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ALL POSTSGacha Rolls SimulatorsEVERYTHING IS BASED SOLELY ON LUCK AND SPECULATION just try this gatcha roll simulator.. Based on my statistics, I believe that 300 SQ is still a 50–50 chance of getting one SSR.. 1000 SQ, I believe there will always be one.. But I found the trend, if there is no golden waiter at 1st 5 try you, consider to roll later. If your first roll is already a golden servant, I believe the rate rise is good back then.. (or your luck) gamepress.gg/grandorder/summon-simulator2In the world of probabilities you can't really take anything for granted. I have previous experience supporting and opposing your theory. (edited by LifiHueHue)1Hahahaha... Yupp, that's right. 1Seems like you don't realize how Probability Independent events work. No matter how much you roll.. rates will never increase.. You can get lucky and get the SSR you want in one roll or you can never get the SSR you want like 1.5K SQ spent (speaking from experience).1Search for FGO Tips videos on YouTube. Multis vs. singles or something along these lines. He will give you the minimum probability theory to understand how cassino this game works.1Interesting. But how can you be sure that simulation encoding works exactly the same way as ingame encoding? 1@Adam Luthfie i havnet tried to use fgo gacha simulator for a very long time now. I was too scared to use it because I believed in stupid superstition that it drained all the luck of gacha AndaDude, I got a nightingale in my first 10 pulls in the simulator but in the game spent 350 quartz but still no eresh. What is this? Tier List Servants Simulator Planner Guides Email Update Materials for Grand Order Fate. Sign up for another newsletter here. Short answer: Yes, but... Ads for mobile gamesWith a new TV anime titled Fate/Grand Order: Absolute Demonic Front Babylonia adapting the seventh chapter of the singularity story that aired in the fall of 2019 with two films adapting the sixth singularity chapter along with a TV special adapting chapter F singularity, and 7 million massive downloads of the North American version alone, no one can deny the record breaking success of mobile game Fate/ Grand Order. But the franchise is part of the larger Fate/stay night universe created by author Kinoko Nasu, who wrote the original 2004 visual novel and who also wrote stories for mobile games. Overall, the franchise contains visual novels, light novels, manga, and various other anime and film series. Mobile games launched in Japan in 2015 and in North America in 2017.After two years of being released in English, I decided it was finally time to get my own account. The Fate/anime are some of my favorites (and despite the negative sound reviews I've made before, I love Fate/Apocrypha). Some of my friends have had about it so after postponing it I downloaded the game one day at the whim half a year ago. There are still a lot of people like me who haven't downloaded the game and may be on the fence. So I decided to write this to let anyone who is still unsure about the game or doesn't know much about it, about the positives and negatives. Basically game reviews! So let's get to that! Before I get into how the game works and how it doesn't, it might help undecideds to give some context and explain what the game is and how it goes. Fate/Grand Order is a gacha game (if you're not familiar with gacha games, here's a wikipedia article) featuring a mix of visual novel stories and turn-based battles in which players build teams of heroic spirits (or servants) from different classes to bring down enemies and mafia bosses. Waiters are rated 1 star to 5 stars and can be equipped with the essence of craft as well as a rating of 1-5 stars to increase waiter attack, defense, or some other ability. The plot follows the player, the last human master of an organization called Chaldea, who is tasked with preserving the existence of humanity. King Solomon, the antagonist, had used the holy grail to disrupt history by creating a singularity. Players travel back in time to this singularity and fight the enemy to solve it, forming relationships along the way to save mankind. Players must clear the seven singularities to fight Solomon and complete the first story arc. The choices players make are almost never consequential with the story, with characters often giving the same response whatever the player chooses. It affects the difficulty of fighting a little in the occasional seventh singularity. Each battle has a turn-based system where up to three servants are in the field on the right side of the screen and the enemy on the left. Players are given five command cards and must select three in a row and the waiter will attack on command. Buster cards offer increased attack while art cards increase the waiter's glorious phantasm gauge and the cards quickly produce critical stars. When the waiter's NP meter is full, players are given the option to select a glorious phantasm card for the sequence. Some glorious phantasms are offensive attacks that target one or more enemies while some buff your party or debuff enemies. With enough critical stars, a servant can unleash critical damage with a normal attack. The order of three cards of the same type will enhance the effect of the card as a buster, art, or fast chain and the same three servant cards will The chain is bold and allows the waiter to attack the 4th time. Players can also use skills to heal or buff your team or debuff enemies. The player wins the battle when ALL enemy HP is reduced to zero (there are some in story search when enemies can end battles automatically after the player reduces their HP by a certain amount). There's a bit more to combat than that but those are the basics and I don't want to spend too much time explaining the mechanics. Now, with the story and gameplay out of the way, let's quickly go to the last major component of the game, gachas. I would assume you read at least some of the wiki articles above so you know what a gacha is but if you don't you should get a basic idea. There are several gachas in the game's calling room at a time when players can scroll by spending the game currency of Saint Quartz, or Friend Points. Rolling gacha friendship points will cost you 2,000 Friend Points for 10 rolls (10x calls) or 200 points for just one call, and each player is allowed one free 10x call from this gacha a day. Items received from this gacha include 1-3 star waiters and 1-3 star craft essences. The gacha story is the main gacha and features the waiter the player encounters in the story. After completing a certain singularity, the servants were unlocked to call in this gacha. It costs 3 Saint Quartz for one call or 30 quartz for a 10x call. Each 10x call guarantees at least one 4-star card or better. The card can be a 4-star CE or a 4-star waiter. In addition to these two gachas that are always available, there are many limited gacha featuring limited-time waiters who cannot be called either in a permanent gacha or other non-limited waiters with an increased rate of decline, which means the likelihood of a call that will result in a 4 or 5 star increase. There are also event gift waiters who are given freely after clearing the search for a particular event. The waiter varies by class and is almost always 4 star in rarity but not always. It's about covering all the basics about the game. Call waiters and craft essence in gachas, then go through stories and events and daily quests and enemy battles. Now, what's good about this game? It may seem too simplified and maybe it is, but the most important thing for the game is how much fun it is to play. In addition to stories, art, and music, what got me back into the game was how much I enjoyed it and I enjoyed Fate/Grand Order a little bit. There is never a shortage of things to do in the game. There are main searches (stories), interludes and search rankings for each waiter that improve the skills of servants or noble phantasm, free searches for farm materials used to improve your servants many daily searches), and of course, event searches. During the event, players progress through special side stories that are often filled with attack battles where each master has to work together to bring down the HP raid boss. In some cases, players are rewarded with limited event stewards after completing the main search of the event. Obviously this is different depending on individual tastes, but I personally love turn-based battles. They involve a lot of thinking and strategies to get the brain jogging. Button-pounding games are also fun, but who doesn't like to prove how smart they are by dropping high-level AI in strategy turn-based challenges? Speaking of challenges, there are search challenges during the event. This is a very difficult search where enemies are loaded with cheats and several HP rods in each of the hundreds of thousands. It's only for the most advanced players but the rewards and achievements are worth some of the experiments they take. KarakterFate/Grand Order is a gacha game. The attraction inherent in this game is collecting your favorite characters from gacha to use in battle. And fate/Grand Order didn't disappoint there. Whether it's your favorite Saber, waifu or husbando, there are over 100 different waiters in the game for the master to call and use in battle. Although luck in gacha can vary and be poor sometimes, when you call the character you want, it's really a treat. The fate/universe is huge, and not only are there waiters from Fate/night stays, Zero, Extras, and Apocrypha et al, there are a large number of new waiters introduced for the game. It's also interesting enough to see how writers and artists interpret historical figures and myths for the game. I understand what anime feels like, but I don't care. Seeing a figure like Elizabeth Bathory re-imagined as an idol for the lancer class with her horns and tail is fun. If you don't like that version, there's still an adult killer version using the alias Carmilla. Investing in those characters gives you a lot of fulfillment. It feels like an achievement when you reach the maximum level for one of your most used waiters or see that bond level eventually reach 10 so you can get a special CE, or finally get their NP level up to 5 after calling a few copies of it. The waiters made fate/grand order what it was, and the developers didn't bend over in front of it. Many opportunities for free players! mention this in the title, but for the last half year, I have played this game for free. True to my personal promise, I haven't spent a penny on this game. However, I have achieved some pretty amazing goals, if I say it myself. I have reached level 119 in this writing and have cleared the first story arc (all singularity + Solomon). I had two 5 star waiters and some 4 stars, and many of the three stars were I level up, and I almost never need an emergency flaw of the game when fighting, command spells. Command spells allow you to revive your entire party with a full HP and NP after being defeated or charge one HP or NP server to the full. The in-game store does not help with many of these achievements. Indeed, the only item you can from the store (Da Vinci Store) is Saint Quartz, which only helps you in doing more callings. However, players are free to be given Quartz after completing a search or reaching a certain number of logins, making calling easier. Players receive a total of 4 Quartz for free per week if they enter every day. Players receive 1 Quartz on the second day in a row they are long in, another on the fourth day, and 2 on the sixth day, and the calling ticket on the seventh day. Calling tickets will allow players to make one call worth 3 Quartz. Call tickets are also available to redeem in-store for which prism, and are given after completing a high difficulty challenge search. Not only that, but even if Quartz doesn't give you 5-star waiters and CEs, the game also helps you out there. If you complete a particular event, you are rewarded with 4-star waiters, many of whom are very powerful, and you can easily get more copies of them in the event to get their NP to the maximum level. And if you can't complete any events, you still have the option to use the holy grail you get to finish the story to increase your waiter's maximum level cap. The maximum level for 1 star is 60, for 2 stars it's 65, it's 70 to 3 stars, 80 to 4 stars and 90 to 5 stars. But by using the holy grail, you can increase the maximum level limit of any waiter to a level of 100.You can also use the Fou cards you get from stores and events (by exchanging which prism or event currency and not real currency) to increase their attacks and mobile phones even further. When you use the grail on your lower level waiter, the border turns blue and gold, the same for 4 and 5 stars and the grail appears by the stars. You don't have to be disappointed if you get stuck getting a 3 star waiter or lower. In addition, many 3-star waiters and even 2 stars are invaluable on many teams with some output breakdowns that rival their 4 and 5 star counterparts in some cases, if not more. So while it's hard, if you're willing to invest, you can enjoy the game as much as any seasoned player no matter the dearth of your waiter. It's convenient, and a good time killerFate/Grand Order is a mobile game. That means you can play it anywhere. There is no lugging around consoles or expensive equipment or necessary purchases. As I just mentioned, everything in the game can be obtained for free. You just download the game and start playing, and the developer gives you some Quartz to get you started with some good waiters. When I download a few months ago, I was at the tail end of college and took the bus home. I wish I downloaded it much earlier as it was a great way to spend time taking the bus. However, beyond that, it's still good when you're driving a car or if you can't fall asleep in bed, or if you're just bored. Do you just want to spend time on break or ride somewhere or have a little time before bed or you really want to invest in the game and be a serious player, Fate/Grand Order made for all that. And also... I don't want to spoil the story of the game so I'll be short here. The premise is interesting but the logic of the story can sometimes feel shaky and can be a disappointing smidge, so I'm not sure what to do with this section. I don't want to put it in positive terms because while it's cool, cutscenes can be protracted, to the point where I sometimes miss it completely to get to the game. Luckily you can see all the cutscenes in my room section. Also, the ending is admittedly quite epic because of how it peaks (still no spoilers, but just knowing it's worth it). I'm arguing not to say anything about the story for the reasons listed above but since it's a story-oriented game, being half a visual novel, I can't talk about it. So I flanked it here between the positive and the negative parts. Although the personality you take as a master is fun, unfortunately it seems that applies to whatever dialogue options you choose, making the novel visual aspect less appealing. It also hardly affects the difficulty of fighting. The choice determines what kind of battle you fight for a few chapters in the seventh singularity at a later date, but that's it. They're really out of it. Speaking of negativity, while this game does have a lot to do with it, it's not without its faults, unfortunately. So let's go to them. I need to clarify what I said above. Remember how I just said that all game features can be accessed for free? Well, that's technically true, but to be more accurate, it makes you 99.99% of the game. There is one feature that is only available to people who pay, and it is part of the bigger elephant in the room with this game... To explain Gacha Hell, let me tell you what that feature is. This is a guaranteed 5-star calling banner. Make a 10x call on such a banner (this banner is rare and in NA it only happens once in 2018 and twice in 2019), as it sounds, guaranteeing you will call a 5-star waiter. It sounds good as a free player as an opportunity to actually get 5 stars, until you realize that it's a paid call only... Yes, you can only use paid Saint Quartz for calls. It is not quartz that you have collected as a gift or from farming through free searches or intersing/rankings- You can't even use the free Quartz bonus you get when you buy it from the store. It costs \$1 per Quartz but the store throws in quartz bonuses to sweeten the deal. But since the call is only paid, you have to spend a minimum of \$30 to participate, and not be able to do it really sting as a free player. This is the most explicit example of a game that supports them pay money to those who don't. Tapping the call info button on the banner will tell you the possibility of calling a specific waiter on a particular banner, and as you can see, a waiter in "rate-up" (in this example, Merlin, a 5-star caster) has a loss drop rate... 0.7%, brings the total chance to call 5 stars overall to... 1%. Your chances of calling even 4 stars are not much better at 3%. You can see where I'm going with this now. If you want 5 stars, you need to do an excessive number of reels if you are unlucky, and that requires a lot of Quartz. So much so that you better buy it from the store instead of trying to save the free Quartz game giving you as a bonus log in or to complete the search. As a free player, you are forced to choose about one banner per season if you want to scroll with a reasonable amount of Quartz required to call 5 stars, and that is if you log in every day to receive daily login bonuses. And you'll find yourself spending all that Quartz from months saving for maybe one or two 4 stars. You will rarely end up with the waiter you want. Hence the term Gacha Hell. This means you'll roll over, and roll over, and roll for minimal profit. I've spent a lot of Quartz on banners just to come away with nothing. It really hit me when I tried rolling in the gacha story more than 20 times as two 10x calls and then a bunch of other calls on different banners to get Francis Drake and I didn't get 5 stars. I got three four-star copies. A second copy of Heracles and two copies of Chavalier d'Eon. Over the summer, I rolled over again and again hoping to get a golden archer or caster since this writing, I'm still short of it too. I got 5 stars, but it was a lancer, and my only other 5 star at the time was also a lancer, so it wasn't what I needed. The point here is not to get too excited over the prospect of calling 5 stars. Don't get sucked into thinking that 100 Quartz will ensure one or two 5 stars, or that 100 calls will do so. It's all luck-based, and you'll be really lucky a lot of the time. You can try to see how many Quartz you might need with the Fate/Grand Order calling simulator. FGO tips make a great video about this breaking down all the math behind calling and checking the drop rate to deduce how often users can/will call a good card. The last video on the series was very interesting and You want to know more, I recommend watching it. Don't get sucked into Gacha Hell. Plan your rolls carefully and save as many Quartz as possible to give yourself the best chance to call the waiter you want. It sucks but that's how it is for free players, and you'll see a lot of people getting three copies of Merlin with 90 Quartz and it will tempt you to spend everything and get nothing. Don't fall for that trap, lower your expectations, and and will not be disappointed. Lots and lots of... and a lot of milling! need also to clarify what I said above about improving waiters. It's not easy after a while. It affects free players and whales, those who spend a lot of time and money on the game. The rate of decline for material increase and material skill up can be very low the higher in the scarcity of items, and it can be rough even for bronze items and silver scarcity. Screenshot of SoberOni of GandA Reviews' event guide for Halloween 2016All you can see, for example in halloween 2016, you have to farm several times to get even one copy of one item and you need multiple copies to do one waiter hike or improve one skill, and that costs a lot of AP, which is issued when you complete the search. But even at a higher rate when you have a large number of AP's, searches with the best drop rate can cost you up to 40 AP's at once, which means you'll spend all your AP's to get one copy of one item sometimes. In addition, the increased cost of the number of Quest Points the higher you go, which means you have to farm as well. Accumulate through stories or farm in daily vault searches (which also cost AP...). At first you won't worry about it because you'll have several million QP stored naturally, but it will eventually catch up with you. Using myself as an example, I had 63 million QP just a few weeks ago but now I'm down to about 20 million and I'm seeing an increase that costs 11 million QP to perform. All of this can make the game feel like a task at times and

is amazing with stories to advance, items and QP for agriculture, events to complete during their duration, waiters and skills to ride, etc. Related to milling but not items in particular are all grunt battles. This story often throws you fighting with enemies just for the sake of battle. It sounds like a bad criticism given that this game is about fighting with your servants, but it prolongs the development of the story and makes you sit through cutscenes just to face some minions. Cutting some of that content will ease the burden of agriculture and make the story leaner. What I'm asking for is, a little less grind... A little glitch and bugAda not too much to say here so this will be short, but I can't ignore some bugs, glitches, or little things that make the game a little more annoying. For example, when setting up your party, you choose one waiter from a friend. players have support prepared for use by other masters. However, when it comes to selecting those waiters before the battle, not all of your friend's waiters will show up, and if you expect to use certain waiters that your friends are available to, you may need to refresh the page several times before the waiter you want appears to use. There are also bugs. As in Halloween events, there are limits to what waiters you can put in your party, but even those who meet the requirements set by the game get an error message and developers have to fix it, which shortens the time the player has to finish the event. Also, there are times I try to open the game and I get a message telling me that I failed to connect to the server or that the game was not launched properly. The bonuses they give to players can also be a bit depressing. In NA, you get 20 Quartz every 50 logins (cumulative, not consecutive) which is good but not even enough for one 10x call (later upgraded to 30 Quartz in JP)And other little things you might encounter. They are small things, really, but they are worth mentioning. So, to answer the question I'm throwing over is it worth it? Completely. While the game does have its problems, especially being more concerned about those who pay money and all the unnecessary grinding, there's still a lot of fun to play even for free. I spend a lot of time talking about those negative things but I also spend quite a lot of time talking about how fun this game is. Don't let it deter you from getting into the game if you think about it. Anime adaptations that adapt the sixth and seventh singularities are here and they will be more fun if you play the game first, just like how to enjoy cool anime after reading manga or light novels. Or maybe you're up close and about to see if the game is worth playing once you see babylonia anime and/or Camelot movies. Anyway I still recommend it. You will travel enough, and like any trip you will be happy, satisfied, frustrated, and upset all at the same time, but you will feel accomplished in the end. So go ahead and give it a try. You can always delete a game after a while if you don't like it, but you don't lose anything by trying. After all, 99.99% of the games are accessible for free! Thank you so much to my customers at Patreon, Anarka Akaza and Sean Dillon! If you enjoy my content, please consider joining them here: [here](#).

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