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Helix waltz event guide

in: Events, 2019 Events, Story Events
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Event details
Time-limited Steampunk themed event. Go to the taverna to join a beauty contest and fight for beer coins (). You'll get six if you win, and three if you lose. Both Beer Coins and Diamonds can be used in Lucky Draw to win exclusive themed sets. Each draw also gives an energy point. You can swap 30 energy points for a single outfit event. Event happy draw just drops event themed costumes. You may get a repeat of your clothes. 1 draw costs 20 beer coins or 150. 10 multiple draws cost 200 beer coins or 1500. Sets
The following sets can be obtained during this event:
During this event, the following backgrounds are available:
Coral Reef
Ocean Party
Sea Patrol
Bottle Fantasy
Nautical Chart
During this event, the following items are available:
The following partners are available during this event:
Quests
Quest Name
Info
Objective
Rewards
Undersea Exploration!
The maid brought you information about the latest popular topic, and behind it is...?
Go to [the Aquarium] and find Maggie.
EXP + 500
Abnormal Sound
Maggie sent you an invitation. Looks like she's ready to make a splash in society. Go and help her.
Go to [Longlan's Ball] and wander.
EXP + 500
Swaying Myth
How to Comfort Depressed Maggie?
Maybe the answer is to go to the aquarium.
Go to [the Aquarium] and see who's there.
EXP + 500
The second call of Mann's call can cheer Maggie up. Tell her the good news.
Go to [the Grand Ball] and wander.
EXP + 500
Unexpected dance
Now good news has become two...
But where's Maggie?
Go to [Senat's Ball] and wander.
EXP + 500
Bottom of Honesty
Make blind and messy assumptions is nothing like Maggie's style. Of course, it's not like your style!
Go to [The Aquarium] and beat Maggie in a beauty contest.
EXP + 500
Dance Steps
Today is the day when the aquarium turns magnificent.
Go to [the Aquarium] and wander.
EXP + 500
Recharge your batteries
During the Event Period
Sea of Fantasy
players who fill diamonds will receive a certain amount of energy points.
Every 30 event points can be used to exchange an exclusive garment for an event.
Below are the totals for charging that will give players points for events.
Total Recharge event points
\$1 30
\$2 30
\$3 30
\$5 90
\$10 120
\$20 150
\$50 180
\$100 240
Consumed during the steam event era, players who consume a certain amount of diamonds will receive an Ocean Dream set.
Quantity
Clothing
500
Arcane Book (Background)
1000
Uncharted Water (Background)
1500
More & Moon (Shoes)
2000
Floating Hair (Hair)
2500
Storm Forecaster (Makeup)
3000
Medusa Umbrella (Coat)
3500
Princess Jellyfish (Dress)
Events
2019 Events
Story Events
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More
Helix Waltz Wiki
There is currently no text on this page. You can search for the title of this page in other search for related records or create this page.
All items
(201)
Story events are week-long events a set of story tasks that revolve around a theme and contain four NCCs.
Benefit Quest, Clothing Design Quest and Consume Event will be launched at the same time.
1. Event Times[edit | edit source]
The start and end times of the event are displayed here. Usually Story Events will last 7 days, and circus night event is the only exception after lasting only 6 days. There was confusion when events ended because the end times were not always consistent. In the example here, the event ends on 03/27 23:59, which is the same as saying that the event ends on 03/28 00:00. Both end at midnight (Server Time) at 03/27.
2. Quests[edit | Source]
Event tasks can be accepted by tapping this button. In the last task of the event, the player will be given a choice between four different NPC themes. The NPC theme selected by the player will be sent to their mailbox as a partner add-on, along with an NPC letter.
3. Tavern[edit | edit source]
This button is a shortcut to the tavern. The tavern is open only during Story Events and allows for three daily attempts. Beer coins () or Event tokens can be earned at beauty pageants.
6 is awarded for victory and 3 for defeat. Talking to NDCs doesn't allocate any beer coins. The tavern has a common fault that will erase the bends if the Wander button is pressed before the character can boast Magda after the beauty pageant. Tap the dialog box a few extra times after the beauty pageant to avoid losing the turn.
4. Lucky Draw[edit | edit source]
The Event Lucky Draw, or Event Lottery, uses Beer Coins and only drops clothing for events. Players can get a repeat of the outfit. Some event clothing can be processed or painted, but often these transformations are not carried out or advertised until the event is over. This means that Auto Decommissioning is not secure because it will later disassess items that may have transformations. Individual pages of items on the wiki will display all transformations, often before they are implemented into the game. (E.g. Ashes Road)
Beer coins can also be earned by purchasing diamonds during the event. Charging prices for each event are listed in the game and on the main event page. (e.g. scattered plume event)
One withdrawal costs 20 beer coins or 150 diamonds, and 10 withdrawals cost 200 beer coins or 1500 diamonds.
Pool Event closes as soon as the event is over, but Beer Coins will roll over to the next story event.
5. Exchange of events[| editing sources]
Tapping this button allows the player to view all items available in the lottery and exchange events. After 30 withdrawals, players can redeem one garment of their choice for free. Each event has some clothes that can only be obtained by exchange, and wallpapers are always exchanged only. To see which items are being exchanged only, see the main event page. (e.g. scattered plume event)
The exchanges of events will move on to the next event of the story.
6. event[edit |]
Tap the left and right arrows to see the sets that can be obtained from The lottery and the exchange of events.
Fill events[edit | source]
Recharge Events allow you to earn a set of clothes by spending a certain amount of real life money in the game. All in-game purchases will count towards the event. Charging events can range from \$7 to \$35. Certain items in the set will be sent to the mailbox after filling in a certain amount. To see how much to spend to get a specific item; Go to the Events Center on the main menu, scroll down to the charging set commercial, and tap the purple Poster tab. The advertisement will also show the player their progress, i.e. how much has already been spent. Individual pages of items on the wiki will also have the amount of charged money needed to obtain the item, and the charging wiki pages will have the same poster as in the game. (e.g. feathered spirit)
It will often be to blow events that offer set and perfume. Perfume will always be the most expensive item. Cumulative Recharge Event[edit | edit source]
Occasionally there will be a Cumulative Recharge Event, usually for perfume, which requires the player to spend any amount of money, every day for a certain number of days in a row. (e.g. Ice Queen)
Consume Event[| and edit source]
Consume events that allow you to earn a set of clothes by consuming a certain amount of diamonds (). Any purchase using diamonds will count towards the event. There will be a Consume Event that runs simultaneously with each Story Event, and information about these consuming events can be found on the main page of the story event. (e.g. scattered plume event)
Certain items in the set will be sent to the mailbox after spending a certain amount of diamonds. To see how much to spend to get a specific item; Go to the Events Center on the main menu, scroll down to the Consume Event ad, and tap the purple Poster tab. The advertisement will also show the player their progress, i.e. how much has already been spent. Individual pages of items on the wiki will also have the amount needed to obtain the item, and consume the set wiki pages will have the same poster as in the game. (e.g. childhood)
Outfit Event[edit | source]
Outfit events allocate an entire set to complete about seven tasks over so many days.
Benefit Quest[| to edit sources]
Benefit Quests allow you to earn a set of clothes by completing a task daily over several days. There will be a Benefit Quest that runs simultaneously with each Story Event, and information about these consuming events can be found on the main page of the story event. (e.g. scattered plume event)
There will usually be two different types of daily tasks. The first is to find and talk to three different NDCs. After finding the required NPC, the player must select the topic of searching for benefits when talking to the NPC before finishing the ball. The second daily visit is either participation in beauty contests in the tavern, or beauty in the tavern. The event page will be updated as soon as tasks become available. (E.g. (E.g. Quest)
If a daily search is accepted but not completed when Benefit Quest is complete, the player will still have the option to complete the daily task.
Clothing Design Quest[| edit source]
Clothing Design Quests allow you to earn a set of clothing designs by completing tasks daily over several days. There will be a clothing design Quest that works simultaneously with each Story Event, and information about these consume events can be found on the main page of the event story. (e.g. scattered plume event)
Daily tasks will require players to create one or two parts of a set of events. The event page will be updated as tasks become available and specify which category each item is in to make designs easier to find in Rebecca's design. (Eg Forest Singer Design Quest)
If the daily search is accepted but not completed when the Search for Clothing Design is over, the player will still have the option to complete the daily search.
Birthday balls[| editing sources]
Birthday balls are individual pursuits focusing on the NPC's birthday. The search becomes available for two days, starting with the NPC's birthday. Tasks always reward 100 EXP and 50 diamonds.
Accept the search; Go to the Event Center on the main menu, scroll down to the birthday ball commercial, and tap the pink Quest tab.
Diamond Draw Event[edit | edit source]
Diamond Draw events allow you to earn a set of clothes by purchasing a certain amount of Diamond Lottery draw. Certain items in the set will be sent to the mailbox after purchasing a certain amount of the Diamond Lottery draw, i.e. the Clothing Seaming Box. To see how many draws to buy to get a specific item; Go to the Events Center on the main menu, scroll down to the diamond draw event commercial, and tap the purple Poster tab. The advertisement will also show the player their progress, i.e. how much has already been spent. Individual pages of items on the wiki will also have the amount needed to obtain the item, and the Diamond Draw set of the wiki page will have the same poster as in the game. (e.g. free world)
Lotteries[edit | edit source]
Some Diamond Draw events do not assign clothes after a certain amount of draw, and instead place event clothing in the Diamond Lottery, or Shining Clothes Box, for the duration of the event. Rates of falling clothing for events are very low and a repeat of events clothing can be obtained. Often, clothing for events will also be available in certain eggs, usually in clothing eggs.
Diamond Exchange Event[edit | edit source]
Four events Partners from the last Story Event are added to diamond exchange for a limited time. Occasionally other special items will be added to diamond exchange for a limited time. (e.g. pet bear)
Find event Partners; Go to Gift and tap the button circled in the example, then tap the add-ons tab and scroll down to find The accessee card is not sorted by subject, so it will take some scrolling to find the event event in Diamond Draw, or Shining Clothes Box, one draw costs 100 diamonds and 10 draws costs 10 diamonds. After 30 withdrawals, players can redeem one garment of their choice for free.
Event Partners exchange only and can not be obtained from diamond lottery.
Clothing Pack Event[edit | source]
Older charging kits can become available in the Store as clothing packages for a limited time. Occasionally these sets will be new, not return sets. These clothing packages will cost 1200-1800.
Find clothing packages; Go to Gift and tap the Store tab at the bottom of the screen.
Clothing packages are in the Giftpack category. They list the last name and how much the package costs.
Egg Lottery Event[edit | editing source]
Garments can be obtained from eggs for special events for a limited time. Typically, items from a particular set are available, although in some cases the items will instead be a small amount of accessories that do not belong to any set. (Eg Halloween mask quest)
To buy egg events; Go to Gift and tap the Store tab at the bottom of the screen.
Event eggs will sell for about 50 - 100 per egg. Usually, these eggs will have a 40% chance of dropping unspecified clothing for events, but this is not always the case when left undetermined. Check the details of the events in the game to see if the eggs only drop unassaided event clothing and what are the drop rates for event clothing. These eggs will also drop other prizes that may include: multiple egg events, imperial eggs, egg clothing, material eggs, blitz tickets, diamonds, and coins. The rates at which various rewards fall will vary.
Fill[edit | edit]
Some egg lottery events will have egg events available in the store for irl money, usually around \$1 per egg. (e.g. Memory Pack Event)
This type of event differs from Recharge Event by not having the specific amount of money needed to obtain all advertised items. This means that this event usually costs more than the average target event (about \$15-\$20).
Deity Event[edit | edit source]
Players can collect special event materials, Deity Materials, to complete tasks to acquire event sets. These 5 sets are based on existing sets, and their related searches require obtaining original sets. The original sets are added to Diane's Tailor Shop at the start of the event and will remain there after the event is over.
Deity Materials[edit | edit source]
Application to receive 4 daily materials by mail. Only players who sign up for the game on that day will receive an email.
Additional deity materials can be obtained by completing tasks and purchasing material packages from the store. Without spending money, the game will allocate enough Deity Materials to allow the player to complete one set of events that does not exceed this default number. Check which event sets require the smallest number of deity materials to be completed before any tasks begin. The events of divinity allow older event sets with new new sets, and some of these return kits require a small enough number of deity materials to be obtained without purchasing additional deity materials.
Set Quests[edit | edit source]
Event tasks can be accessed by going to the Event Center, scrolling down to the event set of your choice, and tapping the pink Quest tab to accept. Note that deity materials are limited, and only one set can be obtained without purchasing additional materials; In addition, only two of the five sets available will require a low enough number of materials to complete without purchasing more. The second Deity Event had an exchange interface where event clothing could be mistaken for event materials. The tasks set were then completed by obtaining a full set of events and rewarded with an unrelated background with a similar theme and story that can only be viewed once. The events of the deity allow old stories of events to be viewed by purchasing the appropriate set.
Exchange[edit | edit source]
While the first Deity Event assigned event clothing to complete tasks, the second Deity Event instead had an exchange interface accessed at the Event Center where Deity materials could be directly exchanged for event clothing. Only unassaided clothes can be purchased. It is unclear whether later Deity Events will follow this model.
Collection Event[edit | edit source]
Older sets from a charging event below \$10 and diamond events are added to Rebecca's design. These items will remain in the store after the event is over, but have an increased chance of appearing for the duration of the event. Find a search for an event; Go to the Events Center, scroll down to the event banner, and tap the pink Quest tab to accept the task. This quest will reward either an unrelated garment, egg or in-game currency to complete a featured set. You can keep event tasks active and completed at any time after the event has ended, as items can still be found in Rebecca's design.
Material Exchange Event[edit | source]
Collect event materials to exchange for event garments in the exchange interface. To access the exchange interface; Go to the Events Center, scroll down to the event banner, tap the event banner that says tap to share, or tap to enter the interface. In the case of interfaces, materials can be exchanged for unsaid garments. If an item of clothing can be transformed, transform the item before returning to the exchange interface to get both the original item and its transformation.
Intel[edit | edit source]
During this variation of events, there is a 50% chance of receiving event material instead of intel when talking to NCCs.
Blitz tickets do not collect materials for events.
Questions[| editing sources]
During this variation of events, visit a specific ball and answer questions correctly to materials for events. (e.g. teaching arts event)
teaching) the ball for this event is always one of those limited to 3 visits per day. More visits can be purchased with diamonds.
Answer NPC questions correctly to win 8 event materials and mistakenly win 5 event materials. The event's Wiki page will have a cheat sheet with correct answers.
Event materials are sent to the mailbox after the ball is finished and must be collected.
Blitz tickets do not collect materials for events.
Lucky Wheel Event[edit | edit source]
Two different limited lottery wheels can be used during this event. To enter the Lucky Wheel interface; Go to the Events Center, scroll down to the event banner, and tap the lucky wheel red card. To switch between wheels in the event interface, tap Diamond Box or Wish Box at the top of the screen.
Diamond Box[| Editing Source]
Diamond Box is the first lottery wheel to appear in the interface. Players are awarded free spin every 72 hours. It costs 100 for one turn and 500 for five spins. The player can only get each rare item (i.e. an item of clothing) once. When a rare item is obtained, it will be replaced with another rare item that the player does not already own. The chance of landing on a rare item is 5%. Every time a diamond box opens, it gives 1 energy point. At thirty energy points, the player is guaranteed one rare item on the next turn. Rare items are items of clothing for events. Tap the center of the wheel to see which items of clothing can still be obtained. Common items are everything else in the wheel, which can include: currencies in the game, blitz tickets, Mandaria dice and the Red Crown Keys. Turning wheels 7, 15, 30 and 60 times rewards event set parts not available by turning the wheel. Rewards for each can be seen by tapping the box at the bottom of the screen.
Wish Box[edit | edit source]
The wish box can be accessed by tapping Wish Box at the top of the happy wheel interface, circled in the example. Players are awarded free spin every 72 hours. It costs 1 Red Crown Key for one spin and 5 Red Crown Keys for five spins. The player can only get each rare item (i.e. an item of clothing) once. When a rare item is obtained, it will be replaced with another rare item that the player does not already own. The chance of landing on a rare item is 5%. Every time the Wishing Box opens, it gives 1 energy point. At thirty energy points, the player is guaranteed one rare item on the next turn. Rare items are items of clothing for events. Tap the center of the wheel to see which items of clothing can still be obtained. Common items are everything else in the wheel, which can include: currencies in the game, blitz tickets and Mandaria dice. Turning the wheel 10, 30, 50 and 90 times rewards parts of the event set that are not accessible by turning the wheel. Rewards for each can be seen by tapping the box at the bottom of the screen.
Other Events[| Edit Source]
events are not not worth paying attention to or have only happened once.
Limited Quests[edit | edit source]
source]
For about a week with 1 - 7 tasks, players can sign up every day to accept a new search in exchange for small rewards such as EXP and in-game currency. In the last visit to this event, a special garment is awarded. (E.g. Magic Boy Iran)
[edit | edit source]
While in-game eggs and currency are often allocated after and at the beginning of some events, only events listed in the Events Center as Check-in Events are considered events. These events typically assign a partner add-on. (E.g. Lynna Jorcastle (partner))
Stamina Event[edit | edit source]
Spending certain endurance amounts during the event period awards players small prizes as in the game currency.
Notice[edit | editing source]
It's not a technical event, it makes players aware of some limited time offer that usually includes sales or rebates.
Rebates.

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