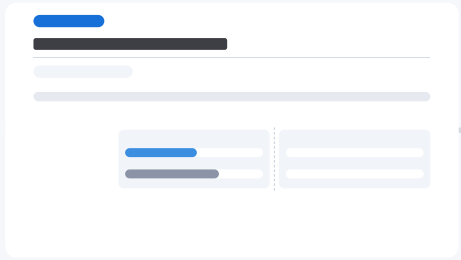
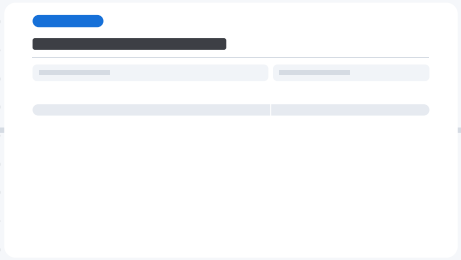
Recruitment System Revamp

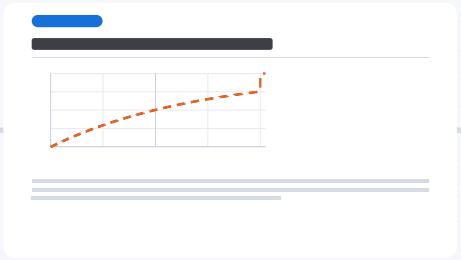
Recruitment by the Numbers



01 What's Changing



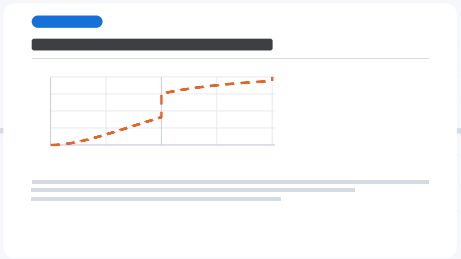
03 Pick-Up Carryover/Mileage



05 Targeting One Pick-Up Student



11 Changes by Recruitment Type



08 Targeting Two Pick-Up Students

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

01 What's Changing: Recruitment Charge

Pick-Up Rate per Recruitment remains 0.7%.

Recruitment Charge: +1 per Recruitment



0

100 Charge
Guaranteed 3★, 50% Pick-Up Rate

200 Charge
Pick-Up Student Guaranteed

Previous

Recruitment Point

1 Recruitment = +1 Point
200 Points = 1 Pick-Up Student

Revamp

Recruitment Charge

1 Recruitment = +1 Charge
100/200 Charge = Guaranteed Rules

Previous Recruitment Point Exchange System is discontinued.

Reset

Recruiting the Pick-Up Student resets Charge to 0.

0 Restart from 0 Charge

The corresponding Guaranteed Rules apply when you reach 100/200 Charge without recruiting the Pick-Up Student.

Recruitment Charge and Unique & Fest Recruitment Charge accrue separately from each other. Different Recruitments share different Charge types.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

02 Recruitment Charge and Unique & Fest Recruitment Charge

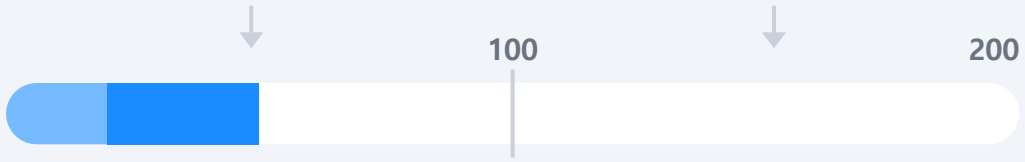
Shared across the same recruitment type/period.

Recruitment Charge

Regular Pick-Up Recruitment (Rerun Included)

Regular Pick-Up Recruitment A	20

Regular Pick-Up Recruitment B	30



Recruitment Charge 50 = A 20 + B 30

A/B only accumulate Recruitment Charge.
Don't contribute to Unique & Fest Recruitment Charge.

Unique & Fest Charge

Unique & Fest Pick-Up Recruitment (Rerun Included)

Unique Pick-Up Recruitment C	50

Unique Pick-Up Recruitment D	50



Unique & Fest Charge 100 = C 40 + D 50 + C 10

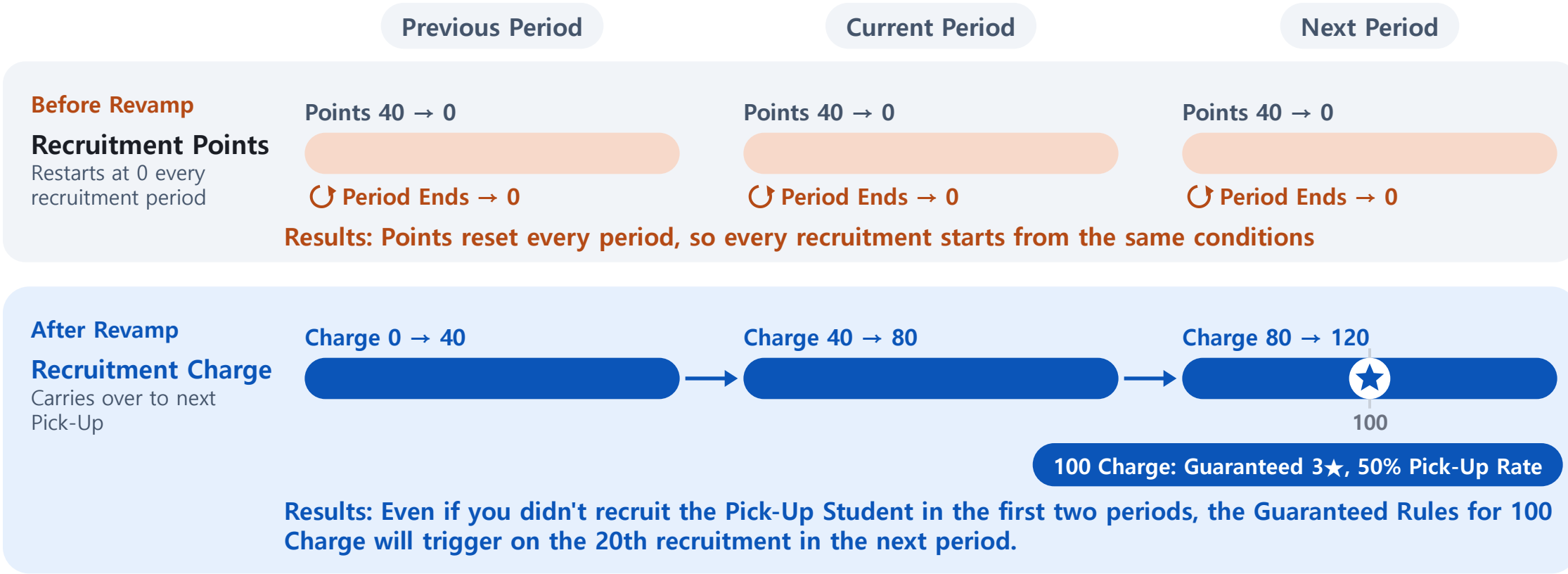
Recruit 10 more in C → Unique & Fest Charge 100
100th recruitment in C: 3★ Guaranteed, 50% Pick-Up Rate

In this example, no Pick-Up Students have been recruited across any of the four recruitments. Once a Pick-Up Student is recruited, the Charge associated with that recruitment type will reset to 0.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

03 Pick-Up Carryover Example

* Assuming 40 recruitments per period



Assumes consecutive Pick-Up Recruitments with the same Charge and no Pick-Up Student recruited. Excludes extra recruitments from free recruitments and tickets.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

04 Recruitment Mileage Rewards

1 Pick-Up Recruitment = 1 Mileage

10 ×2 Advanced Tactical Training Blu-ray Choice Box	30 ×10 Eligma	50 ×5 Advanced Tech Notes Choice Box	70 ×1 10-Recruitment Ticket (Limited-Time)	90 ×2 Gift Box	110 ×20 Eligma	130 ×1 10-Recruitment Ticket (Limited-Time)	150 ×1 10-Recruitment Ticket (Limited-Time)	170 ×1 10-Recruitment Ticket (Limited-Time)	190 ×5 Superior Tech Notes Choice Box
210 ×2 Advanced Tactical Training Blu-ray Choice Box	230 ×10 Eligma	250 ×5 Advanced Tech Notes Choice Box	270 ×1 10-Recruitment Ticket (Limited-Time)	290 ×2 Gift Box	310 ×20 Eligma	330 ×1 10-Recruitment Ticket (Limited-Time)	350 ×1 10-Recruitment Ticket (Limited-Time)	370 ×1 10-Recruitment Ticket (Limited-Time)	390 ×5 Superior Tech Notes Choice Box

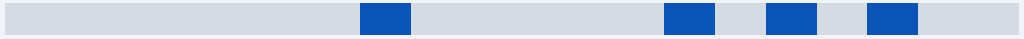
10-Recruitment Ticket

Max. 8 Tickets per Period = 80 Recruitments

Auto-used before Pyroxenes on next recruitment

Reduces Pyroxene Needed for Guaranteed Recruitment

Effectively Lowers the Pity



0 **160 Pyroxene Recruitments + 40 Ticket Recruitments** **Guaranteed at 200**

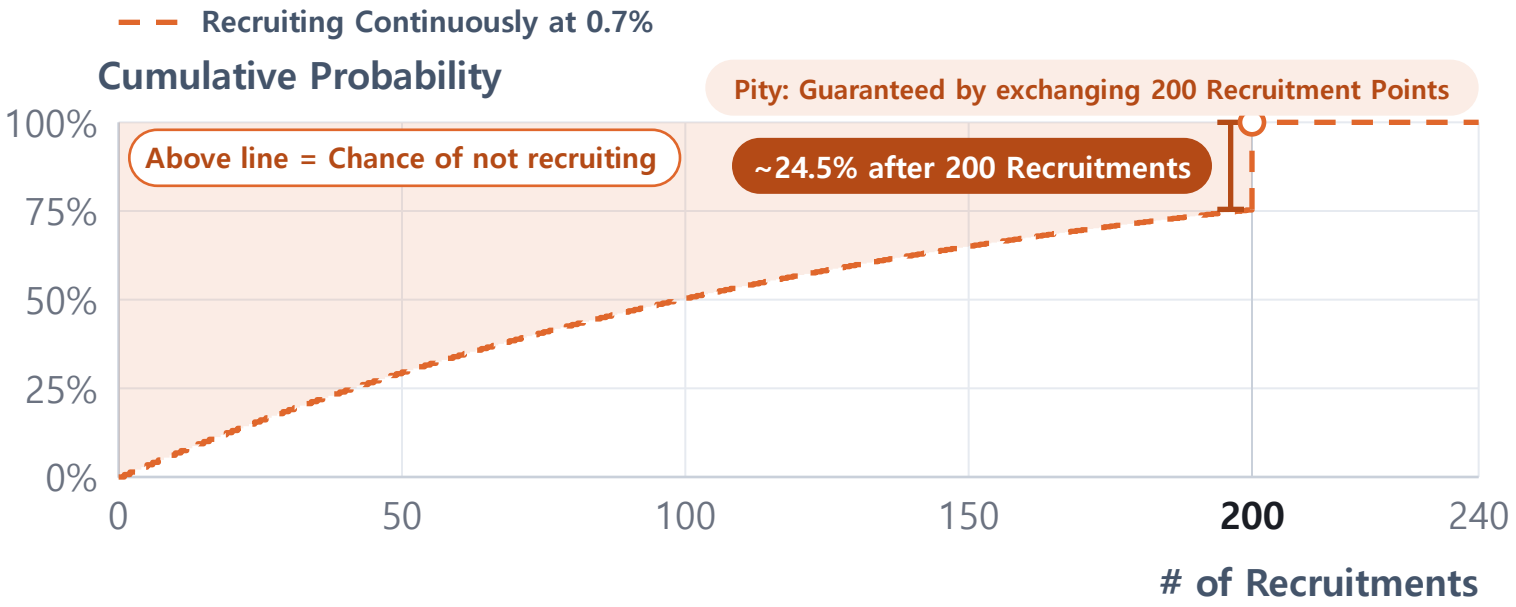
After earning all 20 first-time tiers, repeat rewards (excluding tickets) continue every 20 recruitments. Mileage resets every period.
See "11/10 (Tue) Recruitment System Revamp Advance Notice" for reward details. The 160 figure assumes continuous recruitment in one period, starting from 0 Charge and Mileage.

Mileage rewards include up to 80 Ticket Recruitments per period.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

05 How to Read the Cumulative Probability Graph

Pick-Up Rate: 0.7% per Recruitment



Even After 200 Recruitments

~24.5%

Chance of Not Getting the Pick-Up Student

Previously

Guaranteed with 200-Recruitment Pity

200 Recruitment Points → Exchange for Pick-Up Student

This Revamp

Aims to shrink the area above the line: the chance of recruiting and still not getting the Pick-Up Student.

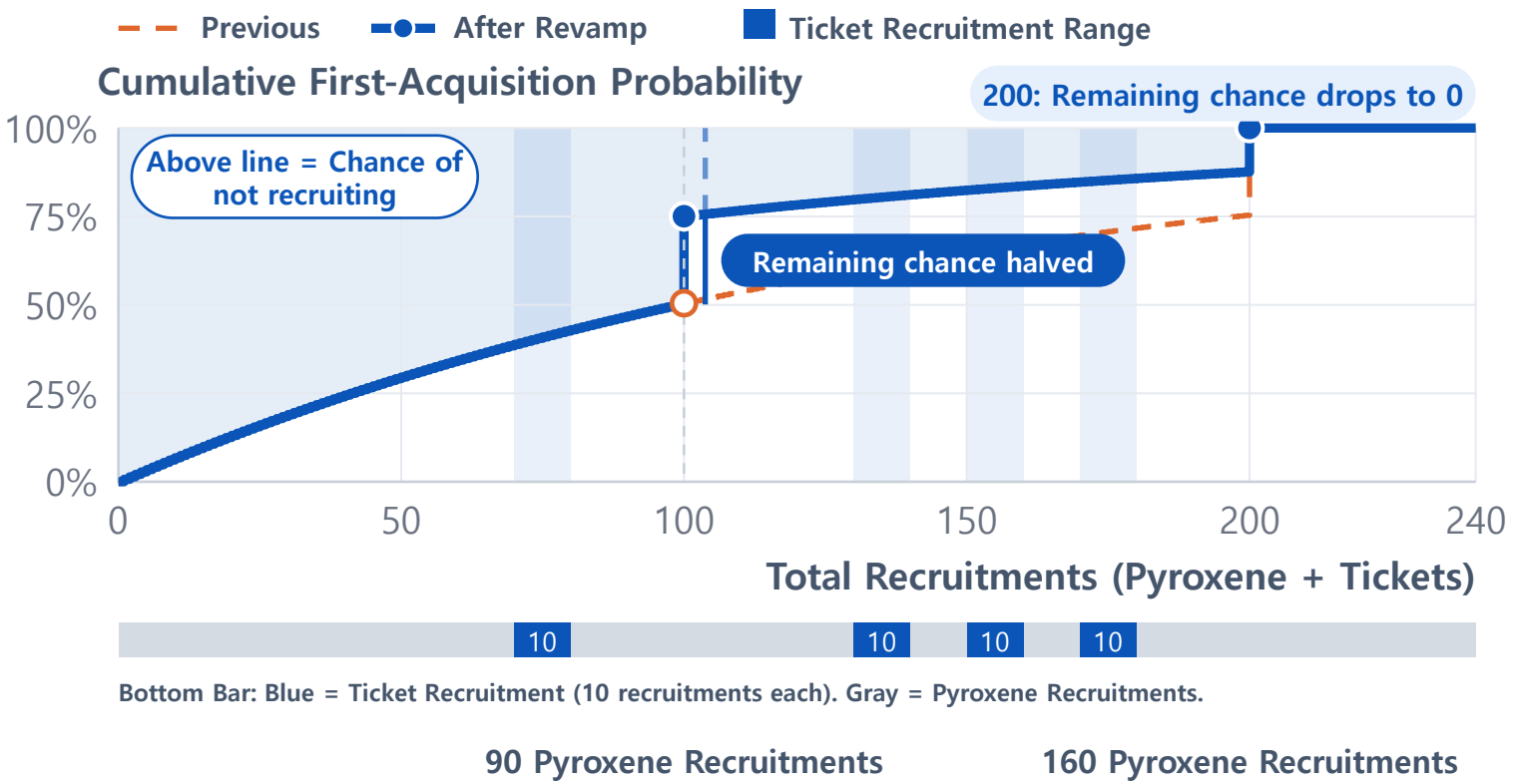
No Pick-Up Within 200 Recruitments Chance: $0.993^{200} \approx 24.5\%$ (calculated by multiplying the failure rate (99.3%) by itself 200 times)

Pick-Up fixed at 0.7% per recruitment. Charge Guaranteed Rules and Mileage rewards not included. Previous system: 200 Recruitment Points exchanged for the Pick-Up Student.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

06 Targeting One Pick-Up Student (Recruitments)

Based on Total Recruitments



One Student Within 100 Recruitments

Previous	After Revamp
~50.5%	~75.1%

3★ Guaranteed at 100 Charge (50% Pick-Up Rate)

Chance of Not Recruiting
(99 → 100 Recruitments)

~49.9% → ~24.9%

200 Recruitments: Pick-Up Guaranteed

The remaining chance drops to 0.
Of 200 total recruitments:
40 Ticket, 160 Pyroxene

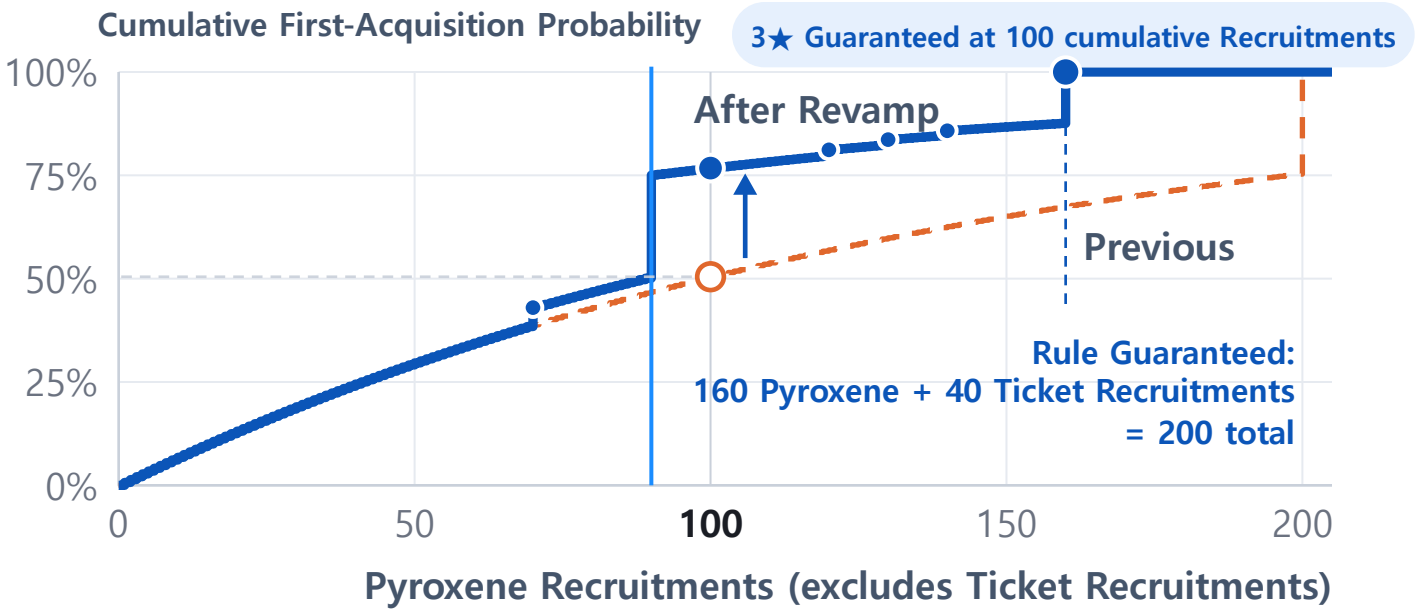
Comparison at 100 total recruitments: Previous ~50.5% / After Revamp ~75.1%. After Revamp requires 90 Pyroxene Recruitments.

Mileage rewards include up to 80 Ticket Recruitments per period.

Pick-Up 0.7% except on guaranteed recruitments. Starts at 0 Charge/Points/Mileage. No existing tickets or free recruitments. Tickets received are used first within the same period. After you receive them, tickets are used with the next recruitment. They don't retroactively offset Pyroxene already spent.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

07 Targeting One Pick-Up Student (Pyroxene)



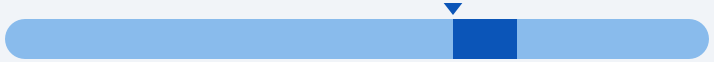
- **Tickets received at cumulative recruitments: 70, 130, 150, 170**
  (After 70, 120, 130, 140 Pyroxene Recruitments)

Same 100 Pyroxene Recruitments

~76.7%

Previous ~~~50.5%~~

110 Total Recruitments Including Tickets



- 100 Pyroxene Recruitments
- 10 Ticket Recruitments

Average Pyroxene Recruitments Until First Acquisition

~~~108~~ → **~79**

Compares 100 total recruitments (Previous) with 110 total recruitments (After Revamp). The x-axis shows Pyroxene Recruitments; Ticket Recruitments are reflected in the After Revamp curve.

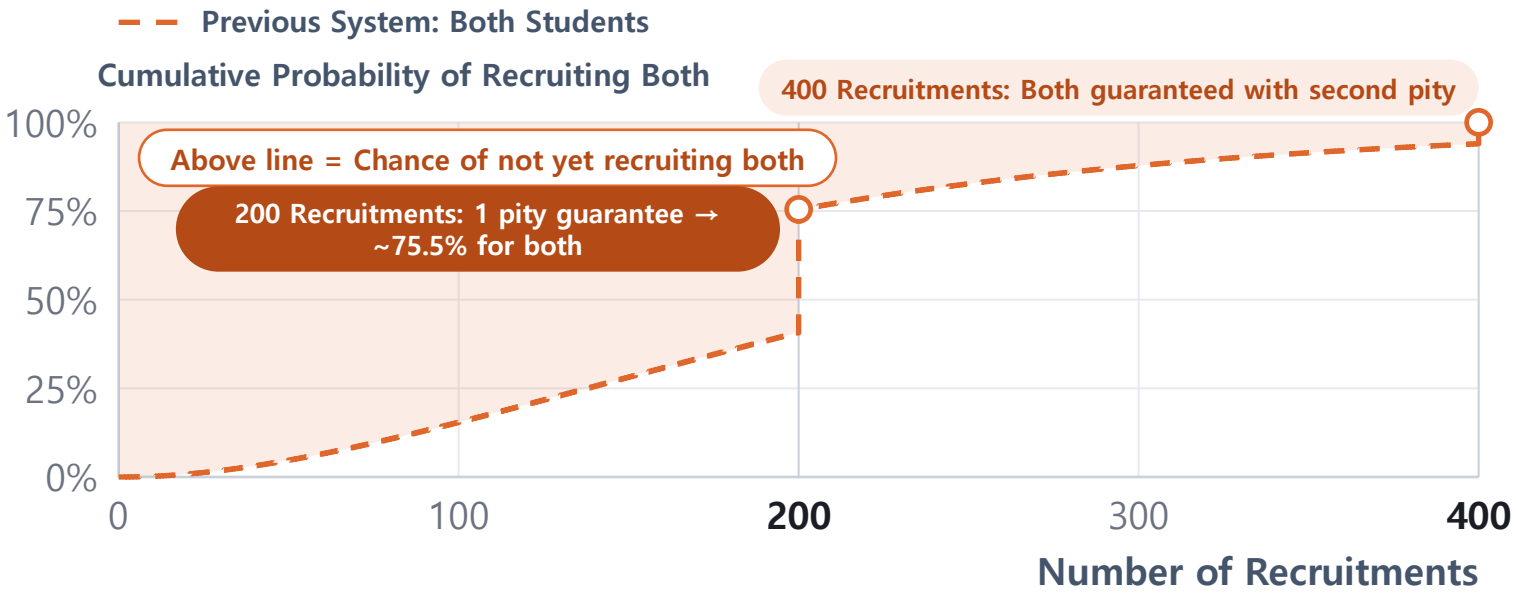
Pick-Up 0.7% except on guaranteed recruitments. Starts at 0 Charge/Points/Mileage. No existing tickets or free recruitments.
Tickets received are used first within the same period.

Mileage rewards include up to 80 Ticket Recruitments per period.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.
~~~

08 Targeting Two Pick-Up Students (Previous System)

Previous System/ 200-Point Exchange



One Student

~24.5% chance of not recruiting the Pick-Up Student in 200 recruitments.

→ Guaranteed at 200-recruitment pity

Both Students, 200 Recruitments

~75.5%

The pity guarantees 1 student, but the other must be recruited on your own within those 200 recruitments.

Extending to 400 Recruitments

At 400 recruitments, the second pity guarantees the second student, allowing you to recruit both.

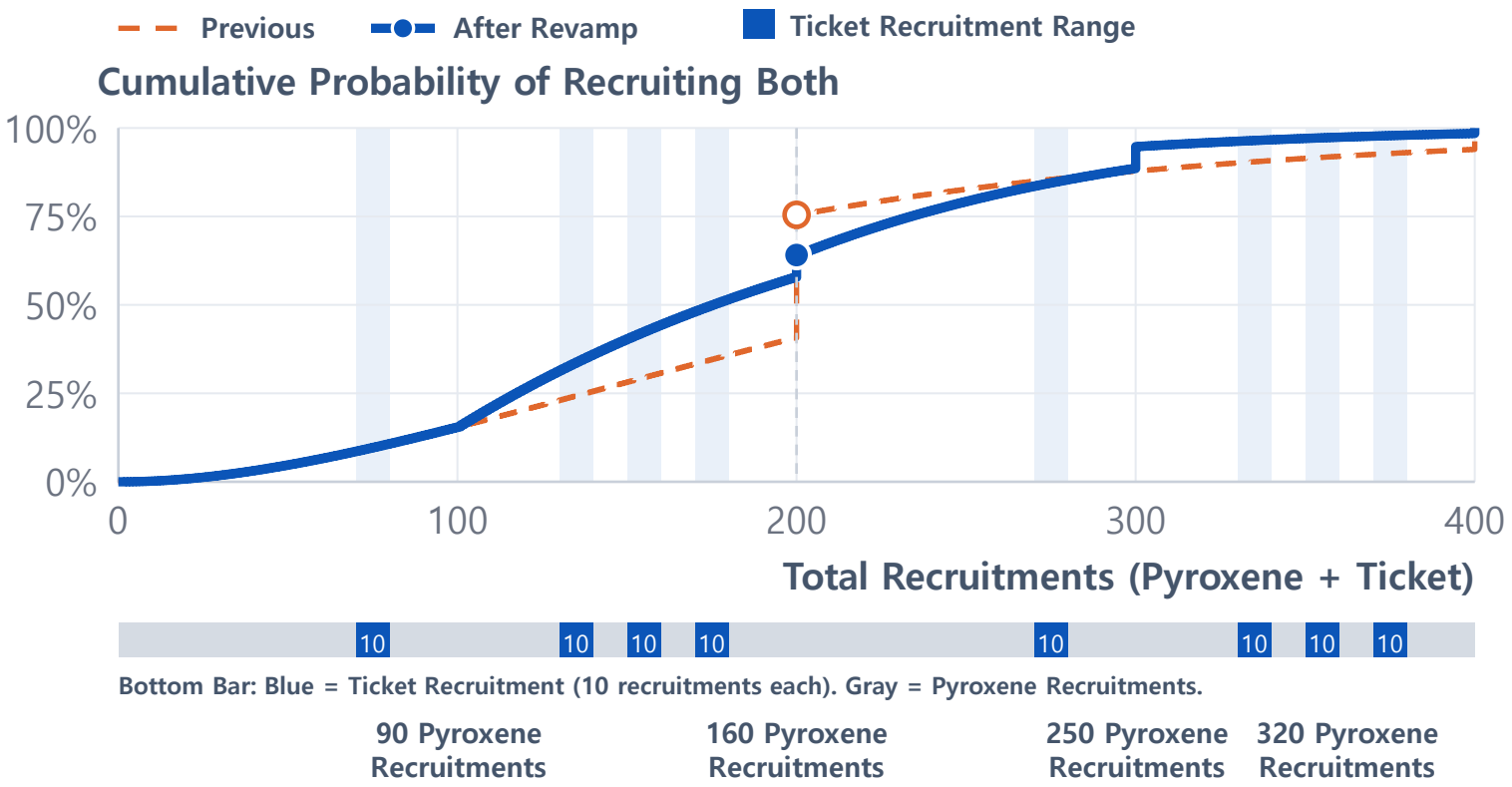
Previous System - Both students: ~75.5% at 200 recruitments. Guaranteed at 400 (second pity).

Previous System: Pick-Up 0.7% per recruitment. 200 Recruitment Point exchange. Model recruits one at a time and switches to the other Pick-Up as soon as the first student is recruited. Other Pick-Up Student appearing naturally not included.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

09 Targeting Two Pick-Up Students (Recruitments)

Based on Total Recruitments



Both Students Within 200 Recruitments

Previous	After Revamp
~75.5%	~64.1%

Pyroxene Use Differs

Previous: 200 Pyroxene Recruitments

After Revamp: 160 Pyroxene + 40 Ticket

At the same 200 Total Recruitments, the previous system comes out higher.

This is a different question from comparing the same 200 Pyroxene Recruitments.

Comparison at 200 total recruitments: Previous ~75.5% / After Revamp ~64.1%. After Revamp: 160 Pyroxene Recruitments.

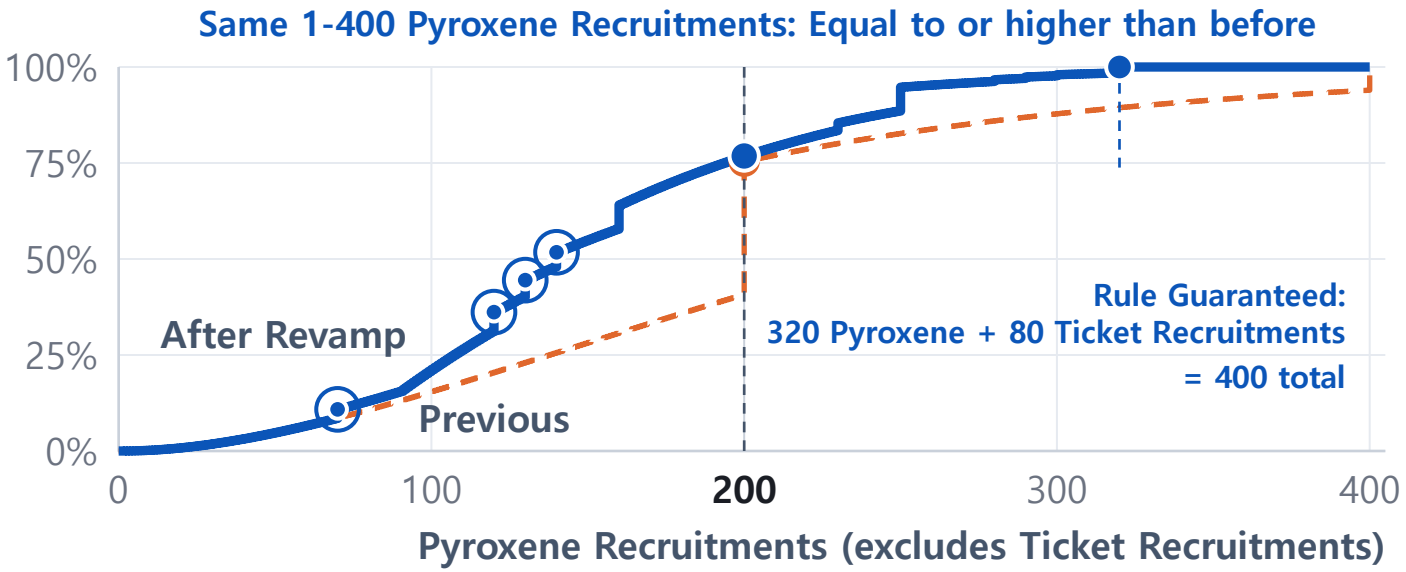
Mileage rewards include up to 80 Ticket Recruitments per period.

Pick-Up 0.7% except on guaranteed recruitments. Starts at 0 Charge/Points/Mileage. No existing tickets or free recruitments. Tickets received are used first within the same period. Previous system includes 200 Recruitment Points exchange. The After Revamp model recruits one at a time and switches as soon as the first student is recruited; the other Pick-Up Student appearing naturally is not included.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

10 Targeting Two Pick-Up Students (Pyroxene)

Based on Pyroxene Used/Per-Recruitment Model



- **Tickets received at cumulative recruitments: 70, 130, 150, 170**
  (After 70, 120, 130, 140 Pyroxene Recruitments)

Same 200 Pyroxene Recruitments: Both Students

Previous	~75.5%
After Revamp	~76.8%

240 Total Recruitments (Including Ticket)



200 Pyroxene + 40 Ticket = 240 Recruitments

- Pyroxene Recruitments
- Ticket Recruitments (Used Automatically)

This model recruits one at a time and switches to the other student's Pick-Up as soon as the first student is recruited.
The other Pick-Up Student appearing naturally is not included.

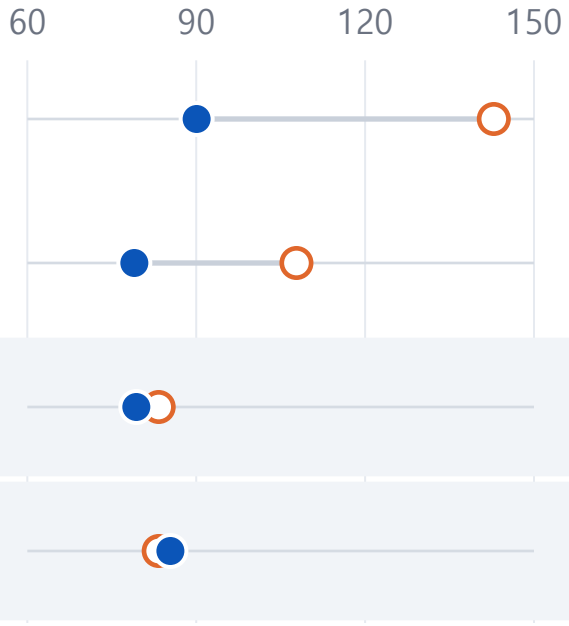
Pick-Up 0.7% except on guaranteed recruitments. Starts at 0 Charge/Points/Mileage. No existing tickets or free recruitments.

Mileage rewards include up to 80 Ticket Recruitments per period.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.

11 Changes by Recruitment Type (Calculated Values)

Compares Pyroxene Recruitments per student in each case. Lower = fewer Pyroxenes used.



	○ Previous	● After Revamp
Recruit Fewer Than 70 per Pick-Up First Acquisition/No Mileage Carryover	~~~143~~	~90 -36.9%
200 Recruitments at Once First Acquisition/Starting at 0 Charge and Mileage	~~~108~~	~79 -26.7%
Recruiting the Same Student Repeatedly (400 Recruitments' Worth) 400 Pyroxene Budget ÷ Expected Number of Students Recruited	~83	~79 -4.8%
Recruiting the Same Student Repeatedly (1,000 Recruitments' Worth) 1,000 Pyroxene Budget ÷ Expected Number of Students Recruited	~83	~85 +2.5% ▲

Top two rows: expected value until first acquisition. Bottom two rows: Pyroxene Recruitment amount (fixed) ÷ expected number of students recruited.
Not a comparison of Eleph and Eligma amounts.

Base Pick-Up 0.7%. Repeat recruitments continue within one period. Received tickets are used first.

Averages are rounded to whole numbers; change rates are calculated before rounding and shown to one decimal place.

Mileage rewards include up to 80 Ticket Recruitments per period.

※ These figures are calculated based on specified conditions and do not guarantee individual recruitment results.