



Welcome to Luna Storia, a world of waifus and marvel. In this guide, I will be covering the basics and most aspects of gameplay to get you started on your adventure.

Entering the game:

We kick off our journey with our first roll. Note the summon again button at the middle of the screen. Your roll can be SR-SSR and there is no penalty to clicking the summon again button as many times as you want. Click to your heart's content until you roll a waifu or a meta relevant hero.



After your choice has been made the game takes you into a couple introductory maps. You move your character around and the game introduces you to it's main cast. You get 1 Main Character, Bear and Nana. The MC you choose is a SR of a certain element. The one you pick doesn't really matter(they are identical units other than their look and element) but you can't switch him/her so make sure you pick one that you like to look at whenever the game forces a conversation up with MC. I'll explain the basics of combat while I'm at it since it is rather short.

In Combat:

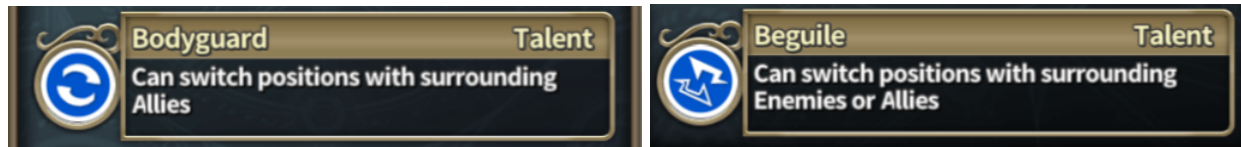
Movement:

Your character start off in their designated spots, you can move them before you start the stage for strategic positioning which is more important later on in harder maps. Your characters can move a total of 3 tiles non-diagonally (Increased by up to +2 if you have a movement perk). But the maps are only 5x4 in size and you should be able to get yourself to the enemy units in 1-2 turns anyway. In almost every map you are given 2 flags in the top left corner of the screen. These flags are moves that you can take. So you can move your MC to one square and then Nana to another and that takes up your turn. Note you can not move a unit 2 times in one round.



Here you see the 3 tile move restriction when clicking my Ayda to move. The dimmed areas are where my unit is unable to move.

*Some units have displacement talents, these let you swap positions between players if you move them into another allies place. There is also an enemy version of it as well as several other variations of unit swapping. You can check this in the bottom of the talent tab in a units page or you can just check in any map.



My Ayda in aboves image has the Beguile talent so a move from her could displace any one of my 3 of adjacent units and they would switch places. This would consume 1 flag and ayda's movement but you can move the unit that was displaced.

There isn't much else to say about movement, there are binds (which stop movement) and skills that restrict movement that you may use or have used against you. You can also double tap a unit twice to consume a flag if you wise to stay in the same place.

Attacking:

Attacking is fairly unique in this game. Rather than dragging your units up to your enemies, instead you want them near your enemies and lined up with your attack arrows.



Having multiple units engage in combat for a round gives a combo attack bonus up to 2.5x. When moving your units over a given area you get damage estimates of how much your unit would do both by the numbers around your units and a decrease in the opposing units health *(This is a minimum estimate that doesn't account for everything but will give you a rough outline of how much you are going to do in a round)*

Note bosses take up a 2x2 space on the map. Overlapping attack arrows do “double” or “triple” your damage output for a given unit. 1x1 small monster units however can only be targeted by a unit once.

Attack arrows generally don't matter, most if not all units have arrows that can double hit bosses. You should always be able to surround a boss with 5 squares around it to make sure your units hit the boss at least twice. And some more unique configurations are useful for dealing with smaller mobs too. It is good to have some range arrows for when you want to keep a unit away from a boss/mob behind another friendly unit as well as some free ranged hits without worrying about moving them.

A penetrating arrow or 2 adjacent normal arrows allow a unit to double hit a boss. Some units are blessed with “triple” arrows such as Diaz in the screenshot above who has a middle left penetrating and a normal arrow and can get off 3 squares worth of hits with overlapping attacks.

(Also you might notice the blue circle things on the ground as well as red circle things sometimes, no one really knows what they mean tbh, something about attack ranges or something?)

Combat Skills:

Based on rounds in which your unit is fighting in combat and not idly hiding in corners or being dead, your combat skill cooldown goes down. Your combat skills can be accessed by clicking the blue circle in the corner. They start off with a cooldown generally and become usable halfway into the battle. Some units like Asta have a rush based combat skill in which they are castable right from the turn you enter a map.

Combat skills are generally “weaker” versions of ultimates, having smaller multipliers and lesser effects (mainly the damage based ones are typically mediocre) but there are many amazing utility ones such as Damage reduction/Defense Reduction/Invulnerability as you can see from the screenshot. Sub heal (20%+) combat skills



are also quite good to have a couple starting off to compliment your single or lack of dedicated healer.

Some units have some seemingly “Do Nothing” combat skills like Invulnerability down, Poison protection, Disable combat/ultimate skills, Attack Down Dispel but are usually useful for PvP utility or become useful in certain event/dungeon content when those debuffs or buffs show up that requires these niche skills to counter.

Ultimate Skills:

The more prominent of skills and usually a defining aspect of hero if they have an average combat skill and stats. These are generally tied to the units class mechanics but can be generic involving attack buffs and heals as well. You charge them in the same way combat skills and you can also pick up Spellbook items on the that might spawn on a floor to get an instant charge up.

The added factor of these ultimate skills is usually a targeting range. Rarely do any combat skills give you the ability to choose a target for as they are usually small aoe damage around a radius or area/team wide buffs/heals but ultimates generally affect large portions of the map and start from you specified area and spread out according to it's range.



Items:

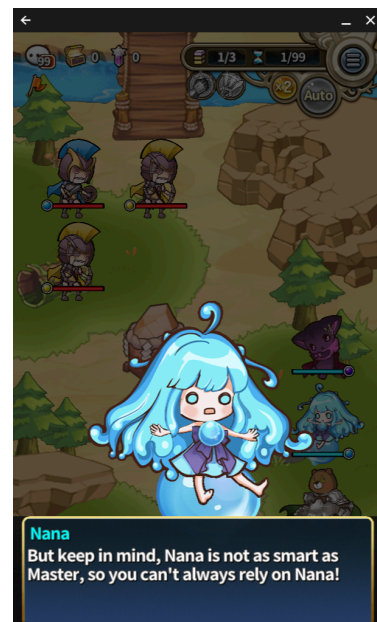


All these are pretty good. The boots are basically useless with small maps and lucky chests don't give too much in regular stages but can be an ok bonus but odds are you are autoing them anyway so your units will pick them up. The rest of the bonuses are nice to get (tome is amazing) if only just to prevent the enemy/bosses from getting them. Don't go out of your way to get them if you don't need to though as most of the content these spawn in iit isn't necessary to pick them up.

Autobattle:

Other than blowing combat/ultimate skills as soon as they are up, nana is actually very smart for an AI. She also clears maps for you much faster as you don't have to click anything. You can disable combat skills and ultimates for "faster" clears sometimes too.

Odds are when you are still learning the game Nana Ai will be more optimal for you for clearing stages. It teaches you good positioning and some neat tricks that you might not know. You can rearrange the order of your units in team menu to optimize skill order since nana will cast skills from left to right according to your team order in the team menu. This is useful for lining up ultimates after attack buffs/defense drops



You gain access to autobattle a couple rounds after your initial tutorial maps. It is recommended to watch the AI go through a couple rounds early on to get a feel of how your units can be positioned for optimal dmg. Nana has her flaws though and can position badly at times and for harder content you definitely should switch to manual mode.

Heroes:

You can access your heroes in the heroes button on the bottom of the red menu when you are out of battle and clicking heroes on the bottom left corner. Click a hero and we can start looking at all the things you can do to grow your hero.

Basic Details:

Your basic stats and summary of your hero. You can click critique for a review but most are in Chinese and people tend to rate on waifu factor so it might not be the most help. You can see the attack arrows by clicking on the middle right box too. Click Max to see potential maxed stats at lv 120, class 10 as well.

The 3rd part of the stats page shows the **element, class and move type** (The third one basically doesn't matter).

A heroes **level** can be raised to a cap of level 100 and further raised to level 120 once your class has been raised to 6 or higher.

Health - A units HP value. When it hits 0 they are unable to continue in the map. If your team is all wiped out you lose the stage and can respawn for 1 gem (Worth sometimes). Some Healing skills and some damage skills(mostly retaliate) are based on HP value.

Attack - Your value for dealing damage, both from physical (auto attacks) and other attacks via (??x attack damage) combat skills and ultimates. Scales with attack buffs and damage amplifying skills.



Defense - A complex formula that people don't really know about. Good on tanks and good on squishies to keep them alive. Defense reduce is a very powerful stat in this game and the opposite isn't too bad either.

Critical Rate/Resist- Your units ability to deal critical hits (through physical auto attacks unless otherwise stated) and your units ability to resist being crit. So 50% crit rate vs 50% crit resist means the enemy can't crit you. Most values will be "low" below 50 unlike other games where units might reach over 100% crit rate. There are a fair number combat/ultimate buffs to boost crit rate to 100%+.

Evasion/Accuracy: A gimmicky stat for dodging mainly physical attacks. It sorta isn't worth to build as it needs some buffs from elsewhere to reach a high number and those buffs give 100% evasion as well. Though bosses and PvP there are some units that give the contrary in Accuracy up or dispel evasion buffs that can make it "useless" still sort of clutch when you can dodge a killing physical blow. An interesting thing to note is that invulnerability treats everything as a "Miss" but I believe they just hardcode the values to have everything be dodged.

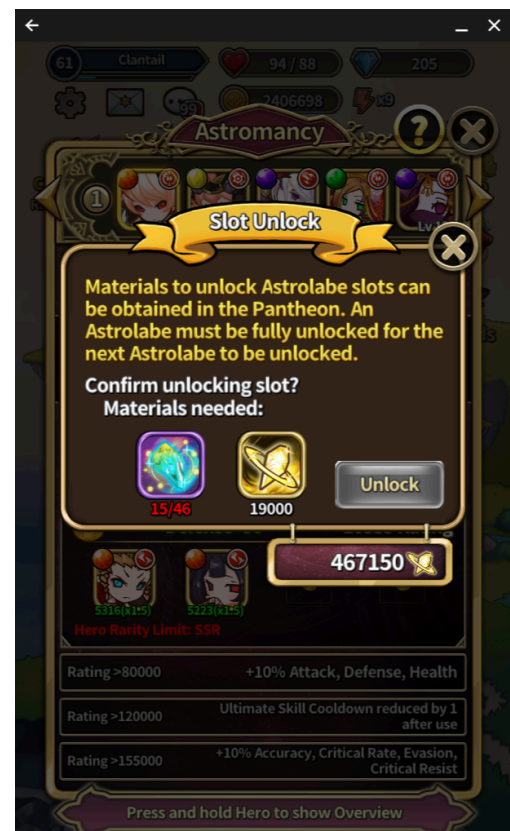
Luck: You get some luck by drawing duplicates. Used to increase drop rates in some content (It will say it on the menu if it does) and also getting Lucky Chests to randomly drop at the end of a dungeon. Gives a bunch of goodies and even Gems.

Rating: A mashup of all your numbers that contributes to your team rating. The number doesn't really matter that much as long as you are optimizing and building your units properly but it is important for the units that you put into your astrolabe.

Astrolabe:

Astrolabe is a feature unlocked at level 25 for the player and it is one of the main ways to grow your team after maxing out other aspects of a unit. You start with 2 slots of the first row unlocked which can put S-SS units inside. Additional slots cost stargems and stardust to unlock which are gained through some shops/giveaways and pantheon maps. They are unlocked on each individual unit so you will have quite a lot of slots to unlock if you are building units on the side as well.

There are 5 rows total and each one allows for an increased rarity of units. (S-SS, S-SR, S-SR, SR-SSR, SSR) You obviously want to fill them up with the strongest units you have but there is a catch. You can't use a unit more than once and units have a multiplier



bonus based on class and element. You get a +0.5x bonus for class and +0.5x bonus for element. So putting a unit that shares the same element and class in the astrolabe will provide a 2.0x rating bonus. The astrolabe takes a units rating and converts it to a % stat bonus. You can reroll the potential tier of any row in your astrolabe 5 times a day for free. You want to get tier 3 in every slot and a mix of Hp/Attack/Defense. Once you tier up a potential you should choose to



keep it even if it is a “bad” stat like critical resist since after tiering up it is impossible to tier down. Defense is usually saved for the last 2 slots because it scales higher with higher rating SSRs and you can choose Hp or Attack depending on your units role on your team.

You get some very powerful bonuses for reaching the final tier of each row. As well. Here my Eiko has received the first bonus in her 4th row of her astrolabe largely due to the bonus multiplier of a nearly maxed Carol. So evolving, perking and ultimate boosting your side units (this is far in the future especially when talking about S-SS units) will boost their rating and in turn give more % rating conversion stats in your astrolabe. This is the part where the bonus item of elemental trinkets for S-SR Hp/Defense evolving becomes very nice since you don’t have to waste insignias on them (Crests are another story though but you can use hero shards for attack and ultimate up). Perking astrolabe with ultimate/combat based perks seems to be the best way to boost rating but you are

likely doing the 3 perks in 1 affinity by using a same class/element as well.

Training:

Going over to the next tab you have training. You can raise a units level by using mana crystals. You can get them from most maps as a end of dungeon currency drop and some events/login bonuses and such give them away in chunks of 500k. It costs around 2 mil mana and some amount of gold to raise a unit to level 100 but it isn’t too hard with the beginner giveaway items and farming sheep farm which I’ll get to later. Your initial team of 5 should have no trouble getting to 120 in the first week of the game. Leveling up of course increases the stats of your units attack, hp and defense.

Class:

Over in the 3rd tab you have the class tab. You can click over the Base stat and Attack stat tab to see the growths you get when you class up your unit. The third tab gives some information about the character class which is pretty useful to understand for newer players. There are 5 classes and they have general focus in their basic mechanics and stat distributions.

| | | |
|-----------|----------------------------------|---|
| Striker | +Attack -HP (Offensive) | Shield/Damage skills |
| Corrupter | ++Attack -HP -Def (Glass Cannon) | Curses/DoT abilities/Utility Skills/Heals |
| Trapper | +Hp +Def (Tanky/Utility) | Weaken defense/Utility traps |
| Punisher | +Def +Hp (Tanky/Offensive) | Counter/Retaliates strikes |
| Brawler | ~ Hp/Def/Attack (Balanced) | Double hit/Chain extra attack |

This is just a general basis for most characters though, There are offensive trappers and defensive strikers for example based of skill sets or abnormal stat distributions.

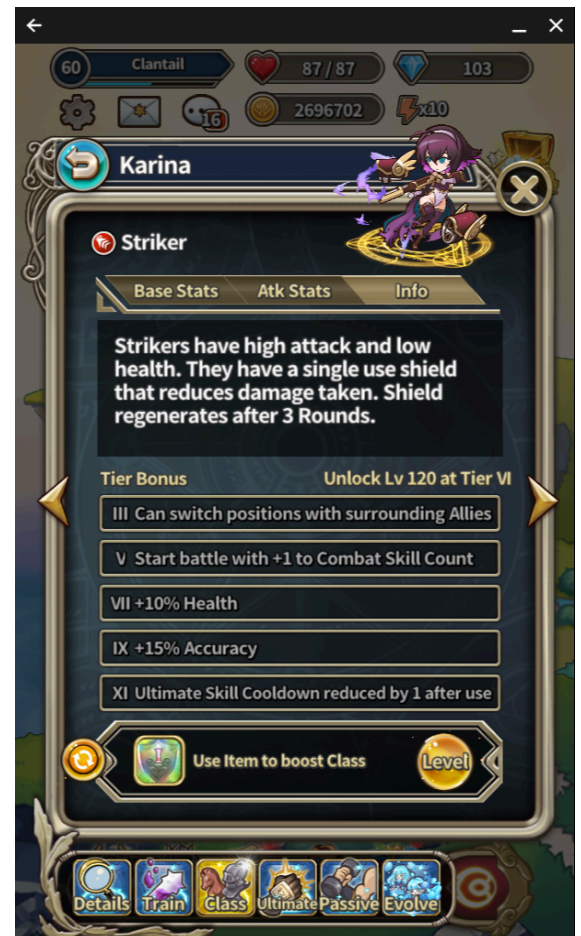
Your unit gets a variety of useful tier bonuses as you class them up which are different for each hero up to class 11. The 11th class as of this guide is not available at the moment so the maximum you can reach is class 10.

It costs evolution materials to class up and the materials needed change as levels increase. Farming the later classes is actually rather tedious from story and random special maps. Luckily the game gives away Class 1-10 packages(These give 1x of each class booster) fairly often from login giveaways and there are often events that give you 1-2 from score rewards or something similar. Starting off you should get several I-X class boosters from beginner stuff and login packages. Make sure you have your initial team set before using them as they provide some significant increases in powering up your heroes and it's best not to waste them on something you might bench early.

You can click on a material and it will tell you the campaign/pantheon map you need to farm to get them from if you are out of class up boosters and want to class up a unit.

Ultimate:

Ultimate is the tab where you can lower the cooldown of your ultimate skills using Hero Shards and/or Elemental Orbs.



Hero Shards are obtained from some maps where they are specified to drop. It will say there is a chance for your hero shards to drop at an uncommon to rare rate.

The primary place to acquire hero shards is through Guild Battlefronts where you send your units out for a mission that decreases in time based on the amount of total team rating of the units you send. You have a certain chance to get hero shards based on the rank of the monster. For lower tier units like s-sr (like Nana and MC) or story line characters, you can farm their hero shards from their respective maps or purchase them in bundles of 3 from the Bijou shop.

Elemental orbs are given away through daily quests and found from key dungeons and events. These are quite hard to get and you will need quite a lot of them to max a unit's cooldown to the max especially when the success rates get low.

There is no difference to the material you use to level up but this is one of the best uses of hero shards since you can only use a heroes specific hero shard to level up thier ultimate whereas elemental orbs are universal to its element.



Success rate drops as the level increases from 100 -> 50 ->33 ->25.... To 15% near the ending levels. You always have a pity success given to you after 7 consecutive failures. (This resets if you succeed in leveling up).

Ultimates range from cooldown levels needed. In above, Lollie's ultimate cooldown is maxed at level 16 for a final cooldown of 11. Most ultimates when maxed range from 8-12 turn Cooldown.

Make sure you want to reasonably invest in a character before spending lots of elemental orbs on your ultimate cooldown as they are quite scarce to obtain.

Passive:

There's quite a bit to go over in the passive skill section as it also involves the affinity system and perks.

Starting off you have your characters passive skill. You can level up your passive skill with primarily sages stones that give 50 experience each. You can use hero shards(same hero shards give 2x exp) and elemental orbs too but it's almost always not worth it.

A passive is maxed out at lv 50 but it's level cap can be raised to 75 upon evolving a unit. Below is an image of me about to feed 5k sage stones to my Rrika. My Eiko on the left image has has a maxed passive at level 75 since she is evolved.

Passives have a self component and a leader component. The self component affects only the unit and can involve slight benefits like damage down when facing a certain element or increased damage against your counter(element advantage) element. There are some really useful ones that have self buffs of attack or hp % too.

The team component of the passive affects the entire team if the unit is placed as the team leader. It can range from Damage, Attack, Health, Defense up, Mechanic damage up and some are conditional on units on the team or only activate once your team meets a certain criteria (such as 3 corrupters/2 lights) or only benefit certain members of the team.



Affinity:

You may notice that my Eiko has 2 more passives listed in the Affinity tab. The affinity system lets you “inherit” passive skills from other units(**this doesn't consume the other unit**). You have 1 slot unlocked by default and addition slots cost wisdom keys to unlock costing 10 and 30 respectively. Unlocking extra passives is a hefty investment so be sure you know the affinity is something you want and your unit will be a mainstay for your team(s) before investing heavily

into them. I would recommend unlocking only the first slot first depending on the character you have as leader if you are unsure about replacing them later. Wisdom keys are quite rare only from log in, events, guild shop and red treasure chests in silver key dungeon.

After unlocking a slot you have to choose a unit to inherit the passive skill from. On the second image below my Ayda has gotten an affinity with my Ura. This will be important for the perk section. You level up affinity in multiples of 10%. Each increment of 10% will give your unit 0.1x effectiveness in the inherited passive. When maxed your unit will have 1x effectiveness of the inherited passive. The level is based off the level of the passive on the unit you inherit from.

It progressively costs more morganite and affinity stones seen at the bottom to max out on affinity. In total it costs 275 affinity stones to max a passive. Affinity stones are mainly gathered from PvP/rewards and event/score maps and key dungeons.



Perks:

Over in the perks tab you can see 5 perk slots, 4 of which are locked. You have to unlock them with kindred seals. The cost again increases as you unlock slots starting at 5 and ending at 20. You should be fine with unlocking slots for your main team and you really only “need” 3 slots to start off. You can use gems too but it isn’t recommended.

The main perks that you want to unlock are the HP, Attack and Defense ones. Most perks are universal throughout all characters only requiring different affinities to certain heroes to unlock. The Hp/Attack/Defense ones need a same element, same class and same element+class respectively. Note you can learn all 3 with just 1 affinity.

In my example Ura is a Dark Brawler and so is Ayda. So having max affinity with Ura means I can unlock all 3 of these stat increase perks. (You can use any S-SSR unit for this as well) In general almost every unit benefits from having all 3 equipped unless you are going for a specialized cd build (which you can do anyway with your remaining slots). Other perks include combat skill cooldown starting the round and after use and ultimate cooldown reduce chance. Movement up is good for key dungeons but you only have to learn that on 1 leader and you can learn it on any benched unit.



Nana and MC are always available to perk with but there are sometimes better ones. Some perks might be inaccessible because you haven't drawn a specific unit that they require to unlock but these are generally the less critical ones where you can find a acceptable substitute or even an equivalent. Usually units have a solid perk with some s-sr unit that should be rather decent and you can always use the Nana/MC ones as well.

After you get their affinity you do not need to equip their passives(so my ayda can equip the brawler/dark perks without any affinity passives from my ura/darks/brawlers). There are also levels to the affinity passives (usually 2 or 3) so for example lv 1,2,3 attack gained at 30%/60%

and 100% affinity. Unfortunately you can not stack something like 3 attack perks together, once you reach an affinity threshold the previous levels of attack become unavailable.

Evolve:

Evolving a unit takes quite a bit of resources. Crests and insignias/trinkets are needed to boost the health/attack/defense stat all to level 10. Each level increase corresponds to a 2% increase to that respective stat maxing out at 20% each. Leveling up health and defense costs insignias of that units element or trinkets of that element if the unit is S to SR. Leveling attack costs crests to increase at a smaller rate.

It costs something like 1300 insignias/trinkets to fully max a stat and 500 or so crests to max attack. Over the first few weeks nana should be giving you a lot of package goodies that include lots of bundles of 50x insignia/crest materials. You should be able to evolve a couple units by your first 2 weeks of the game and over a month you should be able to evolve your entire main team.

After that the process is sort of slow but you are mainly just building up side units or units you want to swap into your main teams flex spots or just to raise the level cap of a lv 50 passive to lv 75 to inherit for stronger leader passives.

Evolving gives a stat growth, passive cap increase to lv 75, some skill/damage buffs and a new appearance.

You mainly get evolution materials from beast lair, various event drops/shops, guild activities and shop and key dungeons as well as log in bonuses.

Trinkets are easy to get with the game giving you one free entry to a series of 5 mini dungeons a day for 50 trinkets of each element. You will also get a ton of trinket packages/chests that will pile up in your inventory. You will want to evolve or at least stat up some S-SR units for something I will go over later.



PvE Content:

This section focuses on the PvE aspects of the game primarily found in Pantheon and Campaign. A great thing about this game is failing/leaving a dungeon doesn't consume entry costs like stamina/energy/emblems. They recharge at a rate of (1 per 3 minutes?, 1 per hr, 10 per day) respectively.

Campaign:

Honestly you don't really have to do much of it if your lazy. I myself have stopped doing it without even clearing chapter 9. Still there are quite a few benefits to go over for doing the campaign.

The entry costs for campaign maps is stamina. Each Stage gives you a suggested difficulty which you can basically ignore since your brute forcing it until you can't clear anyway. Map 4 should be sort of difficult starting out. Clearing a map with 3 stars gives you 1 gem so there are plenty of f2p gems available from clearing chapters 1 to 10 in Normal/Hard/Epic mode. You also get some small achievement bonuses which are quite nice when starting out.



After clearing a map with 3 stars and reaching level 10? You unlock the ability to sweep that map. You can only sweep a "Boss/Warning" map 3 times a day but you can do it over several difficulties if you really want a units hero shards or something. The other maps have no restrictions and you can sweep to your heart's content (useful for speed leveling if you feel like wasting stamina potions as well). Campaign has no sweep restrictions other than the aforementioned 3 sweep limit to Boss stages as long as you have cleared the map one time with 3 star rating. Sweeping campaign is good for quests, trails and farming materials for evolving. It's also good to get campaign bosses from their hero shards before drawing early on to make other duplicates of them give you a radiant gem but it's not really a big deal.

Pantheon:

This is where all your event and special maps are located. For the ongoing section we have Beast Lair, Sheep Farm and Treasure Paradise. I'll briefly go over **Incarnation: Horror Dominion** which is hidden underneath since it's quick.

Once you first clear the incarnation maps you can sweep them. There's one for each element and they are fairly easy so you should be able to 3* them no problem. Every day you get 1 entry only and can sweep it. Just use 5 sweep tickets and collect your 50 trinkets of each element and some gold.

The other maps are much more important for building your units and farming resources.



Beast Lair goes up to 4 and will be your main source of crests and insignias. They get harder the deeper you go so you should try to get as far as possible and then sweep the boss floor of the element you need materials for. Sweeping the boss floor is important because they typically are the ones that give crests and also give stardust which you will need a ton of for your astrolabe which I'll talk about later.

Entry costs emblems and costs 1 to enter each so you will be running/sweeping 10 a day to get your crests/insignias/stardust.

Sheep Farm is a daily dungeon available for 30 minutes only. Once you start your first run you will only

have 30 minutes afterward to clear as many as you want/can. The entry cost for this is stamina and costs 6 stamina per difficulty. The max difficulty is 4 costing 24 stamina per entry. The rewards for clearing are a lot of experience (Very fast for leveling your character up to even lv 100) and mana crystals for training your units. The highest difficulty is still rather easy and the monsters are quite weak so you should have no problem clearing it. Time is more the issue or having enough stamina saved to run it a lot of times.



Treasure paradise or your key dungeons are also very important maps. You can enter the silver and gold key dungeons by having 3 and 6 of their respective keys. Silver keys are gained through various gameplay rewards and primarily through Archimedes Trials. Gold keys are more scarce and are given away from the 3rd Archimedes trail, guild battle rewards and in red treasure boxes in silver key dungeons (as well as daily/log in events).



Notable drops from silver key dungeons are mainly just in Red Treasure chests. They are Gold Key x1, Silver Keys x2 and Wisdom Key x1. Notable drops from gold key dungeons are misc 5x Packages, Stamina Potions, Orbs 1-3x and Gems 1x, 3x, 5x. Basically gold key runs have better loot than silver dungeons and at higher multiples. The last spawn of the gold key dungeon will also always be a gem box. The last box of a silver key run is usually a red or orb chest.

You can see what item a box contains by looking over the top. If they have no icon on top the box is either bronze, silver or red. Rewards increase as rarity increases for those boxes. Needless to say you collect the most valuable ones first.

The way these treasure maps work is there are no monsters that spawn and you have 10 rounds (also you have a 10 second timer per round to add unnecessary pressure). 3 boxes spawn in places on the map and every time you pick one up, another box will spawn. The +2 Movement perk is very important for these maps and diagonal move talent is good to have too.

These ensure you can get hard to reach boxes and you don't get stuck in positions where you can't get a box for a round and have to waste a turn.

There is a strategy for this but it's pretty simple to figure out. You just map out your run by taking valuable boxes with priority and also keeping close to other boxes so you can pick one up every round. Near the end of the run try staying near the center of the map to have a better chance at getting the Red/Gem Chest.

Limited Maps:

I'll cover events in it's own section but you will find them in this part of the pantheon as well. Here we mainly just have Daily Dungeons and Bandit Barrage.

Daily dungeons are element themed dungeons that appear 1-2 times a week featuring 1 element and a rotational miniboss. These use energy to enter and can cost 1, 2 or 3 depending on the difficulty. You should try do it in the hardest difficulty you can for scaling rewards but autoing some of these can take a while. (You can't sweep these). There are some pretty nice quests with them but laziness is a thing. Worth doing though since the content isn't hard and you can always run the first stage for them. Rewards typically include a rotational sr hero shards and some npc monster hero shard and some stardust + evolve materials. The rotational boss changes so you might want to farm the shards of him/her/it for collection/astrolabe purposes.



Bandit barrage is the gold version of sheep farm. Honestly you can be lazy and not do it since gold really isn't too much of an issue. You get star gems too for your astrolabe but stardust tends to be more the problem. Class up materials are nice too but you shouldn't be in too much of a hurry to class up more than a couple units at a time.

You can even run the last bandit barrage with only SR units and bellow for the challenge and to stock up on purple runes for when class 11 comes out or you want to class up a unit from 8-10 and have run out of class boosters.

This costs energy too but if you are in no need of any of the materials I would recommend the daily dungeons but you can always just run both since bandit barrage is a timed dungeon just like sheep farm.



PvP Stuff:

Pvp can be accessed in the arena and it resets weekly. You get 5 free challenges a day and any additional entry costs 1 arena ticket or 1 gem.

The PvP rank rewards honestly aren't that great (which is a good thing). Rank 51~100 is about the same amount of "stuff" as the 1000~9999 tier. The main draw is the win rewards that you can get every week. This is capped off at 55 wins and gives you 10 gems! Other goodies along the way are Elemental orbs, Kindred seals and the arena shop currency of arena medals which you can trade in for various goodies in the arena shop.



You get some freebie rewards daily/weekly rank rewards (some morganite and sages stones) for scoring in arena as well. Not much but it's nice anyway.

Each win you get also gives you 2 affinity orbs and some arena medals.

It is recommended to just battle the rightmost "NPC" as it is quick and very easy since it only uses beginner units. But doing free arena runs a week only nets you 35 wins. So you have to buy 4 stacks of 5x arena reset tickets(from the Shop) and use them over 4 days. This nets you a profit of 10 - 8 gems so 2 gems but everything along the way from 35 to 55 win rewards as well.

You can always do the more challenging ai for more score but you still won't rank higher than 51 so rewards aren't worth it but can be nice for the challenge or practicing for guild battles. Or you can take your 55 wins and save your try hard pvp for guild battles.

As for the actual battle side of it, you are spawned in the same clear 5x4 map with 5 of your units and 5 of your opponents units spawned in semi random locations. You then generally have the first attack and 2 flags worth of moves. Ultimates and combat skills work the same way but some might have more or less cooldowns as well as some skills having removed or bonus effects for PvP balance. Trying to move around and optimize your damage in a 5v5 dogfest is quite the challenge especially with enemy units repositioning around as well.



Worth noting some units like Celeboon and Edward which are quite low picks on PvE teams are quite strong in PvP with their utility skills. A lot of the do nothing skills also find a place to shine with their obscure niches potentially countering meta prevalent pvp units.

I don't really do the PvP content much justice as there is quite a bit of theorycrafting and team building involved to counter and build a team to deal with every threat. But the basics are there (reward wise) and you should be beating up nana ai starting out anyway before you move onto face stronger strategies made by real players in arena or guild wars.

Guild content:

Upon joining a guild at level 15+ you get access to a bunch of nifty things that I'll go over one by one.

First is **check in**, which isn't really very important. You just click the guild emblem at the top of the build building and you give the guild 100 guild exp and you get some guild laurels to use in guild shop/guild battle shop.

Battlefronts:

You get 1 battlefront to start in most guilds. As the guild levels to lv 20 and 30 respectively you unlock 2 more battlefronts for a total of 3. How they work is you see 3 monsters ranked from C to S. You generally only want to be doing A or S rank monsters. You



can refresh battlefronts with some flags which you get a lot of from just playing the game.

Their maximum cooldown time depends on the rank of the monster. A battlefront might start at 5 or 6 hours but can be reduced by sending high enough rating heroes. An A rank can be reduced to 2:30/2:45 and an S rank to 3:00 for example.

You send a unit with enough rating and it reduces the timer depending on its rating total. You generally want to send enough units so you can reduce it's timer to its minimum time. Then you dispatch your units and that consumes an active battlefront. You can then start another one if your guild is level 20/30 but if it isn't then you have to wait for the initial one to come back until you start a new one.

The next one you start you won't be able to send the same units again unless you waited 8? Hours or used a refresh ticket. So send another batch of units and rinse and repeat.

It is pretty easy to send stuff when you are going to sleep as you can just send any fodder unit(s) on A/S rank battlefronts without worrying about time since you are likely sleeping for at least 6 hours.

You get guild exp, laurels, random rewards (even gems if your really lucky) and hero shards of the units you sent out from doing these.



Guild Battle:

Revamped actually quite recently. Your guild can initiate battles against opposing guilds with the person in charge of initiating the battle choosing the guild they want to battle for rewards. (I believe this would only be the guild leader and maybe the sub leaders). The bonus reward will be listed and can be even gems and wisdom keys but they usually come with harder guilds so make sure your guild is prepared.

The opposing guild will have a certain amount of stars that your guild has to meet to receive bonus rewards. Once started a battle lasts for 6 hrs. You only have to reach that star total so feel free to get your guild to battle the weakest members of the opposing guild but make sure you don't kill someone twice. The opponents star rating does not increase in those 6 hrs, you are



basically just fighting against ai with your guild to reach a star number and once you pass that your entire guild will get the bonus reward.

You have 2 swords which you can use to enter guild battle. Once you choose a suitable opponent you can fight them by using a sword to enter a fight with them.

Guild fights are basically the same as PvP but there are attacking/defending rounds. Basically you do PvP normally with you starting first and after you win/lose and get 0-3 stars you then start another pvp round where your opponent ai has the first move (This one is harder because of ultimate/combat skill cooldown being in their favor). The game takes the average of both stars and gives your guild stars based on how many you earned from that opponent. Again try not to double up on the same person unless you really don't have any other suitable opponents to face.

Winning against an opposing guild enemy gives some stargems and guild laurels 500 each to be exact.

You get 3 shops that you can spend your guild laurels on. They give items based on total wins, consecutive wins and underdog wins.

Total and consecutive are pretty self explanatory (I believe consecutive doesn't even reset when you lose). Underdog wins are gotten when you face an opponent that is higher rating than you and you win. The shop rewards are progressive so you need to buy the 2 win item before 4-6-8-12 win item. It may seem expensive at first but with guild battles, check in and conquests that appear every now and then you should end up with quite a bit of laurels to spend.

There go in cycles so the rewards are never ending. You can claim 10 gems from every 30 personal wins too so guild battles are quite important.

At the end of the week you will get some keys and materials based on how your guild did in guild rankings in cumulative guild battle scoring. If you join a decently active guild that enters and wins enough you should end up in the top 200 of rewards.

Conquest:

These event type guild raids make you face a SSR boss over and over again over a 1-2 week period. You set up raids of 1x, 2.5x and 4x power based on some entry requirement that



refreshes at a rate of 1 per 3 hours. You can also pay one gem at level 60+ to start a 6x power run.

So in general you will be doing 1 in the morning and night periods without resets. A bonus is you can bring additional guild members with you for some benefits.

You have 5 slots in a conquest, you can take 4 additional members into your conquest by having them join your lobby. Having additional members is more efficient for taking bosses down as you all share the multiplier bonus and only the conquest leader has to use the entry cost. So a group of 5 people could come together and run 5 conquests at 4x power consecutively.

You also get additional drop chances for each person you have in your conquest so it is best to have some people tag along regardless. Drop rate increases further depending on team luck which is a stat that increases based on the amount of duplicate units you pull so in low damage runs or if you no longer care about meeting a score reward threshold you can put up your luck team to give you and your guildies a chance at better drops.

What does the conquest boss drop? Well if you think it's his/her hero shards you are wrong. Those come in the rank rewards at the end of conquest. You should have a solid 100-300 hero shards of that unit provided your guild was decently active in conquests.

The main draw to guild conquests is getting gear/gear crafting materials. Conquest bosses drop B-SS rank gear, nothing major they can be equipped for a small gain in attack, health or defense depending on the gear type. They also drop gear crafting materials. You can go to the forge in your sanctuary and craft a SR/SSR gear using conquest and guild shop materials. These are typically best in slot gears and they have crafted ranks. The last conquest had a 90% SR, 9% SSR and a 1% SSR+ which had scaling defense increase based on rarity.

SSR gear have better scaling and some come with bonus unit effects for certain units which can range from bonus stat value to %skill damage. You'll want as many of these as you can get your hands on for your main team and sub units.

You start a boss at level 1 and its level increases by 1 (which means stats too) every time it's defeated. It may gain some skills at increments of 5-10 or change its skill pattern. Dealing the killing blow gives a 3x bonus to score for that conquest, you can line it up if your lucky to have a boss at 1-5% and enter in a couple groups of 4-5 to have all your online guild members get the last kill.

The boss itself uses some gimmicks, attack down/up of a certain type and gives you some unique buffs and debuffs. You have 10 turns to dps the boss or until you die which will happen from some random curse DoTs or the boss just scaling really high in difficulty and auto attacking your team to death.

There are some very nice conquest rewards for scoring highly, your damage is divided by some fraction and you increase your score every run. Last event there was a 50 gem reward at 4 million score which can be achievable with a combined group effort and/or 6x refreshes.

I actually don't have a screenshot saved of the UI so I'll update this part later.

Shops:

Bijou:

Firstly Bijou are gained through random event/pouch side rewards as currency as well as transmuting(or trashing) unwanted hero shards. You can get a ton of it over time and there are several good and not so good ways you can waste them. The two main ways to use them are in the Bijou shop and in advance summon. I'll cover advance summon in the gacha portion of the guild.

In the Bijou shop you see a screen of 6 units where you can trade in your bijou for 3 of that units hero shards. Note you will need up to **60 hero shards** for SSR to summon so you have to buy a specific units hero shards (3) 20 times in the shop to acquire them. There are some semi-exclusive units you can get in here like Serena as well as some rare 20+ units like the cake heroes. Bijou is quite expendable and it is recommended to spend your vip cards here to look for SSR shards to slowly acquire some rare SSRs, especially if you are saving for draw events in the future.



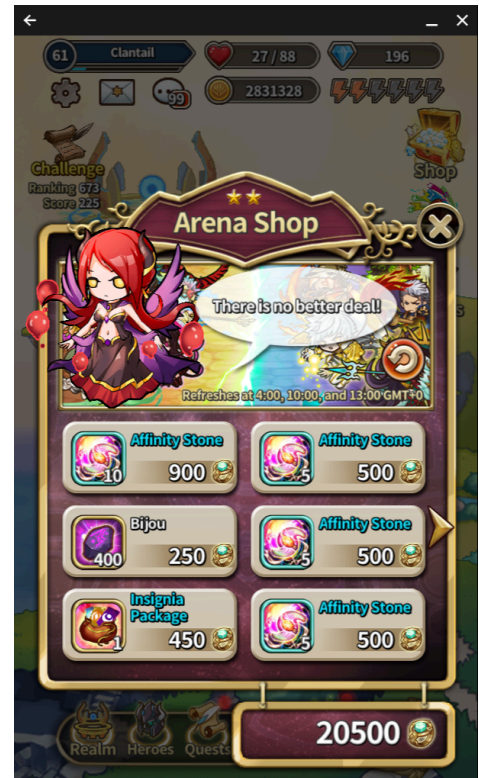
The shops contents reset at fixed intervals so make sure you check regularly to pick up some shards.

Arena:

The arena shop uses arena medals obtained from PvP to buy several materials. This can include Bijou, Affinity Stones, Evolution materials and Treasure map Keys and much more.

You really just purchase what you need at the time and keep a fair share of arena medals in case something nice shows up. Worth noting the larger bundles of items have a slight discount in terms of item per arena medal cost but it's not a huge difference maler.

These also refresh at regular intervals so you can check back periodically during the day. You can also use Vip tickets here but personally I'd rather go for Bijou shop resets since you can find yourself spending all your arena medals on a certain resource quite quickly(which is fine if you really need them for your units growth)



Radiant Gem:

The radiant shop is a premium shop that you can purchase mainly hero shards for some exclusive and not so exclusive heroes from using radiant gems.

Radiant gems are a sub currency that is obtained whenever you receive a duplicate hero from anywhere. You only get 1 per duplicate so it is quite difficult especially for f2p.

But the prize at the top of the the shop is your nana shards. Just kidding it's the exclusive legendary SSR thats available for 360 Radiant Gems. Usually the legendary here will be unobtainable in the current draw pool and is one of the best in its role in what it does. This is basically the only worthwhile thing to purchase from the radiant shop other than a rename coupon if you need it or some event exclusive SR's that only cost 10 to purchase for astrolabe purposes.



Guild:

I really should have covered this in the guild section but wanted to unify the shops together. Here you have at the top gear crafting materials that you can purchase to make some SR/SSR gear in your sanctuary. The gear craft materials change depending on the current/past conquest.

Most of these materials you generally get enough of from that given conquest but there are sometimes leftover materials you have that you want to make use of and you can craft a couple extra gears by buying some of these. Most of the time however these items become “useless” until the next rotation of conquests require these materials so hoarding them isn’t necessary.

The other stuff you can get in the guild stop are package bundles and chests of evolve materials, sages stones and importantly wisdom keys for unlocking passive slots in which this is one of the primary places to obtain them.

You can buy them whenever you want and in any multiple so budget yourself accordingly to have enough for guild battle shop rewards as well.



Booster:

The booster or gem shop is an ingame daily shop that you can purchase an array of goodies from. Most of them are not worth it, especially for free to play. The thing you want to purchase most from the store is Arena Tickets. You need 20 tickets in a week for your arena resets to reach 55 and it is well worth getting them since you get your refund in gems. The dungeon running potions (Stamina, Emblem, Energy) are all ok but more for people who whale or have monthly passes and want to stock up for events.

Other than that the only other thing that is notable to buy is the kindred seals for perk slots that are usually only from event rewards and log in bonuses but you can get those slowly through the game anyway and can work on your

core 3 perks first investing more only on units you'll want to take to the end game. The rest is just some quality of life things you can buy to speed up some stuff but they are not recommended in most cases as you can progress fine without them or you get a ton anyway.

Note you can only buy each item/bundle once a day. So don't go trying to buy a bunch of energy potions for an event or try to buy 20 arena tickets in the last day (You can only reset arena 6 times anyway). Also some might wonder why you would buy something like energy potions when you can spend gems on energy refreshes for the same rate anyway. Well it actually scales up in price the more times you do it in a day so most events people will use 1 gem energy reset a day and however many energy potions they've saved up.

Gatcha:

Probably the most important thing in the game to most people is the gatcha system. Well I'll start by telling you that the SSR rate is a solid **10%**. This holds for summon spheres and gem draws. Summoning costs 10 gems and you can purchase a 10x draw for 100 gems. There is a point in saving up for 10x summons as there are occasionally godfests that occur that raise the SSR rate by 10% (so to 11%) and a 10x draw is guaranteed to give you at least 1 SSR.

A fairly common practice in gatcha games is limited time units. Usually Luna Storia adds 1 "Legendary" unit which is a rare SSR headlining a banner alongside some new or old units (Here we have ravishing beauties and the legendary Zhou Yu at the front). All banner units have a 3x rate to appear compared to other SSR's. There are occasionally summoning events that give goodies or discounts as well as returning legendary summon events that you should look out for.



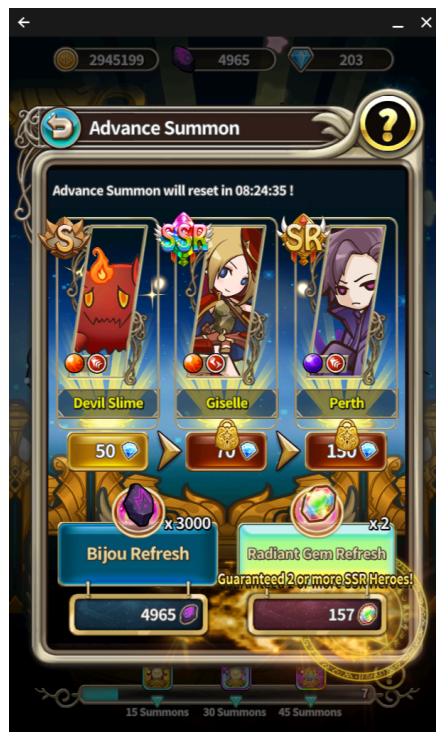
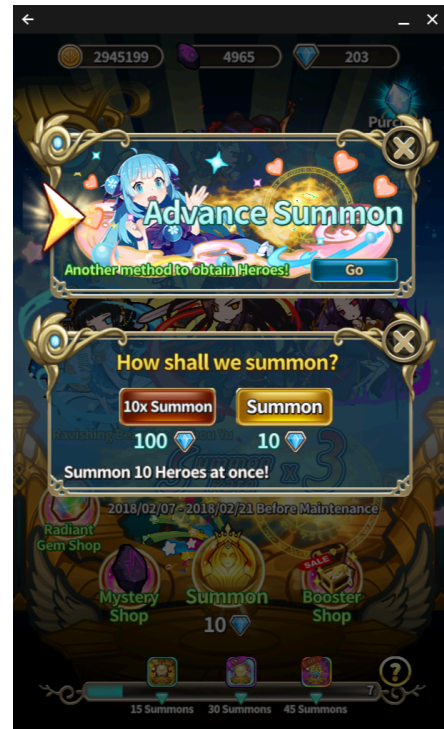
Also for newer players there are some units that are only obtainable at level 20+ so you should save your draws and summon spheres until then if you can control yourself.

Duplicate draws net you an elemental orb for that units element, some hero shards and a radiant gem.

There is a summon mileage meter that resets at 45 draws. You get a summon sphere every 15 draws, SR+ summon sphere at 30 and SSR SP(higher chance at 20+ units) at 45.

The other primary way of drawing units is the **advance summon**. You enter from clicking the summon button and clicking the advance summon tab. Advance summon slots can be refreshed by Bijou or Radiant gems. The shop does **not** reset by itself other than clearing it's slots 24 hours after you do a refresh. So basically the only time you see units in it are when you refresh it with Bijou or radiant gems. There is a difference between the two. Bijou refresh costs 3000 each try and gives you between S and SSR units. Radiant gem refreshes cost 2 radiant gems each but guarantees at least 2 SSR to show up in the slots.

From personal experience I've found both refreshes to have SSR's being "right-skewed" which matters quite a lot due to how purchases work. In order to buy a unit from radiant shop you have to buy the previous units in order. So for my refresh below you need to buy some fodder S rank unit before buying the SSR Giselle and going further I would have to buy both of the first 2 slot units before buying the 3rd slot unit. So in total it would cost 50 + 70 + 150 gems to purchase an entire row of advance summon.



You should only refresh advance summon if you have at least 120 gems to at least have a chance at the second slot unit. You should not go all the way to the 150 gem unit unless the units in between are also very strong or they last slot unit is a legendary. (20+ and legendaries do appear when they are in the draw pool but they are much rarer).

If you get a situation like mine, your SSR in the middle had better be worth 120 gems to you, which it can be as a starter. Some units like Viviane/Asta/Zheng shi are useful to the endgame to consider especially if they fit in your team's core.

Again it depends on your spending but I'd recommend just saving your Radiant Gems for Radiant shop guaranteed legendaries instead. Remember the gems can go to actually drawing from banners as well since they have a solid 10% draw rate to get an SSR but this can be ok if you have a lot of Bijou to spend randomly and hope for something(s) good.

Also there are advance summon exclusive units that appear in it sometimes as well which can make radiant gem rolling "worth" it but the rate is still not in your favor.

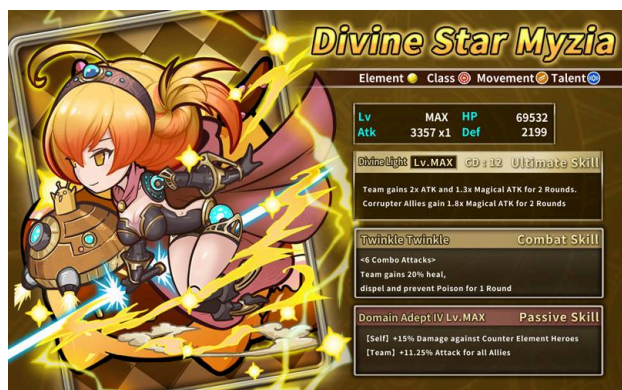
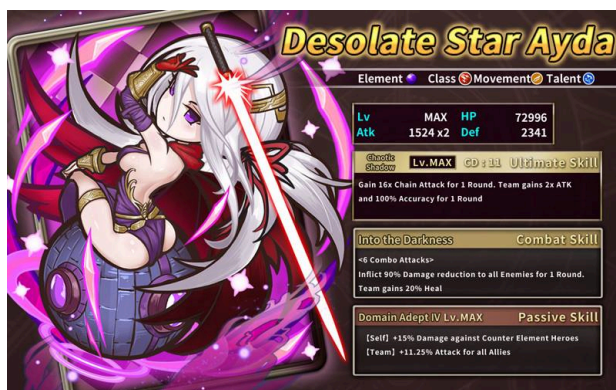


I'll also talk briefly about the limited purchase summon available once you hit lv 10 which will be available for 7 days. There will be a random summon package that costs around 15 US dollars that gives you one of two units. You can also get a deluxe package for around 100\$ which includes a bunch of gems. You can only get one of these characters however with the other being available in a future 70x summon event reward or similar purchase event. These are very strong units and potential substitutes for limited legendary SSR's so they are well worth the purchase if you think you will get invested into the game. Nectar and Mizi were units that previously were the purchase rewards. The current rotation is Ayda and Myzia.

You may want Ayda for her assets but do note that Myzia has a double light saber. Both are very high tier units that can take your team far.

Ayda is a lot more generic fitting onto almost any team and performing well with her sub heal + 90% DR passive being amazing for survivability and her 16x chain attack ultimate alongside team wide damage and accuracy buff letting her and your teammates dish out major damage. One thing to note is her attack arrows are sorta iffy when dealing with some mobs but they are still solid.

Myzia is a bit more specialized. Her combat skill is more niche still having the subheal but gives poison immunity instead which only hits some rare pve content and a unit like Phoebe in PvP. Her ultimate lasts over 2 rounds and gives some major amp to attack and magical damage(which is for ultimates) This is further amplified to 1.8 when you use it on corrupters. So basically she shines very brightly on a team of corrupters making their damage potential skyrocket. More of a support role buffer that sort of gets pushed aside for other buffers for other classes but a cornerstone damage amp for a damage based corrupter team.



Teambuilding:

Now that we have our shiny new units and know most elements of the game I'll briefly go over team building. (Note this is mainly just for PvE, PvP is about surviving enough for critical turns using skills to be annoying to your opponents and making your opponents skills less annoying to you along with a lot of other stuff you have to account for)

A general rule of thumb is that you want a mix of DPS(persistent and burst based), Healing(Main and sub) and damage reducing/increasing buffs. This isn't universal and there are also synergy teams that you can go for involving similar element and role units. You can also get a mix of all those types of teams together which tends to be the most flexible and strong.

Having a core of 2-3 units built means you can substitute in units based on leader skill or combat/ultimate synergy or when content forces you to change up strategies or use specific units.

A sample f2p friendly core might be Asta/Vivian(Healer/Utility), Zheng shi(Sub heal/Dps) Diaz (Dps+team crit) that cover a lot of things you want in your team. A team with these units can clear most content when built up with changes in the last 2 unit slots being possible based on what you face. You can also swap out your healer(s) for more dps focused chars when time is an issue or vice versa to swap dps for survival based units if it's a matter of surviving.

Once you cover all your bases of dps, healing, buff/debuffs and synergy etc you can start considering stacking strong leader passives. There are generic % hp, defense and attack passives for the team but the attack/hp passives are more preferred usually as they boost your damage output without sacrificing too much in hp%. Here I have my Asta as leader when it should be someone more generic like Zheng Shi with %attack for the team unless the rest of my units were corrupters to justify Asta as leader.



As you head to later game you can start making units that are specialized for teams. Think Suzanne for Trapper amplification damage and Kala for some mono light team for events. Mono element teams are not recommended to start off as you might stumble in event content that has the opposing disadvantage element and there are some elements lacking of enough strong and common units to make a dedicated mono team. You still can end up with 2-3 of a same element on your team though and it still works well.

As for mono class there are some very strong synergy teams out there but they rely on your draws to make otherwise you might just be using suboptimal units while waiting to draw something better(Think something like Azure Yurie waiting on a Suzanne or something) and throwing together some “good stuff” units together keeps yourself flexible to switch or start building a new team on the fly. If you draw the units you could invest in a class specific core of units such as below.



This partly invested corrupter team for instance is much weaker than my main team at the moment but working on it in the side I have a team that can stack a lot of synergy leader passives together with carol leader and inherited passives like Asta/Nia's curse damage up and a lot of these units combat and ultimate skills stack curses or give curse rate ups and curse rate amplifies which can potentially make a team like this very potent. (If I only drew Myzia T.T).

I can always sub some of these units in when there is some content that takes bonus damage from curses or when a team like this would perform well over my other team. (Other than the waifu factor corrupters-at least the curse mechanic early game are actually quite weak as they scale off team rating and hit on opponents defense values). Most of the valuable corrupters(mordred, eris, aphrodite etc) are actually useful because of the utility they bring with some combat/ultimate and the curse stacks are just an afterthought.

You can start working for some of these if your draws align and you get something like (Luhluh, Yueying and someone like little red/diaz for trappers) or if you are a spender but for f2p or small spenders building an array of flexible units and swapping around a “main” team to suit the content is what I'd go for.

Strong teams have a mix of good synergy between units, a fully stacked up leader with 4 active conditional (2 striker/3 dark/2 fire etc) passives skills and a bunch of utility buffs/debuffs, heals and damage dealing options. There is no real ideal teams and you can mix and match as the situation dictates.

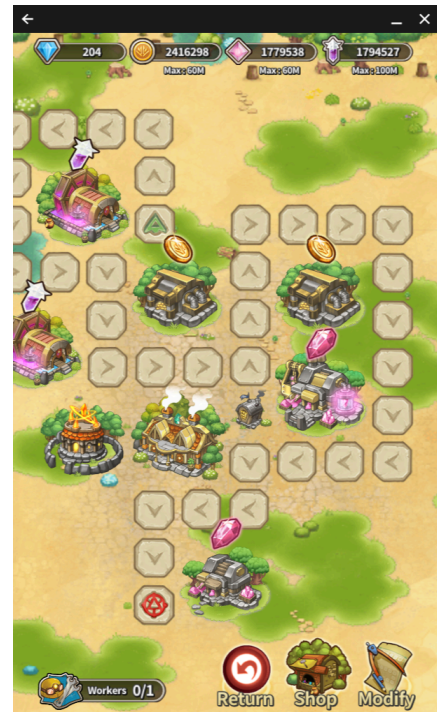
In the end you will want to build a wide array of units, even those you don't want to use as they can become potentially useful in specific content/events and if anything they can be placed in your astrolabe.

Materials and Resources:

Here I aim to provide an index of resources what they do, their availability and where to find/farm them. I'll be ignoring packages and just focusing on what comes from them.

Something I should have possibly made a section on before is **Sanctuary** Basically a structure building/farm building mini game where you place buildings besides roads and get free stuff by checking up on it every once and a while. Nothing special to note other than you should upgrade and purchase buildings as they become available to you by leveling up your player level. You need to reach a certain level to purchase the Forge to craft guild gears but it isn't too far up there. The most important thing is really not buying the worker huts. They are unneeded as they are only used for upgrading more buildings at once. You barely upgrade things anyway unless your powering through levels daily. Also upgrade your main building when you can as it increases space for more buildings/roads and lets you purchase more from shop.

Optimizing your sanctuary isn't too hard you just create a sort of snake pattern circling your buildings so the interior buildings are hugged by all the roads and exterior buildings hug 2 roads. Each road a building hugs increases its efficiency by 5%. You can see the various resources available to be harvested. You can take your time as they don't fill up too fast but if you have some **5x efficiency boosters** from events and stuff you can use those to speed up the harvest



Gold: Used for a lot of things. And you get it from basically everything. Quests, drops, giveaways etc. You should have a hard time running out of it unless you hastily investing in units. You can get a lot from farming bandit camp daily.

Availability: High Usage: Moderate

Mana: Used for training up units. You will need it for your main team to 120 and sub units as well as training astrolabe units to 120. You can get a lot by farming Sheep farm Daily.

Availability: Quite High Usage: Very High

Morganite: Honestly you'll forget what this is used for. Stuff with affinity for passives. You are basically in no danger of running out of this before affinity stones and such.

Availability: High

Usage: Low

Gem: The premium currency of the game that's usable to draw or speed up or buy basically any resource. You get 3 a day from watching 15 nana ads that appear in the game lobby. You also get 1 from log in/log in rerolls. Other than that it's clearing 1 time maps, event stuff and giveaways as well as random things that give you 1-3 gems rarely. Also Gold Key dungeons which basically guarantees you at least 1 every one.

Availability: Low

Usage: Very High

Radiant Gem: The sub premium currency. Again this is given away from duplicate rolls. So it is correlated with gem/summon rate. You get quite a bit of summon spheres from events and such and eventually you should be done the S-SR pool so they do come to you but more so if you spend a bit on monthly cards for frequent gem income.

Availability: Very Low

Usage: Also low unless you radiant roll

Bijou: Hero shard scraps and some random rewards from rankings and stuff. You can get a ton by swapping it with your arena currency too in arena shop.

Availability: Very High

Usage: Low (Radiant bijou roll advance shop isn't really worth it, good SSR hero shards from the bijou shop are a good use of them though but they rarely appear)

Laurel: Guild currency gotten from guild related activities.

Availability: High

Usage: Low-High (Honestly lots to buy but you can budget yourself)

Seal of Valor: PvP arena currency.

Availability: High

Usage: Medium (lots of duds in the store, again budget yourself and save for some premium things that might appear)

Gold/Silver Key: Gained primarily from owl trails and random quests and such. Silver keys are your gateway to getting gold keys. You can realistically get a Gold run every 2-3 days and a silver run(s) every day.

Availability: Medium

Usage: High(No sense in saving I believe)

Energy/Emblem/Stamina potions: Respective replenishes to run more dungeons. Good to hoard for events and stuff. Given away from Event rewards and log in rewards. You can actually find these in key dungeons too. Buying some from gem shop is possibly wise too for future events(primarily energy)

Availability: Low
sometimes)

Usage: Low (High during events usually energy potions and stam

Kindred Seal: Used for unlocking Perk slots on your unit. Starts costing 5 and ends up at 20 per slot. Quite rare to get usually in event rewards/shops and log in giveaways.

Availability: Very Low

Usage: Very Low(save them for units you are sure you will use and you can get away with unlocking 2 slots early)

Sweep Tickets: Used to be lazy and sweep certain content that is sweepable. Lets you auto run a dungeon for rewards without doing anything. Randomly you should have a ton accumulated.

Availability: Very High

Usage: Low (Initially you might sweep a fair bit then it sort of tapers off)

Refresh Ticket/Banners: One refreshes the battle fronts in guild so you can look for A/S rank monsters and the other one refreshes units so if they were sent out recently you can send them again. Honestly both aren't really that important and are a just luxury to use.

Availability: Moderate (Mainly daily card or quests)

Usage: Very Low (doesn't take long to find a A/S rank monster and you really only have to refresh units 1-2 times a day if any at all. As you get more units you don't have to do it at all since you can send them all in rotation).

Owl Treats: Used to reset trails from some golden owl. Only really important if the quest he gives is impossible or you would rather not do it. Also used on the 3rd trial to get a "red" bag quest.

Availability: Moderate (Sorta random but you get enough)

Usage: Moderate (only on last mission usually)

Elemental Orbs: Used to level up the corresponding elements ultimate level. Some heroes have lv 16 ultimate cooldown levels taking 100+ orbs. You have a lot of side units to work on too. Quite scarce to get them but they do pile up and you can always get them through daily quests, key dungeons and some shops.

Availability: Quite Low

Usage: Extremely High (Be wary of who you ultimate up though)

Element Crest: Used to increase 2% attack stat on a unit to evolve them. Used in a much lesser quantity than insignias/trinkets but the trade off is they drop in lower amounts and giveaways give lesser amounts of them. Mainly gotten in beast farm. You need 500 or so to raise your attack to level 10.

Availability: Low

Usage: Very High. (Astrolabe and side units as well as passive

fodder units)

Element Insignia/Trinket: Trinkets the S-SR version of insignias for Hp/Defense 2% growths are quite common and there is even a mini dungeon for them that you can accumulate a ton without worrying much. Also mainly just used for astrolabe units so you can invest them sparingly. Insignias on the other hand are quite the grind. You need 1300 or so to raise either hp or defense to level 10 so it's quite a lot of time to get the 2600 to evolve. Good news is it's available basically in every shop and as random drops for most things. Beast lair also drops a fair bit every day.

Availability: High

Usage: Very High (Same as crest basically).

Sage Stone: Used for leveling up passives. You feel like you are using a ton and the game suddenly hands you a bunch and you have nothing to use them on. Honestly you take quite a bit to lv 75 a unit's passive but your sub units you can avoid training their self passive. Mainly it's about stacking leader skills onto your leader or some good self buff passive on units. All this takes is leveling the inherited units passive level to 75.

Availability: Moderate

Usage: High then Low then High.

Wisdom Keys: Used for unlocking passive slots. This is quite a slow process only getting them from daily log in rarely, event rewards, guild shop and key dungeons to name a few. Have to invest 10 then 30 to unlock passive slots so recommended to save the last slot unless you're sure about the position of that unit on your team(s). Also you can get a lot of units double passive rather than 1 unit fully passives. Though it is good if you have a good leader already and some good passives to inherit on.

Availability: Low

Usage: Very High

Stargem/Stardust: Used to unlock astrolabe slots on your units. You will run out of stardust before you run out of stargems most likely. Getting them from beast lair is your main thing with random stargems from event shops and giveaways occasionally. You can finish your main teams astrolabe slots at a decent rate over your first months of playing.

Availability: Moderate

Usage: Very High

Class up booster/Class Materials: Events and login giveaways as well as starter support packages. You should have enough to 1-10 your main team and some sub units by your first 2 weeks. The rest is just waiting on more class booster giveaways or events or grinding your stamina in story modes and pantheon maps to get class up materials. This isn't too bad with sweep and the class up menu telling you where to find the materials. Not too much to do with stamina in non stamina events anyway.

Availability: Low/Always

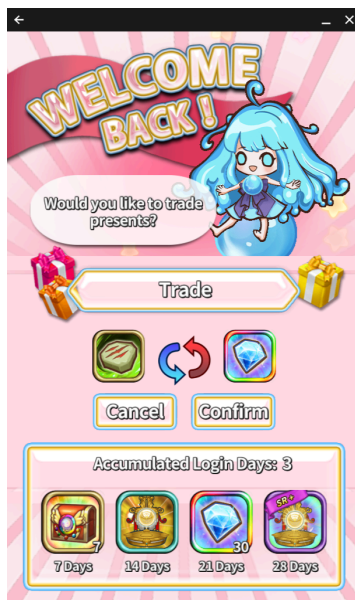
Usage: Very High (For astrolabe, side unite 120 cap and building new units)

And that covers it for the things you can acquire mainly other than some packages that give you these items.

Quests & “Events”:

Login Rewards:

The game has some very generous log in rewards that happen periodically. You just log in and click log in gives in the event tab. The daily reset is at 11:00 Est time but sometimes you have to wait a bit for the game to catch up. Make sure you claim them



over the event period though as they rotate away after the log in present period.

There are also standard login rewards. You see nana shuffling 3 cards together and you pick one. Occasionally there will be gems and wisdom keys. You pick the cards at random, it doesn't really matter which you pick and she will give you that reward in the mail. She sometimes lets you trade the item you pick for 1 gem. Most of the time you take that trade but you can consider keeping the Wisdom Key and something like an Energy Potion.



There is also accumulated Login rewards which give you some goodies like Orbs, Summon Spheres and Gems.

Purchase Point:

These are your standard reward you for spending money rewards. They are quite good and scale with the the purchase points you get. This is based on USD in case your currency is slightly higher or lower and the purchase points you get confuses you. Don't really stress about these if you are a f2p player. But do try to optimize this if you are a light spender. If your a whale then I guess go to the max rewards if you feel like it is worth.

These only happen occasionally so make sure you keep your eye out for them if you are a spender and try to spend in that period to get the most bang for your buck. Special packages and reward cards count for this too which is quite nice.

Exchange:

At level 10 the exchange tab will open up. In this tab you can enter in some exchange codes usually given out from the Facebook Page and get some goodies.



GWBN6CBNR9T-One SSR summon, 5 energy potions

GWD7EMKES1- 2 Diamonds, 1 Summon Sphere

GWD7E8DP2C- 2 Emblem Chests

GWD7ZW3FVY- 2 Bag of Stargems, 100 Stardust, 3 VII-X Class package

GWD7YK12AP-Summon Orb

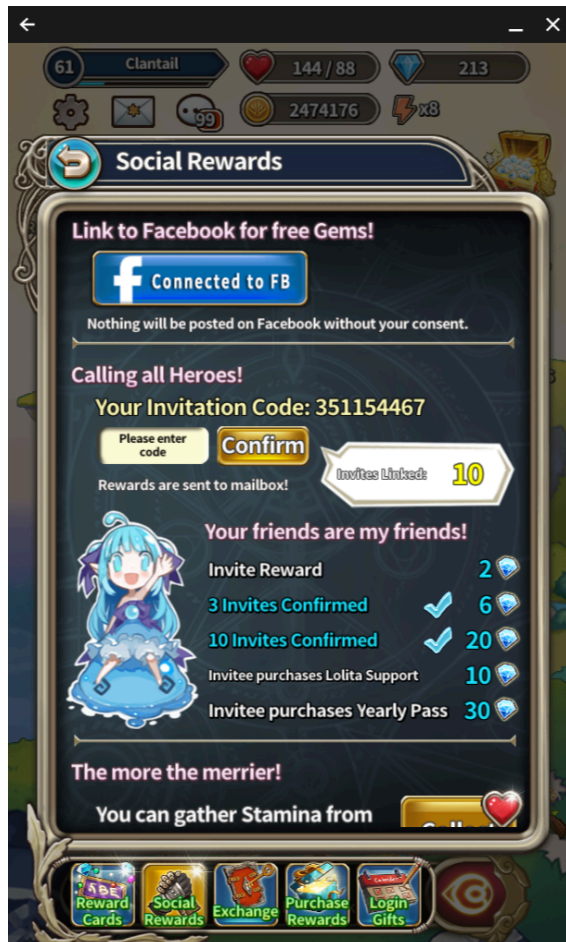
Credits to people on the discord.

<https://discord.gg/2nkMrEW>

Keep your eye out for giveaways and exchange codes in the Luna Storia official Facebook.

<https://www.facebook.com/LunaStoria.EN/>

Social Rewards:



You can see my invite code right there and that's your cue to use it :). Anyway you get 2 gems for using anyones invite code and that's it. The person who invited you gets invitee rewards up to 10 and if you buy a lolita/yearly support pass, they get 10 or 30 gems.

So basically use my invite code, get addicted to the game, buy some reward cards and give me free stuff. #Ad. I don't really care that much if you do use my code or not but it's there if you so choose.

You can be an annoying person and spam chat and other places for randoms to use your invitation code as well if you want too to reach the 3 or 10 invitee bonus. Or you can actually invite friends and such, the choice is yours.

There is also Stamina for linking with facebook friends that also play the game. I personally don't do this but you can for the bonus runs everyday.

Reward cards:

The absolute best purchase other than perhaps the limited purchase SSR you can make in this game. These reward cards are your typical buy this and get daily rewards. What is so great about these reward cards is the rate. You can buy both the monthly and the yearly pass and the cost is very very cheap compared to other gacha games. 30 days is 5\$, 90 days is 12 \$(Lolita for longer/better rate) and 1 year is 33\$ in USD. There are some gachas that charge 12-30\$ for just 1 month (albeit the monthly/daily rewards they give are "good").

Anyway you get 3 gems from lolita support and 3 from yearly pass, alongside 3 nana ads and 1 gem a day from random sources/login



you have enough to do a 10x draw after 10 days(or can save up gems for future draw events).

Additionally you get some Sweep tickets, Efficiency boosters, Refresh Tickets, Mana, Gold, Morganite daily depending on which support pass(es) you purchase. These are collectable in the reward card tab daily until your passes run out in which you can purchase them again.

Additionally you get 90 and 120 gems for purchasing either card respectively. The bonus of yearly pass is you get nana ads removed. This means nana just shows up in your lobby and gives you stuff without the 30 second ad.

Quests:

There are some beginner quests that you are given in a separate tab which I won't really cover here. Just try to do as much as you can over the 13? Or so days it gives you. You should be able to complete all of them except perhaps the last tier up/level up one.

The main content here is Daily Quests and Owl Trails.

Your standard quest log is also there but they are progressive rewards that you just collect as you play. You shouldn't really be going out of your way to clear them but it is good to know what's available if you want to check it every once and a while. It also lists event quests so you can check the progress there.

The daily quests are some simple quests given to you. A series of 10 or so quests that boost the top progress by 10-15 per completion. You actually don't need to complete all the quests to unlock the last tier of rewards so you can skip one that's somewhat hard or your lacking time/resources to do. The rewards for quest completion are basically nothing but the progress bar gives some nice daily loot. Just like most stuff you can use gems on don't use gems to clear quests please.

(10k gold, 1 Efficiency booster, 10 Sweep Tickets)
(100 Bijou, 100 Sage Stone, 1 Silver Key)
(5 Infinity Stones, 2 Vip Tickets, 1 Refresh Ticket)
(5 Battlefront Banner, 1 Stamina Potion, 1 Orb Pick Package)

Archimedes Trials:

There is also some annoying owl that bugs you with trails a couple times a day. Usually just triggered by running dungeons and such, you usually clear 1 round of 3 a day. He makes you do random stuff like passive level up, training a unit, affinity boosting even 10x drawing. Most of the



quests are quite easy and worth doing but when there is a hard quest you should use an owl treat to reset it. The last quest (3/3) has a chance of giving you a red present where the (1-2 /3) quests only give blues. The red present is basically the same as the blue one with a couple more reward quantity and the silver key is swapped for a gold key. (Very nice for gold key acquisition).

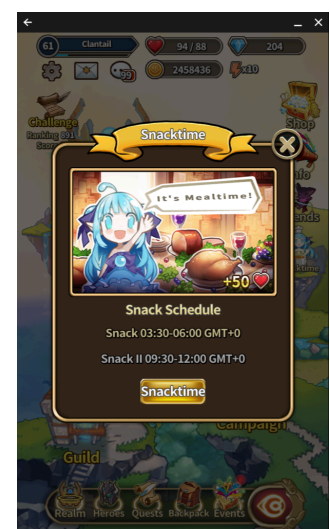


Nana smug face is very nice to look at too.

Actual Events:

Oh, Nana randomly gives you stamina sometimes which is a snack time bonus. This isn't really an event but I thought I'd throw that out there. This happens twice a day at sometimes inconvenient times but gives you a nice boost in stamina for more dungeon runs.

Events part under construction
as more events are
re/released. (Or I stop being
lazy and edit)



Endless Challenge:

SSR Challenge Event:

SSR Boss Event: