namplion ?	Especia		Sente Septe	= /	1 1	1	100	370 /	Ζ.			i i Lita jeta		11			, ,	Requirements (securing 2+ turns spent on floor)	<u></u>		Hazarda wida fighting (avenium)	Non-empt damage samps	Barrato (NP range in its source of		Palania Palan James III		Demandration	NOV ATK TO MAN	Ant. Still Blad Daley Blad Ork Local
1 Certurales		25:1	6 20% 509				30	2				10					2 Pen Alam	20 has bind recover or unbindable from		Dark santomole and hits for T28 000 when alone		302 000	15	- 1	Omerinian	% Organistan	6(E) 3				
2 Colores	206.00	4.6	92%	100%					- 1	10 01								RCYATEME				204.000 - 499.000	16								
3 Oxien/Paix	384.20	05:1	4 909.5 19	90.480		10 ten		The little	arts i 6		- 6						2 Sumin	Eter unmatchalde idear				384,300	15				3(0)				
4 Knoon		- 4	92%	245 900			4							- 4			1. Serie	Eturn austien bind stear	4 5	Survive unapositable due to assisten bind, board charged to ToS Q borns		411.500	16								
5 Carburates	489-00	05.5	5 009.5 19							1010					3			AZKIME				455,000	15								
6 Sire/Cetural	im 301.00	0.001			22 turn	(6)		2			10							2 turn damage about yold		First store store does 718,000 many 4 turns haddate? I 1 hit debrear on E store		301.900	15								
7 Centeda's		00k 661														3		Delay or least easily lateral		BIT's damage reduction + - BISIs hit if shock below BIT's	Donalshable greens or hearts, all order looked	437,775 - 649,386	16	16	r i mini		1.7 1.7		1 1 2		
I MneralTene	4 .	16		306,600 > 6	i ed					230			99	10	6			RCV bull, Luniosh, Issued shange? [7]			Sonin, super blnd janners, pokon	167,750 - 902,750	16	80	full heart learnt [8]	16 1:15min(R)	1:7 7[10] 16			192	
9 Yami Sndramer		10	30%								4						3. Water			Antiromesia has a 10% charce to look board, branck down to hymerge to ship		180,870 - 313,700	16 3=	888 [C) 20	12:16:494		1.7 1.7 10				
0 Americ Saldo			6 14%-209															10 turn auction bind slear, Empular bind			All doubt specific looks, skill kind, single all doubt to mortal polson, super kind, binds, bombs	306,100 - 326,800				14 - 20 - 1.6 milns	Am. 6[10] 10			10/10	S(R) Ale Hearth
a) Grenoylin			10%-165	401,400					0.0					- 4			30 Light	TEARCHIME Inset stange?	4 16	Grenory faces NP in 100,000 for 1 fam as pre-empt	OF in 1004 or 10% of original for a turn, allock or nor reduced by 10% (4 turns), polson & jammer spanned & looked.	169,000 - 601,750	16	989 G. S	6 16:2 milki		1 1			property	Heavie
		P2.14																Count limest or damage cap latent			I spinner's Elmany hits	812,000									
			9% 16%														30 Fire					365,120 - 494,910 (27)									
(a) Femir										10(24)								according to the second second second							+9x +9.25x rev	75 Like XZX + VSP when					
									arts - E									RCV bull, it have provide baller since, broard princip, insent change?		SIVs shares for selection	Stand last & super blind	344,300			LEADK	10 × 1.7 milns		poj			Pulliner
				258,640													30 Fire					325,360 - 484,960			13.60K polygonial						
				80,128 (F) (I furni punitien kinds E komin	361,120 - 336,600 (32)		889 80	no skylel (10) + 6 mulete (10)		4(00)				
(3 3 Speum										7 pq 7 pq										Rephant executes (1.0 mil damage) in 1 turn & second be delayed		342,630 - 431,630									
																				Rephant executes (1.0 mil damage) in 1 turn & second be delayed		1,917,000									
										7 pm								attribute absorb unit, TE, RCV, EATK bull			Time delauff, combin shield, I have auction hind + 365,000 hit, I have readede, 1925; gravity, 1,2 have shift delay in that order	363,670 - 631,630									1 1/2
In) Garleta						WH+D				7 [40]											Combo shield, time debuff, I burn residete, 1-2 burn skill delay, I burn assisten kind + 353,070 htt, 1905, granity in that order	342,430 - 430,660									1 1/2
14 EpsTpures			25.85															Unmanhable FWI or Pt ADC TE, RCV auf-			Etern malerials (3), RCV & TE debuils	387,766 - 660,360 (62)		888 65	Vid or Fr 10 turn unmatchable						
a) Cark Houseon																			1 1		AZK, RCV, & TE 60% reduction, 15 order instead, 1 turn madelie	142,136 - 606 190			assistantions, 360% + 200k htt, 16 turn blind fall					1 1 1	
(a) Digitifesame		1,040 100																A SES NA L million effective PE Add	1 1		ADK, RCV, & TE 60% reduction, 15 order instead, 1 turn madelie	142,136 - 606 150	66 66 0 .	MB 47 80	15 turn Dis ummatishable + 1 mil hit (40)	2 > 14 mil Ni		- 1			15 min
En) Green augle (i		10			TM 250	2000												ALCOY, No. 1 million effective HP, Aul symmetrispide F (set)		Familion one of (altribute absorb, damage absorb, damage unid) each him	I harn skill delay if any other augles, are billed	201,700									2
La) Nelson augile (I				382,000																Every Elsern, I have assisten bind All other horse only 360,000 damage	Aurolan hind	382,000									

Populsomente (accuming 24 tu		Roulette spawns					Preempt	Non-enrage	1 LS Shield %	759
Requirements (assuming 2+ turns spent on floor)	# of spinner		Floo	r Strategy/Quick Notes	Spawn(s) HP (HP (Billions)	Damage	damage range	Damage Adjusted	812,5 50,7
20 turn bind recover or unbindable team			1	Araragi (10 pull) -> Bastet. Kill everything but dark carbuncle & stall until Mikage's are up	Carbuncles	2.5 - 6		302,000		
RCV & TE buff			2	Bastet, heal to full before leaving floor	Golems	4 - 6	100%	204,000 - 499,000		
4 turn unmatchable clear			3	Kill in 2 turns	Golem/Pixie	0.5 - 4	-	384,200		
5 turn awoken bind clear	4 [54]	5	4	Araragi	Knights	4	246,900	411,500		
ATK buff			5	Stall until nelle assist/bastet inherit is up	Carbuncles	0.5 - 5	150%	468,000		
2 turn damage absorb void			6	If bastet delay inherit isn't up stall, otherwise, nelle + durga burst & clear (blue slime has 2 billion defense so cap or guard break)	Slime/Carbuncles	0.01 - 6	-	301,900		
Delay or lead swap latent			7	Bastet delay then, stall 3 turns, attempt to knock to 50%, then clear floor w/ shield up	Gachadra's	0.01	401,400	437,775 - 649,386		
RCV buff, L-unlock, board change? [55]			8	Bastet to clear 0% RCV debuff, don't knock Parvati below 50% until Mikage active is next turn. Stall as long as possible (but less than 15 turns)	Minerva/Parvati	15	335,500	167,750 - 502,750		
			9	Have burst & full awoken bind up before clearing	Yomi/Andromeda	10	303,120	150,570 - 313,700		
10 turn awoken bind clear, 5 regular bind			10	Stall if possible (Baldin has 1 bil defense), try to clear Baldin before knocking below 50% range (skill bind)	Ameno/Baldin	10 - 15	335,100	335,100 - 326,800		
TE & RCV buff, board change?	4 [56]	15	11 a	Stall for Klaus & Araragi assist, heal to full when clearing if possible	Gremory/Ilm	14 - 16	-	169,500 - 501,750		
Guard break or damage cap latent	2 [57]	1	11 b	Clear asap, but do not knock to 50% unless Mikage is within 1-2 turns, heal to full if possible	Grandis	> 2.14	-	812,500		
			12	General: Have bastet & ideally a burst ready before next floor	4 Spawns	15 - 30	303,120	303,120 - 484,950		
			12 a	Knock below 75% or have RCV buff ready	Fenrir	15	-	341,000		
RCV buff, 8 turn unmatchable clear, board unlock, board change?			12 t	Clear ASAP (full board locks), no preempt next floor	Metatron	20	-	344,300		
			12 0	Stallable floor, but enrage in 10 turns	Senri	30	258,640	323,300 - 484,950		
	4 [58]	10	12 0	Stallable floor, but 1 awoken bind & bombs possible	Albrecht	22	-	303,120 - 336,800		
			13		3 Spawns	5 - 12	-	352,620 - 431,530		
Deal 12 billion damage in one turn, >=1 turn			13 a	Use Durga Fatalis inherit for time and burst, maximize dark combos	Raphael	12	-	1,917,000		
attribute absorb void. TE, RCV, & ATK buff	1 [59]	1	13 t	Bastet AFTER 1st turn. 1 bil defense, so absorbed dmg can be reduced to 1 & Mikage fua is 2 so easy kill Alt: Klaus to void attr. absorb or delay by a turn when you encounter spinners	Gorkaos	5	-	353,070 - 431,530		
	1 [60]	1	13 0	Bastet AFTER 2nd turn. 1 bil defense, so absorbed dmg can be reduced to 1 & Mikage fua is 2 so easy kill Alt: Klaus to void attr. absorb or delay by a turn when you encounter spinners	Gorfeis	5	-	352,620 - 430,980		
Unmatchable if Wt or Fr, ATK, TE, RCV buff	3	1	14	Kill as fast as possible (33% chance for spinners)	Kyo/Ryuunsai	25 - 30	-	387,700 - 590,250		
	1 [61]	1	15 a	Full orb lock at 100% HP so have Klaus ready. Full orb lock at 100% HP so have Klaus ready. 1 turn awoken bind, 360% gravity + 303,050 hit at 50%	Dark Hexazeon	100	-	142,135 - 609,150		
	1 [62]	1	15 t	Full orb lock at 100% HP so have Klaus ready. Must be at full HP & have 15 turn unmatchable clear before knocking below 50%	Light Hexazeon	100	-	142,135 - 609,150		
At 50% hit, 1 million effective HP, full unmatchable if dark			15 0	Mass attack kill with yellow (after yellow second respawn). Can stall by targetting during various gimmicks	Green augite	10	#REF!	203,700		
			15 0	Kill twice first. Never allow it to reach 5th turn (awoken bind for 1 turn, but in combination with green augite, Mikage's can get skill delayed)	Yellow augite	5	382,000	382,000		
			15 0	If yellow augite down, 50% of 15 orbs locked each turn. Try to kill both other augites at the same time & kill purple quickly after. Keep in mind this augite has 1 billion defense	Purple augite	2.4	-	298,400 - 596,800		

	Minimum	with activation			Minimum with act	ivation + 3 enh	ances
	100%	50%	25%		100%	50%	25%
Mikage	721,607,400	360,803,700	180,401,850	Mikage	864,223,360	432,111,680	216,055,840
Bastet	243,270,720	121,635,360	60,817,680	Bastet	291,368,000	145,684,000	72,842,00
Klaus	152,229,000	76,114,500	38,057,250	Klaus	182,320,600	91,160,300	45,580,150
Araragi	438,345,600	219,172,800	109,586,400	Araragi	524,986,000	262,493,000	131,246,50
Durga	28,237,440	14,118,720	7,059,360	Durga	33,818,400	16,909,200	8,454,60
Mikage	721,607,400	360,803,700	180,401,850	Mikage	864,223,360	432,111,680	216,055,84
Total	2,305,297,560	1,152,648,780	576,324,390	Total	2,760,939,720	1,380,469,860	690,234,93
On attr.	4,610,595,120	2,305,297,560	1,152,648,780	On attr.	5,521,879,440	2,760,939,720	1,380,469,86
	Minimu	um with VDP			Minimum with	VDP + 3 enhand	ces
	100%	50%	25%		100%	50%	25%
Mikage	1,984,407,040	992,203,520	496,101,760	Mikage		1,073,741,824	536,870,91
Bastet	364,918,400	182,459,200	91,229,600	Bastet	485,112,320	242,556,160	121,278,08
Klaus	894,339,600	447,169,800	223,584,900	Klaus	1,364,517,000	682,258,500	341,129,25
Araragi	657,518,400	328,759,200	164,379,600	Araragi	874,134,800	437,067,400	218,533,70
Durga	42,356,160	21,178,080	10,589,040	Durga	56,311,640	28,155,820	14,077,91
Mikage	1,984,407,040	992,203,520	496,101,760	Mikage	2,147,483,647	1,073,741,824	536,870,91
Total	5,927,946,640	2,963,973,320	1,481,986,660	Total	7,075,043,054	3,537,521,527	1,768,760,76
On attr.	8,213,232,416	5,927,946,640	2,963,973,320	On attr.	9,273,568,464	7,075,043,054	3,537,521,52
	Maximum wi	th VDP (no skyf	fall)	Max	imum with VDP (no skyfall) + 3 e	enhances
	100%	50%	25%		100%	50%	25%
Mikage	2,147,483,647	1,073,741,824	536,870,912	Mikage	2,147,483,647	1,073,741,824	536,870,91
Bastet	608,193,600	304,096,800	152,048,400	Bastet	822,628,800	411,314,400	205,657,20
Klaus	1,288,749,000	644,374,500	322,187,250	Klaus	1,814,379,000	907,189,500	453,594,75
Araragi	195,086,400	97,543,200	48,771,600	Araragi	1,482,354,800	741,177,400	370,588,70
Durga	70,593,600	35,296,800	17,648,400	Durga	95,487,000	47,743,500	23,871,75
Mikage	2,147,483,647	1,073,741,824	536,870,912	Mikage	2,147,483,647	1,073,741,824	536,870,91
Total	6,457,589,894	3,228,794,947	1,614,397,474	Total	8,509,816,894	4,254,908,447	2,127,454,22
On attr.	8.190.198.144	6,457,589,894	3,228,794,947	On attr.	10,426,166,192	8 509 816 894	4,254,908,44

[1] 3 normal, 3 mortal
[2] 0.25x
[3] Bombs
[4] 0.25x
[5] Absorb > 300 million
[6] 0x
[7] Full board changed to hearts
[8] Parvati only
[9] Parvati also creates hearts
[10] Bombs
[11] 2 turn super blind
[12] 0%
[13] Andromeda is 999
[14] 1 turn
[15] Baldin only
[16] 1 - 2 rows depending on board size
[17] 2 turn super blind
[18] at 50%
[19] 2 subs
[20] 50%
[21] 50%
[22] 50%
[23] > 2.14 due to defense stat (not shield)
[24] 1 turn

[25] Awoken bound before hit
[26] 25%
[27] 303k hit after awoken bind
[28] 25%
[29] 25%
[30] 10 turn
[31] Awoken bound before hit
[32] 303k hit after awoken bind
[33] Bombs
[34] 10 turns
[35] 0.25x
[36] 0.25x
[37] Turn 1 -> awoken bind & execute
[38] 0.25x
[39] 1 turn
[40] 0.25x
[41] 1 turn
[42] Also a 100% gravity + 194k/197k hit
[43] 1 turn
[44] Count begins when alone
[45] Only after one augite is killed
[46] Count begins when alone

- [47] Only after one augite is killed
 [48] 1,023,372
 [49] Kill first?
 [50] > 1 bil
 [51] 1 will be used
 [52] Kill second or simultaneously
 [53] hit after resurrecting augite
 [54] Preempt
- [55] Full board changed to hearts[56] Preempt[57] at 50%
- [58] at 50% [59] 4th turn
- [60] 3rd turn[61] Only after below 50%
- [62] Only after below 50%