

YUMEKURO GAMEPLAY GUIDE

This is a guide to all the gameplays and features in Yumekuro. This guide might get updated when new features are out or if there are additional features for the already existing ones.

The game's daily reset is at 5AM JST.

STARTING THE GAME

Upon starting the game, you will be first asked to complete several options:







After you complete these options, you should be good to go! The game will then bring you to the Prologue. Then, you will be prompted to do your first 10-pull in the Gacha.



If you're not satisfied with your pull, you can keep rerolling by tapping the bottom left button! Once you're satisfied, you can tap on the bottom right button! It is possible to get more than 1 4★ in the Tutorial Gacha.

HOME SCREEN



1. From top to bottom:
    - Remove UI / Full Screen
    - Change the characters on your Home screen

2. Ongoing in-game Campaigns

3. From top to bottom:
    - Game Notices
    - Present Box
    - Menu

4. From left to right:
    - Mission
    - Shop

MENU



SHOP



The Shop menu will take you to a screen where you can choose between 2 shops: The Grand Shop and the Normal Shop. The Grand Shop is a shop where you can buy the game's Gacha currency (Dream Stones) and the place where you can claim your daily free 50 Dream Stones, while the Normal Shop is where you can buy items using Gold Coins and Hunting Gems you can get in-game.

GRAND SHOP





This is the Grand Shop, the place where you can buy this game's Gacha currency, Dream Stones. You can also claim 50 free Dream Stones from the "Dream Stones" and "Packs" tabs every day (25 each, the ones that are marked with 無料). They get reset every day at 5AM JST. The "Mission Pass" and "Daily" tabs will take you to the screen to buy the "Premium Mission Pass" and "Daily Bonus+ Pass."

PREMIUM MISSION PASS



Premium Mission Pass is a pass that you can buy in the game. If you're familiar with "Battle Pass" from other games, this is basically similar to that. The pass costs 980 Yen and upon buying, you'll receive 410 paid Dream Stones. By getting Mission Points, you can get a total of 1650 free Dream Stones and 3 of each All Meister and Fairy Pieces (They're used to raise your characters' rarity). You can get Mission Points from clearing Daily and Weekly Missions.

DAILY BONUS+ PASS



Daily Bonus+ Pass is a pass that will give you extra items when you log in to the game every day for a total of 10 days. The pass costs 980 Yen and upon buying, you'll receive 410 paid Dream Stones. This pass will give you a total of 1500 free Dream Stones and 25 of each Meister and Black Fairy Level UP Bottles (Large). You'll receive 150 Dream Stones every day and receive Level UP Bottles according to these days:

- **On the 1st, 3rd, 5th, 7th, and 9th day:** 5 Meister Level UP Bottles (Large)
- **On the 2nd, 4th, 6th, 8th, and 10th day:** 5 Black Fairy Level UP Bottles (Large)

NORMAL SHOP





This is the Normal Shop where you can buy various items using either: Gold Coins (1st pic) or Hunting Gems (2nd pic). You can get Gold Coins from clearing quests and missions, and you can get Hunting Gems from clearing quests in “Hunting.” You can buy each item from the shop once per day and they’ll get reset every day at 5AM JST. You can also tap the button on the bottom left and use Dream Stones to immediately refresh the lineup.

INVENTORY



This is where you can see all the items you have in your possession. You can also sell the items you think you don't really need from this screen. There are a total of 4 category tabs:

- **Items:** This is where various items such as Tickets and Bottles go.
- **Pieces:** This is where Meister and Black Fairy Pieces go.
- **Set Items:** This is where all the items you can make the Meisters equip (Rank system) go.
- **Presents:** This is where all the items you can give to the Meisters during Outings go.

The bottom left button can also be used to find out where to find that specific item.

PLAYER'S PROFILE



1. Change the character shown on your profile.

2. Change the title shown on your profile.

3. From top to bottom:
   - Change Player and MC's names
   - Button to hide your MC's name and your Birthday (For screenshot purpose).
   - Copy your Player ID

4. Change your profile's description.

5. Edit your Support characters.

6. Go to the "Friends" menu.

SUPPORT



This is the Support menu where you can set your support characters so they can be used by other players! You will earn Gold Coins for the number of times they're used and how long they're set as supports.

1. Support characters for Main Quests.

2. Support characters for Hunting.

3. The number of Gold Coins you earn, from left to right:

- Gold Coins earned based on the number of times the supports are used.
- Gold Coins earned based on how long the characters have been set as supports.

You can accept all the Gold Coins by tapping on the button on the right.

KEEPER'S JOBS

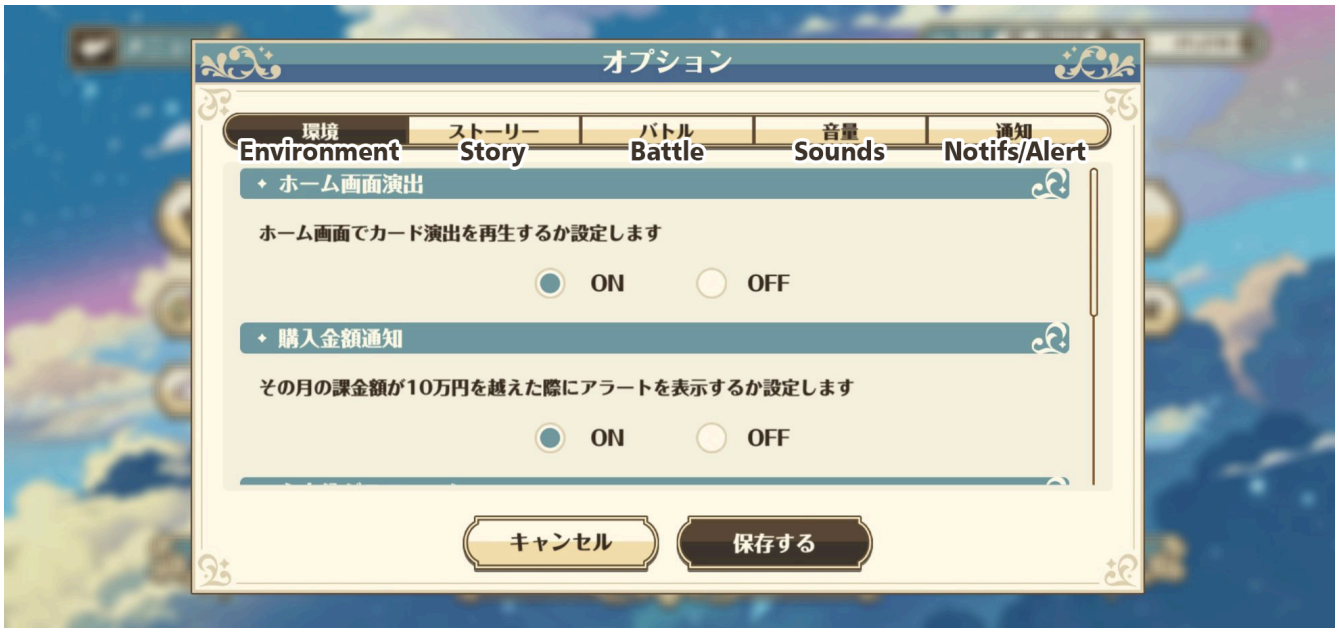


This is the Keeper's Job screen where you can see all the jobs you (the MC) have. At first, only 3 of them will be unlocked, but you can unlock the other jobs by clearing Missions! So far the jobs available are:

- **Novice Guild Keeper** – Automatically unlocked
- **Dream Supporter** – Automatically unlocked
- **The Wicked** – Automatically unlocked
- **Melancholy** – Do Past Exploration 40 times
- **Iron Maid** – Clear Hunting 20 times
- **Bearer of Stars** – Clear Hunting 1 time
- **Artemis** – Have 5 Meisters at Rank 3

These jobs can be used as support skills during Battles, each job has different skills, for example: Novice Guild Keeper will grant small HP heal to all characters, Dream Supporter will grant moderate SP heal to all characters, etc.. You can also level up your jobs.

OPTION



This is the Option screen. There are 5 Option tabs in total, we'll explain each of them below:

1. Environment Settings (From top to bottom):
   - **Home screen's card animations:** Whether you want to turn ON / OFF the card animations in the Home screen. (if available)
   - **Spending Alert:** If you turn on this setting, you will be alerted when you have spent more than 100,000 Yen on the game.
   - **MC Portrait:** Whether you want to turn ON / OFF the MC's portraits in the in-game stories, quests, etc.
   - **Main Quest Map screen character:** If you turn this setting ON, the character that will appear on the Map screen will be the character you set on your Profile. If you turn this setting OFF they will pick a character from your "Interest" list.

2. Story Settings (From top to bottom):
   - Text speed
   - Page speed
   - The bottom left button is to restore the settings to default.

3. Battle Settings (From top to bottom):
   - **Meister Skills cut-in animations:** Whether you want to turn ON / OFF the Meister skills cut-in animations.
   - **Black Fairy Interaction cut-ins:** Whether you want to turn ON / OFF the interactions between the Meisters and the Black Fairies at the start of battles.
   - **WAVE cut-in animations:** Whether you want to turn ON / OFF the cut-in animations between WAVEs during battles (top to bottom: Meister / Black Fairy)
   - **Result Screen:** You can set who will show up during the Result screen. (left to right: Meister only / Black Fairy only / Meister & Black Fairy)
   - **Defeat Screen:** You can set who will show up during the Defeat screen. (left to right: Meister only / Black Fairy only / Meister & Black Fairy)
   - **Frame Rate:** You can set the frame rate during battles (30fps / 15fps)
   - **Set AUTO / SPEED UP settings:** You can set whether you want the Auto / Speed Up settings during battles to carry over to all battles once turned on or not. If you choose not to carry over, you will have to turn on Auto / Speed Up manually every battle. (Choice from left to right: Carry over / Do not carry over).

4. Sound Settings (From top to bottom):
   - BGM
   - Sound Effects
   - Voice
   - The bottom left button is to restore the settings to default.

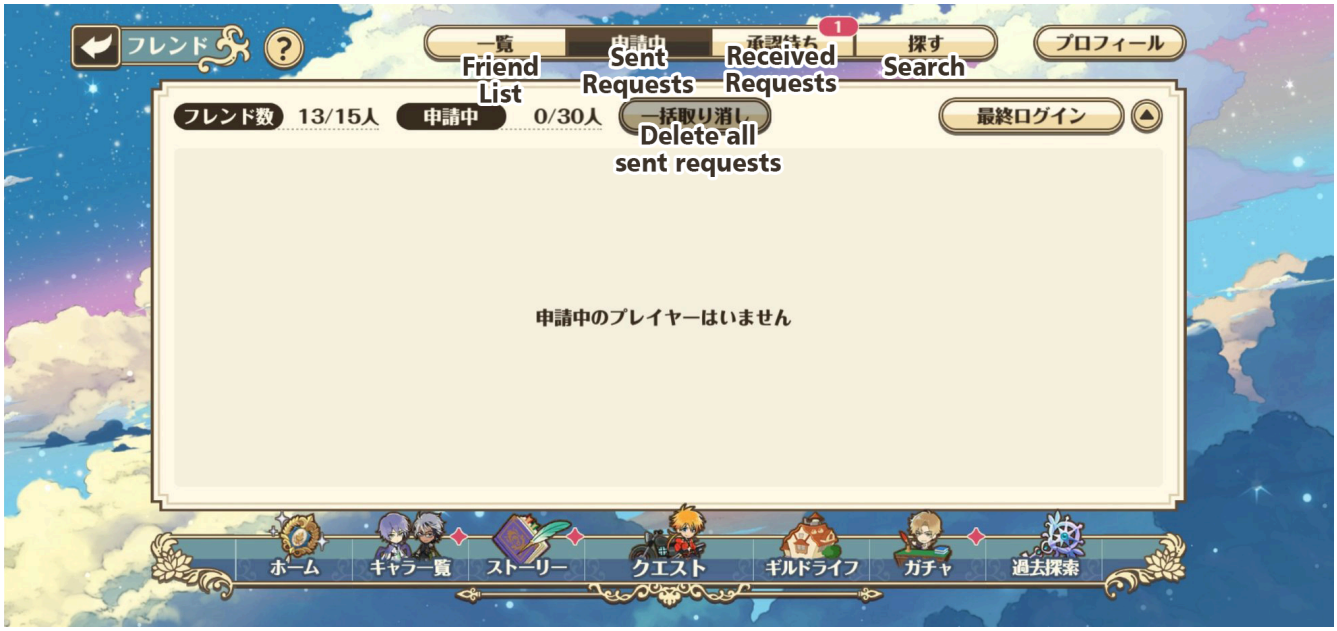
5. Notification Settings (From top to bottom):
   - **AP Notifs:** Whether you want to be notified when your AP is full.
   - **Full AP Notifs:** Whether you want to be notified when your AP stays full for a few days.
   - **Past Exploration Notifs:** Whether you want to be notified when a Past Exploration is finished.
   - **Hunting Notifs:** Whether you want to be notified when there's a remaining Hunting quest.
   - **Keeper's Board Message Notifs:** Whether you want to be notified when there's a new message sent to the Keeper's Board.
   - **Other Notifs:** Whether you want to be notified of other various notices.

FRIENDS

1. Friend List



2. Sent Friend Requests List



3. Received Friend Requests List

When you receive a friend request, the left button is to **“Reject”** and the right button is to **“Accept.”**



4. Search



MISSION



This is the Mission menu. You can get Mission Points for the Mission Pass by clearing Daily and Weekly missions.

Daily Missions (not in order):

- Log in to the game between 12:00 ~ 4:59 JST
- Log in to the game between 18:00 ~ 4:59 JST
- Clear 10 Main or/and Event quests
- Clear 3 HARD Main or/and Event quests
- Go out (Outing) once (From Guild Life menu)
- Go out (Outing) twice
- Do a Past Exploration once
- Clear 1 quest in Hunting
- Buy an item in the Grand Shop (The daily free Dream Stones count)
- Do a 10-pull in the Gold Gacha
- Clear all Daily missions

Weekly Missions (not in order):

- Level up a character's Level by 3
- Level up a character's Level by 5
- Level up a character's Level by 10
- Set/Equip an item on a Meister once (From Rank tab)
- Set/Equip an item on a Meister 3 times
- Set/Equip an item on a Meister 5 times
- Read 1 NEW story
- Read 2 NEW stories
- Read 3 NEW stories
- Complete 1 Order (From Guild Life → Keeper's Board)
- Complete 3 Orders
- Complete 5 Orders
- Clear all Weekly Missions

MISSION PASS



1. This banner shows which month the Mission Pass is and its deadline.

2. The number of Missions Points you have.

3. Normal Mission Pass rewards.

4. Premium Mission Pass rewards.

5. The total number of Mission Points you need to get to the last rewards.

CHARACTER LIST

MEISTER LIST



BLACK FAIRY LIST



MY PARTY

My party is the menu for you to make / edit and save your own teams so they'd be more accessible and if you ever want to use them, you don't need to assemble them again from scratch.



There are a total of 4 category tabs:

- Quest
- Stadium
- Hunting
- Event

The number of parties you can make and save for each category are up to 10 parties.



1. Edit party's name

2. Switch Awakening(s)

3. Change Keeper's Job

4. From left to right:
   - Auto-build
   - Edit / Choose at once

MEISTER ENHANCEMENT MENU

BASIC INFO & LEVEL UP



This is the Main Meister Enhancement screen. On the top right you can see 5 category tabs you can use to enhance your Meisters. The current tab we're on is the Level Up tab. Some things to note from this screen:

1. **Pre-Awakening & Awakening Icons:** You can switch between Pre-Awakening art, Sun, or Moon Awakening art from here.

2. From top to bottom:
   - Meister Position in battles: Red → Front row, Yellow → Middle row, Blue → Back row
   - Meister Attack type: Purple/Wand icon → Magic type, Orange/Sword icon → Physical type
   - Meister Role type: Sword icon → Attacker/Offense, Shield Icon → Guardian/Defense, Monster icon → Jammer/Debuffer, Light+Circle icon → Supporter, 2 Lights icon → Recovery/Healer

3. Meister's Info

4. Set a Meister as your favorite

5. Level UP Bottles used to level up your Meisters

RANK



1. The Meister's current Rank

2. **The items the Meister needs to equip/set.** Equipping them will give the Meister some stats boosts.

3. **A button to equip all available items at once.** When you've equipped all the items, the button will change into a Rank up button.

Raising a Meister's rank will also give them some stats boosts. The higher their rank is, the border around their icon will also change colors.

AWAKENING



1. Tap on this button to immediately go to the featured Meister's Story menu.

2. **The Meister's Sun / Moon scale.** The Meister's Awakening Points will be added here as you read their stories. The side with the most points will decide the Meister's Awakening for you.

3. **The "Change Sides" button.** It's used to tip the Sun / Moon scale in case you get the most points for an Awakening you don't really want. Sun / Moon Drops are needed to tip the scale. Please note you can only do this if you haven't awakened your Meister yet, once you've awakened them, this option will automatically disappear.



Sun and Moon Drops are items you can use to tip a Meister's Sun / Moon scale in case you get the most points for an Awakening you don't want. They're available in the Normal Shop → Gold Shop, you can buy 5 of them each and they'll get reset at 5AM JST every day. One Sun/Moon Drop will give 10 Sun/Moon points to a Meister's Sun / Moon scale..

1ST AWAKENING



In order to awaken a Meister, you need to:

- Level up the Meister to Level 40
- Read all their pre-awakened Meister stories

Awakening a Meister will boost said Meister's stats and change their Special Skill. In some cases, their Special Skills will change completely. For example, Kuchen's base skill grants moderate healing to all party members, his Sun skill grants large healing to all party members, and his Moon skill grants moderate Magic attack and crit boosts to all party members.

After awakening a Meister, you can still revert them back to their pre-awakened form in battles by using the "Switch Awakenings" button.

2ND AWAKENING



After awakening a Meister into either Sun / Moon, you can do a 2nd awakening for them, choosing the awakening you didn't choose. For example here is Link, He's been awakened to Moon, so in order to awaken him to Sun, here are the things you need to do:

- Read all of Link's Moon Awakening stories
- Use 100 of Link's Meister Pieces

In order to read all of Link's Moon Awakening stories, you need to raise him to Level 60, which means you have to raise his Level cap via Rarity. You have to raise Link's Rarity to 5★. This will be explained more in the Rarity guide.

After you do a Meister awakening, you can still switch back and forth between the pre-awakened form, Sun, and Moon awakenings in battles by using the "Switch Awakenings" button.

RARITY



1. The Meister's current Rarity.

2. The Meister Pieces needed to raise the Meister's Rarity.

This is the Rarity menu, where you'll be able to raise a Meister's Rarity (★). To raise a Meister's rarity, you'll need the Meister's Meister Pieces. You can gain these pieces from getting doubles of the same characters in Gacha, you can also gain them from item drops in HARD quests. There's also another piece called the "All Meister Pieces" which works as Meister Pieces that can be used on any Meister. You can gain these special pieces from clearing Missions and Mission Pass

Raising a Meister's Rarity will also raise their Level caps:

- 1★ → Level 20
- 2★ → Level 30
- 3★ → Level 40 → Needed to do a Meister's 1st Awakening
- 4★ → Level 50
- 5★ → Level 60 → Needed to do a Meister's 2nd Awakening(+100 pieces)
- 6★ → Level 70 → Will unlock animations for Awakening illustrations

The number of Meister Pieces you need to raise a Meister's Rarity:

- 1★ to 2★ → 20 pieces
- 2★ to 3★ → 30 pieces
- 3★ to 4★ → 50 pieces
- 4★ to 5★ → 100 pieces
- 5★ to 6★ → 150 pieces

SKILLS



1. View the Meister's Special Skill. Also can be used to check the Meister's Pre-Awakened/Sun/Moon Special Skills.

This is the Skill menu where you can check your Meister's Special Skill, Skill 1, and Skill 2. Special Skills are the ones you can activate during battles while Skill 1 and Skill 2 are sub-skills.



You can always check all 3 Special Skills even before you awaken the Meister.

BLACK FAIRY ENHANCEMENT MENU

The Black Fairy Enhancement menu is more or less similar to the Meister's Enhancement menu, with it only missing the "Rank" feature.

BASIC INFO & LEVEL UP SCREEN



1. **Pre-Awakening & Awakening Icons:** You can switch between Pre-Awakening or Awakening illustrations.

2. **From top to bottom:**
   - **Black Fairy's Attack type:** Purple/Wand icon → Magic type, Orange/Sword icon → Physical type
   - **Black Fairy's Role type:** Similar to Meister's role types, Sword icon → Attacker/Offense, Shield Icon → Guardian/Defense, Monster icon → Jammer/Debuffer, Light+Circle icon → Supporter, 2 Lights icon → Recovery/Healer

3. **Black Fairy's Info**

4. **Set a Black Fairy as your favorite**

Black Fairies' role is to become supporters for the Meisters. When you pair up a Meister and Black Fairy that have the same role type, the activation time for the Black Fairy's skill will be extended.

AWAKENING



1. Tap on this button to immediately go to the featured Black Fairy's Story menu.

2. Awakening Button. Since Caprice is already awakened here, the button has been darkened.

Black Fairies can be awakened too, but unlike the Meisters who have 2 different Awakenings (Sun and Moon), the Black Fairies only have 1 Awakening. In order to awaken a Black Fairy, you need to level them up to Level 40 and read their Black Fairy stories (usually until chapter 4). After you're done doing all of those, you can immediately awaken the Black Fairy.

Awakening a Black Fairy will give them stat boosts.

RARITY



1. The Black Fairy's current Rarity

2. The number of Fairy Pieces needed to raise the Black Fairy's Rarity.

The way the Black Fairy's Rarity works is pretty much the same as the Meister's, but instead of Meister Pieces, you need the Black Fairy's Fairy Pieces. Again, you can gain these pieces from pulling doubles of the same characters in the Black Fairy Gacha, and also as item drops in HARD quests.

Raising a Black Fairy's Rarity will also raise their Level caps:

- 1★ → Level 20
- 2★ → Level 30
- 3★ → Level 40 → Needed to awaken a Black Fairy
- 4★ → Level 50
- 5★ → Level 60
- 6★ → Level 70 → Will unlock animations for Awakening illustrations

The number of Meister Pieces you need to raise a Meister's Rarity:

- 1★ to 2★ → 20 pieces
- 2★ to 3★ → 30 pieces
- 3★ to 4★ → 50 pieces
- 4★ to 5★ → 100 pieces
- 5★ to 6★ → 150 pieces

SKILLS



Unlike the Meisters, Black Fairies only have 1 Skill, and they work as support skills for the Meisters they're paired up with. The Black Fairies' Skills also don't receive boosts or change like Meisters' Skills do, but when you pair up a Black Fairy with a Meister that has the same type as them, the activation time for the Black Fairy's skill will be extended.

An example of a Black Fairy's Skill: Caprice's Skill above; he'll grant a small amount of evasion boost to the Meister he's paired up with. He's a Healer type Fairy, so you want to pair him up with another Healer type Meister to make his skill's activation time last longer.

STORY



1. Main Story: Where you can read the main story without having to go to the Main Quest's Map menu.

2. Meister & Black Fairy Story: Where you can read Meister & Black Fairy stories. You can also access this through the "Character List" menu.

3. Event Story: Where you can read Event stories.

4. Guild Story: Coming Soon. Will be accessible through the Guild Tree feature in Guild Life.

5. Past Story: Where you can read the Meisters' Past stories.

6. Extra Story: Where you can read other additional stories that aren't in other story categories.

7. **Favorites (Book with a bookmark icon on the top right):** Where you can easily access all the stories you've put in your favorite list.

MEISTER STORY



1. Meister Story & Affection Story tabs

2. **Stat Bonus List:** By reading stories, the Meister will also gain several stat boosts. You can check out each stat boost they gain from each chapter of the stories.

3. **Heart Icon:** To mark a story as your favorite. It'll then be put in the "Favorites" list. This heart icon also can be seen in the Affection Story menu and works the same.

The Meister Story menu is split between the **"Meister Story"** and **"Affection Story."** Reading the stories from the **Meister Story** menu will give the featured Meister some stat boosts. Reading **Affection stories** however, **will not** give any stat boosts. **Affection Stories** can be unlocked by raising a Meister's Affection Level. You can raise a Meister's Affection Level by going out with him (Outing feature from the Guild Life menu).

BLACK FAIRY STORY



1. Stat Bonus List: By reading stories, the Black Fairy will also gain several stat boosts. You can check out each stat boost they gain from each chapter of the stories.

2. Heart Icon: To mark a story as your favorite. It'll then be put in the "Favorites" list. This heart icon also can be seen in the Affection Story menu and works the same.

PAST STORY



The Meisters' Past stories can be accessed from the "Past Story" menu. In order to unlock them, you need to:

- Have that Meister in your character list
- Unlock the chapters by using the featured Meister's "Pieces of Past" in the form of a piece of paper.

You can gain the Meisters' Pieces of Past from the "Past Exploration" feature.

QUEST

QUEST MENU



1. Main Quest

2. Event Quest

3. **Hunting:** Daily quest that you can do. This is where you can gain Hunting Gems. You will also get Rouge and Shaymie the first time you access the menu.

4. **Stadium:** Upcoming PVP feature.

MAIN QUEST



1. Your next destination (if there's a new one)

2. A node with numbers and 3 stars usually means it's a battle-based node.

3. A node that has text/place's name instead of numbers+stars means it's a story-based node. Sometimes the story will also take you to a battle.

4. NORMAL and HARD Quest tabs. You can switch between NORMAL and HARD quests. You won't be able to unlock a map's HARD quests before you finish all of its NORMAL quests first.

5. A quick access for you to go to the latest/new destination/quest, can be accessed from any maps.

HARD QUEST



HARD Quest is where you can grind for various Meister and Fairy Pieces. You can do each HARD quest 5 times per day, and if you want, you can also refresh your quest limit immediately by using 50 Dream Stones. You can refresh the quest limit twice per day.

Please note that the pieces are **NOT** guaranteed to drop every single time.

BATTLE PREVIEW SCREEN



1. **WAVE Previews:** Tab on any of these 3 tabs to see the details and what enemies will appear in each WAVE.

2. **Magnifying Glass icon:** Tap on this icon to see the details of the enemies.

3. **Item Drops List:** Where you can see the list of items that can be dropped from the battle/quest.

4. First Clear Reward

5. 3★ Clear Reward

6. Use Skip Tickets

7. **Other Parties:** Tap on this button to check other players' parties and how they did in the battle/quest. You can also copy their parties.

PARTY FORMATION



1. Switch Meisters' Awakenings

2. Switch MC's Keeper's Job

3. Auto-build team

4. Pick / Edit at once

5. Choose a team from the list of Parties you've made/saved.

BATTLE SCREEN



1. The WAVE you're at right now

2. The number of Item drops you have

3. The WAVE's time limit. (It'll get reset at every WAVE)

4. Statuses that are in effect on a character. (It'll get reset at every WAVE)

5. Green Bar → HP Bar

6. Blue Bar → SP Bar (Needed to activate Special Skills)

7. **Keeper's Job Skill.** The number near the icon is the skill's countdown. It's the number of skills you need to activate before you can activate the Keeper Job's Skill. Each Keeper's Job also has a different Skill Countdown.

8. From top to bottom:
   - Speed Up button (x2)
   - Auto button

Battles will run on auto. You can tap the Meister's icons to activate their skills when they're available (they will light up). You can also tap on the Keeper's Job icon to activate the Keeper's Job skill. By pressing the "Auto" button, all skills except for Keeper's Job skill will be activated automatically during battles.

BATTLE STATS LIST

Work in progress...

HUNTING



Hunting is a feature where you can do one daily quest per day. There are currently 4 different Hunting stages with different difficulties:

- ロックな酔いどれ魔物 / **Drunken Rock Monster – [EASY]**
- キャベツ泥棒を撃退せよ / **Fight Off the Cabbage Thief – [NORMAL]**
- アルストリア パトロール隊 / **Alstoria Patrol Corps – [HARD]**
- 絶対に行ってはいけない魔王館 / **The Demon King's Mansion That Shall Never Be Visited – [VERY HARD]**

Please note that once you've chosen a stage for the day, you won't be able to choose any other stage until daily reset hits (5AM JST).

HUNTING - ENEMY SELECTION



Once you've chosen a Hunting stage, you'll be taken to the Enemy Selection screen. You're free to choose between 3 enemies listed and you can only fight one of them per day.

1. The number of Hunting Gems you'll receive after clearing the quest.

2. Recommended Meisters: By using the recommended Meisters in your team for Hunting, these specific Meisters will gain level bonuses and they will gain +20 Levels. Please note that these bonuses only apply for Hunting and don't apply anywhere else. The list of recommended Meisters will change every day.

(For example you have a Meister at Level 20 that's on the Recommended List. By using that Meister during Hunting, their Level will be raised to Level 40 during the quest).

3. Time you have left to finish a quest in Hunting.

4. Quit Hunting: This is different from going back to the menu, if you tap on this button, it means you'll quit this Hunt for the day and you won't be able to go back anymore.

Clearing a Hunting quest for the first time and getting all 3 stars will give you 50 Dream Stones. Clearing all the quests on the list/filling the Hunting stage gauge will give you a special title you can use in your Profile.

GUILD LIFE

MAIN GUILD LIFE MENU



1. From top to bottom:

- Remove UI / Full screen
- Change Meister versions in the guild home (This is for when a Meister has more than 1 version. However, you won't be able to remove a Meister from their guild home and you can't add Meisters from different guild homes)
- Guild Achievement. You can view your Guild Achievements here and the bonuses they give.

2. The guild home you're at right now. You can check the details of the guild and its members by tapping the top right button. The "Switch Guild" button is a quick access button to move between guild homes. You can also use the arrow on the left and right sides of the screen to move between guild homes manually.

3. Outing: This is the feature to go out with a Meister of your choice.

4. Keeper's Board: The feature where Meisters will sometimes send you messages and where you can find various Orders to clear.

5. Guild Tree: Upcoming feature. This is where you can read Guild stories.

OUTING



1. Go back home

2. **The Meister's status and Affection Level.** Skinship List button is where you can see all the interactions you can get with the Meister during Skinship and how to get them. The interactions will change depending on the Meister's Affection Level. Please note that once you've unlocked a new list of interactions, you can't go back to the previous ones.

3. **Skinship:** You can have a Skinship session with the Meister 5 times. You can either tap, hold, and rub the Meister anywhere to get interactions with them. These interactions will then be added to the Skinship List.

4. **Give Present:** You can give the Meister any items 3 times. Each Meister has their own Likes and Dislikes and you can see this from the reaction they give. There are 3 reactions in total: Love, Like, Dislike. You can get more presents from clearing Orders.

Once you've done all the interactions you can (Skinship and Give Present), you'll automatically go home, but you can also just tap on the "Go home" button to end an Outing early.

OUTING INVITATION





When you raise a Meister's Affection Level high enough, sometimes the Meister will be the one to invite you to an Outing. They'll send you a message and you can choose to go or not. If you accept their invitation, they'll have a special mark in the Outing Selection menu (2nd pic).

When you go out with a Meister who invited you, the amount of Affection exp you gain will increase more than usual, and at the end of your Outing with them, the Meister will give you a present.

KEEPER'S BOARD



1. **Filter:** An option for you to filter out messages.

2. **Message / Orders Tab:** To switch between the Message and Orders menu.

3. **Memories:** You can use this button to replay any message logs between you and the Meisters that you have unlocked.

ORDERS



This is the Orders menu where you can take on orders from the Meisters. Clearing these orders will give you specific-Guild exp, which you need in order to raise a Guild's level. By leveling up the Guilds, you'll unlock more Guild Achievements.

1. List of Orders. There are 2 kinds of orders: The red orders are Battle-type orders, while the blue orders are collect-type orders. Battle-type orders will require you to clear a specific quest, while the collect-type orders require you to gather items and give them to the Meisters who requested them.

2. Orders' difficulties. You can freely choose the difficulty of the orders you want to clear. The higher the difficulty, the more Guild exp you'll get and the more rewards you'll get.

3. Rewards List: This is where you can get presents for Outing and other various items.

PAST EXPLORATION



Past Exploration is a feature where you can send out the Black Fairies you have to do some explorations in various places. This is a time-based feature where you just set and send a party out and wait until they come back. You can get various items from Past Explorations, including the Meisters' "Pieces of Past" that you need to unlock their Past stories.

1. Item Drops List: You can use the button on the top right to look at the full list.

2. The number of times you can do exploration in that place.

3. The time left for an exploration to finish.

4. Quick Access buttons. From left to right:

- Past Story menu
- Inventory

5. My Party button. You can make and save your own parties for Past Exploration.

6. Optimize Exploration button.

You can only send out each Black Fairy once every day. After you send out a group of Black Fairies on an exploration, they won't be available anymore until daily reset hits (5AM JST).



1. Recommended Black Fairy List: The list of Black Fairies recommended for the exploration. When you send out the Black Fairies from this list, the drop rates for the specific items will increase.

2. Rarity Effect: The total number of the Black Fairies' Rarities that you send out will be the total number of Treasure Boxes you'll receive once the exploration is finished.

3. From top to bottom:

- Auto-build
- My Party menu

You can also immediately finish an exploration by tapping on the Skip button. It'll cost you 50 Dream Stones.

OPTIMIZED EXPLORATION



1. Priority List. From top to bottom:

- First Priority
- Second Priority
- Third Priority

The “Optimize Exploration” button from the main Past Exploration menu is a quick way for you to set up exploration teams. All you need to do is to fill out the Priority List and after you’ve finished choosing, the game will automatically fill out the best teams+locations for you to get those items.

GACHA



1. From top to bottom:

- **Meister Gacha:** A Gacha that features Meisters only. One pull costs 150 Dream Stones, while one 10-pull costs 1500 Dream Stones. Whenever you pull in the Meister Gacha, you'll get **"Black Fairy Gacha Points"** which you can use to pull in the Black Fairy Gacha.

- **Black Fairy Gacha:** A Gacha that features Black Fairies only. One pull costs 100 Dream Stones, while one 10-pull costs 1000 Dream Stones. You can also use Black Fairy Gacha Points you get from pulling in the Meister Gacha to pull in the Black Fairy Gacha.

- **Gold Coins Gacha:** A Gacha where you can pull for various items. One pull costs 5000 Gold Coins. You'll also get 2 free 10-pulls in this Gacha every day. The first one is at 5 AM ~ 12 PM JST, and the second one is at 12 PM ~ 5 AM JST.

2. The number of Black Fairy Gacha Points you have. Every time you do a pull in the Meister Gacha, you'll get 1 Black Fairy Gacha Points, when you do a 10-pull, you'll get 10. **One pull using the Black Fairy Gacha Points costs 5 Black Fairy Gacha Points,** while **one 10-pull costs 50 points.**

Black Fairy Gacha Points don't have expiry dates, but they **will NOT** carry over to other Black Fairy Gachas.

Example: Black Fairy Gacha Points A from Meister Gacha A can only be used for Black Fairy Gacha A. You can't use Black Fairy Gacha Points A for Black Fairy Gacha B. To get Black Fairy Gacha Points B, you need to pull in Meister Gacha B

MEISTER / FAIRY PIECES FROM GACHA

When you pull multiple copies of the characters that you already have, they will automatically turn to Meister/Fairy Pieces of that character. The number of pieces you'll get are:

MEISTER GACHA:

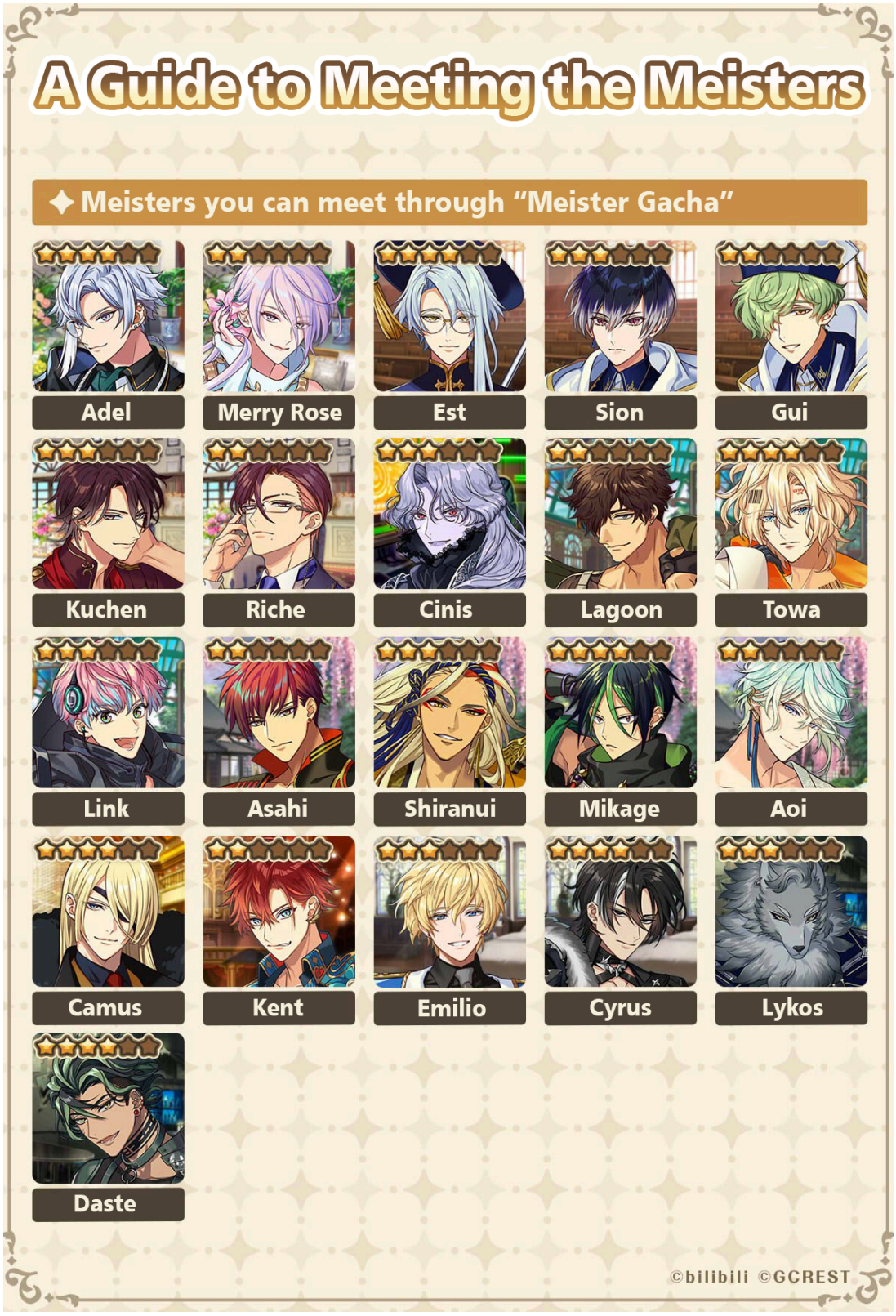
- 2★ → 5 Meister Pieces
- 3★ → 20 Meister Pieces
- 4★ → 100 Meister Pieces

BLACK FAIRY GACHA:

- 3★ → 20 Fairy Pieces
- 4★ → 100 Fairy Pieces

Currently there's no other way to get Meister/Fairy Pieces of characters who are featured in Gachas other than through Gachas.

OTHER GUIDES



A Guide to Meeting the Meisters

✦ Meisters you can meet through “Main Story Quest”


Crow


Itsuki


Grandflair


Noah


Kai


Oscar


Cuit


Ymir


Victor

※ You can get each Meister Piece from the Hard Quests in each chapter map of the Main Story.

✦ Meisters you can meet through “Hunting”


Rouge

※ You can get his Meister Pieces from the Hunting Shop.

All Characters can be raised to 6★!

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