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!

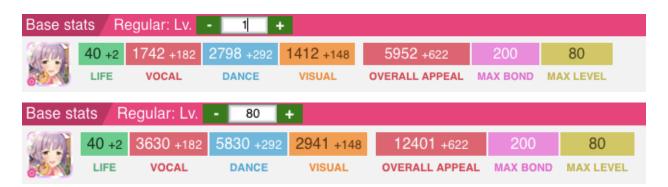
## **PUCHI:**

You can view the puchi by pressing: View Petite

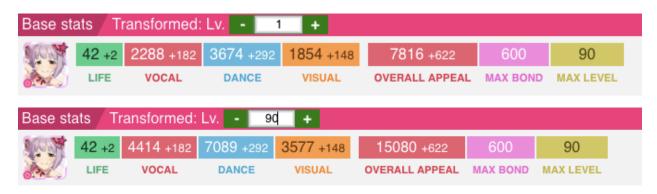
Note: Make sure you press Swap Costume so you can get the awakened version!

# **STATS**

(This is the fun part, yep)



# Now press Swap Costume



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

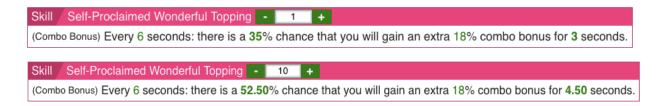
DANCE AWAKENED (Minimum): 3674 DANCE AWAKENED (Minimum): 7089

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!



**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, Imao. 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**