

# TEPPEN REROLL GUIDE

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## Introduction

The Purpose of this guide is to guide beginners in the rerolling process, so that they have a head start in getting the required Legendaries for common top deck types, have a basic understanding of which top decks to build towards, and to save resources like gold and souls as much as possible for later expansions. I would recommend any non-champion player to reroll their accounts so that they can save up as many resources as possible for the next expansion while still having nice decks.

Rerolling is the process of deleting all of your game data on your phone, and redoing the beginning tutorial and going through the beginning movie videos over and over again until you hit the point where you can grab the 30+ free packs given to you at the start of a new game and using these tickets up.

The reason why you would want to reroll your account is so that u could get the expensive Legendaries that are used in some of the common top decks and not have to waste precious resources on it. Therefore, you can save the gold obtained and stockpile for the release of the next expansion. The goal is to have at least 5k gold left over by the time you finish all the free content available and have the decks/Legendaries you wanted.

## How to Reroll In TEPPEN

- Apple Phones:
  1. Go to settings.
  2. Scroll down and tap the general settings tab.
  3. Scroll down and tap on iPhone storage
  4. Scroll down and find TEPPEN and tap on it.
  5. Tap on the DELETE APP button
  6. Now go back into the app store and download the app again.
- Android Phones (No need to delete or reinstall the app):
  1. Go to settings.
  2. Search the Other Apps heading (could be in storage or applications settings) and open it.
  3. Search for TEPPEN and tap on it
  4. Tap the CLEAR CACHE and DATA buttons.

5. Now you just open your game and go through the whole process again.
- MIUI devices or android with clone option:
    1. Go to settings.
    2. Search CLONED APP settings and open it.
    3. Search for TEPPEN and set on the trigger near it.
- OR -
1. On miui main interface, tap and drag the app onto the left top corner
- Enjoy the cloned version with new account.
  - If you get a good reroll that you are not sure to keep, you can transfer data on the base app to keep rolling on the cloned app by just deleting it and going for the process again.
  - This method can lead you to have 2 accounts with good rerolls and you can play on both.

### [How to Minimize the Reroll Time:](#)

**After watching the beginning unzippable introduction videos, you will need to go through all three of Ryu's character missions before being able to open up your free packs. This is the fastest known method to go through all three missions.**

#### **Mission 1: Vs Rathalos**

**Play your first "Ryu", then play your second "Ryu" as soon as possible.**

#### **Mission 2: Vs Morrigan**

**Play "Guy", Play "Sakura" on her "Anakris" line, then destroy "Oro" with "Warrior Road", proceed to then follow up with any random unit and win the trades until you win.**

#### **Mission 3: Vs Chun Li**

**Follow the chain guide, play "Sakura" on her "Quropeco" line and "B.B. Hood" on her "C-15" line. Follow up with a "3/6 Ryu" on a free line and win.**

## Frequent Asked Questions (FAQ)

### **How long does this whole process take?**

Once you are familiar with how to go about it, if you follow the step by step process in our guide below it should take you about 10-15 minutes per reroll.

### **What exactly are we looking to reroll for?**

You are mainly rerolling for certain legendary cards that are commonly used in the top decks of its color/deck type. A list of epic cards to watch out for will also be listed, but it would be almost impossible to grab 3 copies of an epic you needed so it's best to just have a basic idea of what are "good" epics to pull for to make any of the top decks cheaper to craft.

### **When do we stop rerolling?**

Although it is maximum 20 minutes per run on average, the process can be tedious and remember at the end of the day you want to be able to enjoy the game. That said, the recommended basic "good" reroll would be at least 1 of the main 3 Legendaries listed below, at least 1 copy of any of the secondary Legendaries listed below, 1 other legendary, and any number of copies of the epics listed below as well. So in total at least 3 legendaries and any number of epics. That is the basic recommended "good" pull you should aim for, but if you are aiming for a specific deck or having copies of the 3 main Legendaries than It is up to you when to stop.

### **How do you decide whether to reroll or not if u have pulled either Dreading Rathalos, Fate-Defying Ryu, or any golden versions of epic/legendary cards?**

First off to anyone who didn't know, Dreading Rathalos and Fate-Defying Ryu are 2 legendary red units that are obtained for free just by ranking up in the game's ranked mode. A golden card is like a foil card or holographic card from other card games where it is the exact same card as the regular version just golden, shiny, sparkly, and most importantly it gives you more souls upon reaping them. Golden epics gives you back the full cost of 800 souls it would take to make any normal epic card, so even if you get any random golden epic it could count as one of the ones you might be looking for in your specific deck you are building towards. A golden legendary on the other hand is worth 2800 dust which is 400 dust below the 3200 it takes to craft a normal copy, but it still can basically count as any legendary you possibly need.

### **That said, To answer the original question again the basic rules goes as follows below,**

- You need at least 1 Main legendary (heavenly kicks chun li, dragonlords judgement, or devil trigger)
- You need at least 1 secondary legendary (spreading infection, advanced artifact x, brainwashed, dark libido morrigan, and devil trigger dante)
- And 1 other legendary whether it is any random legendary or one of the ones mentioned in the 2 categories of legendaries.
- Basically 3 legendaries are required with the order of importance going like this:
  - Main legendaries > Secondary Legendaries > All other legendaries

- Having a second or third main legendary can replace the other 2 “spots” basically as they are “worth more” or are more “important” .

## REROLL EXAMPLES: Only Legendaries Listed as Examples

### **Example Roll 1: Heavenly kicks Chun Li, Devil Trigger, Dragonlords Judgement.**

- This is a basic keeper - although you don't have any of the secondary legendaries just having the core cards for the majority of popular decks are nice and worth it to keep - the only reason you might want to reroll is if you were aiming for a purple deck and wanted at least 2 of the legendaries used in purple decks..

### **Example Roll 2: Dragonlords Judgment, Spreading Infection, 1 “regular” legendary**

- This is a pretty standard pull with you having the main red legendary, the main wesker/black legendary and a spare. I would keep this if your goal was to make pure red or black otherwise although it is “good” if you aren't getting the legendaries you wanted then there was no point in rerolling here.

### **Example Roll 3: Spreading Infection, Dark Libido Morrigan, Brainwashed, and Devil Trigger Dante**

- This is the special case that goes against the rules. Here we have the main black legendary and all of the legendaries needed for a purple resonate deck which means that if your goal was to go for a purple deck it's a definite keeper - Crafting one Legendary is not that big of a deal - otherwise this is still a potential reroll. If this example had one of the core legendaries it would be one of the best pulls possible.

### **Example Roll 4: Heavenly kicks chun li + 4 random legendaries not listed here.**

- Having a pull like this you might feel good due to the amount of legendaries, and that you have the arguably best legendary in the game. But I would only keep this if you were trying to run some form of a mixed color deck that took advantage of heavenly kicks chun li and had no interest in any of the other decks. If this was any other legendary like dragonlords judgement or devil trigger I would recommend an automatic reroll.

## Card Legend/Key

- **Name:** The name of the card in game. A (2) is used when referring to the second version of the card. The 2 is needed at the end of the name when searching for the card through Effy's bot on the reddit discord.
- **Effects:** The effects of the card.
- **Deck Types Found In:** The common deck types where the card is often used. Decks are named used the following naming sense:

**Color** Deck-type(optional) Character Hero Art






Ex: Purple Resonate Dante Devil Trigger

Ex: Green/Black Nergigante Spike Launch

Core Legendaries: You Need At Least One of These For a Good Reroll

		
<p><b>Name:</b> Heavenly Kicks Chun Li</p>	<p><b>Name:</b> Devil Trigger</p>	<p><b>Name:</b> Dragonlord's Judgement</p>
<p><b>Effects:</b> &lt;agility&gt; &lt;combo&gt;</p>	<p><b>Effects:</b> Gives &lt;flight&gt; and &lt;agility&gt; to a friendly purple unit.</p>	<p><b>Effects:</b> Deals 12 damage split among all enemy units.</p>
<p><b>Decks Found In:</b> Black/Green Nergigante Spike Launch, Green Chun Li Yawn, Red/Green Rathalos Wrath Awoken</p>	<p><b>Decks Found In:</b> Purple Dante Resonate, Purple Morrigan Resonate</p>	<p><b>Decks Found In:</b> Red Control Ryu Shinku Hadoken</p>
<p><b>Player Notes:</b> Core Legendary (Arguably best legendary in game)</p>	<p><b>Player Notes:</b> Core legendary</p>	<p><b>Player Notes:</b> (Damage is random and not equally split.)</p>

Secondary Legendaries: At least 1 of these paired with a core Legendary is an acceptable reroll.

				
<p><b>Name:</b> Devil Hunter Dante</p>	<p><b>Name:</b> Spreading Infection</p>	<p><b>Name:</b> Advanced Artifact X</p>	<p><b>Name:</b> Dark Libido Morrigan</p>	<p><b>Name:</b> Brainwashed</p>
<p><b>Effect:</b> &lt;Agility&gt; Resonate: Sends this unit to the Graveyard and puts Devil Trigger Dante in the previously occupied board slot.</p>	<p><b>Effect:</b> Adds an infected to all of your board slots.</p>	<p><b>Effect:</b> Victory: Acquires the abilities of the defeated unit.</p>	<p><b>Effect:</b> Ignores enemy units with halt status when attacking hero. Resonate: Inflicts halt on unit in front for 5 seconds.</p>	<p><b>Effect:</b> Seizes control of an enemy unit.</p>
<p><b>Deck Found In:</b> Purple Resonate</p>	<p><b>Deck Found In:</b> Black/Green Nergigante Spike Launch, Black Uroboros Wesker</p>	<p><b>Deck Found In:</b> Green Chun Li Yawn</p>	<p><b>Deck Found In:</b> Purple Resonate</p>	<p><b>Deck Found In:</b> Purple Resonate</p>
<p><b>Player Notes:</b> Once resonated becomes a 4/7 unit with flying and agility.</p>	<p><b>Player Notes:</b> An infected is a 2/3 unit with revenge: add +1/+3.</p>	<p><b>Player Notes:</b> Can steal other legendary abilities, revenge, flying, stat boosts, etc.</p>	<p><b>Player Notes:</b> 2<sup>nd</sup> in order of importance when rerolling for a purple deck. Substitute this and devil trigger dante depending on personal preference.</p>	<p><b>Player Notes:</b> 3<sup>rd</sup> in order of importance when rerolling primarily for purple.</p>




Epics to watch out for when rerolling: Any copies of these cards improve the quality of the reroll.

			
<p><b>Name:</b> Leon S. Kennedy (2)</p>	<p><b>Name:</b> Chain Fire</p>	<p><b>Name:</b> Cool-Headed Devil Hunter</p>	<p><b>Name:</b> B.B. Hood (2)</p>
<p><b>Effects:</b> While on the field: enhances damage-dealing effects for cards in your hand, EX Pocket and friendly units by +1.</p>	<p><b>Effects:</b> Deals x damage to an enemy unit, where x is the number of times Chain Fire was used in this battle +4.</p>	<p><b>Effects:</b> Deals 4 damage to all units.</p>	<p><b>Effects:</b> &lt;Rush&gt; When Played: Deals 4 damage split among all enemy units.</p>
<p><b>Decks Found In:</b> Red Control Ryu Shinku Hadoken</p>	<p><b>Decks Found In:</b> Red Control Ryu Shinku Hadoken</p>	<p><b>Decks Found In:</b> Red Control Ryu Shinku Hadoken</p>	<p><b>Decks Found In:</b> Red Control Ryu Shinku Hadoken</p>
<p><b>Player Notes:</b> 1-3 copies needed</p>	<p><b>Player Notes:</b> 3 copies needed</p>	<p><b>Player Notes:</b> 0-1 copies needed</p>	<p><b>Player Notes:</b> 3 copies needed</p>



			
<p><b>Name:</b> Hidden Intent</p>	<p><b>Name:</b> Ibuki (2)</p>	<p><b>Name:</b> Iris (2)</p>	<p><b>Name:</b> Emergency Strike</p>
<p><b>Effect:</b> Negates an Action card that costs 5MP or less. Halves the life of your hero.</p>	<p><b>Effect:</b> &lt;agility&gt; Resonate: Gain +1/+2</p>	<p><b>Effect:</b> &lt;shield&gt; &lt;mp boost 50&gt;</p>	<p><b>Effect:</b> Deals X damage to a random enemy unit, where X is the HP of a friendly green unit.</p>
<p><b>Decks Found In:</b> Purple Resonate</p>	<p><b>Decks Found In:</b> Purple Resonate</p>	<p><b>Decks Found In:</b> B/G Nergigante Spike Launch, R/G Rathalos Wrath Awoken, Green Chun Li Yawn</p>	<p><b>Decks Found In:</b> Green Chun Li Yawn</p>
<p><b>Player Notes:</b> 3 copies needed</p>	<p><b>Player Notes:</b> 3 copies needed</p>	<p><b>Player Notes:</b> 2-3 copies needed (Most Versatile Epic)</p>	<p><b>Player Notes:</b> 2-3 copies needed</p>

			
<b>Name:</b> Dark Hold	<b>Name:</b> Lady (2)	<b>Name:</b> Vile (2)	<b>Name:</b> T-002 Tyrant 2
<b>Effect:</b> Inflicts Halt on an enemy unit for 13 seconds.	<b>Effect:</b> When played: Deals 6 damage split among all enemy units.	<b>Effect:</b> While on the field: Your maximum MP is now - 2.	<b>Effect:</b> Death: Destroys all units with 1 Attack or less. <Revenge>: Gains +8 HP.
<b>Decks Found In:</b> Purple Resonate	<b>Decks Found In:</b> Red Control Ryu Shinku Hadoken	<b>Decks Found In:</b> Black Wesker Uroborus	<b>Decks Found In:</b> B/G Nergigante Spike Rush, Black Wesker Uroborus
<b>Player Notes:</b> 1-2 copies	<b>Player Notes:</b> 1-2 copies	<b>Player Notes:</b> 2-3 copies	<b>Player Notes:</b> 2-3 copies in each deck.

### [COMMON TOP TIER DECK Types/Lists:](#)

- ❖ **DISCLAIMER:** These are common top tier deck types to work towards, with many of the expensive epic and legendary cards standard throughout most builds. These are not necessarily exact replicas of current top tier builds for these deck types. These lists are something, someone who is new to the game can quickly pick up, work towards getting the necessary cards and at least can make it to A rank with. You **SHOULD NOT** blatantly net deck these lists and **expect it to take you into champion rank**, as you play you will realize many of these lists can be improved on or need to change to adapt to the current meta. After that it is up to the player to figure out the necessary switches to grind and make it to champion and beyond. Not all of the current deck types will be available here, but enough for any new player to have an idea of what is recommended to build towards.

## Black/Green Nergigante Spike Launch: (PRE-NERF)

Basicbg Nergigante Spike Launch

Wall Jump 1 Wall Jump 1 Wall Jump 1 Sibling Memories 2 Sibling Memories 2 Sibling Memories 2 Abel 4 Abel 4 Tzitz-Ya-Ku 4 Tzitz-Ya-Ku 4

Iris 5 Iris 5 Heavenly Kicks Chun-U 5 Gathering Effluvium 2 Gathering Effluvium 2 Psycho Power 2 Psycho Power 2 Psycho Power 2 Nelo Angelo 3 Nelo Angelo 3

Crow 3 Crow 3 Crow 3 William Birkin 3 William Birkin 3 William Birkin 3 Great Girros 4 Great Girros 4 Wheel Gator 4 Wheel Gator 4

Create Deck Code Show QR Code

## Red Control Ryu Shinku Hadoken:

Yikes Ryu Shinku Hadoken

Sneak Attack 2 Sneak Attack 2 Guy 3 Guy 3 Guy 3 Axl 3 Axl 3 Axl 3 Volvidon 3 Volvidon 3

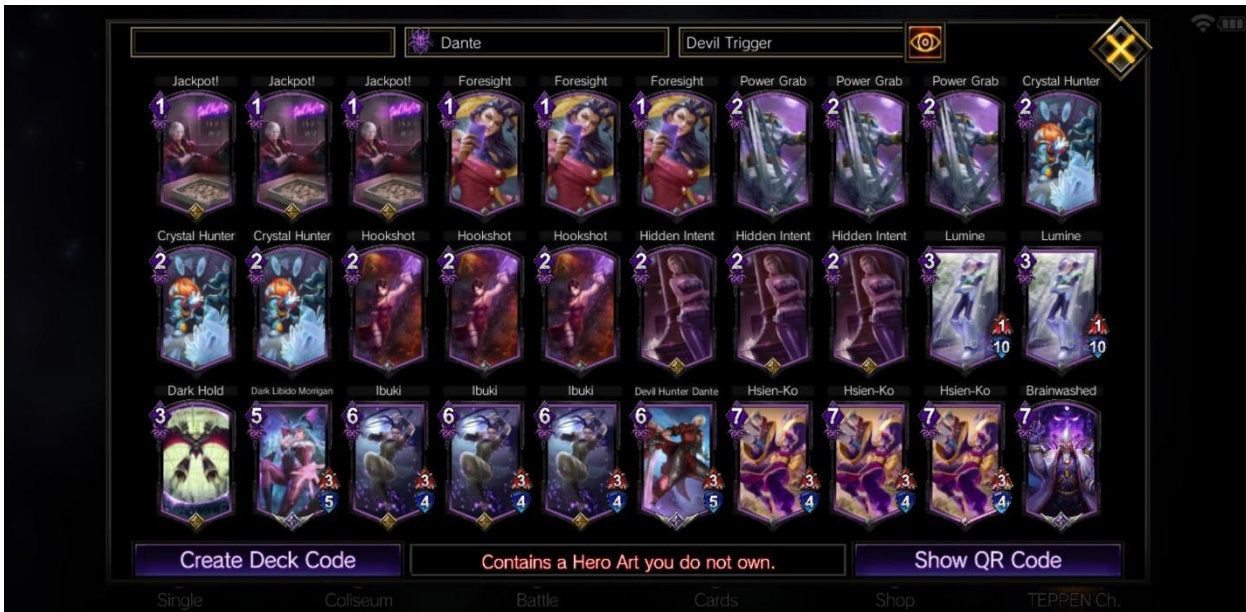
Volvidon 3 Forest Speyer 3 Forest Speyer 3 Forest Speyer 3 Leon S. Kennedy 3 Leon S. Kennedy 3 Headshot 3 Overdrive Ostrich 4 Overdrive Ostrich 4 Lagiacrus 4

Lagiacrus 4 Lagiacrus 4 B.B. Hood 5 B.B. Hood 5 B.B. Hood 5 Dragonoid's Judgment 5 Fate-Defying Ryu 6 Lady 7 Lady 7 Dreadking Rathalos 8

Create Deck Code Show QR Code



Purple Resonate Morrigan Darkness Illusion/ Purple Resonate Dante Devil Trigger (the deck lists are almost entirely similar for either hero art) :



Green Chun Li Yawn:



## Red/Green Rathalos Wrath Awoken:

Deck List

ShinyDragon Rathalos Wrath Awoken

True Faith (2)	True Faith (2)	True Faith (2)	Merciless Attack (2)	Merciless Attack (2)	Neon Tiger (3)	Neon Tiger (3)	Block (1)	Block (1)	Block (1)
Wall Jump (1)	Wall Jump (1)	Wall Jump (1)	Disarm (2)	Disarm (2)	Beast Cannon (2)	Beast Cannon (2)	Beast Cannon (2)	Evasive Action (2)	Evasive Action (2)
Felyne (3)	Felyne (3)	Felyne (3)	Felyne (4)	Felyne (4)	Felyne (4)	Iris (5)	Iris (5)	Iris (5)	Heavenly Kicks Chun-Li (5)

Create Deck Code Show QR Code

## Black Wesker Urorobos:

Deck List

aggro Albert Wesker Urorobos

Selfish Predation (1)	Selfish Predation (1)	False Throne (1)	False Throne (1)	Gathering Effluvium (2)	Gathering Effluvium (2)	Zombie (3)	Zombie (3)	Zombie (3)	Cerberus (3)
Cerberus (3)	Cerberus (3)	Summon Minions (3)	Summon Minions (3)	Wheel Gator (4)	Wheel Gator (4)	Bishamon (4)	Bishamon (4)	Vile (4)	Vile (4)
Vile (4)	T-002 Tyrant (4)	T-002 Tyrant (4)	T-002 Tyrant (4)	Just Deserts (4)	Spreading Infection (5)	Obliteration (6)	Obliteration (6)	Deviljho (8)	Deviljho (8)

Create Deck Code Show QR Code

## What To Do Next:

- Level up all characters to 16 to get all basic cards and the 3 free card packs from level ups. 24 Tickets Total from leveling up.
- Rank up on ranked mode all the way till C ranked to get the 2 free legendaries - Dreading Rathalos and Fate-Defying Ryu
- Do all chronicle missions - especially the first 4 to get the 4 free card pack tickets. 4 Tickets + gold/souls from doing chronicle missions.
- Also Here is a list of other sources that can be helpful to any new player:
  - FlameFurys Explanation on General Advantage in Teppen:
    - [https://www.reddit.com/r/teppen/comments/cd3icl/getting\\_advantage\\_mp\\_field\\_and\\_handed\\_theory/](https://www.reddit.com/r/teppen/comments/cd3icl/getting_advantage_mp_field_and_handed_theory/)
  - Jokers Teppen Progression List- All level up rewards listed here
    - [https://docs.google.com/spreadsheets/d/1mrsdMWZ1OYeBN49zvfL002WYs8BPK7PWV6CXiw\\_Dtns/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1mrsdMWZ1OYeBN49zvfL002WYs8BPK7PWV6CXiw_Dtns/edit?usp=sharing)
  - FlameFurys Hero Art Review - Also has a list of the definitions of basic statuses like <combo> or <agility> .
    - [https://www.reddit.com/r/teppen/comments/cedh1d/guide\\_indepth\\_review\\_of\\_every\\_hero\\_art/](https://www.reddit.com/r/teppen/comments/cedh1d/guide_indepth_review_of_every_hero_art/)
  - Iowas End of Season review + Helpful Game Tips + Deck Lists
    - [https://www.reddit.com/r/teppen/comments/cif05c/5\\_days\\_until\\_end\\_of\\_season\\_meta\\_breakdown\\_tips\\_6/](https://www.reddit.com/r/teppen/comments/cif05c/5_days_until_end_of_season_meta_breakdown_tips_6/)
- Finally, I would recommend checking out the reddit discord and especially the beginners-help channel located there for any other information or questions on the game.

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Fattypower: General Author

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