

# Madou Monogatari I (Import) FAQ/Walkthrough

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Madou Monogatari 1

Magic Story 1

(c) COMPILE 1996

(c) LSMusic 1996

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GUIDE

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About the game

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A ported version of the work that gain popularity in Game Gear. The event and map were greatly changed, in addition to, the ending changes depending on the play content. Moreover, it becomes the content where the system aspect has drastically strengthened, for example, it's now possible to make a monster into a companion.

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Non Battle Command

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A button - Magic command, Decide  
B button - Menu, Cancel  
C button - Map  
Cross Key - Movement (North, South, West, East), Choice of item  
Start - Save  
Up Key - UP  
Down key - Do an about-face

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Battle Command

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A button - Magic command  
B button - Menu, Cancel  
C button - Escape  
Cross Key - Magic Input (Up, Down, Left, Right), Choice of item  
Start - Magic list  
Up key - Jump  
Down Key - Squat  
Right key - Directly attack the enemy with a fan

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Arle's Magic

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Fire.....Magic of flame. Boast a terrific power when diacute is used.  
(up, left, down, right)  
Ice Storm.....Magic of ice. Boast a terrific power when diacute is used.  
Use it when the spell of fire is not effective on an enemy.  
(down, left, up, right)  
Diacute.....Increase the effects of the next recited magic.  
(up, down, left, right, left)  
Healing.....Recover HP. It is useful when there are no recovery items.  
(down, down, up, up)  
Bayoeen.....To impress the enemy impressed. (right, left, up, right)  
Hiidon.....Put the enemy to sleep. (right, left, down, right)  
Bayohihihii.....Magic that makes Arle temporarily invincible to the enemy's  
attacks. (left, right, left, right)  
Jugem.....The strongest magic. (right, down, left, up, right, down)

Warp.....To warp up. In battle, sometimes you can send an enemy to  
the another dimension. (up, down, up)

Ruipanko.....???? (down, down, up, up, left, left, right, right)

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## Arle

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A fuzzy system where the numerical value of Arle's parameter and damage,  
for example, are not displayed at all. In battle or after battle, you will  
have to judge Arle's state (poison or lower HP or lower MP) with her facial  
expression and BGM. Please use the map frequently by pressing the C button  
to see where Arle is going to.

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## Item Bag/ Mystery Bag

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Take caution whenever you are buying a bag because three bags are the limit  
in Arle's menu, and you won't be able to buy anymore bags after that only  
items to put into those three bags. One bag can only hold 9 items.

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## Silver Apple/Golden Apple

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When Arle eats the silver apple, she gets experience points. When Arle eats  
the golden apple, she levels up by 1 point.

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## Shops

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Buy  
Sell  
Leave

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Item	Effect
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Japanese Leek.....	A little HP is recovered.
Hermit's Sake.....	A little MP is recovered.
Magic Sake.....	MP is recovered.
Antidote Grass.....	Remove the body's poison.
Item Bag.....	A bag that you put items into.
Vegetables pickled in soy sauce...	HP is recovered.
A Capsule.....	It's a capsule to make a monster a companion.
Dragon's tail.....	A lot of HP and MP are recovered.
Puyoman.....	A bun that looks similar to PuyoPuyo.
Dragon's scale.....	HP and MP are recovered.
Dragon's Fang.....	A little HP and MP are recovered.
Red Pepper.....	It's a very spicy food.
Siren's arrow.....	An arrow with Siren's voice
Moonstone.....	It's a white stone.
Diamond.....	It's a transparent jewel. (Same as diacute)
Black Pearl.....	A black gem that shines eerily. (Same as ruipanko)
Silver Apple.....	An apple that shines brilliantly in silver.
Sapphire.....	It's a blue jewel. (Same as ice storm)
Ruby.....	It's a red jewel. (Same as fire)
Topaz.....	It's a yellow jewel. (Same as hiidon)
Emerald.....	It's a green jewel. (Same as bayoeen)
Light Gem.....	A strange gem that emits light when throwing it out into the air.
Wall Foundation.....	A wall can be made.
Momomo's Sake.....	A lot of MP is recovered.

Fire Proof Spray.....To put out the flame that doesn't  
vanish with magic.

Extra hot curry.....All HP is recovered.

Absorbing Elephant.....A small cute elephant that absorbs energy.

Curry and Rice.....A lot of HP is recovered.

Golden Apple.....A very delicious apple that shines  
sparkling.

Kill without fail gem.....A blow kill without fail however  
there are a lot of misfire situation.

Great Runner Grass.....It's possible to become quick.

Exploding Egg.....It's an egg that explodes as shown  
in the name.

Quiet sleep flute.....You can make the monster sleep.

Chanpan Sake.....All MP is recovered.

Flood Jar.....A mysterious jar in which water overflows  
like a flood when you open the lid.

Mystery Bag.....An happy item bag where you put items into.

Item Bag.....It's a bag where you put items into.

Pineapple.....A bittersweet fruit. (Same as jugem)

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Here is a list of the items that each of the monsters drops  
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Japanese Leek/hermit's sake.....Green Puyo  
Japanese Leek/dragon's fang.....Blue Puyo  
Japanese Leek/Absorbing Elephant.....White  
Vegetables pickled in soy sauce/Curry and Rice...Yellow Puyo  
hermit's sake/antidote grass.....Purple Puyo  
hermit's sake/Vegetables pickled in soy sauce....Skeleton T  
Japanese Leek/Siren's arrow.....Nas Grave  
Chanpan Sake/Sapphire.....Oyuki  
Flood Jar/Puyoman.....Doppel  
Vegetables pickled in soy sauce/magic sake.....Panotty  
Light Gem/Emerald.....Nomi-san  
Curry and Rice/Dragon's scale.....Sasoriman  
Extra Hot Curry/red pepper.....Ket Seeds  
Curry and Rice/Ruby.....Draco  
Black Pearl/Pineapple.....Witch  
Antidote Grass/Magic Sake.....Suketodara  
Dragon's scale/Diamond.....Scally Mermaid  
Moonstone/silver apple.....Incubus  
Exploding Egg/Kill without fail gem.....Billy Burn  
Topaz/dragon's horn.....Miss Eve

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A Capsule  
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The A capsule (amigo capsule) is an item that can be used many times. In battle, use the empty A capsule to capture a monster. When Arle releases a monster that's in the A capsule during the battle, you can input the command of the monster's techniques as listed below. If the monster dies in battle, the A capsule becomes empty again. As a reminder, only one monster can occupy the A capsule. If you want to remove a monster from the A capsule, press the "B button" to open the menu, and then press the "A button" + "yes" to release the monster from the capsule.

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Monsters Techniques  
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Green Puyo  
Ignore.....up, left, down, right  
Add a companion.....left, right, left, right  
Super-huge Puyo attack.....right, down, left, up, right, down

Blue Puyo

The waist comes off.....up, left, down, right  
Drop snowman.....down, left, up, right  
Alternate with a companion.....left, right, left, right

Yellow Puyo

Hurl the eyeball.....down, left, up, right  
Call a companion but.....left, right, left, right

Purple Puyo

Body fluid.....right, left, down, right  
Make a lonely instigating face...up, left, down, right  
A companion did not appear.....left, right, left, right

Red Puyo

Attack with liquid.....up, left, down, right  
Add a companion.....left, right, left, right

White

Do a surisuri.....right, left, up, right  
Attack by throwing the body.....up, left, down, right

Skeleton T

Tea attack.....up, left, down, right  
Rib attack.....right, down, left, up, down  
(self-destruct technique)

Nas Grave

Flame attack.....up, left, down, right  
(self-destruct technique)  
Bang the drum.....right, left, up, right

Oyuki (Snow)

Attack with a snowstorm.....down, left, up, right  
Hurl the hair.....up, down, left, right, left  
Ice from mouth.....right, left, up, right

Doppel

Fire.....up, left, down, right)  
Ice Storm.....down, left, up, right)  
Diacute.....up, down, left, right, left)  
Attack by throwing the flood jar.down, down, up, up, left, left, right, right

Panotty

Needle from mouth.....up, left, down, right  
Dadada dancing.....up, down, left, right, left  
Waa!.....right, left, up, right  
Musical note attack.....right, left, down, right

Nomi-san (Flea)

Dance wildly.....right, down, left, up, right, down  
Dive.....up, down, up  
HP seizure.....down, down, up, up

Sasoriman

Javelin throw.....up, left, down, right  
Tail shot.....right, down, left, up, right, down  
Tail attack.....down, down, up, up

Ket Seeds

Rocket launch.....right, down, left, up, right, down  
Huge cat punch.....down, down, up, up, left, left, right, right

Draco

Fire breath.....up, left, down, right  
Great fire.....right, down, left, up, right, down  
Dive.....up, down, up

Witch

Fire arrow.....up, left, down, right  
Heavenly Thunder.....right, left, up, right  
Shot.....right, down, left, up, right, down

Suketoudara

HP recovery dance.....down, down, up, up  
A cetrain kill Turning kick.....left, right, left, right

Scally Mermaid

Bubbles from tail.....down, left, up, right  
High-speed rotation whirl.....right, down, left, up, right, down  
Dive.....up, down, up  
Kiss.....left, right, left, right

Incubus

Lovin' You.....down, left, up, right  
Present For You.....up, down, left, right, left  
Glance.....right, left, up, right  
Charm.....right, left, down, right

Billy Burn

Sword Attack.....up, left, down, right  
Phoenix Magic Sword.....left, right, left, right  
Crown of Head Bombing Slash.....right, down, left, up, right, down

Mrs. Eve

Penguin flight.....down, left, up, right  
Huge penguin summons.....down, down, up, up, left, left, right, right  
Penguin multi bullet.....right, left, up, right

Camus (When Camus fights Mysterious Person on 12F)

Blizzard.....down, left, up, right  
Flame Tornado.....up, left, down, right  
Neo-spell.....up, down, left, right, left  
Shield.....left, right, left, right  
Nuclear.....right, down, left, up, right, down  
Cure.....down, down, up, up

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Points  
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- If Arle clears all 40 questions, she will get 40 points.
- If Arle opens all 40 treasure chests, she will get 40 points.
- If Arle does the following, she will get 20 points:
  - A. Deliver the water to the Old Hag (Principal) who's on 1F.
  - B. Deliver the letter of Pakista (younger brother) who's on 1F to Pakista (older brother) who is on 3F.
  - C. Deliver the bag of Pakista (older brother) who's on 3F to Pakista (younger brother) who is on 1F.
  - D. Defeat Warle who is on 6F, and Arle gets a prize from Parara's shop which's on 5F.

- E. Use the magic of bayoeeen on Incubus who's on 7F to impress him, and Arle get the star mark key.
- F. Use the magic of hiidon x3 on Suketoudara who's on 9F to put it to sleep, and Arle gets the oxygen source.
- G. Use the magic of jugem on Mrs. Eve who's on B4F to stop her hiccups, and Arle learns the magic of bayohihihii.

\*There are no points for the event where you help Lala.

\*90-100 points means that Arle passes the graduation exam.

\*Anything below 90 means Arle fails the graduation exam.

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#### The 100 Points Prize

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If you clear the game by getting 100 points for the graduation exam, you will get a "PRESENT" from the Teacher at the end of the game. From the "PRESENT," you will be able to enjoy the "sound test" and "Madoh's chorus song."

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#### The Three Legendary Accessories

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The three legendary accessories are the power brooch, speed earrings, and magical make-up. When Arle finds all three legendary accessories, she will have to fight Mysterious Person (Satan). Mysterious Person is a boss, but he's not the final boss. The final boss is Monster who has three forms.

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#### Magic Tower

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1F

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#### Pakista's Shop

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Japanese leek 40G, antidote grass 50G, item bag 100G.

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[Arle has only two magic (fire and ice storm). In battle, hold down the "A button" + press "up, left, down, right or down, left, up, right" + quickly release the "A button" to shoot the fire or ice storm]. Go north, there is a scene with the Old Hag who will give Arle some important information about her adventure, go south, go thru the door, Arle takes the water from the fountain which can be used often to fully recover her HP, go north, go thru the door, Arle gives the Old Hag the water, go all the way east, go thru the east door, stay nearby the door, raise Arle's LV3, Arle learns a new magic, hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to get the magic of diacute, raise Arle's LV6, go back thru the door into the area where the old hag, go west, north, east, go thru the north door, Pakista's shop appears, buy a item bag (100G) and an antidote grass (50G), Pakista gives Arle a letter for his elder brother who is on 3F, go west, south, east, go thru the door, go east, go thru the door, go east, north, choose "yes" to open the treasure chest (01-40) to get the Japanese leek, go south, west, go thru the door, go south, east, south, east, Arle reads the memo on the east wall, press the B button to open the menu, choose "Japanese leek" + "A button" to put the Japanese leek into the hole to clear question 1 (01-40), go west, north, east, north, east, go thru the door, go all the way south, go all the way west, go thru the door, choose "yes" to open the treasure chest (02-40) to get the hermit's sake, go thru the door, go all the way east, go north, west, and choose "yes" to go up the stairs to 2F.

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2F

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Go west, Camus gives Arle the direction stone, go south, east, go thru the door, go all the way north, go west, Arle reads the memo on the west wall,

hold down the "A button" + press "down, left, up, right" + quickly release the "A button" to shoot the magic of ice storm on the west wall to clear question 3 (02-40), go east, south, go thru the door, go west, north, go all the way west, north, west, Arle reads the writting on the west wall, choose "no" to push the switch on the west wall, go north, go thru the door, Arle reads the memo on the east wall, turn to the south to clear question 4 (03-40), go thru the door, go south, turn the the west, let Arle collide into the west wall, choose "yes" to push the switch on the west wall which is timed by 8 steps, go north, go all the way east, go thru the door, go thru the east door, go east, go thru the north door, go east, north, there is a scene with Lala and Camus, go north, west, and choose "yes" to go down the stairs to 1F.

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1F  
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Go east, go all the way south, go west, north, west, north, west, go thru the door, go south, west, go all the way north, go east, and choose "yes" to go up the stairs to 2F.

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2F  
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Go south, there is a scene with Lala, stay nearby the stairs, raise Arle's LV to the highest, from the stairs, go south, west, go thru the door, go north, west, let Arle collide into the west wall to get vegetables pickled in soy sauce or 100G, go east, south, go thru the door, go west, north, west, go thru the door, go west, south, choose "yes" to open the treasure chest (03-40) to get the antidote grass, go north, east, go thru the door, go east, south, west, south, west, south, east, search the east wall, choose "yes" to take the key, defeat Skeleton T (boss), Arle gets the yellow key, go west, north, east, north, east, north, go all the way east, go north, west, go thru the yellow door, go south, east, choose "yes" to open the treasure chest (04-40) to get the magic sake, go west, north, go thru the yellow door, go north, west, north, and choose "yes" to go down the stairs to 1F.

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1F  
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Go west, go all the way south, go east, north, go thru the door, go east, go thru the yellow door, go east, south, choose "yes" to push the button on the south wall to remove a wall that's in the southwest, go north, west, go thru the yellow door, go south, east, south, east, go all the way north, go west, and choose "yes" to go up the stairs to 2F.

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2F  
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Go east, go all the way south, go west, go thru the door, go west, go south, west, south, west, go thru the yellow door, choose "yes" to open the treasure chest (05-40) to make Arle learn a new magic from the Healing Fairy, hold down the "A button" + press "down, down, up, up" + quickly release the "A button" to get the magic of healing, and go thru the yellow door. Now, use the maps to retrace Arle's footsteps all the way back to the area where she got the yellow key. From the area where Arle got the yellow key, go west, north, go thru the yellow door, go east, north, and choose "yes" to go up the stairs to 3F.

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3F  
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Pakista's Shop  
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Vegetables pickled in soy sauce 120G, hermit's sake 80G, magic sake 240G, dragon's fang 160G, great runner grass 100G, flood jar 480G, wall foundation

500G, item bag 100G, \*mystery bag 840G.

\* (Japanese leek x2, Vegetables pickled in soy sauce, hermit's sake x2, magic sake, dragon's fang x2, flood jar)

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Go north, Arle reads the memo on the wall, go west, go thru the door, Pakista's shop appears, Arle gives the Elder Brother Pakista's letter, buy (#1) wall foundation (500G), great runner grass (100G), flood jar (480G), choose leave (#3), go east, Arle sees a flame (1-2) blocking the way, hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to use the magic of diacute, hold down the "A button" + press "down, left, up, right" + quickly release the "A button" to shoot the magic of ice storm to put out the flame, go east, north, Arle sees a flame (2-2) blocking the way, hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to use the magic of diacute, hold down the "A button" + press "down, left, up, right" + quickly release the "A button" to shoot the magic of ice storm to put out the flame, go north, west, go thru the door, go east, choose "yes" to open the treasure chest (06-40) to get dragon's fang, go west, go thru the door, go north, go thru the door, go east, Nas appears, hold down the "A button" + press "right, left, up, right" + quickly release the "A button" to learn the magic of bayoeen, go west, go thru the door, go north, west, go all the way south, go east, Arle reads the memo on the east wall, press the B button to open the menu, choose "dragon's fang" + "A button" to put the dragon's fang into the hole to clear question 7 (4-40), go west, go all the way north, go east, south, go all the way east, Arle reads the memo on the wall, go north, west, Arle reads the memo on the west wall, press the B button to open the menu, choose "antidote grass" + "A button" to put the antidote grass into the hole to clear question 8 (5-40), go east, south, go thru the door, go south x1, west x1, north x1, west x2, south x3, east x1, north x1, east x2, south x1, go thru the door, go west, go thru the north door on the left, Arle reads the memo on the north wall about the three legendary accessories of power brooch, speed earrings, magical make-up, go thru the door, go east, south, go thru the door, go north, west, go thru the door, go west, go thru the door, go west, go thru the door, go east, let Arle collide into the east wall to get dragon's fang or 200G, go west, go thru the west door, go north, go thru the door, there is a scene with Camus and Lala, go south, go thru the door, go thru the west door, and choose "yes" to go up the stairs to 4F.

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4F

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Along the southeast-northeast wall, go east, north, east, north, east, north, east, go thru the south door to slide south, slide east, turn to the west, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide south, turn to the east, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide north, east, south, west, go thru the door, choose "yes" to push the green button on the north wall to unlocked all green doors that are on 1F-5F, go thru the door, slide east, north, turn to the south, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, go thru the door, go west, south, west, south, go thru the east door to slide east, slide north, west, let Arle collide into the north wall to read the memo, just wait for 10 seconds to clear question 11 (6-40), slide south, west to go thru the door, go north, east, go thru the south door to slide south, slide east, north, turn to the south, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide east, north, let Arle collide into the magic north wall until it disappears, slide north, go thru the door, go west, south, west, south, west, south, west, south, go thru the south door, turn to the west, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide



east, turn to the south, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide north, choose "yes" to open the treasure chest (07-40) to make Arle learn a new magic, hold down the "A button" + press "right, left, down, right" + quickly release the "A button" to get the magic of hiidon, slide south, west, north to go thru the door, go west, south, west, south, go thru the door, slide south, turn to the west, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, go thru the door, Arle reads the memo on the east wall, press the B button to open the menu, choose "great runner grass" + "A button" to put the great runner grass into the hole to clear question 10 (7-40), go thru the door, slide north, go thru the door, go west, south, west, and choose "yes" to go back down the stairs to 3F.

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3F

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Go thru the door, go thru the east door, go north, go thru the middle west door, go west, go thru the green door, go north, east, Arle reads the memo on the east wall, press the B button to open the menu, choose "vegetables pickled in soy sauce" + "A button" to recover Arle's HP, press the B button to open the menu, choose "hermit's sake" + "A button" to recover Arle's MP, go thru the door that's nearby to clear question 9 (8-40), go south, go thru the door, go all the way south, go thru the bottom west door, go thru the west door, and choose "yes" to go back up the stairs to 4F.

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4F

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Go all the way to the northeast corner, go thru the east green door into the magic circle, and choose "yes" to teleport to 1F.

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1F

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Pakista's Shop

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Japanese leek 40G, antidote grass 50G, item bag 100G, vegetables pickled in soy sauce 120G, hermit's sake 80G, dragon's fang 160G, great runner grass 100G, light gem 120G, \*mystery bag 580G.

\* (Japanese leek x3, hermit's sake x3, dragon's fang x3)

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Go thru the green door, go all the way east, go thru the north door, Pakista's Shop appears, Arle gives Pakista the bag which has new items, choose "leave (#3)," go west, south, east, go thru the door, go all the way east, go south, go east, south, go thru the green door, go west, north, Arle reads the memo north wall, press the B button to open the menu, choose "hermit's sake" + "A button" to put the hermit's sake into the hole to clear question 2 (9-40), go south, east, go thru the green door, go north, east, north, east, go thru the door, go south, west, and choose "yes" to go back up the stairs to 2F.

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2F

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Go west, south, west, go all the way north, go thru the door, go south, go thru the green door, choose "yes" to smash up the beautiful stone (1-4), go thru the green door, go north, go thru the east door, go east, go thru the door, go east, go all the way north, go west, and choose "yes" to go down the stairs back to 1F.

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1F

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Go east, go all the way south, go all the way west, go north, west, north,

west, go thru the door, go south, go all the way west, go all the way north, go east, and choose "yes" to go back up the stairs to 2F.

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2F

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Go all the way south, west, south, west, south, west, south, go thru the yellow door, go east, north, and choose "yes" to go back up the stairs to 3F.

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3F

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Go north, go all the way east, go all the way north, go thru the green door, go south, east, choose "yes" to open the treasure chest (08-40) to get the A capsule, and use the maps of 3F and 2F to retrace Arle's steps back to 1F.

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1F

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Go west, go all the way south, go all the way east, south, go all the way west, go south, move Arle back and forth until Green PyoPyo appear (in battle, press the B button to open the menu, choose "A capsule" + "A button" to put Green PuyoPuyo into the A capsule), go thru the west door, go west, north, west, go thru the green door into the magic circle, and choose "yes" to teleport back to 4F.

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4F

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Go thru the green door, go thru the west green door to slide west, go thru the door, slide west, turn to the south, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide north, west, go thru the door, slide east, go thru the door to slide south, turn to the north, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall, slide east, north, go thru the two doors to slide west, go thru the door, slide east, go thru the door, slide west, go thru the door to slide south, go thru the door to slide east, slide north, choose "yes" to open the treasure chest (09-40) to make Arle learn a new magic, hold down the "A button" + press "right, down, left, up, right, down" + quickly release the "A button" to get the magic of jugem, slide east, north, east, south to go thru the door, go thru the green door, go all the way east, go north, go thru the middle east door, and choose "yes" to go up the stairs to 5F.

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5F

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Go thru the green door, go thru the west green door, go south, east, south, there is a scene with Warle (Arle's look-a-like), Parara and Camus, go thru the west door, go south, let Arle collide into the south wall to get a magic sake, go north, go thru the door, go all the way south, go west, and go thru the door. In this area, go south, west, walk on the yellow button to turn it red, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go east, south, turn to the south, walk on the blue button to turn it yellow, walk on the yellow button to turn it red, walk on the red button to turn it blue, go west, north, east, south, walk on the red button to turn it blue, walk on the blue button to turn it yellow, walk on the yellow button to turn it red, go west, north, west, north, walk on the yellow button to turn it red, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go east, Arle reads the memo on the east wall, turn to the north, let Arle collide three times into the north wall to clear question 13 (10-40), go west, walk on the yellow button to turn it red, walk on the red button to turn it blue, go west, south, all the way west, turn to the north, walk on the red button to turn it blue, walk on the blue button to turn it yellow, walk on the yellow button to turn it red, go east, north, east, walk

on the blue button to turn it yellow, walk on the yellow button to turn it red, walk on the red button to turn it blue, go north, east, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go north, choose "yes" to open the treasure chest (10-40) to get the floor jar, walk on the yellow button to turn it red, go east, north, turn to the north, walk on the yellow button to turn it red, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go all the way west, walk on the red button to turn it blue, go east, south, west, north, choose "yes" to open the treasure chest (11-40) to make Arle learn a new magic, hold down the "A button" + press "down, down, up, up, left, left, right, right" + quickly release the "A button" to get the magic of ruipanko, go south, east, north, west, walk on the blue button to turn it yellow, walk on the yellow button to turn it red, go south, west, north, and choose "yes" to go up the stairs to 6F.

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6F  
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Go all the way south, Gentle Doppel appears, choose "yes," defeat Gentle Doppel to make Arle learn a new magic, hold down the "A button" + press "up, down, up" + quickly release the "A button" to get the magic of warp, go north, and choose "yes" to go back down the stairs to 5F.

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5F  
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Go south, east, turn to the north, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go all the way east, walk onto the yellow button to turn it red, go all the way south, turn to the west, walk on the red button to turn it blue, go west, turn to the south, walk on the blue button to turn it yellow, walk on the yellow to turn it red, go west, south, turn to the west, walk on the red button to turn it blue, go south, go all the way east, north, turn to the east, walk on the yellow button to turn it red, go all the way south, go east, south, turn to the east, walk on the red button to turn it blue, walk on the blue button to turn it yellow, go east, north, turn to the west, walk on the yellow button to turn it red, go east, north, and go thru the door. Go east, north, east, go thru the south door, go all the way south, go west, south, go thru the door, go north, east, let Arle collide into the north wall, Arle reads the memo on the north wall, hold down the "A button" + press "right, left, down, right" + quickly release the "A button" to use the magic of hiidon to clear question 12 (11-40), go west, south, go thru the door, go north, east, go all the way north, go thru the door, go thru the north door, press the B button to open the menu, and choose "flood jar" + "A button" to filled the room up with water to make Arle swim into 6F.

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6F  
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Go all the way south, west, go all the way north, go east, north, go all the way west, turn to the south, let Arle collide two times into the south wall to break it, go south, there is a scene with Warle, go west, north, west, turn to the west, let Arle collide two times into the west wall to break it, go west, Arle reads the memo on the west wall, press the B button to open the menu, choose "flood jar" + "A button" to put the flood jar into the hole to clear question 14 (13-40), go east, go all the way south, go east, turn to the east, let Arle collide two times into the east wall to break it, go east, there is a scene with Warle, go south, west, turn to the north, there is a scene with Warle who uses the magic of hiidon to send Arle into Dream World, please follow Camus to escape from Dream World, go north, west, north, west, turn to the south, let Arle collide two times into the south wall to break it, go south, west, there is a scene with Warle, let Arle collide into the west wall, defeat Warle, there is a scene with Camus, go east, north, east,

south, east, south, east, north, west, north, east, south, east, north, go east, south, turn to the south, let Arle collide two times into the south wall to break it, go south, east, south, turn to the south, let Arle collide two times into the south wall to break it, go south, west, turn to the north, let Arle collide two times into the north wall to break it, go north, choose "yes" to open the treasure chest (12-40) to get the dragon's tail, go south, go west, turn to the west, let Arle collide two times into the west wall to break it, go west, Arle reads the memo on the wall, press the B button to open the menu, choose "A capsule" + "A button" + "yes" to release Green Puyo to clear question 15 (14-40), go all the way east, north, east, north, east, south, east, north, and let Arle fall thru the hole back into 5F.

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5F

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Parara's Shop (Parara will give Arle a bargain price for an item whenever she choose "no" on that selected item)

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Vegetables pickled in soy sauce 120G, magic sake 240G, antidote grass 50G, quiet sleep flute 60G, light gem 120G, dragon's scale 480G, red pepper 960G, item bag 100G, \*mystery bag 1500G.

\* (Dragon's scale, vegetables pickled in soy sauce x3, magic sake x3, light gem, exploding egg, red pepper)

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Go thru the door, go thru the south door, go south, west, go all the way south, go east, go thru the door, Parara's Shop appears, Arle gets dragon's scale, buy (#1) red pepper (960G), light gem (120G), choose "leave (#3)," go west, go all the way north, go east, go north, go thru the door, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 6F,

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6F

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Go south, east, go all the way south, west, south, east, turn to the east, let Arle collide two times into the east wall to break it, go east, Fufufu who appears can combine two items, press the B button to leave, go west, go all the way north, turn to the west wall, let Arle collide two times into the west wall to break it, go west, south, west, south, turn to the east, let Arle collide two times into the east wall to break it, go east, choose "yes" to smash up the beautiful stone (2-4), go all the way west, go north, east, go all the way north, turn to the west, let Arle collide two times into the west wall to break it, go west, south x1, turn to the west, let Arle collide two times into the west wall to break it, go all the way west, turn to the north, let Arle collide two times into the north wall to break it, go north, east, choose "yes" to open the treasure chest (13-40) to get quiet sleep whistle, go west, go all the way south, turn to the east, let Arle collide two times into the east wall to break it, go east, south, turn to the west, let Arle collide two times into the west wall to break it, go west, north, choose "no" to go up the stairs, stay nearby the stairs and raise Arle's LV to the highest, and then choose "yes" to go up the stairs to 7F. (If Arle's LV is higher than 22, Camus will not appear and fight Arle)

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7F

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Go all the way north, go east, and choose "yes" to go up the stairs to 8F.

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8F

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Go east, go all the south, go all the way west, go south, Arle reads the signboard on the wall, go thru the door, Momomo's inn appear, choose "yes"

to rest at the inn for 100G, and raise Arle's LV to the highest nearby Momomo's inn. From Momomo's inn, go north, east, go thru the door, go north, west, north, Arle reads the memo on the wall, turn to the east, go thru the door to clear question 17 (15-40), choose "no" to go down the stairs, go east, south, go thru the door, go east, north, east, go thru the door, go south, go east, go thru the north door, go north, go east, and choose "yes" to go down the stairs to 7F.

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7F

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Go north, go all the way west, go all the way south, go west, go thru the north door, go north, east, Incubus appears, hold down the "A button" + press "right, left, up, right" + quickly release the "A button" to use the magic of bayoeeen on Incubus to get the star mark key which unlocks the star doors, go west, south, go thru the door, go west, go thru the star door, go east, north, west, and choose "yes" to go up the stairs to 8F.

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8F

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Go east, choose "yes" to open the treasure chest (14-40) to get curry and rice, go west, and choose "yes" to go down the stairs to 7F.

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7F

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Go east, south, west, go thru the star door, go all the way east, north, go thru the star door, go east, Arle reads the memo on the wall, press the B button to open the menu, choose "dragon's scale" + "A button" to put dragon's scale into the hole to clear question 18 (16-40), go west, go thru the star door, go north, go all the way east, south, and choose "yes" to go up the stairs to 8F.

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8F

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Go west, south, go thru the door, go east, go thru the door, go all the way north, go west, north, go thru the star door, go east, south, and choose "yes" to go down the stairs to 7F.

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7F

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Go south, choose "yes" to open the treasure chest (15-40) to get light gem, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 8F.

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8F

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Go north, go thru the door, go south, south, west, south, and choose "yes" to go down the stairs to 7F.

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7F

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Go south, west, go thru the star door, go east, Arle reads the memo on the wall, hold down the "A button" + press "right, down, left, up, right, down" + quickly release the "A button" to use the magic of jugem on the memo to clear question 19 (17-40), go west, go thru the star door, go all the way east, south, go thru the star door, go east, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 8F.

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8F

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Choose "yes" to open the treasure chest (16-40) to get ruby, go north, go thru the door, go north, go thru the door, go south, south, go all the way west, go north, go thru the door, go west, south, west, and choose "yes" to go down the stairs to 7F.

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7F

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Go east, south, go thru the star door, go south, west, choose "yes" to open the treasure chest (17-40) to get explosion egg, go east, north, go thru the star door, go north, west, and choose "yes" to go up the stairs to 8F.

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8F

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Go east, north, east, go thru the door, go south, east, go thru the south door, go thru the west door, go south, Arle reads the memo on the wall, press the B button to open the menu, choose an item that's not a recovery item + "A button" to put that item into the hole to clear question 16 (18-40), go north, go thru the door, go south, west, go thru the star door, go west, go thru the door, go east, north, east, go thru the door, go south, west, south, and choose "yes" to go down the stairs to 7F.

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7F

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Go south, go thru the door, go all the way east, go thru the door, and choose "yes" to go up the stairs to 8F.

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8F

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Go west, go to the center of the room, hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp (1-2) to make Arle hit the ceiling, hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp (2-2) to make a stairs appear, and choose "yes" to go up the stairs to 9F.

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9F

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Momomo's Vending Machine

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Vegetables pickled in soy sauce 120G, curry and rice 360G, magic sake 240G, dragon's tail 1440G, antidote grass 50G, quiet sleep flute 60G, exploding egg 240G, item bag 100G, \*mystery bag 12000G.

\* (Light gem x2, moonstone, ruby, sapphire, emerald, topaz, black pearl, diamond)

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Choose "no" to go back down the stairs, press the B button to open the menu, choose "light gem" + "A button" to light up the entire floor, go west, Camus appears, go south, go all the way west, go north, turn to the north, let Arle collide two times into the north wall to break it, go north, east, (move Arle back and forth until Ket Seeds (two cats) appear [in battle, press the B button to open the menu, choose "A capsule" + "A button" to put Ket Seeds into the A capsule]), go west, north, east, go thru the south door on the left, go south, go all the way east, go north, Arle reads the memo on the wall, press the B button to open the menu, choose "A capsule" + "A button" + "yes" to release Ket Seeds to clear question 20 (19-40), go south, go all the way west, go north, go thru the door, go east, south, go thru the south door on the right, Momomo's vending machine, press "B button" to leave, go north, east, north, go thru the east door, go east, south, east, south, go thru the door, go east, south, go thru the door, go south, west, Arle reads the memo on the wall, press the B button to open the menu, choose "hermit sake" +

"A button" to put hermit sake into the hole to clear question 21 (20-40), go east, go all the way north, go west x1, go north x2, turn to the west, let Arle collide two times into the west wall to break it, go west, north, Suketoudara (Alaska Pollack) appears, hold down the "A button" + press "right, left, down, right" + quickly release the "A button" to use the magic of hiidon (1-3) on Suketoudara, hold down the "A button" + press "right, left, down, right" + quickly release the "A button" to use the magic of hiidon (2-3) on Suketoudara, hold down the "A button" + press "right, left, down, right" + quickly release the "A button" to use the magic of hiidon (3-3) to make Suketoudara sleep, Arle gets the oxygen source, go south, east, north, go thru the door, go north, west, go thru the door, go north, east, south, east, go thru the door, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.

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10F

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Arle reads the memo on the wall, hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to use the magic of diacute (1-3), hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to use the magic of diacute (2-3), hold down the "A button" + press "up, down, left, right, left" + quickly release the "A button" to use the magic of diacute (3-3), hold down the "A button" + press "up, left, down, right" + quickly release the "A button" to use the magic of fire to clear question 24 (22-40), go south, west, go thru the door, go north, west, and Arle falls thru the hole back into 9F

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9F

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Go west, east, choose "yes" to open the treasure chest (18-40) to get dragon's scale, turn to the east wall, let Arle collide two times into the east wall to break it, go east, turn to the east wall, let Arle collide two times into the east wall to break it, go east, south, go thru the door, go west, north, go all the way west, north, west, south, go thru the door, go west, north, west, choose "yes" to open the treasure chest (19-40) to get magic sake, turn to the south, let Arle collide two times into the south wall to break it, go south, choose "yes" to smash up the beautiful stone (3-4), go north, east, south, go all the way east, go thru the door, go thru the east door, go east, south, east, south, go thru the door, go east, south, go thru the door, go north, east x1, north x2, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.

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10F

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Choose "yes" to open the treasure chest (20-40) to get sapphire, go thru the east door, go north, west, go thru the door, go north, go thru the west door, go west, south, west, go thru the west door, go west, go thru the south door, Momomo's item cloakroom appears, choose "deposit (#1)" on all items that are currently in Arle's menu + "leave (#3)," go east, north, west, go thru the door, go east, choose "yes" to open the treasure chest (21-40) to get light gem, go west, go thru the door, go east, go all the way south, go east, go all the way south, go all the way west, go thru the door, go all the way north, go east, Arle reads the memo on the wall, press the B button to open the menu, choose "light gem" + "A button" to put light gem into the hole to clear question 23 (23-40), go west, go south, go thru the door, go south to find a puyoman (1-3) on the ground, go south to find a puyoman (2-3) on the ground, go east to find a puyoman (3-3) on the ground, go west, north, east x2, turn to the south, let Arle collide two times into the south wall to break it, go south, east, and Arle falls thru the hole back into 9F

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9F  
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Go all the way east, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.  
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10F  
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Go north, go thru the door, go west, north, Arle reads the memo on the wall, press the B button to open the menu, choose "puyoman" + "A button" to put puyoman into the hole to clear question 22 (24-40), go south, east, go thru the door, go south, west, and Arle falls thru the hole back into 9F.  
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9F  
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Go west, north, east, go all the way north, go east, north, go thru the east door, go east, south, east, south, go thru the door, go east, south, go thru the door, go north, go all the way west, go south, go all the way west, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.  
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10F  
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Choose "yes" to open the treasure chest (22-40) to get Momomo's sake, go thru the door, go south, east, and Arle falls thru the hole back into 9F.  
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9F  
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Go west, north, east, go all the way north, east, north, go thru the east door, go east, south, east, south, go thru the door, go east, go all the way south, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.  
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10F  
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Choose "yes" to open the treasure chest (23-40) to red pepper, go west, and and Arle falls thru the hole back into 9F.  
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9F  
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Go north, west, north, go thru the west door, go west x1, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.  
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10F  
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Turn to the west, let Arle collide two times into the wall to break it, go west, north, west, north, west, go thru the south door, Momomo's item cloakroom appears, choose "retrieve (#2)" the items of A capsule, wall foundation, sapphire, puyoman x2, vegetables pickled in soy sauce, Momomo's sake, red pepper, ligh gem x2 + "leave (#3)," stay nearby Momomo's item cloakroom to raise Arle's LV to the highest and to get the item of extra hot curry. From Momomo's item cloakroom, go east, north, west, north, go all the way east, go south, go thru the door, go south, west, go thru the door, Parara's taxi appears, and choose "yes" to take the taxi back to 1F.  
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1F  
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Go north x1, and hold down the "A button" + press "up, down, up" + quickly



release the "A button" to use the magic of warp to teleport up into 2F.

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2F

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Hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 3F.

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3F

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Turn to the east, let Arle collide into the wall (1-4), go south, east, turn to the north, let Arle collide into the wall (2-4), go east, north, turn to the west, let Arle collide into the wall (3-4), go north, west, turn to the south, let Arle collide into the wall (4-4) to break it, go south, choose "yes" to get the legendary power brooch (1-3), and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 4F.

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4F

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(Move Arle back and forth until Nas Grave appear [in battle, press the B button to open the menu, choose "A capsule" + "A button" to put Nas Grave into the A capsule]), go all the way to the northeast corner, go thru the east green door into the magic circle, and choose "yes" to teleport to 1F.

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1F

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Go thru the green door, go east, north, go thru the door, go west, north, go thru the door, go east, north, Arle reads the memo on the wall, go thru the door, there is a scene with Arle who is swept away into B1F by a big wave.

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B1F

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Note

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The monster of Scally Mermaid sometimes drops the item of dragon's scale or diamond.

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Go all the way south, go thru the door, Fufufu who appears can combine two items, press the B button to leave, go all the way north, go all the way east, go thru the door, go south, go thru the west door, go west, south, Arle reads the memo on the wall, hold down the "A button" + press "down, down, up, up, left, left, right, right" + quickly release the "A button" to use the magic of ruipanko to clear question 25 (25-40), go north, east, go thru the door, go south, east, go thru the south door on the left, go south, west, choose "yes" to open the treasure chest (24-40) to get quiet sleep whistle, go east, north, go thru the door, go west, north, go thru the east door, go south, east, go thru the north door, go east, Arle reads the memo on the wall, press the B button to open the menu, choose "vegetables pickled in soy sauce" + "A button" to put vegetables pickled in soy sauce into the hole to clear question 27 (26-40), go west, north, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 1F.

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1F

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Choose "yes" to open the treasure chest to get emerald (25-40), go west, go thru the door, go south, go thru the door, go south, west, north, go thru the west door, go west, north, go thru the door, go east, north, go thru the door, and the flow of the water will send Arle back into B1F.

B1F

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Go all the way east, go thru the door, go south, go thru the east door, go south, east, go thru the north door, go north, go thru the door, go south, east, go thru the door, and choose "yes" to go down the stairs to B2F.  
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B2F

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Go west, go thru the door, go south, east, north, east, north, west, south, Arle reads the memo on the wall, press the down button to make Arle quickly turn to the north, press the B button to open the menu, choose "wall foundation" + "A button" to make a magic wall appear to clear question 29 (27-40), let Arle collide three times into the north wall to break it, go north, east, south, east, north, choose "yes" to open the treasure chest (26-40) to get flood jar, go south, go all the way west, south, west, north, west, south, east, south, east, south, east, Arle reads the memo on the wall, press the B button to open the menu, choose "extra hot curry or red pepper" + "A button" to put extra hot curry or red pepper into the hole to clear question 30 (28-40), go west, north, go all the way west, go south, east, south, east, north, choose "yes" to open the treasure chest (27-40) to get dragon's tail, go south, west, north, west, north, east, north, west, north, east, north, go thru the door, go west, go all the way south, and choose "yes" to go up the stairs to B1F.  
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B1F

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Go thru the door, go north, west, go thru the door, go east, south, go thru the door, go north, west, go thru the door, go west, go thru the door, go north, east, choose "yes" to open the treasure chest (28-40) to get dragon's scale, go west, south, go thru the door, go all the way east, go all the way south, go thru the door, go east, north, Arle reads the memo on the wall, press the B button to open the menu, choose "A capsule" + "A button" + "yes" to release Nas Grave to clear question 28 (29-40), go south, west, go thru the door, go all the way north, go west, go thru the south door, go east, south, go thru the door, go north, west, go thru the door, go east, south, go thru the door, and choose "yes" to go down the stairs to B2F.  
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B2F

Note

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The monster of Witch sometimes drops the item of black pearl or pineapple. On B1F, let Fufufu combine "diamond" + "black pearl" to get "topaz." Arle will need the topaz for question 38's answer on 11F.  
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Go all the way north, go east, go thru the door, nearby the door, move Arle back and forth until Witch appear (in battle, press the B button to open the menu, choose "A capsule" + "A button" to put Witch into the A capsule), go back thru the door, go east, choose "no" to go back up the stairs, go south, turn to the west, Camus appears, go thru the door, go south x1, west x2, south x1, west x2, north x1, east x1, north x1, east x2, north 1, west x1, north x1, go thru the door, go east, south, east, south, and choose "yes" to go down the stairs to B3F.  
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B3F

Note

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The monster of Incubus sometimes drops the item of moonstone or silver apple. On B1F, let Fufufu combine "silver apple" + "silver apple" to get "golden  
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apple." Also, let Fufufu combine "diamond" + "diamond" to get "silver apple."  
Arle will need the golden apple for question 5's answer on 1F.

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Press the B button to open the menu, choose "light gem" + "A button" to  
light up the entire floor, go south, west, go all the way south, go east,  
south, turn to the east, press the B button to open the menu, choose "wall  
foundation" + "A button" to make a magic wall appear, go north, west, north,  
go all the way east, go south, west, go thru the door, go north, west, choose  
"yes" to open the treasure chest (29-40) to get absorbing elephant, go east,  
south, and hold down the "A button" + press "up, down, up" + quickly release  
the "A button" to use the magic of warp to teleport up into B2F.

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B2F

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Choose "yes" to open the treasure chest (30-40) to get Siren's arrow, go  
west, go thru the door, go east, north, go thru the door, go west, north,  
west, north, go thru the door, go east, south, east, south, and choose "yes"  
to go down the stairs to B3F.

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B3F

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Go south, west, south, west, go thru the door, go south, west, go thru the  
door, go west, north, choose "yes" to open the treasure chest (31-40) to get  
curry and rice, go south, east, go all the way north, go thru the door, go  
south, west, Arle reads the memo on the wall, press the B button to open the  
menu, choose "Momomo's sake" + "A button" to recovery Arle's MP (1-2), press  
the B button to open the menu, choose "Momomo's sake" + "A button" to fully  
recovery Arle's MP (2-2), go thru the door that's nearby to clear question 31  
(30-40), go east, go all the way north, go thru the door, go south, west,  
and hold down the "A button" + press "up, down, up" + quickly release the  
"A button" to use the magic of warp to teleport up into B2F.

-----  
B2F

-----  
Choose "yes" to get the legendary speed earrings (2-3), and hold down the "A  
button" + press "up, down, up" + quickly release the "A button" to use the  
magic of warp to teleport up into B1F.

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B1F

-----  
Go south, go thru the door, and choose "yes" to go down the stairs to B2F.

-----  
B2F

-----  
Go all the way east, go north, go thru the door, go west, north, west, north,  
go thru the door, go east, south, east, south, and choose "yes" to go down  
the stairs to B3F.

-----  
B3F

-----  
Go south, west, north, go thru the door, go east, south, east, go thru the  
door, go north, west, slide north, turn to the south, press the B button to  
open the menu, choose "wall foundation" + "A button" to make a magic wall  
appear, go west, south, Arle reads the memo on the wall, hold down the "A  
button" + press "up, down, up" + quickly release the "A button" to use the  
magic of warp to clear question 32 (31-40), go north, east, and hold down the  
"A button" + press "up, down, up" + quickly release the "A button" to use the  
magic of warp to teleport up into B2F.

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B2F

-----  
Go east, choose "no" to go back up the stairs, go south, go thru the door,  
go west, north, west, north, go thru the door, go east, south, east, south,  
and choose "yes" to go down the stairs to B3F.  
-----

B3F  
-----

Go south, west, north, go thru the door, go east, south, east, go thru the  
door, go north, west, slide north, go thru the door, go west, south, west,  
south x2, and hold down the "A button" + press "up, down, up" + quickly  
release the "A button" to use the magic of warp to teleport up into B2F.  
-----

B2F  
-----

Go west, and hold down the "A button" + press "up, down, up" + quickly  
release the "A button" to use the magic of warp to teleport up into B1F.  
-----

B1F  
-----

Choose "yes" to open the treasure chest (32-40) to get topaz, and hold down  
the "A button" + press "up, down, up" + quickly release the "A button" to use  
the magic of warp to teleport up into 1F.  
-----

1F  
-----

Go west, south, go thru the west door, go west, go all the way north, go thru  
the door, go west, north, go thru the door, go east, north, go thru the door,  
and the flow of the water will send Arle back into B1F.  
-----

B1F  
-----

Go all the way east, go thru the door, go south, go thru the east door, go  
south, east, go thru the north door, go north, go thru the door, go south,  
east, go thru the door, and choose "yes" to go down the stairs to B2F.  
-----

B2F  
-----

Go all the way east, go north, go thru the door, go west, north, west, north,  
go thru the door, go east, south, east, south, and choose "yes" to go down  
the stairs to B3F.  
-----

B3F  
-----

Go south, west, north, go thru the door, go east, south, east, go thru the  
door, go north, west, slide north, turn to the south, press the B button to  
open the menu, choose "wall foundation" + "A button" to make a magic wall  
appear, go thru the door, go west, south, west, go all the way south, go  
west, Arle reads the memo on the wall, press the B button to open the menu,  
choose "Momomo's sake" + "A button" to put Momomo's sake into the hole to  
clear question 34 (32-40), go east, north x1, and hold down the "A button" +  
press "up, down, up" + quickly release the "A button" to use the magic of  
warp to teleport up into B2F.  
-----

B2F  
-----

Hold down the "A button" + press "up, down, up" + quickly release the "A  
button" to use the magic of warp to teleport up into B1F.  
-----

B1F  
-----

Choose "yes" to open the treasure chest (33-40) to get fire proof spray, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 1F.

-----  
1F  
-----

Go thru the door, go west, north, east, north, west, north, go thru the door, go west, south, Arle reads the memo on the wall, press the B button to open the menu, choose "golden apple" + "A button" to put golden apple into the hole to clear question 5 (33-40), go north, go all the way east, go thru the yellow door, go east, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 2F.

-----  
2F  
-----

Go west, north, west, Arle reads the memo on the wall, press the B button to open the menu, choose "diamond" + "A button" to put diamond into the hole to clear question 6 (34-40), go east, south, east, south, go thru the green door, go west, south, go all the way west, go north, west, north, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 3F.

-----  
3F  
-----

Choose "yes" to open the treasure chest (34-40) to get absorbing elephant, go north, go thru the door, go all the way east, go thru the green door, go south, east, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 4F.

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4F  
-----

Go north, go thru the east green door into the magic circle, and choose "yes" to teleport to 1F.

-----  
1F  
-----

Go thru the green door, go east, north, go thru the door, go west, north, go thru the door, go east, north, go thru the door, and the flow of the water will send Arle back into B1F.

-----  
B1F  
-----

Go all the way back to B3F.

-----  
B3F  
-----

Go south, west, north, go thru the door, go east, south, east, go thru the door, go north, west, north, west, and choose "yes" to go down the stairs to B4F.

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B4F  
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Note

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Be cautious of the monsters of Miss Eve and Billy Burn who are very strong.  
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Momomo's Shop

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Curry and rice 360G, Momomo's sake 720G, dragon's tail 1440G, quiet sleep

flute 60G, exploding egg 240G, red pepper 960G, absorbing elephant 1400G, item bag 100G, \*mystery bag 38000G.

\* (Absorbing elephant x2, Siren's arrow x2, diamond x2, silver apple x2, golden apple)

-----  
Go south, west, turn to the south, Arle sees the flame blocking the way, press the B button to open the menu, choose "fire proof spray" + "A button" to use the fire proof spray to put out the flame, go south, west, go thru the door, go north, west, north, west, go thru the door, go south, go thru the door, Momomo's shop appears, buy (#1) mystery bag (38000G) and choose "leave (#3)" to leave, go north, go thru the door, go north, west, north, go thru the east door, go all the way east, go thru the door, Arle sees the flame blocking the way, press the B button to open the menu, choose "fire proof spray" + "A button" to use the fire proof spray to put out the flame, go south, east, go thru the door, go east, go thru the door, go thru the west door, choose "yes" to open the treasure chest (35-40) to get chanpan sake, go thru the door, go thru the south door, go west, go thru the door, go west, north, go thru the door, go all the way west, go thru the door, go west, go thru the door, go south, Arle sees the flame blocking the way, press the B button to open the menu, choose "fire proof spray" + "A button" to use the fire proof spray to put out the flame, go south, go thru the east door, go north, choose "yes" to open the treasure chest (36-40) to get extra hot curry, go south, go thru the door, go thru the south door, go east, south, east, Miss Eve appears, hold down the "A button" + press "right, down, left, up, right, down" + quickly release the "A button" to show the magic of jugem to Miss Eve to make Arle learn a new magic from Miss Eve, hold down the "A button" + press "left, right, left, right" + quickly release the "A button" to get the magic of bayohihihii, go west, north, west, go thru the south door, go south, east, Arle reads the memo on the wall, press the B button to open the menu, choose "absorbing elephant" + "A button" to put absorbing elephant into the hole to clear question 36 (34-40), go west, south, go thru the door, go south, go thru the east door, go east, north, east, north, let Arle collide into the north wall to get a black pearl or golden apple, go south, go thru the door, go east, turn to the north, Arle sees the flame blocking the way, press the B button to open the menu, choose "fire proof spray" + "A button" to use the fire proof spray to put out the flame, go north, east, go thru the south door, go east, go thru the east door, choose "yes" to open the treasure chest (37-40) to get kill without fail gem, go thru the door, go thru the north door on the right, go thru the east door, go east, south, east, Arle reads the memo on the wall, press the B button to open the menu, choose "A capsule" + "A button" + "yes" to release Witch to clear question 35 (35-40), go west, north, go thru the north door, go north, go thru the door, go north, west, north, go thru the east door, Arle sees the flame blocking the way, press the B button to open the menu, choose "fire proof spray" + "A button" to use the fire proof spray to put out the flame, go north, west, Arle reads the memo on the wall, press the B button to open the menu, choose "extra hot curry" + "A button" to put extra hot curry into the hole to clear question 37 (36-40), go east, north, go thru the door, go north, east, north, choose "yes" to open the treasure chest (38-40) to get silver apple, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into B3F.

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B3F  
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Arle reads the memo on the north wall, press the B button to open the menu, choose "sapphire" + "A button" to put sapphire into the hole to clear question 33 (37-40), and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into

B2F.

-----  
B2F

-----  
Choose "no" to go back up the stairs, go all the way west, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into B1F.  
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B1F

-----  
Go all the way south, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 1F.  
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1F

-----  
Go thru the green door, go east, south, east, go thru the door, go south, go thru the door, Parara's taxi appears, and choose "yes" to take the taxi back to 10F.  
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10F

-----  
Go east, north, go thru the door, go north, go all the way west, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 11F.  
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11F

-----  
Go thru the east door, Arle sees the strange mark on the wall, hold down the "A button" + press "up, left, down, right" + quickly release the "A button" to use the magic of fire on the strange mark on the wall (1-3), hold down the "A button" + press "down, left, up, right" + quickly release the "A button" to use the magic of ice storm on the strange mark on the wall (2-3), hold down the "A button" + press "right, left, up, right" + quickly release the "A button" to use the magic of bayoeen on the strange mark on the wall (3-3) to get the legendary magical make-up (3-3), Arle's MP goes up, Arle levels up, go thru the door, go thru the south door, go thru the east door, go thru the east door, go north, east, go thru the door, go west, south, Arle reads the memo on the wall, hold down the "A button" + press "left, right, left, right" + quickly release the "A button" to use the magic of bayohihihii to clear question 39 (38-40), go north, east, go thru the door, go east, south, west, south (the east door will take you back to 10F), east, south, go thru the west door, go north, west, Arle reads the memo on the wall, press the B button to open the menu, choose "Siren's arrow" + "A button" to put Siren's arrow into the hole to clear question 40 (39-40), go east, south, go thru the east door, go east, south, go thru the door, go east, north, Arle reads the memo on the wall, press the B button to open the menu, choose "topaz" + "A button" to put topaz into the hole to clear question 38 (40-40), go south, west, go thru the door, go north, east, north, east, north, west, north, go thru the door into an "H" shaped room. In this room, there are four different color buttons on the walls.

Red            Yellow

Green        Blue

Push the color buttons on the wall in the order of red, yellow, green, blue, green, yellow, red to unlock the north door that's nearby. Go thru the north door, choose "yes" to smash up the beautiful stone (4-4), go thru the door, go thru the south door, go south, east, south, west, south, go all the way

west, go north, west, north, go thru the east door, go east, and Arle falls thru the hole into into 10F.

-----  
10F  
-----

Go east, south, west, go thru the door, go west, north, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 11F.

-----  
11F  
-----

Choose "yes" to open the treasure chest (39-40) to get Momomo's sake, go north, go thru the door, and Arle falls thru the hole into 10F.

-----  
10F  
-----

Go thru the door, go west, south, go thru the door, go west, south, west, south, east, and Arle falls thru the hole back into 9F.

-----  
9F  
-----

Go east x1, and hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 10F.

-----  
10F  
-----

Hold down the "A button" + press "up, down, up" + quickly release the "A button" to use the magic of warp to teleport up into 11F.

-----  
11F  
-----

Choose "yes" to open the treasure chest (40-40) to get emerald, go thru the door, go north, west, north, west, north, west, go thru the door, go thru the south door, go thru the south door, go thru the south door, go thru the south door, defeat Cockatrice (boss), go south, and choose "yes" to go up the stairs to 12F. (Please raise Arle's LV to the highest, and make sure that Arle has a lot of dragon's tail (1440G) which can be bought at Momomo's shop on B4F).

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12F  
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Note  
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To defeat each of Monster's form, use the magic of diacute x15-x20 and the magic of fire.

To defeat Mysterious Person, use the magic of diacute x15-x20 and the magic of fire.

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Go south, go thru the door, turn to the south, let Arle collide into the south wall to get dragon's horn or golden apple, go north, go thru the door, go west, go thru the door, defeat Monster (final boss) who has three forms, go thru the north door, go east, south, there is a scene, Camus will loose the battle against Mysterious Person, defeat Mysterious Person with Arle, Arle levels up two times, there is a scene with Camus, go east, try to go thru the door, an alarm goes off, Arle has 3 minutes to find the exit, go thru the door, go thru the south door, go south, east, go thru the south door on the right, go east, north, go thru the door, go north, east, turn to the north, Arle sees a strange mark on the door, hold down the "A button" + press "right, left, up, right" + quickly release the "A button" to use the magic of bayoeeen to unlock the north door (1-3), go thru the door, go west,



north, west, north, go thru the west door, go west, north, go thru the door,  
go thru the south door, go east, go thru the north door on the right, go  
thru the east door, go south, turn to the east, Arle sees a strange mark  
on the door, hold down the "A button" + press "right, left, down, right" +  
quickly release the "A button" to use the magic of hiidon to unlock the east  
door (2-3), go thru the door, go thru the north door, go thru the east door,  
go thru the south door, go thru the east door, go north, go thru the door,  
go all the way south, west, turn to the south, Arle sees a strange mark on  
the door, hold down the "A button" + press "right, down, left, up, right,  
down" + quickly release the "A button" to use the magic of jugem to unlock  
the south door (3-3), go thru the door, go south, go thru the door, go north,  
go thru the door, go south, go thru the door, go north, there is a scene.  
+++++  
THE END  
+++++  
Version 1.0  
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