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The fifth Summer Event for Fate/Grand Order has arrived! Gather round the campfire with Servants for a thrilling and chilling experience! The event features 100 Missions and an Event Shop. Obtain a free Welfare Servant, Yu Mei-ren (Lancer) by completing the Main Quests and Missions for the event! Three event shop currencies () will be available for farming from Free Quests. After progressing through the Main Storyline, both Daytime and Nighttime versions for each Free Quest become available, each with different enemies and drops. Daytime Free Quests are better for clearing Missions due to the enemies available. Free Quests can also spawn Rare Enemies, which are required for Mission completion, and also drop large amounts of QP! Base spawn rate for Rare Enemies is 25%. Spawn rate can be boosted with CE copies. Non-MLB : +15% Spawn Rate MLB : +30% Spawn Rate Spawn rate is capped at 100% (5 Non-MLB copies, or 2 MLB copies + 1 Non-MLB copy). Expected AP for 100% Mission Completion (which includes NP5 / Max Ascension Yu Mei-ren (Lancer)) is 3070 AP, assuming at least two copies of are equipped as soon as they are available + average spawn luck. More copies will better guarantee enough Rare Enemies. This event's main quests are heavily time-gated, although players are free to continue farming Free Quests while waiting for the time gates to unlock. Date Quests Available 7/12/2022 02:00 PDT Opening 7/12/2022 21:00 PDT Act 1 - 2 7/13/2022 21:00 PDT Act 3 7/14/2022 21:00 PDT Act 4 7/15/2022 21:00 PDT Act 5 7/16/2022 21:00 PDT Act 6 7/17/2022 21:00 PDT Act 7 7/18/2022 21:00 PDT Act 8 7/19/2022 21:00 PDT Act 9 7/19/2022 21:00 PDT Act 10 7/22/2022 11:00 PDT Act 11 7/22/2022 11:00 PDT Sequel Several Event Servants are available during this event, receiving a Damage and Bond EXP boost during Event Quests! Event Bonus CEs will grant various bonuses. Gacha CEs providing drop bonus for shop currencies; the Event Shop CE provides a damage bonus; the Mission CE will boost Rare Enemy spawn rate! Equipping at least two copies should (on average) spawn enough Rare Enemies if following the guide's route. Additional slots can be given to Event Shop currency CEs; otherwise, adding more copies will help. If capped out on Rare Enemy Spawn Rate, consider also bringing Mona Lisa (or Bella Lisa), since Rare Enemies are guaranteed to drop a large QP stack (375-500k). Walkthrough - TL;DR version The below is a summary of the general flow of the event. The more detailed walkthrough provides more optimized route for 100% Mission completion, as well as information about drops and CE suggestions for each quest. The overall flow of the event is Main Quest > Farm to complete Unlock Conditions > Return to Main Quests. Generally, the latest Free Quests unlocked for each step will have enemies required for Missions that unlock the next step. Note that to access the very final quest, all File Quests must be unlocked (which are also unlocked via Missions). Main Quest Line: 1) Clear Main Free Quests available (beginning of Act 1). 2) Clear Free Quests for 10 Boar kills. Day 1 (20:00 PDT) 3) Clear Main Free Quests available (Act 2). 4) Clear Free Quests for 20 Crab kills. *NOTE: Daytime quests are preferred for all steps unless specified; Nighttime quests do not have good enemy lineups for Mission clearing. 5) Clear Mini Story Quest. 6) Clear Free Quests for 20 Wyvern kills. *Equip Chainsaw of the Dead CE for Rare spawn bonus ASAP (obtained via Mission Reward). 7) Clear Main Quests available (up to beginning of Act 3). Day 2 (20:00 PDT) 8) Clear Main Quests available (beginning of Act 4). 16) Clear Free Quests available (beginning of Act 4). 16) Clear Free Quests to reach 6 Bicorn kills. Day 3 (20:00 PDT) 17) Clear Main Quests available (Act 4). 18) Clear File Quests. 19) Clear Free Quests for 6 Hermit Crab (DANGER) kills. 20) Clear Mini Story quest (Lake). 13) Clear Free Quests to reach 20 Book kills. 14) Clear File Quests. 15) Clear Main Quests available (beginning of Act 5). 23) Clear Free Quests for 9 total Lake clears. 22) Clear Main Quests available (beginning of Act 5). 23) Clear Free Quests for 9 total Apartment clears. Day 4 (20:00 PDT) 24) Clear Main Quests available til morning arrives. 25) Clear Free Quests for 6 Dragon enemies. 26) Clear Mini Story Quest (Dense Forest). 27) Clear Free Quests for 9 total Dense Forest clears. 28) Clear Main Quests available (beginning of Act 6). 29) Clear Free Quests for 20 Chicken enemies. Day 5 (20:00 PDT) 30) Clear Main Quests available til morning arrives. 31) Clear Free Quests for 6 Sphinx kills. Day 6 (20:00 PDT) 32) Clear Main Quests available (beginning of Act 7). 33) Clear Free Quests for 20 Basilisk kills. 34) Clear File Quests. 35) Clear Main Quests available (Act 7). Day 7 (10:00 PDT) 36) Clear Main Quests available (beginning of Act 8). 37) Clear Free Quests for 6 Soul Eater kills. Day 7 (20:00 PDT) 38) Clear Main Quests available til morning arrives. 39) Clear Free Quests for 20 Winged Insect kills. 40) Clear File Quests. Day 8 (10:00 PDT) 41) Clear Main Quests available (Act 10). 42) Clear Free Quests for 3 Spriggan kills. 43) Clear File Quests. Day 8 (20:00 PDT) 44) Clear Main Quests available (Act 11). 45) Clear File Quests. 46) Clean up all Free Quests from Nighttime (need 20 total runs). May wish to focus on Market (Night) for Caster kills. Day 11 (10:00 PDT) 47) Clear Final Act. 48) Clear each Sequel quest and all additional Mini Story Quests. 49) Complete the final Main Quest. 50) Clear the optional Challenge Quest. Oh no. If we're here then that means... Yep, that's right! New summer, new event, new missions to clear! Relax, relax. These events are less grindy than any other, so enjoy it while it lasts. This event is rather straightforward. You simply aim to clear the story missions, and when they're done pretty much all other missions complete automatically. There might be one or two stragglers, but we'll cover them later! At least it's only uh...116 steps this time... Begin clearing the first two story quests! Keep in mind that this event is heavily time-locked so you mean we need to do Deep Grove 3 times here? We had the dialogue all written! Sorry, we messed up. So now you got to do Deep Grove 3 times for 20 Wyverns. There isn't much to do outside of waiting for the next timegate right now. You can clear Act 3 part 1 in the meantime. Only arrow 3 is notable with the fact that damage resist is cleared 1 at a time. If you have spare AP, run more cottages. Now that we've waited out the timegate, kill Kiyo, and turn it back to day. AREN'T YOU GOING TO SAY ANYTHING ABOUT MY SWIMSUIT?! There there, Euryale, it's a very cute swimsuit. But it's not official so it doesn't count. We need to get 6 Demon Boars with a Danger symbol. We believe the solo Boar we did counts, but if it doesn't just run it 4 times instead of 3, and then one less in step 15. And then wait for the next time-locked! Why are you two in your swimsuits now?! Why? Because we're at a lake. Don't you want to cool off? I'm sick of this?! Time gates, story quests, repeating the same nodes over and over again! Don't worry, this is the last you'll see of this cottage. We're running Cottage until we get to 8 total runs during the day, and then bye-bye for now! Not to worry, it's just use skills 2 and 3 turn 1 and AQA until you can NP. Since when are you helpful? A swimsuit can change a girl! And now we're hunting for books. New free quest, so that'll make Euryale happy. Condo is the only place with them during the day, so have at it! Just extra story we unlocked. Read them to clear missions. All that work... for a story quest. It's fine. Because now we can go back to grinding. Ooh, unicorn! Can I ride it? It's got 2 horns though. The Condo is the only place with Bicorn. Condo is the only place with Bicorn, so do 3 more runs to get to 6. And then we're at our next time gate. Haven't seen these mobs in a while. Brings back KnK memories. Just a bit. No real challenge here. Yeah. Not to worry, you don't have to fight all of them. Why are you out of your swimsuits? It's night. Aren't you cold in that? Survive 5 turns for Fujino to come in, and then 3 more turns she'll use her NP and end it. Part 3 is just a 2 turn wait, so no worries there. The longer the battle go, the easier it becomes. You just need to beat Fujino, so focus on that. Dangerous Hermit Crab incoming! That's fine, I'll Archer them! Why are you two in your swimsuits again? Why not? It's day and it's hot out. We need 3 more Lakeside runs as only 1 crab has danger. I hate forced story supports. It's like they don't care about your roster and the money you spent. Part 2 could be tricky. You get 45 stars the first turn, so you might want to use Miyu's self crit up for some nice damage. After this quest we should be able to claim the burn CE from this event. This goes really well with Honey Lake! And we're back here again. Don't you love this repetition. Oh, right, you get to be in a bunny suit then and—All of this... for a story quest. Don't worry, we're almost halfway there! Halfway?! How many more time-locks are there?! Just wait. There'll be more. And so are we all. But this is of the last ones for clear requirements. Pretty much. We have 1 more grind after this and then they're all enemy clears. This is one of those unwinnable battles, right? Probably to change out of her swimsuit. Really? She just stripped here last time. Time changes back to day after a story quest. So looks like we need some dragons... This is the other area we're not entirely clear on the definition of "dragon" It appears to only count the single dragon at the end. Not that it matters, we need 9 total runs of this at the end anyways. Yet another quest with mandatory setup. Just use Nitocris's charge and wipe out the frontline. The backline is an assassin so the two casters should have no trouble dealing with them. And now finish our first real grind. You mean only real grind. I can just hear Euryale screaming. (What a grind! I hate this!) Ah Euryale, you'll live in our hearts forever. What did you expect? This is a ghostly story, not one where Valkyries will appear for nowhere. Actually, find Euryale for us. She's probably crying by the lake. Make sure somebody other than Yu is alive until the end of the battle. She'll be one-hit killed once the final Zombie's guts ends for story purposes. Here chicky chicky chicky~ They don't come that easily you know. Get your mind out of the gutter! We need 20 chickens but we got a bunch from story already, so 2 quests should do it. Just some clears of zombies. In wave 3 of part 3 there are 20 zombies around. Just survive 4 turns to win. I can do that! I'm a survivor! Without guts, evasion, or invincibility? Oh, I remember these Sphinxes from Camelot! Camelot... 'tis a silly place. You're really making that joke again? Wasn't it Euryale who made it last time? I have returned with a report. Yes, but she is currently being held captive. Act 7 part 1 is a joke. Just blow it up. Guess I'm responsible for tell you what to do. We're looking for 20 Basilisks. We already have 2. The Market provides 7 a run. So do 3 of them. She'd feel small compared to that cliff. Act 7 part 2 has 3 waves of Assassins and Berserkers, so bring a caster who can loop! # Quest Notes Event Drops 64 Act 7 Continue(0 AP) Story only. None 65 Act 7-2(5 AP) A single wave with 5 Assassin mobs (14-21k HP), a Rider (81k HP), and three Servants (Saber: 26k, Assassin: 18k, and Berserker: 14k HP). All the Servants have an unremovable Taunt buff active. Drops 5 stacks gold and 2 stacks silver currency. Story: Pre-battle -3min readPost-battle -10min readBonus CEs: Primary/Secondary: Time Gate At this point is a timegate, where the next section unlocks 7/18/2022 11:00 PDT. The best single-currency farming areas for bronze (Residence), silver (Market), and gold (European Building) are now all available (Quick Farming Guide here), so farming can be done to begin clearing out the Event Shop. Time gates are run, progress can be tracked in the steps below, and can be skipped later if already completed. Warning, battle with potentially illegal foreigner incoming. Best advice, find an Alter Ego to take her down. Battle will end when her Guts triggers one time. Valk said she was in this cave right? Yeah. If we go in here we should find... What're you two doing here? Huh? What are you doing with that hose? Act 9 is all scripted quests and 1 easy Berserker wave so just survive and you'll be fine. Oh, her? Didn't Ortlinde bring her back to you? Run 3 Western Houses for 20 Insect types! We have a mission to run! And make sure you're running it on map B only to get the Divine trait. How dare you take our spotlight! Hi, I'm Hildir, and I'll be your host for this. You handle Ortlinde, it's my turn! In arrow 3 the battle ends after turn 3 when a part member is instant killed. How dare you give an instruction?! Hurry! We're almost back for Yu's time to shine! I'm a weak archer! I can't do much! If any Master hears this, just know Yu needs to survive normal hits in arrow 6. The noble phantasm is supposed to kill you, and the battle ends the next turn! Oh, hi there. We were just having fun with. I knew it was all the Valks in on this! Didn't have enough fun with the KnK event, did you? Huh? It was just Ortlinde who... Speaking of which, Act 7 is an undead. You might want to use Scathach too... THE HELL?! This is my event, you use me on the front line with super buffs and kill this guy! We literally made Norse cut out her sprite for this! Now that we're done, read the epilogue and use your grail on your waifu. Pretty much every mission should be cleared now, with a few exceptions. We also get the ability to swap between day and night whenever we want. 20 QUESTS? I should have just stayed captured. It's all right, now is when you can use a few apples if you want. You earned it. Or just wait 3 days for natural AP. There are 8 night quests, so clear each one. Make sure to use the rare spawn rate up CEs until you have the 30 you need. We may be a little short on Saber and Caster mobs, so if you need them use some of the 12 remaining on Lakeside and Market at night. If you're short on Divines, make sure your night Market is type A! A new interlude opened up! There's nothing challenging in it. Just killing stuff with NP supports. Avoid using Sei on lancers and you'll be fine. As always, there's a part 2. These quests get us copies of Yu and finish the event. Each Sequel battle has 1 tough battle and an easy interlude with mandated supports alone. So our first battle is against a break bar rider... tough. Coming through. Scathach, go back to your witch form. We're killing it. I'm not the same servant as Skadi! Just use a good assassin. There's a chance to stun from the initial fear and the break bar effect. OH NO! I'm in SPACEEEEEEEE~ We made that joke last event. You're going to want something with good crits as on her first bar, Ishtar is really just weak to crits. You have a good option here if you can get her stars. Get a debuff cleanse for this battle as all damage is reduced each turn without it. Careful as at the break you lose 30% gauge, so looping is unlikely. This is the true challenge of them. Shirou skill seals on the first turn, and after break he charges his NP to max each turn. Remember, her NP removes buffs before damage, but at least his NP damage is reduced. It's still annoying, so get a Jeanne Alter or something to burst the second bar down after whittling the first. Almost. We have a 2-break Assassin on the wait. It doesn't actually have many tricks except attack down each turn and curses. Clear it out with casters and we're done! Thanks for reading all! Hope Euryale didn't annoy you too much. I was barely in this at all! # Quest Notes Event Drops 115 Summer Camp II-2(5 AP) A battle against an Assassin with 3 HP bars (131k, 169k, 231k HP). Every turn, both enemies and allies get ATK, Crit Rate/Star Drop Rate debuffs and Curse. 1st Break: Gains Ignore Invincible and an ATK buff for 3 turns. Inflicts Instant Death on a random party member. 2nd Break: Gains 20k Damage Cut for 3 turns, and Burns self and all enemies for 2k dmg/turn. Field changes to [Burning]. Field Gain a second Holy Grail upon clearing! Story: Pre-battle -1min readPost-battle -1min read None Mission Progress - Cleared. Mission 8: Clear Servant Summer Camp II (2/2) Mission 100: Clear all Missions 116 Mini: Summer With a Ghost Lady(0 AP) Story only. Story: -11min read None 117 Challenge(5 AP) The Challenge Quest unlocks after completing the final post-Sequel quest, and also requires the Final Singularity from the Main Story to be cleared. This quest has a wave with 20 total enemies, all of which must be defeated. A Berserker Servant (149k HP) starts in the frontline, accompanied by 15 mixed Berserker / Rider small mobs (31-98k HP) and 3 larger Caster / Saber mobs (256-454k HP). There's a final break bar Berserker at the end (480k, 607k HP). The first Berserker starts with 50(!) unremovable Guts stacks, although killing the other mobs will gradually remove these stacks. Starting from turn 3, and every 3 turns, the first Berserker will alternate between switching to the backline, returning to the front, and switching to the backline so long as there is a backline available. When 11 enemies are left, the first Berserker charges the enemies' NP Gauges to MAX! When the Spriggan appears, the first Berserker will buff ATK and give all enemies an extra NP charge each turn. The second Berserker in the back will provide beneficial buffs when they appear. However, on break, they charge their own NP Gauge to Max as well. Note that both Berserker Servants have AoE NPs, so be ready with defensive measures. For a detailed guide on this encounter, click here. None Event Completed! Congratulations, all Main Quests have been completed! At this point, Masters may clear out the Event Shop as desired. Check out the Quick Farming Guide for drop rate info and farming tips! Class Servants Event Bonus Damage +100% Bond EXP +50% Damage +50%Bond EXP +5% (Party) Damage +50%Bond EXP +20% Damage +30% Bond EXP +20% No. If just aiming for NPS Yu Mei-ren (Lancer), for event shop clears. Probably not, unless starting late. Natural Regen AP will be approximately 6120 AP throughout the event. Full 100 Mission Completion is approximately 3070 AP. For clearing the Event Shop (no monuments, EXP, or 3* Fous), this will take approximately 4350 AP. For clearing the Event Shop (no monuments, but with Fous and EXP), this will take approximately 4790 AP. For a full Event Shop clear including monuments, this total reaches 5750 AP to clear all pieces and monuments. The amount of AP required can be reduced with more copies of Event CEs. Additional copies of 4* or 5* CEs must be obtained in the gacha, while 3* CEs can be obtained in the Friend Point Gacha (at a low rate). Assumptions for the above AP costs (uses "first timer worst case scenario with no Friend Point Gacha luck", AP reduced if more bonus available): Up to +1 : From Non-MLB Friend Support or . Up to +1 : From Non-MLB Friend Support or . Up to +2 : From Non-MLB Friend Support or + free Quest Reward copy of . Consider supporting GamePress and the author of this article by joining GamePress Boosts! Join!

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