So here's a guide to hopefully make adding cards super easy to Cinderella Producers!

So I'll be using Sachiko's Self Proclaimed Sweet Heroine for most of this guide!

Link: https://starlight.kirara.ca/char/150#c_100297_head

ID & ID (Awakended):

The ID is going to be in the link when you click to view the art.

https://hoshimoriuta.kirara.ca/spread/**100297**.png
https://hoshimoriuta.kirara.ca/spread/**100298**.png

IMAGE/ART/ICON/TRANSPARENT/PUCHI

> **IMAGE:**
>
> https://hoshimoriuta.kirara.ca/**card**/100297.png
> https://hoshimoriuta.kirara.ca/**card**/100298.png
>
> **ART:**
>
> https://hoshimoriuta.kirara.ca/**spread**/100297.png
> https://hoshimoriuta.kirara.ca/**spread**/100298.png
>
> Note: Don't worry about ART HD at this time, leave those blank.
>
>
> **ICON:**
>
> https://hoshimoriuta.kirara.ca/**icon_card**/100297.png
> https://hoshimoriuta.kirara.ca/**icon_card**/100298.png
>
> **TRANSPARENT:**
>
> You can view the transparent by pressing: View Sprite
>
> Note: Make sure you press Swap Costume so you can get the awakened version!
>
> **PUCHI:**
>
> You can view the puchi by pressing: View Petite
>
> Note: Make sure you press Swap Costume so you can get the awakened version!

STATS

(This is the fun part, yep)

Base stats	Regular: Lv.	-	1	+			
	40 +2	1742 +182	2798 +292	1412 +148	5952 +622	200	80
	LIFE	VOCAL	DANCE	VISUAL	OVERALL APPEAL	MAX BOND	MAX LEVEL

Base stats	Regular: Lv.	-	80	+			
	40 +2	3630 +182	5830 +292	2941 +148	12401 +622	200	80
	LIFE	VOCAL	DANCE	VISUAL	OVERALL APPEAL	MAX BOND	MAX LEVEL

Now press **Swap Costume**

Base stats	Transformed: Lv.	-	1	+			
	42 +2	2288 +182	3674 +292	1854 +148	7816 +622	600	90
	LIFE	VOCAL	DANCE	VISUAL	OVERALL APPEAL	MAX BOND	MAX LEVEL

Base stats	Transformed: Lv.	-	90	+			
	42 +2	4414 +182	7089 +292	3577 +148	15080 +622	600	90
	LIFE	VOCAL	DANCE	VISUAL	OVERALL APPEAL	MAX BOND	MAX LEVEL

This is what you're going to insert.

LIFE (Minimum): 40
LIFE (Maximum): 42
LIFE AWAKENED (Minimum): 42
LIFE AWAKENED (Maximum): 44

VOCAL (Minimum): 1742
VOCAL (Maximum): 3630
VOCAL AWAKENED (Minimum): 2288
VOCAL AWAKENED (Minimum): 4414

DANCE (Minimum): 2798
DANCE (Maximum): 5830
DANCE AWAKENED (Minimum): 3674
DANCE AWAKENED (Minimum): 7089

VISUAL (Minimum): 1412
VISUAL (Maximum): 2941
VISUAL AWAKENED (Minimum): 1854
VISUAL AWAKENED (Minimum): 3577

SKILL

So this part can be really confusing. This is the best way I can break it down!

Skill	Self-Proclaimed Wonderful Topping	-	1	+

(Combo Bonus) Every **6** seconds: there is a **35**% chance that you will gain an extra **18**% combo bonus for **3** seconds.

Skill	Self-Proclaimed Wonderful Topping	-	10	+

(Combo Bonus) Every **6** seconds: there is a **52.50**% chance that you will gain an extra **18**% combo bonus for **4.50** seconds.

TRIGGER VALUE: 6

TRAGGER CHANCE (Minimum): 35.0
TRIGGER CHANCE (Maximum): 52.50

SKILL DURATION (Minimum): 3.0
SKILL DURATION (Maximum): 4.50

SKILL VALUE: 18.0
OTHER SKILL VALUE: NONE

I'll go over other skills on another page so you'll know how to enter them.

LEADER SKILL

Leader Skill	Tricolor Step

Raises the Dance appeal of all members by **100**% when there are Cute, Cool, and Passion idols on the team.

LEADER SKILL TYPE: Dance

So basically, what type does it raise

LEADER SKILL PERCENT: 100%

This is easy cause it's the only number available, lmao. ALSO, if its a princess leader skill, don't add any values, its not on the site yet.

MORE SKILLS

Here I'll give you examples of how you'll enter the values for the other skills. So you'll want sure you enter them like this. Sachiko was Combo Bonus so I'm covering the rest of the skills. Also Focus skills have not been added to the site so don't put any values in.

GREATER PERFECT LOCK:

1 - For every 7 seconds, there is a 40% chance of turning all Nice and Great notes into Perfect notes in the next 2 seconds.

10 - For every 7 seconds, there is a 60% chance of turning all Nice and Great notes into Perfect notes in the next 3 seconds.

TRIGGER VALUE: 7

TRAGGER CHANCE (Minimum): 40.0
TRIGGER CHANCE (Maximum): 60.0

SKILL DURATION (Minimum): 2.0
SKILL DURATION (Maximum): 3.0

SKILL VALUE: NONE
OTHER SKILL VALUE: NONE

COMBO LOCK:

1 - For every 12 seconds, there is a 35% chance that Nice notes will not break the combo in the next 5 seconds.

10 - For every 12 seconds, there is a 52.5% chance that Nice notes will not break the combo in the next 7.5 seconds.

TRIGGER VALUE: 12

TRAGGER CHANCE (Minimum): 35.0
TRIGGER CHANCE (Maximum): 52.50

SKILL DURATION (Minimum): 5.0
SKILL DURATION (Maximum): 7.5

SKILL VALUE: NONE
OTHER SKILL VALUE: NONE

HEALER:

      1 - For every 7 seconds, there is a 40% chance that Perfect notes will restore 3 life in the next 2 seconds.

      10 - For every 7 seconds, there is a 60% chance that Perfect notes will restore 3 life in the next 3 seconds.

      TRIGGER VALUE: 7

      TRAGGER CHANCE (Minimum): 40.0
      TRIGGER CHANCE (Maximum): 60.0

      SKILL DURATION (Minimum): 2.0
      SKILL DURATION (Maximum): 3.0

      SKILL VALUE: 3
      OTHER SKILL VALUE: NONE

LIFE LOCK:

      1 - For every 9 seconds, there is a 40% chance that you will not lose health in the next 4 seconds.

      10 - For every 9 seconds, there is a 60% chance that you will not lose health in the next 6 seconds.

      TRIGGER VALUE: 9

      TRAGGER CHANCE (Minimum): 40.0
      TRIGGER CHANCE (Maximum): 60.0

      SKILL DURATION (Minimum): 4.0
      SKILL DURATION (Maximum): 6.0

      SKILL VALUE: NONE
      OTHER SKILL VALUE: NONE

PERFECT SCORE BONUS:

1 - For every 6 seconds, there is a 35% chance that Perfect notes will receive a 15% score bonus in the next 3 seconds.

10 - For every 6 seconds, there is a 52.5% chance that Perfect notes will receive a 15% score bonus in the next 4.5 seconds.

TRIGGER VALUE: 6

TRAGGER CHANCE (Minimum): 35.0
TRIGGER CHANCE (Maximum): 52.50

SKILL DURATION (Minimum): 3.0
SKILL DURATION (Maximum): 4.50

SKILL VALUE: 15.0
OTHER SKILL VALUE: NONE

OVERLOAD:

1 - For every 7 seconds, there is a 40% chance that Perfect notes will receive a 16% bonus and Nice and Bad notes will not break your combo in the next 3 seconds, at the cost of 11 life.

10 - For every 7 seconds, there is a 60% chance that Perfect notes will receive a 16% bonus and Nice and Bad notes will not break your combo in the next 4.5 seconds, at the cost of 11 life.

TRIGGER VALUE: 7

TRAGGER CHANCE (Minimum): 40.0
TRIGGER CHANCE (Maximum): 60.0

SKILL DURATION (Minimum): 3.0
SKILL DURATION (Maximum): 4.50

SKILL VALUE: 16.0
OTHER SKILL VALUE: 11

SCORE BOOST:

1 - For every 13 seconds, there is a 40% chance that Great and Perfect notes will receive a 17% score bonus in the next 6 seconds.

10 - For every 13 seconds, there is a 60% chance that Great and Perfect notes will receive a 17% score bonus in the next 9 seconds.

TRIGGER VALUE: 13

TRAGGER CHANCE (Minimum): 40.0
TRIGGER CHANCE (Maximum): 60.0

SKILL DURATION (Minimum): 6.0
SKILL DURATION (Maximum): 9.0

SKILL VALUE: 17.0
OTHER SKILL VALUE: NONE

ALL ROUND:

1 - For every 8 seconds, there is a 40% chance that you will gain an extra 13% combo bonus and Perfect notes will restore 1 life in the next 3 seconds.

10 - For every 8 seconds, there is a 60% chance that you will gain an extra 13% combo bonus and Perfect notes will restore 1 life in the next 4.5 seconds.

TRIGGER VALUE: 8

TRAGGER CHANCE (Minimum): 40.0
TRIGGER CHANCE (Maximum): 60.0

SKILL DURATION (Minimum): 3.0
SKILL DURATION (Maximum): 4.50

SKILL VALUE: 13.0
OTHER SKILL VALUE: 1

CONCENTRATION:

      1 - For every 9 seconds, there is a 40% chance that Perfect notes will receive a 18% score bonus but all other notes will break your combo in the next 4 seconds.

      10 - For every 9 seconds, there is a 60% chance that Perfect notes will receive a 18% score bonus but all other notes will break your combo in the next 6 seconds.

TRIGGER VALUE: 9

TRAGGER CHANCE (Minimum): 40.0
TRIGGER CHANCE (Maximum): 60.0

SKILL DURATION (Minimum): 4.0
SKILL DURATION (Maximum): 6.0

SKILL VALUE: 18.0
OTHER SKILL VALUE: NONE