

Hello and welcome to this Pepega Guide by Robic (actual dev)!

### **IMPORTANT:**

To be able to play the game you need use the !daily command once. If you've done that you're good to go with the rest of the guide.

## Cards:

Ranks:

The ranks in the game are currently from highest to lowest:

1. R (2000)
2. S (350)
3. A (250)
4. B (200)
5. C (150)

Numbers next to the rank is the max stat the rank can have.

Level or stars:

For rank C, B, A, S the stars/level range from 1 to 5.

For rank R there are no stars but instead a number between 1 and 99.

Skill:

Every card has either a Dance, Rap or Vocal skill. The skill cannot be changed as of now and are predetermined for every idol (NOT RANDOM).

The skills are used to battle bosses in dungeons, and your stat amount determines your chances of defeating said boss.

#### IV:

The IV ranges from 1-10

IV affects the amount of stats you get when upgrading.

Example:

Card with IV 1 and 10 stats: 10 -> 11

Card with IV 10 and 10 stats: 10 -> 20.

#### Upgrading:

You can upgrade a card using another card or cards.

`!upgrade <cardToUpgrade> <cardToUse1> <cardToUse2> (and so on)`

Example:

`!upgrade 4X1Y XDHE DAIK`

#### Chances:

Chances are affected by the ranks.

If you use the same rank to upgrade -> 75%.

For every lower rank it decreases by 25%.

For every higher rank it increases by 25%.

#### IMPORTANT!!!

If you use a card that is in the same group as the card you're upgrading the chances are increased by 25%.

Same rank = 100%

Example upgrading:

Your card:

Rank **S**

Card used:

**R** 100% (100% if same group)

**S** 75% (100% if same group)

**A** 50% (75% if same group)

**B** 25% (50% if same group)

**C** 1% (25% if same group)

Special case:

Upgrading **R** cards, **B** will give you 5% and **C** will give you a 1% chance

Upgrading **S** cards, **C** will give you a 1% chance

## Group and Favorite (command):

By having a **group** and **favorite** card set you will get a bonus when doing dailies, weekly and drop.

If you have set a **group**, you will have 10% chance of getting that group when you do activities that rewards cards(those mentioned above)

If you have set a **favorite card**, you will have a 10% chance of getting that idol/member.

Commands:

**!group** set <group>

**!favorite** set <cardcode>

## Daily (command):

Daily can be used once every 20 hours.

Doing dailies everyday will accumulate a streak. If you don't do a daily within 32 hours of the last one it will get reset.

Daily cards can be the following ranks:

S 5% chance

A 20% chance

B 35% chance

C 40% chance

IV odds are the following:

1-4: 15,9% (each)

5: 12,7%

6-7: 8% (each)

8-9: 3,2% (each)

10: 1,6%

Streak under 7:

1 card per daily.

Streak 7 or above and under 14:

2 cards per daily-

Streak 14 or above:

3 cards per daily.

Command:

!daily

## Drop (command) and claim cooldown:

Drop can be used every 10 minutes. Accompanying this command is also the claim cooldown which is 5 minutes.

Drop cards can be the following ranks:

A 5% chance

B 40% chance

C 55% chance

IV is the same as daily.

When using the drop command, Jinsoul will “drop” 3 cards into the channel. The user who used the drop commands then has 7 seconds to pick between the cards. If the user picks a card, or 7 seconds passes the remaining cards are available to everyone.

If multiple people claim the same card, Jinsoul will pick a random person to receive the card.

If you're unlucky and don't receive the card, you won't be placed on a claim cooldown.

If you claim a card and manage to get it you will get a 5 minute claim cooldown.

## Spawns:

Spawns can be enabled if your server has 69 or more members.  
Spawns will spawn a card every 15 minutes for everyone.

If more than 1 person reacts to the spawn, the card will be randomly given to one of the people who reacted. If you win the card you will receive a cooldown on spawns (shown at !cd)

## Weekly:

Weekly can be used once a week, and resets every Saturday at 00:00 CET.

Weekly or Weekly Chest can only be used if you've done at least 1 daily the previous week.

Weekly cards can be the following ranks:

R 5% chance

S 40% chance

A 55% chance

IV is the same as daily.

Your daily streak affects your weekly chest.

Streak under 7:

1 card

Streak 7 or above and under 14:

2 cards to choose between. (Can only pick one)

Streak 14 or above:

3 cards to choose between (Can only pick one)

Command:

!weekly



## Collection:

Command to gather cards that share the same group and theme into a collection. The cards can be displayed in a nice collage.

Commands are shown in !help collection

You can use c instead of collection.

Some commands:

!c (shows all the cards)

!c add/remove <cardcode>

!c <group> - <theme> (shows cards for a specific theme)

!c missing <group> - <theme> (shows missing idols in collection)

!c collage <group> - <theme> (Creates a collage of the collection)

## Inventory and Market:

Command to see your/someone's inventory or the market.

Wont be typing the commands here, they are shown at !help inventory and !help market.

I just want to inform everyone that when you're searching for a theme in the market you don't have to type out the whole theme.

So instead of typing TREASURE EP.EXTRA: Shift The Map, you can **instead** type the first three letters or however letters you need to make it precise enough.

Example:

!inv ateez – tre

Beware though, if you search for only the theme it might not be accurate.

## Gift and Offer:

The gift command is self-explanatory. But you can gift someone more than 1 card at a time. Example:

```
!gift @user <CODE1> <CODE2> <CODE3>
```

The offer command, however, makes a trade offer with someone and they must be in the chat and react to the message. Example:

```
!offer @user <MYCARD> <THEIRCARD>
```

A message will popup and the user you mentioned must react in time.

## Dungeon and Raidteam:

To be able to defeat dungeon bosses you must first add cards to your raid team.

Your raid team can only have 1 of each skill, Dance, Rap and Vocal.

See !help raidteam for more help.

!raidteam add <cardcode>

When first using the dungeon command (!dungeon) you will be prompted to type what difficulty you want for your dungeons.

You haven't rolled any dungeons today, type one of the following ranks to get dungeons more suited towards your level.

C : **C** Rank dungeons.  
B : **B** Rank dungeons.  
A : **A** Rank dungeons.  
S : **S** Rank dungeons.  
R1: **R** Rank dungeons, between level 1 and 25.  
R2: **R** Rank dungeons, between level 26 and 50.  
R3: **R** Rank dungeons, between level 51 and 75.  
R4: **R** Rank dungeons, between level 76 and 100.

The text highlighted on the left are what you need to write in the chat.

C, B, A, S, R1, R2, R3 or R4.

Dungeon bosses will have the following IV's when calculating their stats.

R4 IV:14

R3 IV:13

R2 IV:12

R1 IV:11

S IV:10

A IV:9

B IV:8

C IV:7

## Rewards:

Rewards for the following ranks are as follows:

C - Fish: 1-2 Stat:1

B - Fish: 3-5 Stat:1

A - Fish: 6-8 Stat:1

S - Fish: 9-12 Stat:1-90% 2-10%

R1 - Fish: 13-16 Stat:2-90% 3-10%

R2 - Fish: 17-20 Stat:2-75% 3-25%

R3 - Fish: 25-30 Stat:2-50% 3-50%

R4 - Fish: 40-50 Stat:2-25% 3-75%

Also, as a bonus you also have a chance of getting a card. The chances for that are as follows for the following ranks.

C: 8%

B: 16%

A: 23%

S: 39%

R: 75%

The cards dropped will be the same idol as the boss, but will have a reduced rank and level and a different iv. They are:

C: C Card

B: C Card

A: B Card

S: A Card

R1: S Card

R2-R4: R Card level 1.

And the IV odds are different for these cards:

IV:

1-4: Not possible.

5: 27%

6: 25%

7: 20%

8: 15%

9: 10%

10: 3%