

TOWER OF FANTASY FAQs

GLOBAL EDITION

Prepared by some nigger online

Disclaimer: This FAQ was made mostly based on memory, and may contain personal bias. Personal bias will USUALLY be designated where appropriate. Most of the information here SHOULD be factual. If not, I apologize and feel free to call me a faggot where you are able to.

**THIS IS ALSO A WORK IN PROGRESS
AND WILL UPDATE WITH NEW INFORMATION WHEN POSSIBLE**

Terminology

A*

Advancement stars/levels. Weapons, Matrix chips and Gear use advancement as a term for using duplicates, and these are indicated by white and/or gray stars. The higher the advancement, the stronger it is, generally

CS

Combat Score, your overall strength as dictated by the game. Required only for Suppressor upgrades, but a good unit of comparison to see if you're lagging behind your friends and crewmates

DC

Dark Crystal, the wonderful "non-premium" currency for Tower Of Fantasy™, The MMOGacha. Received as rewards for doing anything in-game or whenever the devs feel like it. Largely used to purchase rolls for your dopamine levels.

**150 DC = 1 Gold/Red Nucleus = 1 roll on a
banner**

HERE'S THE FAQs

>Hey How Does The Gacha Work? I Want to Roll for

X!

Tower of Kektasy has mainly 5 types of gacha banners:

>**Black Nucleus Special Order**

>**Gold Nucleus Special Order**

>**Proof Of Purchase Special Order**

>**Limited/Red Nucleus Special Order**

>**Limited Chip Special Order**

I will now refer to nucleus as BALLS. Accept it.

Matrix chip gacha rolls are RECEIPTS.

IMPORTANT NOTE: Tower of Fantasy has a PITY SYSTEM.

The pity system DOES NOT RESET UPON ACQUIRING AN SSR.

Depending on the banner, and if it contains a pity system, you are guaranteed an SR or an SSR at specific rolls.

If you roll a duplicate weapon (AND ONLY WEAPONS) when you are at maximum advancement (A6, aka your seventh duplicate and onwards), you will instead receive tokens. Token usage is explained in its respective banners below.

Maxed SR duplicate = 1 Token

Maxed SSR duplicate = 10 Tokens

I will use the term “maximized duplicates” for this.

>**Black Ball Banner**



This is the garbage bin banner. It is full of garbage.

To be more accurate, this banner uses Black Balls, which are COMMON rewards for exploration

and dailies. You will earn hundreds of them, and you will get jack shit for them.

>**THIS BANNER DOES NOT HAVE A PITY SYSTEM**

>**The SR/SSR rates are ABYSMAL. You will only LUCKCHAD this banner, there is no other option**

>Legends from 4chan say there is a secret pity if you hit 700~ rolls but I call bullshit for I have not gotten such a pity.

>**The pool of characters is the same as the Standard/Gold Ball Banner.**

>**No tokens are earned per roll, and maxed duplicate weapons give gold tokens here.**

>Gold Ball Banner



The bread and butter banner, with “decent” chances at SRs and SSRs.

Gold balls are somewhat **RARE** as gameplay rewards and as exploration rewards.

>**Every 10 rolls guarantees 1 SR.**

>**Every 80 rolls guarantees 1 SSR. I call this the “hard pity”.**

>**Every roll in this banner ALSO grants 1 Black Gold Token. Black tokens, for short.**

>**For 120 Black tokens, you can purchase ONE (1) [UNO] DUPLICATE of an SSR character that you ALREADY OWN and is NOT a limited character in the weapons shop.**

>**I call this the “guaranteed pity”.** There is weekly limit of 2 purchases per SSR, but I fucking doubt that matters.

>**Every time you start a new character on a server, there is a hidden “soft pity” at your**

FIRST 30 ROLLS

, guaranteeing you your first SSR weapon.

>Gold Receipt Banner



Similar to Standard, but for Matrix Chips. Matrix Chips are another type of equipment, inserted into weapons to improve their stats and effects. There are 4 “types” of chips, equippable only in their respective slot. All chips have set effects that activate at specific numbers when inserted into the same weapon.

Gold Receipts are VERY RARE in general, and with the exception of fixed one-time rewards from gameplay, any repeatable source of Gold Receipts seem RARER than Gold Balls.

>Every 10 rolls guarantees 1 SR matrix chip

>Every 40 rolls guarantees 1 SSR matrix chip

>Every roll gives a Gold Chip token. 80 gold chip tokens gives you a box that lets you select ONE type of chip of a specific set from the matrix shop.

This shit is basically endgame-tier faggotry. Just roll with whatever freebies you get along the way and don't think too hard about this because you can farm SSR matrix chips from mid-game onwards.

>Limited Banner



THE REAL GACHA BEGINS HERE™

Limited banner or red ball banner, the star of the shitshow.

Red balls are **VERY RARE** as **EVENT-ONLY REWARDS** and **almost NEVER** found through gameplay, until much later in ToF's service and gameplay down the line. This should be where all your precious DC should go to.

Functionally similar to Standard banner, **SLIGHTLY BETTER** rates of SSRs, **guaranteed 1 SR every 10 rolls**, has a **hard pity of 80** and gives 1 token per roll.

Here are the actual differences:

>Hard pity only has a 50% CHANCE of giving you the LIMITED character, otherwise giving you a standard SSR.

>You gain Flame Gold (fancy_name_here) Tokens, Red tokens for short, instead of Black tokens per roll. These tokens ONLY EXIST for the period of the limited banner.

>THESE ARE TRANSFORMED INTO BLACK TOKENS ONCE THE LIMITED BANNER ENDS

>EACH LIMITED BANNER USES ITS OWN UNIQUELY NAMED RED TOKEN, EVEN IF IT LOOKS THE SAME

>Unique to the limited banner, you can use 120 Red tokens to purchase the current Limited character even if you've never pulled them from the Limited Shop; no change is made for purchasing duplicates of Limited characters.

>PITY ON THE LIMITED BANNER CARRIES OVER TO THE NEXT LIMITED BANNER.

>RED BALLS DO NOT TRANSFORM INTO BLACK BALLS WHEN THE BANNER ENDS

IMPORTANT NOTE

Due to the fact you earn Red tokens from this banner, there is a method to reduce the number of rolls required to hit GUARANTEED PITY.

>Any maximized duplicates rolled on this banner will give you RED TOKENS INSTEAD OF BLACK TOKENS

>This is on top of earning 1 Red token per roll

>THUS IF

- You maximize ALL OF THE SR weapons first
- That you are guaranteed 1 SR per 10 rolls

>You will earn 120 Red tokens within 110 pulls

>Math!

- 120 Red balls = 18000 DC
- 110 Red balls = 16500 DC

>Red Receipt Banner



Same as the gold receipt banner. Except with the limited character's matrix chips, and uses red receipts.

Similar with Red Balls, Red Receipts are **VERY RARE** as **EVENT-ONLY REWARDS** and **almost NEVER** found through gameplay

>Hard pity at 40 is STILL a 50% chance overall, and will RANDOMLY grant ONE OF THE FOUR TYPES of the limited characters's matrix chip.

>Mathematically speaking, that's a 12.5% chance of receiving a SPECIFIC type of chip from the limited character's chip set. Good fucking luck.

>Every roll grants a Red Chip Token. You can buy a SPECIFIC chip of the four available types from the limited shop for 80 Red chip token.

>Red chip tokens EXPIRE into Gold chip tokens when the banner ends.

>PITY CARRIES OVER to the next limited chip banner

This banner is practically whale-only territory. If you're desperate for meta and want to max out your SSR limited waifu before any other scrub can, this is the place for you.

>What the fuck are my dailies?

This is currently stolen from /tofg/ anon, will try make it more distinct and readable

- **Daily Bounty x 4**
 - Mission Type 1: Go to X and Kill Y
 - Mission Type 2: Cook something and submit it
 - If you don't have a recipe for a food, google it then use a cooking pot's Creation menu, fill it up with all the relevant ingredients, all way to 15 pieces total, and hope the food generated is the right one. This will also give you the recipe for future use, so you don't have to "create" it again.
- **Training Minigames**
 - **more points = more difficult minigame/challenges**
- **Black Market: Gift from 'Hopkins',**
- **Banges Dock: Gift shop by 'Claude', (actually resets weekly, goddamnit anon)**
- **Cetus Island Claw Machine: 3 attempts, machine is located close to 'Slayer', near the central tent**
 - ALWAYS GO FOR PURPLE BALL FOX, it's not worth risking other toys.
- **Use Vitality: Joint Operation/Interdimensional Trials**
- **Support Points x 1500**
 - Fastest way = Interdimensional Trials x 10 when you have no Vitality.
- **Ruins**
 - Great one-time rewards, is not very hard. Clear those shrines, Linkboy
- **Mia's Kitchen, three times a day.**

- Just eat her food before you log off for the day, you'll lose a small amount of bonus materials otherwise. I think her food does not carry over to the next day, I may be wrong
- **!! Bygone Phantasm**
 - **Ranking rewards are weekly, floor clear rewards are one time**
- **Wormhole**
 - Rewards are awarded every five days
- **Explore**
- **World Bossing**
 - you can do it without gold decipher chips for 100 Support pts and a miniscule chance at SSR weapons/matrices
 - Also mechanical parts for maintaining your vehicles, gives small amounts of dark crystal
- **Void Rifts (semi-daily, attempts refresh by one every Mon, Wed, Fri)**
- **Frontier Clash (semi-daily, attempts refresh by one every Tue, Thu, Sat)**
- **Crew Missions/Donation**
 - You can join a Crew at level 16, it's easy to participate and the rewards are pretty good. Plus you'll have crewmates to work with

>WHAT DO I USE MY VITALITY FOR? I'M SCARED HALP

(to be completed)

It very much depends on what you need. All the content that uses Vitality can be found in the Recommended tab of your Activity menu (crossed swords at the top right). These activities/game modes are solo-able and Co-opable, but there's no harm in doing Co-op for these, as long as you aren't a complete shitter. And even if you are, most will not mind, until you reach level 40+ content for only some of the harder game modes.

REMEMBER THAT YOU CAN REVIVE TEAMMATES IN INSTANCED DUNGEON RUNS.

JUST RUN OVER TO THE FRIENDLY WHO HAS ZERO HEALTH BUT IS STILL LIMPING AND HAS A GIANT GREEN CROSS FLOATING ABOVE THEIR HEAD AND PRESS F or interact with them.

Sometimes they do not get a chance for this "Second Wind" and just instantly die, so avoid dying in the first place. It seems that dying too soon after a Second Wind will cause instant death.

You have:

- **Joint Operations**

- Co-op instanced dungeon
- Rewards and location have a weekly schedule
- Rewards are obtained by **SPENDING VITALITY** to open the chests during the run.

- **1 chest = 30 Vitality**

- There is an exception for special chests around the map that may be hidden or earned after the boss fight, possibly with a green glow. These do not cost vitality, IIRC.
- Regardless, chests will ask you if you want to spend Vitality.

- Testimonies claim that you will get the best chance at loot only when you **open ALL CHESTS in ONE operation, no matter in what order you do them**

- **Recent (September 2022) datamines show that chests are NOT equal!** (Sorry, not able to access the datamines currently to share this information)
- **Currently, the only inferred information is that loot from chest have different rates, designated Chest 1, Chest 2 and Chest 3, which in order of increased drop rates for higher tier rewards**
- **!! IT IS NOT CONFIRMED WHICH CHEST IS WHICH**
 - **There are two theories to this mechanic**

- **Fixed chests**

- **Chest 1, 2, 3 are based on the order you encounter them. Chest 3 notably is the last chest accessible after the JO's boss fight**

- **Total Chest Opened**

- **Every subsequent chest you open during a JO increases the rate for rare rewards**
- **THIS IS STILL RNG, YOU MAY GET GOOD LOOT in your FIRST CHEST OR SUCH**
- Rewards SCALE based on difficulty, which is unlocked by levels.
- Rewards include equipment and matrix chips. Starting from **Difficulty 5 (Level 43)**, you can start earning **Yellow-tier Equipment and SSR Matrix chips**.
- **The higher the difficulty, the better the chances.**
- **You can use Joint Supply Chips (various sources) to “double your chances” for Yellow-tier equipment. This LIKELY DOES NOT AFFECT SSR MATRIX CHIP DROP CHANCES.**

- **The chips can ONLY BE USED BEFORE GOING INTO AN**

INSTANCE

- **!! This game mode starts to get challenging at Difficulty 4 and above.**
 - **Try to work together to shield-break bosses and heal teammates, if you have the weapons to.**
 - **Don't be a DPStard if you're not being a **DPSGOD**. It's more than just about damage numbers.**
- **Dimensional Trials**
 - Very short instance, randomized between a few setpieces and enemy types
 - Generally these runs are trivial as fuck and are VERY easy.
 - Rewards are obtained at the end of the run
 - There are two types of Trials
 - **Weapon Drills**
 - Gives weapon enhancement materials boxes and weapon batteries, for enhancing weapons
 - **Matrix Data**
 - Gives data exp, for enhancing matrix chips
- **Interstellar Exploration (Star Gates)**
 - Very short instance, 3-wave killing challenge
 - Rewards are fixed per gate, randomized daily and are **UNIQUE FOR EACH WANDERER**
 - Gates are upgraded to higher rarity materials once you reach a level threshold. At the time of this writing, **the gates are upgraded to include Tier 2 Weapon Upgrade Materials when you reach level 41, and less Tier 1 materials.**
 - **In my opinion, this makes gathering materials for Tier 1 materials harder, but you can still join other Wanderer's gates who are at lower levels for such materials. Enjoy camping that Recruit chat.**
 - This includes the **Rarity (indicated by stars)** of the challenge, which grants more materials for the same amount of Vitality. **Rarity is important to note for the extra challenge**
 - Rewards are obtained after defeating the final wave.
 - **DO NOT EXIT IMMEDIATELY AFTER THE GATE IS COMPLETED!**
 - **WAIT FOR APPROXIMATELY 10 SECONDS, WHICH IS THE TIMER FOR WHEN THE INSTANCE WILL EITHER BOOT YOU OUT AUTOMATICALLY, OR PRESENT YOU WITH THE**

■ Starseed Extra Challenge

- There is a chance for an extra boss fight, based on the rarity of the gate (chances are VERY LOW)
- Completing this challenge gives you a single GOLD BALL. No Vitality required.

- Omnium Beacon

- (will complete later, I have literally never done this one)

>WAHH MY COMBAT SCORE/DAMAGE IS TOO LOW!
HOW DO I IMPROVE????

1. Upgrade your weapons.

- SSRs are worth more CS per level and A*, but you'll likely have A6 SR weapons down the line, and they'll be worth more CS than an A0/A1 SSR weapon.
- Think about what weapons you prefer to use, as **earning weapon materials are limited by your daily Vitality**. SR weapons are easier to upgrade, but only by approximately 2/3rds of the requirements that SSR weapons need.

2. Insert the rarest matrix chips you have into your weapons, and upgrade them.

- SSR > SR > R > C
That's **Yellow > Purple > Blue > Green**
- All chips of the same rarity have the same scaling. Higher rarity chips will provide greater scaling of stats than lower ones. This also applies to the value of CS you will get from each chip.
DO NOTE: The require data exp to increase a chip level increases EVERY 10 levels AND is MORE COSTLY the HIGHER ITS RARITY, but it is WORTH the stat increase and CS contribution

I recommend you to prioritize chips with Attack stats, but spreading the exp over all 4 chips will grant you more CS value overall.

- c. Chips can be used as fodder to level up other chips at a 100% efficiency, but due to the statement above, the level will not be equal. For example, feeding a Level 20 Green chip into a level 0 Blue chip will turn it into a level 18 blue chip or somewhere along that line. The exp value is 100% transferred, but the requirements are higher in a blue chip. That same blue chip will certainly outscale the green chip even at a lower level.

3. Enhance and/or locate better equipment/gear.

- a. Gear enhancement can be **RETAINED** to future pieces of gear in the same slot, essentially a permanent upgrade, unless somehow you're retarded enough to NOT retain it and end up using the enhanced gear as fodder, causing you to permanently lose this. **DO NOT FORGET TO RETAIN**. Just change as you want, and keep the enhancement levels in your **CURRENTLY EQUIPPED** gear.
- b. The end goal is yellow equipment, but
 - i. Your chances for them only increase gradually after level 50, so you'll have to make do with purple first.
 - ii. Random stats means you might not even get the ideal yellow for your gear slots, so don't worry about getting yellows first.

Pick and use at your own discretion, or ask someone else who isn't a retard like me.

4. Advance (stars) your gear

- a. This is lowest in priority because you'd want to only do this on rare gear with good random stats you want. Advancing your gear will **RANDOMLY** improve one of the **RANDOM STATS** found on the gear, and **EACH GEAR**, even of the same type and rarity, will have different Random Stats.
Think of it as randomized attributes you find on a magical item in a looter RPG, like Diablo. Or Genshin artifact substats.
- b. You CAN use gears with stars as fodder, but it does not return 100% of the value of the fodder you have used on the gear beforehand, making it inefficient

>How the fuck do I get more gear and chips??????

You start unlocking access to gear when you hit level 20, IIRC

Rarity ranks are the same as general items:

White < Green < Blue < Purple < Yellow

Gear can be earned from a number of sources, generally Vitality and certain co-op challenges.

Depending on your level, the rewards will scale up the rarity of your gear rewards, though it stands to reason that rarer gear will have low drop rates.

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JUST RUN OVER TO THE FRIENDLY WHO HAS ZERO HEALTH BUT IS STILL LIMPING AND HAS A GIANT GREEN CROSS FLOATING ABOVE THEIR HEAD

AND PRESS F or interact with them.

Sometimes they do not get a chance for this “Second Wind” and just instantly die, so avoid dying in the first place. It seems that dying too soon after a “Second Wind” will cause instant death.

General sources of all gear rarities are:

- **Joint Operations**

- you spend 30 vitality per chest, you may opt to open some or none
- You can get both equipment and chips here
- testimonies claim that you will get the best chance at loot only when you **open ALL CHESTS in ONE operation, no matter in what order you do them**
 - THIS IS STILL RNG, YOU MAY GET GOOD LOOT in your FIRST CHEST OR SUCH

- **Frontier Clash (Level 30-something)**

- Co-op DPS-check wave-based killing spree
 - Normal mode at Level 30-something
 - Hard mode at Level 50-something
- **!! You gain stat buffs if you do this with crewmates, the more crewmates the better!**
 - **+10% damage pre crewmate, max of +30% at 3 other crewmates in the team**
- 8-minute time limit, counts down when you pull the switch!
- Every 3 waves is a boss
 - having a shieldbreaking strat is highly recommended
- **You ONLY get loot chest for every boss you kill**, and it is not confirmed if more

difficult bosses grant better loot. Rewards should scale with your personal level, and not counting level of your teammates.

- You open the chests at the end of the Clash.
 - There is only equipment here, no chips
 - **!!You can do Frontier Clash without using up an attempt**
 - **During the Accept/Deny challenge start phase before you get teleported to the Frontier Clash instance, there is an “Assist” checkbox.**
 - **You will not get chests from bosses. Instead**
 - **You still gain EXP and machine parts from boss kills**
 - **You gain 250(approx?) Support Points per run**
-
- **Void Rift (Level 30-something)**
 - Co-op 10-minutes-ish explore and boss-fight challenge
 - You must explore the map, find the keys and defeat the boss within the time limit
 - There are “Unstable Energy” around the map, either on the ground or held by enemies, these are buffs for you and for your team.
 - There are many types of buffs. You must collect at least 3 of each buff to activate it, and extra stacks will grant additional bonuses
 - If a teammate gets at least one stack of three of a single buff, the “wish activation” indicator is lit up, granting **THE WHOLE TEAM ADDITIONAL HP AND DAMAGE BUFF**
 - I believe each wish is worth 25% more health and damage, so all 4 members with wish activated is **+100% HP and +100% Damage for EVERYONE.**
 - Communication is useful, and having a tank and a healer is often useful, if not downright necessary at higher levels. Rewards should scale with level.
 - Rewards are granted as soon as the boss is killed, and the run is considered complete.
 - Attempts are only consumed when you **SUCCESSFULLY COMPLETE a run.** Losing a run is only time-wasted and embarrassing.
 - (can’t remember if you get both gear and chips here, need to confirm next time I edit this)
-
- **Commissary - Crystal Dust Shop (aka popcorn shop)**
 - You can buy blues, purples and eventually yellow (currently only purple is accessible at the time of writing) gears here, using Blue Crystal Dust, Purple Crystal Dust and Yellow Crystal Dust
 - Sources of crystal dust come from Co-op challenges. TL;DR, if you’re using your Vitality, you will get crystal dust in exchange. Initially you will only get blue dust, but at higher levels, you’ll earn purple and yellow dust too, though at a reduced

rate compared to blues

- It's **RECOMMENDED** to clear out the Booster Modules and Advancement Modules using blue popcorn FIRST. **This resets WEEKLY.**
- **RESTRAIN FROM BUYING BLUE EQUIPMENT** here. Blue equipment is relatively common from other sources, and the dust is worth more worth more for the weekly upgrade materials.
 - Gifts are also an acceptable use, since awakening Simulacrum gives you their traits.
- Purple dust and Yellow dust seem to be **EXCLUSIVELY** used for purple and yellow gear
 - Based on content in the chinese server, purple dust in the future can be used to buy Crystal Chunks, universal gear advancement resource. It seems the value is much more efficient than buying specific purple gear as advancement fodder, as far as I am aware.
- **Bygone Phantasm (unlocks at level 30-ish?)**
 - Solo only floor-based combat challenge
 - Mostly gives Crystal Dust and gear upgrade mats, based on your weekly ranking and your one-time floor clears. Worth paying attention to for futureproofing. Crystal dust goes to dust shop, as explained above
 - (This section is very incomplete. I have been neglecting my own Bygone progress because it's a fucking chore)
- **Wormhole (unlocks at level 36-ish?)**
 - A unique challenge, somewhat roguelite in nature.
 - I would describe it as a combination of Bygone Phantasm and Void Rift. I don't remember the name of the buff system right now, so I will call it Unstable Energy, based on Void Rift.
 - You explore a map with a limited timer and are challenged to kill enough mobs before the timer runs out.
 - The timer can be extended by 30 seconds by collecting timer power ups, shaped by orange stopwatches. These are found across the map.
 - There are Unstable Energy buffs, similar to Void Rift. These are scattered throughout the map, and also found on Elite Mobs.
 - You are **RECOMMENDED** to collect as many Unstable Energy as possible **BEFORE COMPLETING THE PROGRESS BAR**
 - **These are buffs that carry over during your run between floors.**
 - **You must select your buffs on the left side of the screen when you collect the energy. I believe that even if you forget to do so,**

the option will always be available as long as you have not selected up to the amount of energy that you own.

- Basic mobs will grant pitiful amounts of progress to clearing the level. **They do not carry Unstable Energy.**
- Elite Mobs are large tough mobs, commonly if not always equipped with shields, similar to the ones in the overworld.
 - **These grant large amounts of progress to the bar, about 20% each.**
 - **They will ALWAYS GRANT A SINGLE UNSTABLE ENERGY UPON DEFEAT, IMMEDIATELY.**
- **!! ONCE YOU COMPLETE THE PROGRESS BAR, ALL UNCOLLECTED BUFFS THAT SPAWN ON THE MAP AND MOBS WILL DISAPPEAR. You are essentially forced to continue to the next map.**
 - **ANON PROTIP: STACK CRIT BUFFS AND ONLY CRIT BUFFS. THESE WILL GRANT YOU RIDICULOUS DAMAGE.**
 - **IF CRIT BUFF IS NOT AVAILABLE, stack damage. If not, stack resistance. If not, stack whatever.**
- **Every four floors is a boss fight.**
 - **There is no exploration. Fight boss.**
 - **Killing the boss will drop you several Unstable Energy. Don't forget to collect these.**
- **These runs can be done infinitely and get harder as you win consecutive floors. Consecutive wins grant you more Crystal Dust.**

- **THIS SECTION IS INCOMPLETE, WORMHOLE IS QUITE COMPLEX AND I HAVE BEEN IGNORING IT AS WELL.**

- **Ruins**

- Ruins can grant Crystal dust as well as gear, though these rewards are one-time clear. They're not very hard, and there's no penalties for failure. If you're failing these ruins, you should upgrade weapons and matrix chips first.
- At level 30-ish, ruins will start giving you blue equipment of every type.
- At level 40-ish, it's a massive one-time source of purple dust, likely your best source for purple gear at this stage.
- **Clear them! It's good for you!**

>WHAT THE FUCK IS A ROLE RESONANCE?

A role resonance is based on the resonance of all weapons you equip in a set.

There are THREE weapon resonance types:

- Attack
- Defense
- Support

And there are FOUR roles:

- Attacker - Equip TWO attack-type weapons
 - Increases total damage of all attacks by 10%
 - Increased to 40% in team-based instances
- Fortitude - Equip TWO Defense-type weapons
 - Damage reduction of 25%
 - This increases to 45%(?) in team-based instances
 - Increased aggro generation by 800%
 - Increased Shatter damage by 60%
- Benediction - Equip TWO Support-type weapons
 - Increases all healing values from you by 100% (x2)
 - Increased to 300% in team-based instances (x3)
- Balanced - Equip an attack-type, defense-type and a support-type weapon in a set
 - All damage increased by 5%
 - Increased to 25% in team-based instances|
 - Damage Reduction of 5%
 - Increased to 25% in team-based instances|
 - Increases all healing values from you by 20% (x1.2)
 - Increase Shatter damage by 20%

>THE COMBAT IS WIERD/HOW DO I USE A WEAPON?

Each weapon is unique, generally, though some weapons share movesets. Ultimately, you can read how a weapon works by opening the weapon menu, clicking the weapon you want to check out, and PRESS THE TINY ASS FUCKING MAGNIFYING GLASS IN THE WEAPON'S DESCRIPTION BAR. This includes description for quite literally everything the weapon does, including attack strings, Weapon Skill and Discharge Skill effects.

To be frank, almost all weapons have the same inputs

>Mash the Attack Button or Left click (LMB) to do a normal attack combo

>HOLD the Attack Button/LMB to do a “branch attack” or a charge attack

>Branch attack typically means interrupting your normal attack string for an alternative attack, so you have to start a normal combo first before you can use it

>Other weapons may have a charge attack (see Ene's Pummeler charge strike or

Composite Bow charged shot)

- >Dodge attack means pressing the left mouse button AFTER a dodge. Simple.
- >SOME WEAPONS come with TWO DIFFERENT DODGE ATTACKS
- >You can either do a
 - >DIRECTIONAL DODGE - Press dodge while holding a direction
 - >BACKSTEP DODGE - Press dodge while NOT holding a direction
- >Typically both dodge attacks have different attack moves, so check them out
- >Weapon Skill - Press the weapon skill button. Duh.
- >SOME WEAPON SKILLS HAVE A DODGE ATTACK VARIANT.
- >Discharge Skill - See next section.

>WHAT IS FULLY CHARGED/DISCHARGE SKILLS?????

HOW DO I USE THEM?

All weapons come equipped with a specific element and unique weapon-specific weapon skill and discharge skills. Let's take these one at a time.

>Weapon Charge

The main meat of ToF's combat, the weapon charge bar. This is represented by the thick white bar that grows clockwise around the weapons (will insert picture later).

- >You gain charge mainly by attacking
 - >The amount of charge gained is SUPPOSEDLY dictated by a weapon's Charge rating, though this may be an arbitrary indicator. It seems that different moves within the same weapon may generate different amount of charges
 - >There are alternatives to hitting something to gain charge, such as Matrix Chip set effects or specific weapon moves that generate charge regardless of hitting anything (see Pepper's Staff of Scars' Dodge Attack)
- >When the bar is filled, two effects are triggered:
 - > Your **CURRENT** weapon is "**fully-charged**" for one second. See the Elements section below for info.
 - > Your Discharge Skill is stocked up, indicated by an animated glowing border effect on your weapon's border. See Discharge Skill section below.

!! You are able to build another Weapon Charge bar while having a Discharge still prepared.

(NEEDS CONFIRMATION) You can fill up this bar to ALMOST maximum, but it will not stock another Discharge, and will not trigger Fully Charged.

>Discharge Skill

When the bar is filled, switching to another weapon will trigger that weapon's Discharge Skill, commonly shortened to just "Discharge".

Every weapon has its own unique Discharge, with generally powerful effects.

!! Currently there is no easy way to switch weapons without triggering Discharge.

>One known method is to use a Relic with a targeting mechanic, such as the Cybernetic Arm or the Omnium Handcannon (there is a glitch with the Handcannon, however, that a charge will not be returned after activating the targeting mechanic)

>Just activate the relic, and instead of "shooting" it, just switch to the weapon you want.

>The relic will be stowed away, and

>Elements - Fully Charged

In ToF, there are CURRENTLY 4 elements (there is a 5th element in chink servers, released in 2.0 I believe).

Each element has a unique effect when the Weapon Discharge bar fills up, and during the one second the weapon is "Fully-Charged", hitting any target will inflict them with a unique elemental debuff

This information can be seen in a weapon's information bar.

(NEED TO DOUBLE CHECK EFFECTS)

- Fire
 - Deals damage over time
 - Reduces target's incoming heals by 50%
- Volt
 - Damage over Time
 - Paralyzes target for 6 seconds
- Ice
 - Freezes the target for 4 seconds
 - Target takes additional damage from any sources and removes the Freeze effect after one second of taking damage
- Physical (yes it's an element shut up)
 - Damage over Time (bleeding debuff???)
 - "Grievous" debuff for ? seconds
 - Target takes additional damage during this debuff (from physical damage sources only?)

>WHAT ARE THESE DREAM MACHINES THAT POP OUT?

Claire's Dream Machines are small minigames that appear randomly, but you can only **complete 7 of them per week**. Most players will discover all 7 on Monday, then proceed to never see them until next week.

These devices will appear as long as you have attempts remaining that week, and show up during normal activity. They can appear from chests of all kinds and killing any mob at random.

There are several varieties of minigames and challenges, including simple side scrolling challenges, parkour challenges, and basic bitch memory match puzzles.

SOME CHALLENGES ARE COMBAT-BASED! EQUIP YOUR BEST SET BEFORE ENTERING!

Rewards can vary from a couple of shiity matrix chips, to SSR and SR relic shards, to a small set of Gold Balls and Black Balls. There is no way to reroll rewards, it is fixed to that instance, and is not tied to any specific minigames.

>Why the fuck is world chat full of wierd looking names, numbers and some people yelling "invite" and "taxi"

Welcome to the one of the biggest player-interactive shitshow in ToF, the World Chat.

What you're seeing is one of two things:

- > Boss raid callouts and taxis
- > AFK farming callouts (this will be covered later, ask thread instead)

>Boss raid callouts

ToF has world bosses, currently 6 of them are available to beat wiped on the floor by a swarm of eager Wanderers looking to claim random SSRs and SRs, both weapons and chips.

Generally, they start with names, followed by the channel number, and optionally, current remaining health. You'll see something like

ROBARG 91 X4 HEALTH

Which means people are fighting a boss named Robarg in Channel 91, and it has 4 health bars remaining.

You have two ways of getting to this boss before it dies of player-induced hemorrhage:

- > Change channels by yourself, and teleport to the nearest Spacerift and get there by yourself (changing channels this way has a 30 minute cooldown)
- > Attempt to join the person doing the callout by clicking on their profile picture, and pressing

“Join Team” (if they have a team)

>Otherwise it will say “Team Invitation”, which invites them to YOUR team (creates one if you don’t have one). You can still transfer leadership in the Team Menu to them, THEN proceed to the following.

>Once you join the callout’s team, you can teleport to the leader by pressing the button located under your mission tracker:



>If you’re the team leader, this looks like a megaphone and requests your team members to teleport to your channel AND location

>If you’re a team member, this looks like two dudes, and will teleport you to the leader’s channel and location

There is no cooldown for Team-based transportations, hence, “taxiing”.

And now you know how to commit boss genocide, with friends!

>WORLD BOSS IS FUCKING ME UP, HELP ME FAGGOT GIT GUD SCRUB

If you haven’t noticed yet, World Bosses tend to be MUCH tankier than bosses you would find in instances/dungeons. They’re basically raid-tier, and you’re better off sending out a fag signal in world chat to help put the fucker in its place. See the previous section about boss callouts and taxiing.

>All.bosses share a patented Scrub-Killer mechanic, known as “Maximum”

>Essentially, it’s a Limit Break meter for the boss and unleashes a field-wide killer move that will deal massive damage, if not **INSTANTLY FUCKING KILL YOU** (LOOKING AT YOU FROST BOT)

>This bar appears as a diamond-shape meter under the boss’s health bar, and increases over time. It seems to increase faster as players deal damage to it, but that’s personal observation and is in no way confirmed

>At the same time, the boss will deploy a shield. This shield is no different than any other shield you would see on other mobs.

I believe all bosses employ Elementless Shields (white), which are only weak to the

bosses' elemental weakness. It's possible some instance/dungeon bosses employ Multishields, which REDUCE damage from elements OTHER than the boss' own elemental weakness.

>So it's a race against the clock for the players to shieldbreak the boss before he opens a can of family-sized whoop ass

>Bosses have an aggro mechanic, they will focus on a player who have dealt the largest amount of damage after every attack combo animation the boss has executed. This value can be multiplied by certain effects, most notably by Wanderers with the "Fortitude" Resonance.

It IS possible for a DPS to draw aggro, if their damage dealt exceeds that of the aggro value dealt by any Tank/Shieldbreaker Wanderers in the field. This is big dick energy, and generally will make your Tank feel inadequate. Such is the way of the world.

Each boss has its own Limit Break. Here we'll focus on world bosses and some of their most deadly attacks, in order of the regions you travel through in the story, because it's a common barrier for newfags to die to, and instanced bosses are either soloable or meant for 4-on-1 team gangbangs.

Robarg

>One of the more powerful standard attacks is the Vertical Thorn Stab, with practically zero indicators and attacks multiple wanderers at once without regard to aggro.

Apparently the easiest way to avoid this is to run in small circles, as the thorns PREDICT your trajectory. I have never done this, and have eaten every single thorn Robarg has thrown my way, other than the occasional perfect dodging then.

The giant plant robot lady's ultimate is relatively simple and not even fatal if you've got healers or a big enough health bar.

>She will spread an arena-wide poison field, rapidly destroying your health for several seconds.

>Apparently anything that removes debuffs, such as unleashing your Discharge skill, also removes the poison.

Apophis

One of the earliest world bosses that will make you throw your controller, if you're that kind of retard.

Apophis has two kinds of hyper deadly moves, and I'm not sure if one of them counts as a Maximum attack.

>SPIRIT BOMB™

>Apophis will literally start charging up a giant energy ball while standing upright, and this ball will start spitting out smaller energy balls in random directions so rapidly, no amount of Touhou training will let you dodge them all

>After 10-ish seconds, Apophis will throw the ball DIRECTLY TOWARDS the last Wanderer who drew aggro, creating a massive AoE with damage that is enough to INSTANTLY KILL ANY WANDERER, even if you are using Tank Resonance.

Despite the threat, avoiding death from this attack is mostly simple.

- A. Run the fuck away like a coward and hide behind natural obstacles
- B. Use the Omnium Handcanon (pillar gun) near the Apophis. The pillar will negate ALL energy spheres, including the final bomb itself, and it will NOT explode.
- C. Jetpack Dash into the air. The small balls will not attack upwards, and if you move tangentially to the Apophis, the final Bomb will just be thrown behind you and not explode.

Apophis's second most deadly move is the Matchmaker balls, the Tinder sweeper, Valentines day mode, who knows what you wanna call it.

>Apophis will create two colored energy balls, one in each hand, red and white

>Randomly, several set of Wanderers will be cursed by one of these colors, and take massive damage over time

>This DoT is neutralized when two Wanderers of opposite balls stay close to one another

>They MUST stay together for the duration of the attack to negate the damage

>The damage is often highly critical and sometimes too strong to outheal or tank, more likely to drop Wanderers dead than not

>Apophis himself is not invulnerable during this time, so Wanderers can basically whack him for free damage while also negating the Tinder Sweeper DoT.

There is no counter. Simply get close to Apophis and hope your soulmate is in there too, whacking for their lives.

Frost Bot

Frost Bot's ultimate attack is one of the most frustrating Maximum attack, as the attack has a HUGE range, and the timing to counter it can be difficult.

>Frost Bot Super Freeze

>If Frost Bot's shield is not broken, it will begin to charge up and spin around, as the area turns dark. After 5 seconds of spinning, ALL WANDERERS (or possibly a random set of them) are SUPER FROZEN

> This frozen effect is unique, as there is a countdown timer, and the timer can either be 10 seconds or 5 seconds.

> If you do not break this Super Freeze by yourself or with the help of others, you will

INSTANTLY FUCKING DIE

That's it.

To survive this, you have several options, many of which are not explained to a newfag. But it is a good opportunity to learn.

- A. Hope someone with a fire weapon attacks you. Yes, fire weapons can defrost Critical Freeze, and I believe even normal freeze effects. The attacker must deal **5 separate points of fire damage before the countdown is over**, like you would attacking a fire ore pillar.

This unfortunately makes the fire bow FUCKING USELESS at defrosting friendlies due to the targeting mechanic, and charge/aimed attack being VERY SLOW. Pray for others with better and faster fire weapons

- B. Save up and use a discharge skill either during the Super Freeze or after you are frozen. A discharge skill REMOVES debuffs. This Super Freeze counts as a debuff.
- C. Rely on healers. Healer weapons (currently only Coco and Pepper's healsticks) have an AoE heal AND debuff-removal factor, on their Discharge skill. A good guarantee for a scrub kill team.

IN THEORY, it works on NON-TEAMMATES. So far it's difficult to tell if heals affect fellow Wanderers who aren't teamed-up with you and that's pretty shit.

- D. Immunity to "control effects". Some weapons come with immunity to stun effects, most notably tank/shieldbreaker weapons, like Ene's Maul or Meryl's greatsword. If the weapon has an effect that "grants immunity to control effects", this will disable such debuffs. Here's a short list of weapons that I know is immune to any stun/freeze/shock effects, and thus, effective against the Super Freeze
 - a. Ene's hammer charge attack
 - b. Meryl's greatsword weapon skill, Blizzard. Immune for entire duration of the swing attacks.
 - c. Hilda's Terminator weapon skill, Turret Mode. Literally can just sit there in your turret, and be immune.

There's likely more, but I am a lucklet and don't have other characters.

Sobek

One of the worst bosses currently available. Undodgeable auto-targeting AoE attacks with stun effects, huge sweeping attacks, and an attack grants him huge amounts of I-frames (consequently letting him build up his Maximum bar) and deals huge damage on his hitbox. And that isn't even his Maximum attack

>Chasing Water Geysers

After hitting his Limit Break, Sobek will dive underground and for approximate 10 seconds, targets multiple Wanderers with a series of explosive water geysers that appear under their feet every 3 seconds. An indicator appears every second, and after one second, the ground where the indicator is explodes for generally minor damage. However, this attack can combo in on itself, and you are at risk from geysers targeted at OTHER wanderers. It's a fucking shitshow during this attack.

Easiest solution to avoid causing geysers or getting hit by them? Just jetpack dash into the air. Hit spacebar during intervals to fly up slightly to stay in the air longer.

Omnium Pillars do not work, geysers seem to have a tall hitbox, capable of hitting a Wanderer standing on a pillar.

Lucia

Barbossa

I've only fought Barbossa like 3 times as a world boss, and he's generally fucking easy. He is a harder boss during Joint Operations, however. His Maximum Attack is hard to tell, but it's some sort of

huge-aoe Body Slam

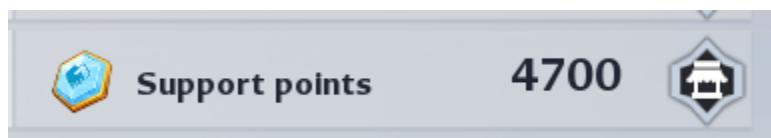
Centered around the last aggro target. It hurts a lot, and despite not being fatal at full HP, you're better off breaking that shield because Barbossa seems to have a fuckload of HP, and Wanderers tend to lose war of attrition against bosses.

>THERE'S SO MANY FUCKING CURRENCIES, WHAT DO THEY DO

Go to your backpack, hit the currency tab, and press the small black button at the end of each currency. They'll send you to the respective store the currency can be used in.

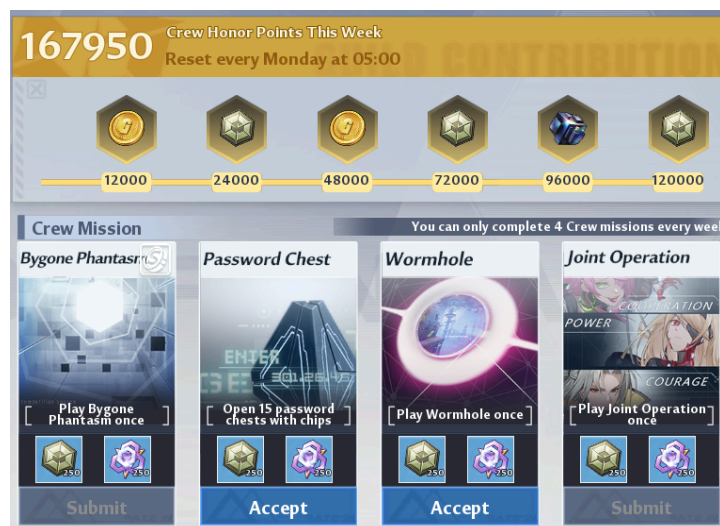
Fuckin' baby.

Here's some notes about some of the more useful yet obscure currencies:



>Support Points, earned by doing co-op without Vitality/Attempts (aka not earning normal

rewards for it), co-op with Vitality with Wanderers much weaker than you, or forcing open World Boss Chests **without** Gold Decryption Chips. There is a daily limit of 1500 points you can earn, which you can see your current earned today in the Team menu (flag icon), then by pressing the handshake icon. See below.



>Merit, a Crew-based currency (Crew being this game's terms for a guild).

Looks like a green-ish hexagon

These are earned from the cumulative Crew donation and Crew mission completion, increasing the Crew Honor bar and granting all members rewards based on the progress of the Honor Bar.

Merit is spent in the Crew shop for a variety of general usable loot. Available items is based on the Crew's facility levels.

>ANON I'M POOR, I NEED MORE GOLD

This will happen eventually. Upgrades cost gold, and you only get so much gold from dailies and using decryption chips. In order of priority, here's extra sources of gold:

>Support Point Shop in the Commissary

You can purchase 50k gold total, in bundles of 1k gold for 70 Support Points each. That's a total of 50 purchases, costing 3500 support points. Remember that you can only earn 1500 points a day, meaning you need at least 3 days worth of grinding support points to clear out all gold from this shop. **This resets weekly.**

>Spacetime Domain

Never do this if you can help it.

30 Vitality for approximately 10k gold is worthless unless you're DESPERATE for gold. You gain slightly more gold once you unlock harder difficulties, but as far as I know it's worthless. You need all your Vitality to acquire gear and upgrade materials to get through difficult combat, and if your exploration and Support Point-to-Gold weekly purchase isn't covering the costs, only THEN consider doing Spacetime Domain.

>Wahhhh Climbing is really slowwww!

Then learn to climb, the based jank kino way:

>start climbing

>press the crouch button to let go

>immediately double jump

>go forward at the apex to stick to climb wall again

>repeat

This is easier on PC, the combo is

> Ctrl > Space > Space > W > ... repeat

(Good luck to mobilefags however)

Generally, **You need a near-vertical surface for this to work.**

Slightly sloping walls may cause your Wanderer to fail to register it as a surface to grab onto.



It's also recommended you unlock the **Cybernetic Arm SR Relic, aka GRAPPLING HOOK**. You'll need 20 Cybernetic Arm Relic Shards to unlock it. You can either:

- >Use any granted SR Relic shard boxes towards Cybernetic Arm (if possible)
- >Farm Sobek, a giant fuckwad robocrocodile in the southern part of Crown Mines. You'll get 8 shards per kill if you use Gold Decryption Chips on his chest, which means you need to kill him a minimum of 3 times to unlock the arm with 4 extra shards to spare.
- >PAY US ONE US DORRA GWEILO; get the Adventurer Bundle from the shop, which gives the relic (20 shards equivalent), 5 Gold Balls and some Weapon Battery 3 for weapon upgrades. Fastest way you can get it for early game without relying on game freebies.

A0 Cybernetic Arm is useful as it is. You can get A2 to reduce the cooldown to 15 seconds, letting you spam it twice as often. A3 gives you a 3 charge limit, but this is generally overkill and only needed by the clumsiest of climbers. Git gud.

>Hey this Clotho Supply Pod looks really good at 80% discount...



Purchase at your own risk.

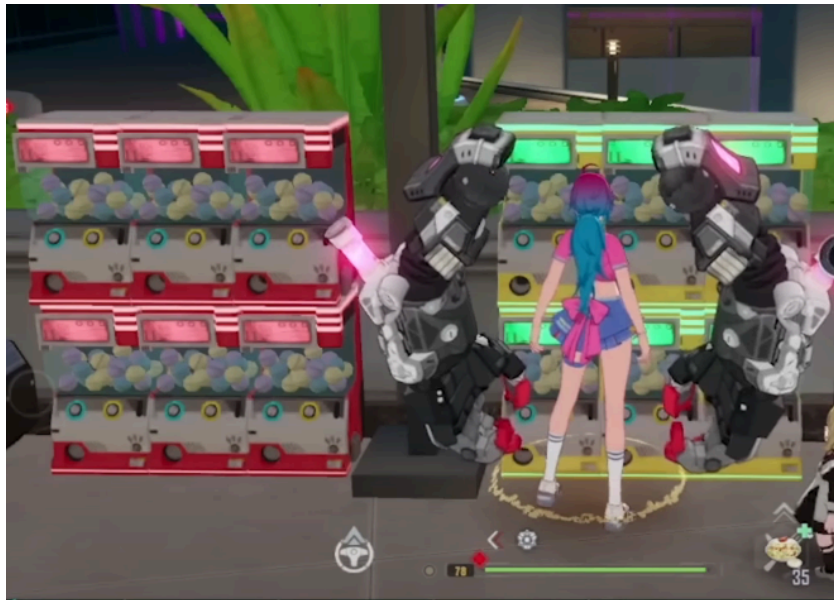
300 crystals for 10 gold balls sounds good, but only in the short term. Here are the known facts:

- >The pod alternates between golden balls and gold receipts (used for the Matrix gacha banner)
- >80% discount happens in 1 week after the pod has been “found”
- >100% discount happens in 2 weeks instead
- >if you purchase the pod BEFORE the 2-weeks discount, you have to wait an unspecified 3 days before the pod can be “rediscovered”, thus you can only buy the pod once every 10 days for 80% discount, realistically
- >if you purchase the pod AFTER the 2-week discount, the waiting period seems to be zero, you will find the pod again immediately after doing some overworld activities
- >the direct comparison in one month:

1-week discount - 80%	2-week discount - 100%
10 Gold Balls/Receipts per 10 days	10 Gold Balls/Receipts Per 14 days
30 Gold Balls/Receipts per 30 days	20 Gold Balls/Receipts per 28 days
3 x 300 Dark Crystals = 900 DC = 6 Red Balls-worth	0 Dark Crystals Completely Free

If you think sacrificing 6 Red Balls worth of Dark Crystals for 10 extra Gold balls/receipts per month over the free method, then be my guest.

>I've heard of this weird rumor about “save your Type 1 and Type 2 Decryption Chips for 2.0!!!”, why should I not use them????





Source: [SAVE CIPHERS for Free Summons & Accessories! BIG MISTAKE in Tower of Fantasy](#)

Alternative source:

<https://www.bilibili.com/video/BV1gu411r7j7/>

<https://www.bilibili.com/video/BV1m44y1G7Nh/>

Okay, see, apparently in the 2.0 update, when we visit the desert planet “Vera”, there’s this cyberpunk city called Mirroria, and it has these Gachapon machines. Very similar to the Summer Seabreeze swimsuit gachapon event we had in week 2 after launch.

>This is supposedly a permanent Gachapon filled with cosmetics, and as you can see, even Red Balls as prizes.

>The currency for these gachapons, unlike the Summer Seabreeze gacha, is earned by decrypting Blue and Purple Password Chests.

>In my opinion, you’ll get more chips eventually anyway, but if you want a head start in these gachapons, it’s likely true that you SHOULD save these decryption chips.

But at the time of this writing, Vera is likely to arrive somewhere in October, either early or middle of the month. If you can survive not dumping your chips for immediate rewards, maybe this will be worth waiting for.

After all, you’ll only be losing some pitiful amounts of weapon/matrix exp materials, and MAYBE LUCKCHAD your way into a Pro Weapon Box, a usable box that can randomly give you any standard SR or SSR weapons. The rate, as always, is heavily skewed towards SR weapons. But maybe you can DOUBLE LUCKCHAD into a free SSR.

In the end, you’ll end up using these chips anyway. Up to you, fags.