arc's Nokia Phone Works

How Do I Exploit This?

Most Relevant Summons and Items

Neco Okizeme

Conclusion and Key Takeaways

Special Thanks To

This document will attempt to make sense of Neco-Arc's Luck mechanic and explore ways that YOU can exploit it to make YOUR friends complain about your character and (most importantly) to make YOU actually win some games with this cat. I will also be covering okizeme, because why not?

Please note this is NOT a complete guide for this character. Your best resource for a primer is reading over the [strategy page](#) on Mizuumi(also written by me, mostly). Also this character is complicated and as such this doc (and Mizuumi) may be updated over time as more info and tech are found. Primarily, I want to add match footage to elucidate my points so please check back later once these are up!

Version changelog:

1.0: Initial release

-Introduction-

The Gacha and the Monte Carlo Fallacy

It was the summer of 1913, trouble and riot stirred in the Monte Carlo Casino of Monaco, as the ball fell in black for the 26th time in a row in an otherwise inconspicuous and ordinary game of roulette. Gamblers around the table lamented their millions of francs lost due to betting against black, crying absurdity and claiming sabotage by the clueless Casino staff. Their argument? The streak of black had compromised the “randomness” of the wheel, and it had to be “reset” by an equally long streak of red.

Sounds ridiculous, right? They claimed that the previous results from the roulette wheel had influenced the future rolls, despite them being equally as random as the previous ones. It was clearly not sabotaged, those men were just nuts and fell prey to what is known now as the Monte Carlo fallacy (the gambler’s fallacy).

The point being communicated here is that flipping three heads does not necessarily mean that the next flip is guaranteed (or even more likely) to be tails. Randomness is statistically independent from itself, unless of course a pulled item is taken away from the poll, never to be drawn again and thus “massaging” the data for the odds to change.

For instance, when Guilty Gear’s Faust tosses an item at you, he gets a completely random trinket to do work for him. The next item he tosses has no bearing on what he just pulled; although some of his items are rarer than others, he can easily pull 3 Meteors in a row as a statistical fluke! Truly random.

However, when BlazBlue’s Platinum pulls one of her items, they operate as a “bag” system.

Once an item is taken from the bag, it cannot be drawn again until the whole bag is emptied. As such, each of her items must be drawn once before there can be any repeats, and no item can appear twice in a row. Very forgiving RNG.

In (some) Gacha games, however, the odds may not be truly random; while items are not equally random due to the existence of “rarity” tiers, players can guarantee a lucky pull by operating “premium” roulettes that are more likely to give them items higher tiers of rarity. However, unless otherwise stated, a lucky pull does not mean that the following pull will be less fortunate, and 10 bad pulls do not mean the next pull will be lucky. That is, until we introduce the **Pity** system into the mix.

Pity systems cause the player to necessarily and artificially obtain an item of their desire after pulling for that item several times without success. **Soft pity** slightly increases the probability of a lucky, rare item with every failed pull until it is delivered, while **hard pity** uses a counter to keep track of the number of pulls and automatically dispense the rare item after reaching a preset number of rolls.

Why did I tell you all of this? Well, it turns out that Neco-Arc’s FGO App (and apparently her whole contact list) utilize a Pity system to dictate the “quality” or “rarity” of what she gets from her phone (or gut?). As such, while her summons are random, their rarity can be manipulated so that you get stronger summons on average.

Luck Explained: How Neco-Arc’s Nokia Phone Works



Neco-Arc has a hidden Luck Rank that starts at E at the start of every round. It can go up to A, with an Ex Rank following it. Simply put, there is no RNG associated with the Ex Rank: it will always select the highest rarity of summon that you can get. **Hard pity!**

Pulls are made based on her current Rank and can be either equal to her Rank, one Rank apart (up or down) or two Ranks apart (also up or down).

Once a pull occurs, her Rank is recalculated based on the rarity of what she has gotten. We'll call each recalculation a "**Draw:**"

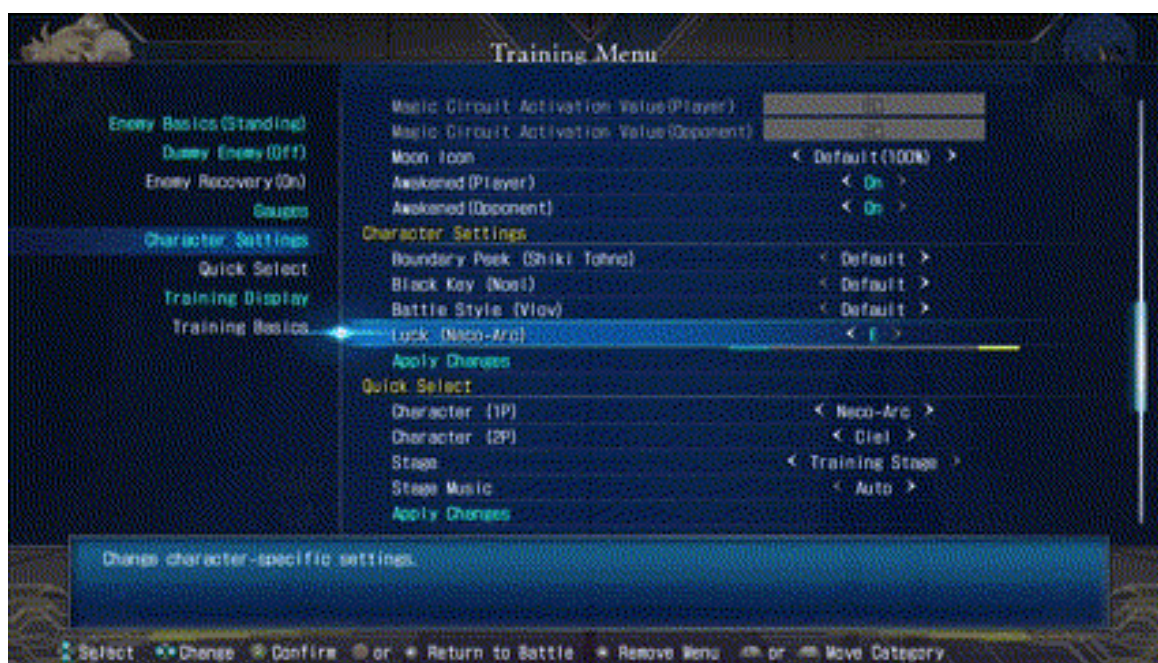
- Should a draw be equal or lower than her current Rank, 0.5 Ranks will be GAINED
- Should a draw be higher than her base Rank, 0.5 Ranks will be LOST
- If a draw is A-Rank, 2 Ranks will be LOST

Do these sound familiar? They should, as they are a form of soft pity! In addition, modifiers give Neco-Arc's current Luck Rank a flat increase:

- 4500 HP or lower: +1 Rank
- 3000 HP or lower: +1 additional Rank
- Heat active: +2 Ranks
- Moon Drive active: +1 Rank

If Neco-Arc is at 30% HP and Heat and Moon Drive active, she gets a +5 Ranks modifier, which guarantees EX Luck even with the lowest possible base Luck!

I will demonstrate this mechanic with Neco's apps (421A):



As it can be seen from this horribly compressed gif, once Neco Arc's Luck Rank is locked on E, only a handful of summons are possible: E, D (one Rank up) , and C (two Ranks up). Since her Luck never goes up due to the settings and there is no Rank lower than E, those are all the possibilities for 421A at that Rank. Here's a list for perspective:

- Ex - Always Stream unless you've pulled one already, Saber instead.
- A - Stream, Saber
- B - FGO (without Saber), Tmitter
- C - Food can
- D - SOS

E - Light, Train

The FGO summon craft and the Stream may draw one additional time to determine what you get out of them, but the principle remains the same. In the clip, the only pulls are the Can, Light Train, and SOS, thus corresponding to the Rank pull prediction. If the clip was at C Rank, any pull from any Rank besides Ex would be possible, with differing rarities of course. Meanwhile if it was at A Rank, D and E pulls would not be possible.

How Do I Exploit This?



Say you pull one Train, and use it to open up the opponent, knock them down, and pull one Light on oki. Those were two E pulls, meaning that we should currently be at D-Rank ($0.5 + 0.5 = 1$ Rank increment), which dictates that the most LIKELY 421A pull (about a crunched 34.48% chance) pull is a D-Rank pull, SOS. You also have a low chance of pulling a B-Rank pull, given that it is 2 Ranks up. So, we totally should mash 421A, right?

Well, it turns out that is not quite so simple. You see, each of Neco-Arc's summoning moves has their own pool. If we do 421A here, we may get a SOS, which is a pretty good summon, or a C/E Rank pull which are also pretty serviceable as far as this move is concerned. BUT, we have a small chance of pulling a B-Rank Tmitter, which can be disadvantageous or even dangerous depending on the matchup, or the Saber-less summon craft which is quite bad on oki.

Alternatively, we can do 421B, which can yield the powerful TIRE as a D-pull, with the added advantage of Ex whiff canceling.

2BC will include at least one Neco that does something useful given that we are not at E-Rank anymore. A possible crossup with superjump > air backdash or a mere tick throw set up for little damage are doable. Low risk, low reward, costs a knack of Moon Gauge.

421C? Very high chance of getting either a Can or Tmitter, which are horrible on oki.

1BC? Now we're cooking: high chance of getting dashing necos or the tire, excellent summons.

So right now, you may be wondering "wow, it really is easy to manipulate the gacha, might as well place Neco-Arc higher in the tier list!" But remember: EACH time we meddle with RNG, the Rank will change. It will change based on the number of **Draws** we make. **421A only makes a single draw** (unless you get the Stream, in which case an additional draw is made to define the Super-Chat), **as such Luck can only be gained or lost once**. However, 1BC can get 3 to 4 draws every time you use it. This means that it becomes increasingly brumous to gauge the current Luck Rank.

Here's a short list for perspective:

- 421A / 421C - One draw (assuming no Stream, otherwise 2 draws total).
- 421B / 1BC - One draw to determine Neco spawn types (either burrow, fall, or a tire/dashing necos/Eco-Arc). One additional draw per Neco summoned to determine their action. Between 3 and 4, or 1 and 2 if you get one of the special summons.
- 22B / 2BC - One draw per Neco summoned to determine their action. 1 or 2 draws total.

On paper this doesn't seem THAT complicated: if you get 4 unlucky E pulls from 1BC, suddenly you are at C-Rank Luck! Do this again, get 4 E-C pulls, and you are at A-Rank. A lil more pulling and, lo and behold, Ex Rank. Easy, pack up, and go support your local.

But consider this: what if you are not that fortunate (gasp). What if, you just get a really good A-Rank pull at C-Rank, thus knocking you back down to E-Rank? And remember, any addition of 2 pulls higher than your base Luck Rank will decrease it, meaning that you kind of have to memorize every single summon's rating for each poll. Sounds fine to you? Well, clearly you haven't read the wiki. There are TONS of summons.

We haven't even discussed the **Modifiers**; rather than giving Neco-Arc a momentary boost in Luck, they apply a flat increase to her base Luck Rank. For instance, a cat with an active Moon Drive has a +1 modifier, which means that her lowest Luck Rank DURING Moon Drive is no longer E, but D instead.

It doesn't take a rocket scientist to see what summon polls are most benefited by a single modifier point: any move besides 421A and 421C now has a highest chance of summoning friends that actually do useful things, meaning that stuff like 2BC becomes a real oki option and 1BC becomes really annoying.

Of course, you still have a small chance of pulling E-Rank cats, but this scenario assumes no other modifiers and a base Rank, so your odds are actually better than what I've described here.

All well and good, but let us return to the questions at hand. **How do we gauge our Rank?** Well, if you recall, 421A only draws once and makes it pretty clear which pull you got. Given that it takes 2 equal-valued draws to change your Rank, you can use 421A as a litmus test of sorts. One or 2 draws should give you a decent approximation of what Rank you are currently at and what summons you want the most. **But what summons are we going for?**

Let's talk summons.

Most Relevant Summons and Items



This section will cover usage of Neco-Arc's most important summons. Please do not take these as gospel, as the main point of playing an RNG-powered character is improvisation: make sure to experiment with summons to find what grants you the most mileage. Not every summon will be covered in the interest of concision and eliminating redundancy, as most Neco clones are only useful for tick throw and crossups anyways. For most of these, use 3C to convert from stray hits or throw them into it for said conversion.

Train: Crazy good. Covers Neco completely since she can hide in/beside it, can be used for tick throws or as a means to get damage from throws, Neco can push the opponent while they block the convoy - leading to coast to coast corner carry without even opening them up -, and its active frames can serve as a means to hit opponents with Neco's unblockables.

Light: Grants you a Neco Wheel if you hit them. Can cover calls and landings, so make sure you hit them (assuming it is not too committal to do so). 236A/B are the preferred options for doing it, as whiffing the lasers on the opponent still give you the opportunity to whiff cancel. On oki, one can superjump and airdash backwards in order to knock them down with jA. Depending on the height you have been given, she can use Rapid Beat during a blockstring to knock them down and extend her pressure.

SOS: Summons the Three Rocketeers. The combo into each other, making it easy to convert into a quick knockdown. You can dash to push the opponent into them if you want to. Mostly useful for throw combos but can give Neco-Arc an opportunity to Moon Charge depending on the matchup and range.

Neco-can: Grants Neco a full bar of meter. The opponent gets 1/2 a bar should they get it, which is not good but not that awful. You can hit it with normals to slingshot it at the opponent for middling damage, pretty funny.

TMitter: Neco's Trumpet. Has very clear upsides and downsides, but you generally don't want to see this as it might make you lose Neutral immediately if the opponent sees it and Armor Breaks you with an Arc Drive or Ex. As the mold-ridden cherry on top, it gives you a pulsating aura that makes it completely impossible to blend in with the chaos on screen. If you get it, probably MD or cancel into Ex as fast as you can. Once you have the buff, it functions the same as Kouma's armor but without the threat of a high-damage grappler rapidly approaching you.

Black Keys: Fires blades at the opponent for some damage. Not particularly useful, but it does use the same startup animation as the other FGO items, meaning that it may catch people off guard. You can dash to make the craft be offscreen in anticipation of getting the keys to obscure them, but it's not particularly rewarding. On oki, it can extend pressure a bit.

Livestream: Prime contender for Neco's best summon. Visual noise, buffs to Neco, invul and superflash on startup, and items to boot. The only real downside to this summon might be the fact that your opponent may obtain 4 bars should they get the quartz, but hey them's the breaks.

Saber: Jackpot. High damage, good range, lengthy, lots of visual noise for Neco to hide and move around. They can't even Shield counter you for this. Just make sure you don't get hit by an Arc Drive before Artoria does her magic.

Eco-Arc: Air-unblockable, does less damage and is less active than Saber. Throw them into it. Beam them in front of Eco-Arc, so that they can't punish you throw Shield counter B or BC. It has a superflash at the start that allows you to react to things your opponent might attempt.

Tire Neco: Avengers-level threat. Does, quite literally, everything and is really only held back by being slightly unreliable in the hitbox department (sometimes people run over it, idk why) and due to despawning when it leaves the screen behind the opponent. Use it to cover calls in tandem with 236B, for tick throws, and general pressure with 5C 5A repeat. You'll want to stick close to it most of the time, since even if the opponent manages to Shield it and punish you for playing the game, the tire may still hit them out of the combo punish (assuming they didn't commit to a BC counter).

6 Dash Necos: Jump out of the way when you see them, as they can bump into Neco and die before hitting the opponent. Generally a godsent summon due to the active frames and the hard knockdown it provides, being able to punish the opponent for punishing your reckless calling

Iron Fist: Does good chip if blocked and good damage if it connects, so you're just looking to have the opponent close to it. You can try to obscure it by air-stalling or blockstringing the opponent into it. Since it has good blockstun, you get a free call depending on the matchup.

22[A]: Same deal as Iron Fist, but with more range and a clearer telegraph. Just make sure you're standing in the same side that the oomfie is facing.

Cool, now let's talk Oki:

Neco Okizeme



Essentially how you rob people with this character. She has diverse opinions for Okizeme that can be sources of improvisation depending on what summon you get. If

you dislike gambling, she boasts a terrifying Shield OS safe jump and powerful meaties that are able to blow up poor Shield decision-making.

That being said, it is crucial to understand Neco-Arc's vulnerability to meterless reversals and Blood Heat. Such options effortlessly clear her summons or can exploit their existence to doom Neco-Arc. Rotating your oki options is thus crucial for getting the most off of a knockdown.

What are my meaties? 5C, 5[B], 2B, AID jB, ambiguous jC, A Onion Ring are your main meaties.

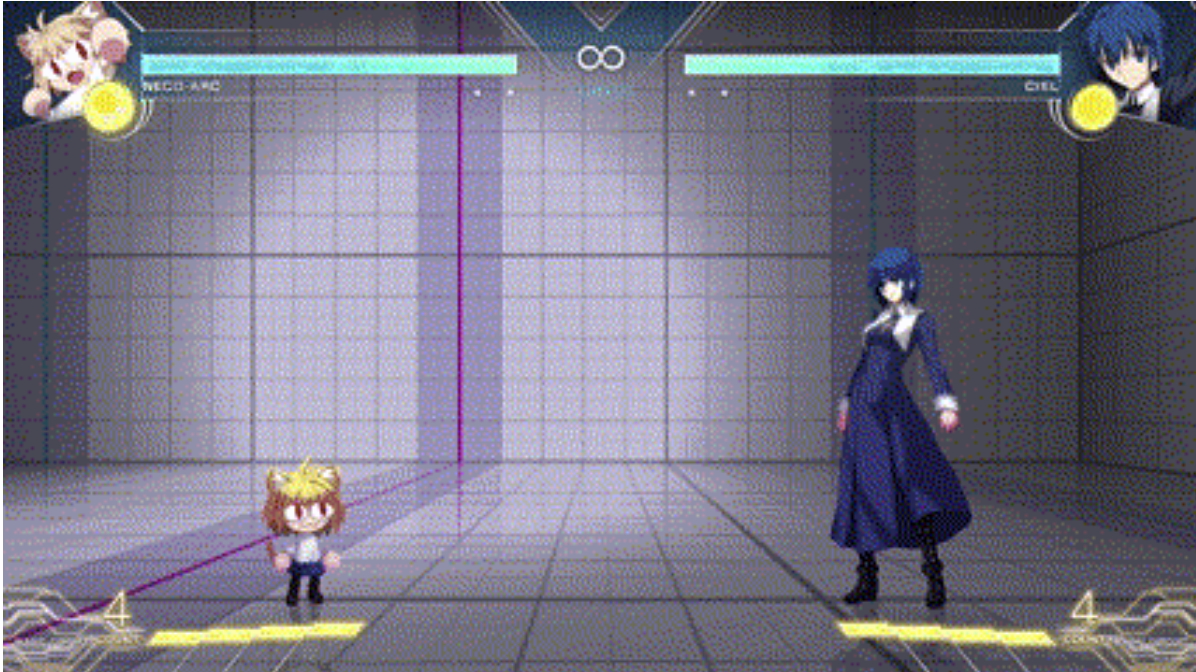
- **From an air throw:**

You get two options: jump cancel j236A as a meaty, or an ambiguous superjump left/right.

If you've ever played against Warc, you know how strong these onion rings are. Generally the safest option, leaving you plus if they block. If they disrespect it, you get a combo and can loop this knockdown. If they block you get a call (depending on the matchup, of course) or you can start a blockstring. If they Shield, you can tap Shield back to check for a BC counter or conversely read the B counter and counter it then. If you reach the ground fast enough you can actually block the BC anyways. A counter works the same way. Can be backdashed.



The second option is about as good and complex as it sounds: you gamble on an ambiguous jump-in after a superjump. Prolly don't rely on this one too much because you do have 10K Health, but a little gambling never hurt anyone, right?



- **From a ground throw (lol could you imagine):**
- **From 623C:**

The single best ender you can ask for. Does the most damage and it gives you the most options.

1. 1BC + 214X

Mario Party Start! Confuse your opponent with a bunch of cats to (hopefully) get an opening. That's it. Generally pretty effective if you know your opponent will not whip out the neutral skip on wakeup.

2. 2BC/421C + tk air dash safejump (go for this one the most along with number 4)



Your run-of-the-mill safejump with jB. Will beat mashing and allow you to RPS Shield if they go for it. If you plink Shield after, Neco-Arc will land in time to beat a Forced Release or DP. Feeling devious? Go for a jC instead to land immediately for a 2A. This will FATAL COUNTER a High Shield and is SAFE against literally any defensive option they can go for.



3. 421A + meaty

Very simple, resourceless, gives you a Luck check of sorts and at least you can have your opponent interact with a summon right away.

4. 5C framekill OS (go for this one the most along with number 2)

This one is brutal. An ambiguous crossup that can be OS'd into a Shield if whiffed. I can be backdashed and otherwise beaten by well-timed reversals, since Neco-Arc must land first in order to Shield. Pretty strong option in general, but do mind the timing. This time stamped video covers a version that is easier to time, but you can get it just fine without whiffing the jA with practice:

[▶ Neco Training Arc | Learning to play Melty Type Lumina with Neco Arc is hard](#)

5. Summon + superjump crossup

Simply summon and superjump, canceling the superjump immediately into a backwards air dash and perform jB. Can be canceled either on block or whiff into j214A/B for a combo or pressure opportunity. Timing it correctly can make the jB REALLY ambiguous.

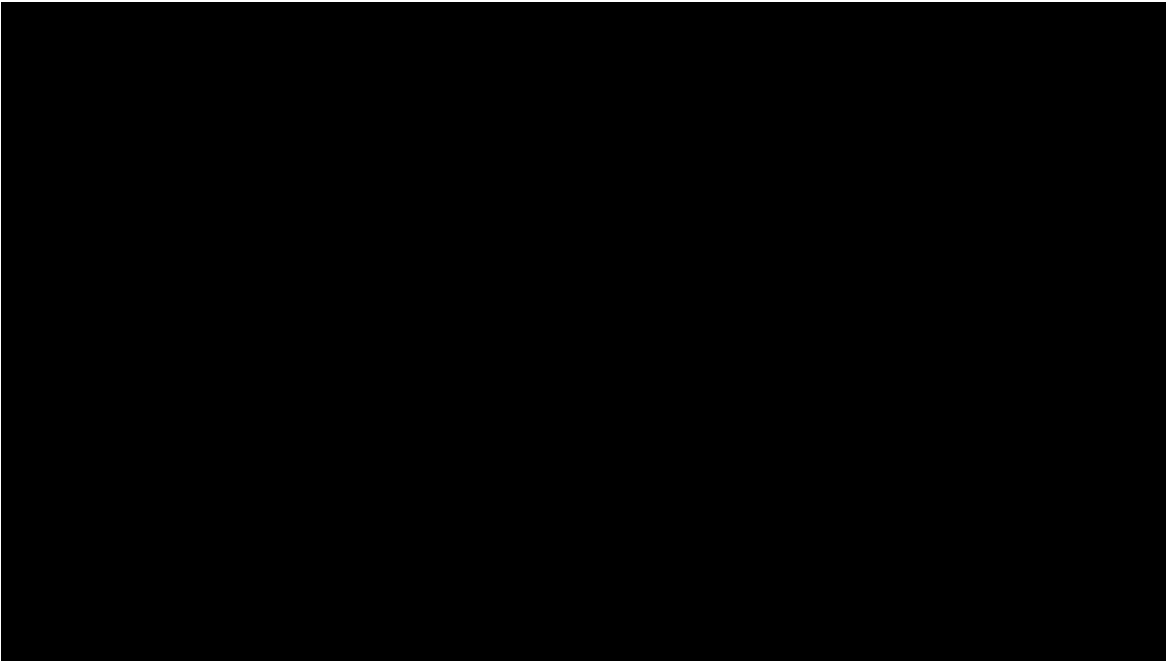
Loses to DPs and Forced Release though.

6. 6[A]



Yep, that crossup is real. It can't be Shielded the right way either, netting you a fatal counter if they dare to do it. **Does not take the corner.** If you delay it a slight bit it no longer crosses up and you can wait until the 8th hit to cancel for a side swap, or until the 9th for ridiculous blockstun. You are probably only hitting them once or twice with this, but still useful to know. **Does not work on Neco-Arc or Powered Ciel.**

7. "The non-crossup crossup" (courtesy of Kurii)



This crossup, on the other hand, is not real. The idea here is for the opponent to block the other way (as if it was real), but then you suddenly appear back on the original side, they eat a delayed j214x as soon as they leave blockstun. Similar to the option before it, you'll probably not hit people with this more than thrice and the timing is a little rough, but it's still worth considering.

- **From j236C (courtesy of Sprint):**

Depending on the height it connects, you will get more options. **jA jB (j.2B) j214A~8A j.C(2) j.2B j.236C -> whiff 5A superjump will grant you the best set of options:**

- j.236A: Hits in front. Safe jump against 5f moves and shield BC.

- j.[C]: Overhead. The higher j.236C hits the easier it is to time. Skip the first j.2B for maximum height.

- Whiff j.C, 2A/2C: Fake overhead, land in front low.

- Late Whiff j.C, 2C: Crossup low.

- Immediate whiff j.A -> j.236A / j[C] / 2C: Loses crossup option, but makes j[C] timing free and gains an extra frame of advantage on j236A.

- **From 236C:**

Too far for anything INTERESTING, but you get a free summon at least. A good time to check Luck with 421A if you don't want in right away. That's it. Take the summon or make them take the meaty.

- **From dashing necos:**

They give you a hard knockdown, so why not. Usually you only get time to reposition, call once, or meaty for pressure. Though there are situations in which you will jump out of the way and have the opponent downed while you are in the air. In those situations, a cheeky left-right may be possible with a free fall from air-dash or an ambiguous j2B. Just don't expect to get oki from this too often, most commonly it will get you out of trouble or trade.

- **From Saber and Eco-Arc:**

For Eco, assume the same as 236C. For Saber, you can dash them into the corner.

Conclusion and Key Takeaways

We're done, kind of.

Really all that is left to know is what option you should go for and when.

<https://gist.github.com/AltimorTASDK/4b5aa4ddac7597014b6596ff956df484>

These are the chances of getting each summon at each Rank. Don't bother reading it over, I'll make it intuitive:

For E Rank: Any are fine except for 22B, 2BC, and 421B. 1BC should be the priority due to the Tire/Dashing Necos.

For D Rank: 1BC and 421B for the Tire. 421A is fine for oki since you can get SOS but not as annoying.

For C Rank: Anything BUT 421C. You don't want to get Tmitter unless you have Moon Drive to spare and even then you will end up getting a Light anyways.


For B Rank: 421C. Avoid 1BC and 421A.

For A Rank: Anything works, but you probably want Saber as she makes it easy for plays to happen. Probably don't buffer 421B though, since 1BC gives you better options.

For Ex Rank: Always go for 421A/421C first. Remember that only one of Saber/Stream/Eco can be active at a time, so you can use this fact to get really good B summons once one of those is active.

Done!

And now:

 [Back to the lab - Dexters Lab](#)

Special Thanks To

Altimor for the raw data on the Luck statistic.

Sprint for the crazy tech they come up with and for helping out with the wiki.

Empy for the wonderful videos and streams.

Kurii for keeping the neco dream alive.

And the entirety of PSA for making MBTL worth playing!