

Requirements (assuming 2+ turns spent on floor)	Roulette spawns		Floor	Strategy/Quick Notes	Spawn(s)	HP (Billions)	Preempt Damage	Non-enrage damage range	1 LS Shield %	
	# of spinners	turns							Damage	Adjusted
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	75%	812,500
RCV & TE buff			2	Bastet, heal to full before leaving floor	Golems	4 - 6	100%	204,000 - 499,000		50,782
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/Ilim	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		
RCV buff, 8 turn unmatchable clear, board unlock, board change?			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		
			12 b)	Clear ASAP (full board locks), no preempt next floor	Metatron	20	-	344,300		
			12 c)	Stallable floor, but enrage in 10 turns	Senri	30	258,640	323,300 - 484,950		
	4 [58]	10	12 d)	Stallable floor, but 1 awoken bind & bombs possible	Albrecht	22	-	303,120 - 336,800		
Deal 12 billion damage in one turn, >=1 turn attribute absorb void, TE, RCV, & ATK buff			13		3 Spawns	5 - 12	-	352,620 - 431,530		
			13 a)	Use Durga Fatalis inherit for time and burst, maximize dark combos	Raphael	12	-	1,917,000		
	1 [59]	1	13 b)	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 c)	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		
At 50% hit, 1 million effective HP, full unmatchable if dark	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 b)	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		
			15 c)	Mass attack kill with yellow (after yellow second respawn). Can stall by targetting during various gimmicks	Green augite	10	#REF!	203,700		
			15 d)	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 c)	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			
	100%	50%	25%
Mikage	721,607,400	360,803,700	180,401,850
Bastet	243,270,720	121,635,360	60,817,680
Klaus	152,229,000	76,114,500	38,057,250
Araragi	438,345,600	219,172,800	109,586,400
Durga	28,237,440	14,118,720	7,059,360
Mikage	721,607,400	360,803,700	180,401,850
Total	2,305,297,560	1,152,648,780	576,324,390
On attr.	4,610,595,120	2,305,297,560	1,152,648,780

Minimum with activation + 3 enhances			
	100%	50%	25%
Mikage	864,223,360	432,111,680	216,055,840
Bastet	291,368,000	145,684,000	72,842,000
Klaus	182,320,600	91,160,300	45,580,150
Araragi	524,986,000	262,493,000	131,246,500
Durga	33,818,400	16,909,200	8,454,600
Mikage	864,223,360	432,111,680	216,055,840
Total	2,760,939,720	1,380,469,860	690,234,930
On attr.	5,521,879,440	2,760,939,720	1,380,469,860

Minimum with VDP			
	100%	50%	25%
Mikage	1,984,407,040	992,203,520	496,101,760
Bastet	364,918,400	182,459,200	91,229,600
Klaus	894,339,600	447,169,800	223,584,900
Araragi	657,518,400	328,759,200	164,379,600
Durga	42,356,160	21,178,080	10,589,040
Mikage	1,984,407,040	992,203,520	496,101,760
Total	5,927,946,640	2,963,973,320	1,481,986,660
On attr.	8,213,232,416	5,927,946,640	2,963,973,320

Minimum with VDP + 3 enhances			
	100%	50%	25%
Mikage	2,147,483,647	1,073,741,824	536,870,912
Bastet	485,112,320	242,556,160	121,278,080
Klaus	1,364,517,000	682,258,500	341,129,250
Araragi	874,134,800	437,067,400	218,533,700
Durga	56,311,640	28,155,820	14,077,910
Mikage	2,147,483,647	1,073,741,824	536,870,912
Total	7,075,043,054	3,537,521,527	1,768,760,764
On attr.	9,273,568,464	7,075,043,054	3,537,521,527

Maximum with VDP (no skyfall)			
	100%	50%	25%
Mikage	2,147,483,647	1,073,741,824	536,870,912
Bastet	608,193,600	304,096,800	152,048,400
Klaus	1,288,749,000	644,374,500	322,187,250
Araragi	195,086,400	97,543,200	48,771,600
Durga	70,593,600	35,296,800	17,648,400
Mikage	2,147,483,647	1,073,741,824	536,870,912
Total	6,457,589,894	3,228,794,947	1,614,397,474
On attr.	8,190,198,144	6,457,589,894	3,228,794,947

Maximum with VDP (no skyfall) + 3 enhances			
	100%	50%	25%
Mikage	2,147,483,647	1,073,741,824	536,870,912
Bastet	822,628,800	411,314,400	205,657,200
Klaus	1,814,379,000	907,189,500	453,594,750
Araragi	1,482,354,800	741,177,400	370,588,700
Durga	95,487,000	47,743,500	23,871,750
Mikage	2,147,483,647	1,073,741,824	536,870,912
Total	8,509,816,894	4,254,908,447	2,127,454,224
On attr.	10,426,166,192	8,509,816,894	4,254,908,447

[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%