

## What is Challenge Mode?

Challenge Mode is a fairly recent game mode where 12 participants enter a ten mission gauntlet which starts everyone at level 1 with no abilities and no weapons. Each mission features several different objectives and methods of completion which remain the same from one run to the next, allowing players to plan around these objectives beforehand.

Players must upgrade their characters' weapons and talents/abilities continually by trading in enemy drops in the stages they complete. Making this more difficult is the VR Energy Meter, which ends the current Challenge Mode run when it runs out. However, players can refill this meter by collecting variably-sized VR Capsules scattered around the map, all locations and amounts of which are also (except for Mission 9) standardized from run to run.

## Challenge Mode Roles

First and foremost, there are a handful of roles that can be found in virtually every Challenge Mode run. Oftentimes the MPA will decide these roles once all 12 people have gathered at the initial teleporter, and those taking up roles will more than likely indicate it through an overhead online status.

### 1. VR Energy Manager      *Not suggested for new players*

**Most important to understand.** This person should be the **ONLY** person picking up VR capsules (until Mission 10, in which case go nuts). I can't stress this enough, but **DONT PICK UP ANY VR CAPSULES UNLESS YOU MANAGE TO COMMUNICATE TO THE ENTIRE MPA THAT YOU ARE THIS PERSON, WHICH YOU LIKELY WON'T/SHOULDN'T BE IF YOU'RE NEW.** A special instance which you might objectively need to pick up VR is in M5 if the MPA kills the Falz Arms before the VR Manager teleports from the Cougar NX area, as they will instead teleport to the Burn Draal room. Pick up the 15%/Medium VR from the Falz Arm room without overloading if you notice this happen.

### 2. Aggro Target ( タゲ )      *Not suggested for new players*

This person's role is to draw the Burn Draal/Vomos Igrithys' aggro on Missions 2 and 7 so the rest of the party can destroy the Baize in peace. They will also aggro the Burn Draal on Missions 5 and 10 away from the rest of the party so they can fight the Caterdrans more easily. **If you are not the Aggro Target, do NOT attack the Draal/Vomos in M2/7.**

### 3. Funji Target ( ファンジ )      *Easy to do with Heavenly Kite/TMGs*

Less important than the previous two roles, exists to provide the MPA with more miles at the end and to control who deals with the Funji, but has a regularly designated role nonetheless. This person volunteers themselves to the Funji on Mission 6, which traps them inside with a Dark Agrani. This person typically uses either Dual Blades + Heavenly Kite or TMGs + Stylish Roll + possibly Aerial Shooting to dodge the Agrani's attacks while simultaneously breaking the Funji. Some MPAs might have a VR Manager who is also the Funji Target so that they may backtrack and collect both VR and the missed drops + Tagami Blitz units.

### 4. Interval Starter ( 先行 )      *No work experience required*

This person's role is to wait at the entrance to the Interval Area and enter it as soon as that Mission's boss is killed. They should do this at the end of Missions 5, 7, and 9. The purpose of this role is to stop the VR drain ASAP, in exchange for

losing out on the final drops for that Mission. No experience required, just the mentality to be willing to lose out on drops for the sake of the run's speed.

## Mission 1 (Forest)

- **Rifles, Rods, and Swords** are possible drops from this Mission.
- **One Point**, **Twister Fall**, and **Foie** are PA Disc drops from this Mission.
- The **VR Manager** should trigger the platform switches in the area to the left of the **Rockbear** while the rest of the party fights it. A box at the top of the cliff may drop **Units**.

## Mission 2 (Volcano)

- Most parties tend to head right at the fork first to fight the **Wolgahda**, then left to fight the **Caterdran**.
- The **Aggro Target** should be aggroing the **Burn Draal** once the second switch is flipped.
- Choose the rightmost switch in the next area for a **Challenge Doll**.

## Interval Area 1

- Exchanging for the **Scepter** here is highly recommended due to its Lightning Attribute.
- Drop any spare weapons you may have. You will find many more later on.

## Mission 3 (Desert)

- Two sets of five **Guardines** will spawn, one after the other. Always kill the center Guardine first, and don't let any of them detect you.
- The first laser fence doesn't matter since it only darkens this particular area. Darkers spawn regardless.
- The second laser obstacles should be traversed by a single competent player. **Wait for the obstacles to be deactivated before moving on.**
- The rear area with the **Cougar NX** will spawn tornados that force the player into the next area. Avoid these at all costs.
  - The **Cougar NX** can be aggro looped into a single position if the aggro'd player positions themselves with the central pillar inbetween them and the Cougar NX.

### Notable Weapon Drops

Cougar NX:

- **Yasminkov 4000H**
- **Twilight Rune**
- **Zanba**

### Notable PA Discs

- **Gekka-Zakuro**
- **Ragrants**

Cougar NX:

- **Satellite Aim**

## Mission 4 (Forest)

- **Ragrants** and **Trap Search** discs from Mission 3 are normally dropped at the beginning of the area for the casters and clearers to use.
- Try to destroy **Corrupted Campships** ASAP if you are using techs or ranged weapons.
- A **Gel Wulf** will spawn on top of the Cannon at the start of the Destruction Trial. Try to wait for it to aggro elsewhere before jumping on the Cannon or it will aggro to you anyways.
- The first dark room contains several Darkers. Five ground switches scattered around the room can be flipped to turn the lights back on, with a **Kartargot** sitting on one of them.
  - This room contains a rare weapon box.
- The second dark room contains **two Wolgahdas**, and can be relit by damaging five wall switches enough. The wall switches are heavily protected by traps. Killing the Wolgahdas also turns the lights back on, which is oftentimes faster than triggering all five switches.
- The **Fang Banther/Banshee** should be killed first. Don't forget that their death animation causes damage when they fall over.

### Notable Equipment Drops

#### Area Drops:

- **Rikauteri / Licht**
- **Kenei**
- **Yoi**
- **Skull Sorcerer / Licht**

### Notable PA Discs

#### Area Drops:

- **Cluster Bullet**
- **Penetrating Arrow**
- **Ragrants**
- **Hien Tsubaki** (for banther claws)

## Interval Area 2

- **Bullet Bows** are exponentially more useful from here on due to **Penetrating Arrow**.
- Mission 5 features a split in the road that the MPA should address. **Five people go to the left** while **seven go to the right**. The right path is for those who are well versed in enemy aggro and tells while the left path is for those who can mob efficiently.
- Japanese players will typically indicate where they are going with **左 for left** and **右 for right**. You can communicate similarly by typing > or <

## Mission 5 (Volcano)

- Feel free to use **Shiftaride** and **Debanride** liberally. For some reason the enemies drop a **LOT** of them in this Mission.

### 左 Left Path (5 people)

- Several **Darkers** will spawn here, including a **Wolgahda**. No tricks here. The gate to the next area will open once Right Path clears their Rockbear wave.
- A couple of **Goldrahdas** will spawn up ahead, and call in a pack of them once they're defeated. Foie techs, Ragrants and Penetrating Arrow are useful here as they initially spawn in a line. Head towards the Right Path once they are all defeated.

### 右 Right Path (7 people)

- The group of seven will fight a **Rockbear** while dealing with a **Barbarilipan**.
- The gate to the next area opens when Left Path defeats the initial Darker/Wolgahda wave.
- One person should aggro both **Tranmizers** away from the Cannon, while another aggroes the **Gel Wulfs** so another person can shoot them.

- **Cougar NX** can be aggro looped if the aggro target stands on a Barbarillipan pillar.
- The **Falz Arms'** room can be lit up for several seconds by stepping on a randomly located switch.
- Keep an eye out for the **Burn Draal's** grounded fire pillars as their range is extremely long and not limited by aggro.
- **Dirandals** can be instantly killed by killing the riders instead of the mount.
- Burn Draal can be killed once its tail is broken. The party can continually strike its face while breaking it's two horns to continue to stun it until it dies.

## Interval Area 3

- Notable PA Discs that are shared in this area are **Cluster Bullet** and **Nafolie** for mobbers, and **Heavenly Kite** for the **Funji Target** and Dual Blade users.
- The MPA should communicate which corner each person will go to during Mission 7. A common spread is:

- |   |               |             |           |                        |
|---|---------------|-------------|-----------|------------------------|
| ○ | 5 people =    | Upper Left  | <b>左上</b> | <i>lit. Left Up</i>    |
| ○ | 3 people =    | Upper Right | <b>右上</b> | <i>lit. Right Up</i>   |
| ○ | 3 people =    | Lower Right | <b>右下</b> | <i>lit. Right Down</i> |
| ○ | Aggro Target= | Lower Left  | <b>左下</b> | <i>lit. Left Down</i>  |

- The spread won't always be the same, but the party will typically describe what they plan to do, through symbol arts or through calling a corner.

## Mission 6 (Forest)

- AoE is your friend here if you are mobbing. **Cluster Bullet** is especially useful if the entire mob party is using it.
- Let the **Funji Target** choose the switch at the **Funji**. 99% of the time they will choose the **Tagami Kazuchis** on the left. **Make sure to kill both Tagamis before Funji Target is transported so they receive the XP.**

### Notable Equipment Drops

#### Area Drops:

- **Gloam Rain**
- **Coat Edge D**
- **Blitz Symbol + Sign**

## Mission 7 (Volcano)

### 左上 Upper Left Path:

**Caterdran'sa** and **Dirandals**.

Kill Dirandal riders so they can't dismount. Dirandals will run away.

### 右上 Upper Right Path:

**Wolgahda** and **Darkers**.

### 左下 Lower Left Path:

Two **Dirandals**.

### 右下 Lower Right Path:

**Kuklonahda**, **Sorza Brahda**, and **Goldrahdas**.

- Take the VR Energy over the Challenge Doll this time around.

- You can use the 30 seconds after the **Interval Starter** reaches the Interval Area to pick up rare drops that may have dropped in other corners.

### Notable Equipment Drops

- **Assassin Claw**
- **Agito**
- **Niren Agito**
- **Latria Rain**
- **SSPN Launcher**
- **Demonic Fork**
- **Divine Tsukuyomi**

### Notable PA Discs

- **Ride Slasher**

### Interval Area 4

### LAST CHANCE TO BUY CONSUMABLES

- However, you can still buy **Moon Atomizers** and **Challenge Dolls** in the next Interval Area.
- Stocking up on **Star Atomizers** is recommended for the final areas of Missions 9 and 10.
- Exchange for **Red Weapons** that you are using. They are Exchange Material for **Blue Weapons** in the next Interval Area.
  - If you need **Units** for **Red Weapons**, exchange **Grinder** for **Sub Units**, as they cost 2 Grinder as opposed to 3.
- Exchanging for **Fury Stance** is highly recommended. **Remember to add to subpalette.**

### Mission 8 (Desert)

- The map is almost entirely identical to Mission 3, except dark.
- The second **Guardine** wave will be in a crevice to the left. Let ranged deal with them.
- Just as in Mission 3, do not trip the laser in the latter end of the area or it will spawn a **Tranmizer**.
- Instead of Cougar NX you will fight **99 Goldrahdas** feat. **HP values of a level 1 Rappy.**

### Notable Equipment Drops

- **Dio Grevahn**
- **Brionac**

### Notable PA Discs

- **Sakura-endo** RARE
- **Gravity Point** RARE

## Mission 9 (Forest)

- The map layout is identical to Mission 4.
- Don't forget to destroy **Corrupted Campships** ASAP if you are ranged.
- You will fight a **Dark Ragne** in the first dark room. Focus the Ragne first.
  - This room has a rare weapon/unit box.
- You will fight **two Bayaribibbles** in the second dark room. Try to have the party focus on one Bayaribibble first.
- The **Interval Starter** should be waiting at the exit before the Banthers/Banshees die.

### Notable Equipment Drops

- **Panzer Faust**
- **Evil Curst**
- **Klothov M238**

## Interval Area 5

- Use all of your means necessary to trade up to **Blue Weapons** if you have their respective **Red Weapons**. There will be many excess Grinders left over.
- Make sure you have **2 Challenge Dolls** and **5 Moon Atomizers**.
- Exchange all garbage weapons, units and PA Discs for **Grinders**.
  - Once you are fully equipped, drop your remaining **Grinders** for whomever else may need them.
- If there are enough spare **Grinder** once everyone is done/waiting for the teleporter, purchase the **Chain Trigger Disc** and drop it for any premade parties as it is not limited to TMGs.

## Mission 10 (Volcano)

- **Do not bother looting red crystals or backtracking for anything. You will be extremely pressed for time no matter what your VR situation is.**
- From this point on, VR Manager should not be the only one picking up VR. If you get there first, pick up any visible or hidden VR you see. There are **four hidden 15% VR capsules** in this mission.
  - Pulls a DKC2 and is behind you upon starting the Mission.
  - Behind a block next to the jumper at the end of the **Alonagahda/Falz Arms** room.
  - High up in an alcove on the left of the **Gel Wulf** room.
  - Immediately to the right in the dark **Cougar NX/Barbarilipan** room, in the lava.
- In the final room, kill the **Caterdrans** ASAP in order to unlock **two 15% VR capsules (one per defeated Caterdran)** in the upper left corner.
- Once the **Vomos Brodothys** spawns, immediately tack on as much damage to it's wings as possible, as this is a guaranteed moment where it will not be moving.
- Best advice here is to know/learn how to fight Vomos from Ultimate Naberius. There is no special, catch-all advice or trick to beating it outside of knowing how to avoid its attacks while being efficient with DPS on the wings, then the weak points. **Not dying is the most important contribution you can give here if you don't know how to fight it, even moreso than dealing damage.**