

Little Master (Import) FAQ/Walkthrough

by ritchie

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LITTLE MASTER Episode III -Jewels of Rainbow-
LITTLE MASTER Episode III -Ninjiiro no Maseki-
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GUIDE

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Please use the codes that are listed below to easily beat this game.

Infinite Medals 7EEA8AFF
 7EEA8BFF
*Level Up After Battle 7E0E0763

*The numbers of level up are random. It is effective for everyone in the companion's unit. Please turn off the code excluding on the strategy map because it stops the level up visuals.

About the game

The sequel to the Game Boy version. The battle over the Treasure of Ruins is unfolded by moving the stage in a world 2 years later of the former work. The scenario clear system that it is possible to advance to the next scenario by clearing the provided condition is a feature. There are 100 or more types of units that appear.

SYSTEM

ATTACK Attack the enemy. Put the cursor on the enemy unit, and decide with the A button.
MAGIC Use Magic. Put the cursor on the enemy unit, and decide with the A button.
OPEN Open a treasure chest and key. The contents of the box become the one of the unit that opens the box.
WAIT End movement. Visit there when there is a house.
SEARCH Search for land. Consume HP.
TURNEND End movement. End all actions and transfer the turn to the enemy.
REPORT Call a detailed explanation of the unit. Please select a unit with the cursor.
CONFIG Config setting. Use it to change the setting.
ITEM Use of an item. Use the item that you have.
QUIT Interruption of the game. Save the current state and return to the title screen.
CASTLE Riim moves in Linark Castle.
RETURN Return to the castle to move to the front place.
ASSAULT Make a sortie. When it is possible to prepare it, you choose it.
EQUIP Change the hero's equipment.

Before scenario 2 begins, you can exit and go to King Linark's Castle to Tappen's Weapon Shop, Sandy's Item Shop [medical herb (200), medicine (300), cure all (400)], Dr. Mee's Hospital, and Union Temple (See Scenario 39: Union Temple).

PERSONAL INFORMATION

Riim Licbarn Hero

A young hero who has the title of knight of thunder and light. He can be communed with an uncanny ability as an animal. He is the leader of the Hero's Troop.

Mormor Dynamites Minotaur

A matchless minotaur with a marvelous physical strength. He is a good partner of Riim, and also an understanding person. He makes the best use of his fight skill experience, and his dynamic, matchless attack is charming.

Tamtam Tambourine Priestess

She recovers the unit's HP by using amber. With recovery, there will be a frequency limitation. When it becomes a pinch, she transforms to defend her body.

Charles Brett Black Amber User

A amber user who puts attack magic on the enemy by releasing the powers of amber. A strong-minded character, but also a coward on one side. She takes along her pet Hamus.

Shine Fall 5	Attack magic often effective with Elemental of "Gu." The firing range is two.
Rock Spread 5	Attack magic often effective with Elemental of "Choki." The firing range is two.
Wind Stream 5	Attack magic often effective in Elemental of "Par." The firing range is two.
Spiral Bust 4	Give damage for all units that exist in the point of turning that you select with the cursor.
Spark Hit 4	Give damage for the unit that you select with the cursor. Use it no matter how it is faroff.
Fall Tugaza 5	A traveling companion damage for all members of the same race as the unit that you select with the cursor.
Elemental Ache 4	Give damage for all units with the same Elemental as the unit that you select with the cursor.
Lin Beast 4	Magic that gives damage to all enemies. It is very strong.

Rill Brett Black Amber User

A amber user who puts support magic on the ally by releasing the powers of amber. She is a bland character, but the inner part is a strong girl. Her pet's name is Hams.

Pop'n 4	Magic to up the unit's defense power. Become stout.
Gatts'n 4	Magic to up the unit's attack power. Attack with a ring.
Tokotoko 5	Magic to up the unit's movement. Move a lot.
Happy 4	Magic to up the unit's luck. Is there goodness?
Healin' 5	Recover the unit's condition. LV recovers variously if it goes up.
De Gatts'n 6	Magic to down the unit's attack power. This is for a strong fellow.
De Pop'n 2	Magic to down the unit's defense power. Put it on a strong fellow.
Noronoro	Magic to down the unit's speed. Slowdown a quick fellow, too.

MODES

NORMAL MODE It is a mode where the unit grows up quickly.

ADVANCED MODE It is a higher class person mode where you get little response.

There is no difference with respect to the game progress by the normal mode and advanced mode.

Note

* Boss

Normal Mode

Scenario 1: "Pazta Village of Grief"

Scenario Information

Riim decided to send Peacock to Pazta Village while going toward Linark Castle. Then, Riim will encounter the monster thief group Scull Bombers. Hurry up Hero's Troops. Defend the village by kicking about the raiding Bombers. Clear condition: Defeat the boss!! Start scenario 1. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous

Enemy's Unit

Mouseman (LV8) x2
Mouseman (LV6) x3
* Pelicanman (LV3) x1

Field

House x2
Magic Circle x2 Recovers HP

Note

Whenever Tamtam - Priest is attack by an enemy, she will transform into a different creature to defend herself. After defeating Pelicanman (LV3), Fresh - Rabbitman (LV1) and Shabon - Golem (LV1) joins the unit, and there is a scene. After that, press the A button to begin Scenario 2: "The Waterway's Offense and Defense."

Scenario 2: "The Waterway's Offense and Defense"

Scenario Information

The Hero's Troops head for Matedral Castle. The evil hand of the enemy has expanded also in the village where they stopped by along the way. Beat off the Scull Bombers, and save the village! Save the village by driving away the Scull Bombers! The sea and air unit can move also in the waterway. Let's use it well. Clear condition: Defeat the boss!! Start scenario 2. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest

Mormor Minotarous
Hurricane Rabbitman (LV1)
Gems Golem (LV1)
Piston Chickenman (Lv1)

Enemy's Unit

Mouseman (LV12) x11
Mouseman (LV7) x11
Mouseman (LV6) x11
Pelicanman (LV2) x1
Pelicanman (LV3) x1
* Ork (LV1) x1

Field

House x1
Magic Circle x2 Recovers HP

Note

Choose "WAIT" when you reach the front of the house that Pelicanman (LV3) is defending to get Piston - Chickenman (LV1). After defeating Ork (LV1), there is a scene, and press the A button to begin Scenario 3: "Double Tornado Panic."

Scenario 3: "Double Tornado Panic"

Scenario Information

The tornado that occurs occasionally springs forth towards the unit, and the unit that is played flies somewhere to another place. Let's fight while taking care of the remaining HP. The enemy, Skull Pirates, can move in the waterway. Precaution. Clear condition: Defeat the boss!! Start scenario 3.
Yes

Companion's Unit (Whom I choose)

Rim Hero
Tamtam Priest
Mormor Minotarous
Hurricane Rabbitman
Gems Golem
Piston Chickenman

Enemy's Unit

Skull Pirates (LV1) x8
Rabbitman (LV1) x5
Golem (LV1) x2
* Skull Pirates (LV5) x1

Field

House x2
Magic Circle x7 Recovers HP
Union Temple x1 Jar

Note

The double tornado generates every 2 turns. The enemy's reinforcements will come from the four corners of the map every 10 turns. After defeating Skull Pirates (LV5), there is a scene, and Charles - Black Amber User (LV1) joins the unit. After that, press the A button to begin Scenario 4: "Heavy Rain Warning."

Scenario 4: "Heavy Rain Warning"

Scenario Information

When it rains, a puddle can be made. The place where the puddle is made changes every time. It is not possible to move with the land unit when you are caught in the puddle. Endure it until then because it does not evaporate after a while. Clear condition: Defeat the boss!! Start scenario 4. Yes

Companion's Unit (Whom I choose)

Rim	Hero
Tamtam	Priest
Mormor	Minotarous
Hurricane	Rabbitman
Gems	Golem
Piston	Chickenman
Charles	Black Amber User (LV1)

Enemy's Unit

Skull Pirates	(LV1)	x8
Rabbitman	(LV1)	x3
Skull Pirates	(LV5)	x1
Pelican Blue	(LV1)	x2
* Skull Pirates	(LV5)	x1

Field

House	x2
Magic Circle	x4 Recovers HP
Treasure chest	x1

Note

You will get the two sisters, Charles Brett (attack magic) and Rill Brett (support magic), who are black amber users. Since only one black amber user can be chosen among the two sisters to be a part of the companion's unit for each scenarios, you can let Charles "REST" and select Rill to be "READY" or vice-versa. I choose Charles because of her attack magic of ruin beast 4 which can only be used once for each scenario. After defeating Skull Pirates (LV5), there is a scene, and press the A button to begin Scenario 5: "Defeat Crusher."

Scenario 5: "Defeat Crusher"

Scenario Information

The Scull Bombers attack the village! You will attack the Ork before all houses are demolished. A good thing can be gotten according to timing when you attack the Ork. Of course, the one that attacks him early obtains it. Clear condition: Defeat the boss!! Start scenario 5. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Gems Golem
Piston Chickenman

Enemy's Unit

Ork (LV3) x1
Pelicanman (LV1) x5
Rabbitman (LV2) x4
Rabbitman (LV4) x4
* Ork (LV7) x1

Field

House x10
Magic Circle x5 Recovers HP
Union Temple x1 Jar

Note

Power ring +3, experience seed, and 500 medals can be obtained when the companion's unit clears the map in a short number of turns. A house is demolished every 2 turns. After defeating Ork (LV7), there is a scene, and press the A button to begin Scenario 6: "Secret of Jasban."

Scenario 6: "Secret of Jasban"

Scenario Information

The Hero's Troops head for Jasban Ruins. Why are the Scull Bombers and Weiss Grave Robbers Group aiming at the treasure? Defeat the demon who guards the entrance, and hurry to the cave! Clear condition: Defeat the boss!! Start scenario 6. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Gems Golem
Piston Chickenman
Sherlock Pelicanman (LV5)

Enemy's Unit

Orange Mouseman (LV3) x2
Skull Pirates (LV7) x3
Pelicanman (LV3) x1
Pelicanman (LV5) x2
Pelicanman (LV8) x1
Cactus (LV1) x1
* Pelican Blue (LV3) x1

Field

House x1
Magic Circle x3 Recovers HP

Note

When you reach the front of the northeast house, choose "WAIT" to get Sherlock - Pelicanman (LV5). When you have defeated Orange Mouseman (LV3), the reinforcement of Cactus (LV1) x1, Rabbitman (LV1) x2, Pelicanman (LV5) x2 will appear in the southeast. After defeating Pelican Blue (LV3), there is a scene, and press the A button to begin Scenario 7: "Jasban Ruins Underground 1F."

Scenario 7: "Jasban's Ruins Underground 1F"

Scenario Information

The footprint mark panel is a switch panel. You will absorb something when you step on this panel. Step on the switch when it is not possible to go on the MAP. Let's open a route by using it skillfully. Clear condition: Defeat the boss!! Start scenario 7. Yes

Companion's Unit (Whom I choose)

Rim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Gems Golem
Piston Chickenman

Enemy's Unit

Golem (LV3) x1
Rabbitman (LV5) x7
Rabbitman (LV14) x1
Ghost (LV2) x3
Cactus (LV5) x1
* Dacholer (LV7) x1

Field

House x1
Magic Circle x3 Recovers HP

Note

Step on the switch panels to open doors and close floors. Mouseman (LV10) will appear in the northeast on every 5th turns. After defeating Dacholer (LV7), there is a scene, and press the A button to begin Scenario 8: "Jasban Ruins Underground 2F."

Scenario 8: "Jasban's Ruins Underground 2F"

Scenario Information

The needles will dash out from the floor! The needles give a two-point damage when you step on them. Let's proceed while taking care of the remaindering HP.

Clear condition!! Defeat the boss. Start scenario 8. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Gems Golem
Piston Chickenman

Enemy's Unit

Cactus (LV1) x2
Cactus (LV6) x2
Orange Mouseman (LV3) x8
Pelican Blue (LV6) x1
Skull Pirates (LV15) x2
* Blue Ork (LV6) x1

Field

House x2
Magic Circle x4 Recovers HP
Treasure Chest x1 Breath of Defense

Note

Step on the switch panels to open & close doors and to raise & lower needles. The enemy's unit won't receive damage from the needles during movement. When you reach the front of the northwest house, choose "WAIT" to get Alexy - Ork (LV2). When you step on the bottom switch in the southwest, Cactus (LV1) x4 will appear nearby the boss, Blue Ork (LV6). After defeating Blue Ork (LV6), there is a scene, and press the A button to begin Scenario 9: "Super-Tornado Panic."

Scenario 9: "Super-Tornado Panic"

Scenario Information

A huge tornado overcomes the Hero's Troops! The tornado that sometimes appears will spring forth to all units of friends or foes. You fly to another place somewhere the unit is played. It is dangerous when you make a movement with a decision. Clear condition: Defeat the boss!! Start scenario 9. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Gems Golem
Piston Chickenman

Enemy's Unit

Dacholer (LV3) x2
Rabbitman (LV10) x5

Ghost (LV2) x8
* Skull Warrior (LV5) x1

Field

House x3
Magic Circle x2 Recovers HP
Treasure Chest x1 Medicine (southwest)
Treasure Chest x1 Power Drop (northwest)
Treasure Chest x1 Medal (northeast, a trap with paralys)

Note

When an odd number turn ends, a huge tornado is generated. When you reach the front of northwest house, choose "WAIT" to get Gigaton - Mouseman (LV20). Pelicanman (LV1) x2 will appear nearby the area of the boss, Skull Warrior (LV5), when the 8th turn ends. After defeating Skull Warrior (LV5), there is a scene, and press the A button to begin Scenario 10: "Doubtful Reinforcements."

Scenario 10: "Doubtful Reinforcements"

Scenario Information

The news of Matedral's attack enters Riim and the others who leaves for the Typhoon Provinces. The Hero's Troops arrive at the King's Castle where the Scull Bombers awaits. Clean up the demon by breaking through the front. Clear condition: Defeat the boss!! Start scenario 10. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Piston Chickenman
Gigaton Mouseman

Enemy's Unit

Ork (LV4) x4
Ork (LV8) x1
Skull Pirates (LV13) x4
Rabbitman (LV12) x2
Cactus (LV8) x4
* Skull Warrior (LV7) x1

Field

Union Temple x1 Jar
Magic Circle x8 Recovers HP
Treasure Chest x1 Indirect Drop (southwest)
Treasure Chest x1 Power Ring (southeast)
Treasure Chest x1 Medal (northeast, a trap with paralys)

Note

When odd number turn ends, a huge tornado is generated. Scull Pirates (LV5) x4 will appear in the south when the 5th turn ends. After defeating Skull

Warrior (LV7), there is a scene, and press the A button to begin Scenario 11:
"The Desert Great Pyramid."

Scenario 11: "The Desert Great Pyramid"

Scenario Information

You will take damage when you step on the land mines that are planted here and there. Where the land mines are planted is not understood. Take care of the remaining HP when you move. Clear condition: Defeat the boss!! Start scenario 11. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Hurricane	Rabbitman
Piston	Chickenman
Gigaton	Mouseman

Enemy's Unit

Ork	(LV3)	x8
Blue Ork	(LV5)	x2
Cactus	(LV5)	x5
* Pompoco	(LV3)	x1

Field

House	x2
Magic Circle	x4 Recovers HP

Note

Do not step on the land mines (hidden in the sand) and do not choose "Wait." (It is possible to evade a land mine when you choose "Attack"). When it is necessary, the land mines can be evaded when you choose "Search." When you reach the front of the southwest house, choose "WAIT" to get Bo - Dacholer (LV1). Ghost (LV1)) will appear from the pyramid's entrance on every 5th turns. When you step on the land mine that's in front of the northeast house, choose "WAIT" to get the "soldier's bracelet," and you can get up to three "soldier's bracelets" by repeating "RETIRE" at once. After defeating Pompoco (LV3), there is a scene, and press the A button to begin Scenario 12: "Device Labyrinth."

Scenario 12: "Device Labyrinth"

Scenario Information

The traps that were set in the remote ages await the Hero's Troops.... Let's shake off the enemy who appears from the generators, and advance to the deep part of the pyramid. Clear condition: Defeat the boss!! Start scenario 12. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest

Mormor Minotarous
Charles Black Amber User
Hurricane Rabbitman
Piston Chickenman
Bo Dacholer

Enemy's Unit

Blue Rabbit (LV1) x4
Skull Warrior (LV7) x3
* Skull Warrior G (LV5) x1

Field

Pyramid Switch x3
Generator x8
Union Temple x1 Jar
Magic Circle x10 Recovers HP
Treasure Chest x1 A trap with Mimic LV10 (Northwest)
Treasure Chest x1 Medicine (Northeast)
Treasure Chest x1 Medal (Southeast, a trap with paralys)
Treasure Chest x1 Power Drop (Southwest)

Note

Skull Pirates (LV3) x4 will appear from the generators when the 5th turn ends. Step on the north and south pyramid switches, and choose "WAIT" to remove the top section of the large wall that's in the north. Skull Pirates (LV3) x4 appears from the generators when the 8th turn ends. Step on the middle pyramid switch, and choose "WAIT" to remove the remaining walls. After defeating Skull Warrior G (LV5), there is a scene, and press the A button to begin Scenario 13: "Forest of Illusion."

Scenario 13: "Forest of Illusion"

Scenario Information

The Kurukuru Forest is the Forest of Illusion. You will hesitate when you carelessly set foot in it. Let's advance by relying on the signboard. Clear condition: Defeat the boss!! Start scenario 13. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Hurricane Rabbitman
Piston Chickenman
Charles Black Amber User
Bo Dacholer

Enemy's Unit

Funky Pirates (LV3) x4
Gold Pelican (LV5) x3
Skull Warrior (LV2) x4
Skull Warrior (LV8) x1
* Red Ork (LV5) x1

Field

Generator x3
Magic Circle x5 Recovers HP
House x4
Kurukuru Signboard x14

Note

When you go to the front of the signbord with the red explanation mark, choose "WAIT" for it will show the direction where the red arrow points to. Ghost (LV2) x3 will appear at the end of every 8th turns. On the westside, there are two signboards that are side by side. The signboard on the right side is the fake one, and the signboard on the left side is correct one. Make sure to follow the direction of the red arrows (left, up, right, down, left, up, left, down, right, up) that are on those signboards to make the boss, Red Ork (LV5) appears. After defeating Red Ork (LV5), there is a scene, and press the A button to begin Scenario 14: "Search for the Bird.."

Scenario 14: "Search for the Bird.."

Scenario Information

Catch Balbal Bird! It is OK when you pile up the unit with flying birds. When you capture the splendid bird.... Clear condition: Catch Balbal bird! Start scenario 14. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Piston Chickenman
Bo Dacholer
Sherlock Pelicanman

Enemy's Unit

Blue Pelican (Lv1) x?
* Nightmare (LV10) x1

Field

Generator x4
House x1
Treasure Chest x1 Medal (North)
Treasure Chest x1 Indirect Pendant Z (South)

Note

Move the companions onto each of the green birds that appears, and then choose "WAIT" to catch each of those green birds to see if they are the true green bird. Use the air unit of Chickenman, Dacholer, and Pelicanman for long range movement. When you catch one of the green birds, another one will appear at the beginning of each of the companion's turns. Since there are eight green birds, only one is the correct bird which is the eighth bird. When you reach the front of northwest house, choose "WAIT" to get Jet - Pelicanman (LV20). In this senario, the reinforcement of enemy appears a lot on every two turns. Blue Pelican (LV1) will appear from the generator at the center when the 2nd turn ends. Blue Pelican (LV1) will appear from the

generators in northeast and southwest when the 4th turn ends. Blue Pelican (LV1) will appear from the generators in the northwest and southeast when the 6th turn ends. After you have captured the true Balbal Bird, the boss, Nightmare (LV10), will appear. After defeating Nightmare (LV10), there is a scene, and press the A button to begin Scenario 15: "The Surprise Box is Full."

Scenario 15: "The Surprise Box is Full" (Tower of Toys 1F)

Scenario Information

Let's advance in the Tower of Toys. There must be switches that open the closed doors somewhere. Let's try to search by opening the boxes. Enjoy what's coming next. Clear condition: Defeat the boss!! Start scenario 15. Yes

Companion's Unit (Whom I choose)

Rim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Piston	Chickenman
Bo	Dacholer
Sherlock	Pelicanman

Enemy's Unit

Marionette	(LV3)	x7
Toy Horse	(LV6)	x4
Cardman	(LV7)	x4
* Sky Puppet	(LV2)	x1

Field

House	x1
Block Warp	x4
Block Magic Circle	x5
Treasure Chest	x14 Medals
Treasure Chest	x1 a trap with poison
Treasure Chest	x1 a trap with paralys

Note

Move a companion to a treasure chest, and choose "OPEN" to open the treasure chests to open a closed door. In the south room with blue floor, open the 1st treasure chest that's in the top row counting from left to right to open the door on the left. In the south room with the blue floor, open the 2nd treasure chest that's in the bottom row counting from left to right to open the door on the right. In the small block warp rooms, choose "Wait" to teleport to the next room. For the warp to work, one companion has to leave the next room first. In the east room with red floor, open the 1st treasure chest that is in the right row counting from the top to bottom to open the door on the top right. In the west room with red floor, open the 4th treasure chest that is in the left row counting from the top to bottom to open the door on the top left. In the north room with blue floor, open the 1st treasure chest that is in the bottom row counting from left to right to open the final door. In the middle room with green floor, open the 1st treasure chest that's in the top row counting from left to right to make the boss, Sky Puppet (LV3) appear. After defeating Sky Puppet (LV3), there is a scene, and press the A button to begin Scenario 16: "Seesaw Jump."

Scenario 16: "Seesaw Jump" (Tower of Toys 2F)

Scenario Information

You will jump over the walls by using the seesaws. It is OK when you place the unit on the seesaw that has a pair by putting the unit that wants to jump on the seesaw. Because the jump destination of the seesaw is decided, you advance by observing it often.However, it is safe. You jump on the seesaw even if the enemy gets on. Clear condition: Defeat the boss!! Start scenario 16. Yes

Companion's Unit (Whom I choose)

Riim	Hero	
Tamtam	Priest	
Mormor	Minotarous	
Charles	Black Amber User	
Piston	Chickenman	
Bo	Dacholer	
Sherlock	Pelicanman	
Space Samus	Pompoco	LV3

Enemy's Unit

Skull Dunk	(LV2)	x5
Toy Horse	(LV4)	x2
Cardman	(LV5)	x8
* Skull Warrior G	(LV7)	x1

Field

House	x3
Seesaw Pull	x13
Seesaw Send	x13
Block Switch	x7
Block Magic Circle	x7
Closed Door	x7

Note

On each of the companion's turns, move a pair or two companions onto the seesaw. At times, the seesaw can be troublesome. When you reach the front of the northeast house, choose "WAIT" to get Space Samus - Pompoco (LV3). Move a companion onto each of the block switches that are in different rooms, and choose "Wait" to open each of the closed doors. "Tower of Mirage" which is in the Secret World will increase when the companion's unit clears Toy Tower 2F. (See Scenario 39: "Union Temple"). After defeating Skull Warrior G (LV7), there is a scene, and press the A button to begin Scenario 17: "Forgetful Toy."

Scenario 17: "Forgetful Toy" (Tower of Toys 3F)

Scenario Information

It was an act of the Bombers after all that the Tower of Toy became strange. Regain Tower of Toy by attacking the demon's boss! Clear condition: Defeat the boss!! Start scenario 17. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Bo Dacholer
Sherlock Pelicanman
Space Samus Pompoco

Enemy's Unit

Marionette (LV3) x6
Sky Puppet (LV1) x1
Toy Horse (LV5) x1
Cardman (LV7) x6
Cardman (LV4) x1
* Evil Eye (LV3) x1

Field

Block Magic Circle x5

Note

Cardman (LV2) will appear in the southeast when the 5th turn ends. After defeating Evil Eye (LV3), there is a scene, and press the A button to begin Scenario 18: "Demon in the Snowfield."

Scenario 18: "Demon in the Snowfield"

Scenario Information

The Hero's Troops who visit Orsam encounter the Snow Demon. Expose the secret that is concealed in the Snowman, and save the village! The boss throws out snowballs. When you get hit by a snowball, it gives a damage of 15. It's the start of the snowball fight of terror. Clear condition: Defeat the boss!! Start scenario 18. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Bo Dacholer
Sherlock Pelicanman
Space Samus Pompoco
Jumbo Raditts Ghost (LV13)

Enemy's Unit

Nightmare (LV1) x4
Peng (LV2) x4
Snowman (LV4) x8
* Yeti (LV1) x1

Field

House x3
frozen Magic Circle x7

Snowman x50 Medical Herb, Panacea, Power Drop, Pu-chan
Generator x8

Note

Start to demolish the snowmen to find Pu-chan which is a plush toy. Move a companion onto a snowman, and choose "Wait" to demolish it. Use the air unit of Chickenman, Dacholer, and Pelicanman for long range movements in the snow. During the ends of an odd or even number turn, the boss will send forth a snowball attack of snow spike blizzard at several members of the companion's unit. This snowball attack will give a 15-point damage to the members of the companion's unit and also members of the enemy's unit. When you reach the front of the northwest house, choose "WAIT" to get Jumbo Raditts - Ghost (LV13). Snowman (LV4) X8 will appear from the snow when you find the frozen mandarin orange which is hidden under the snowman that nearby on the left side of the igloo (the house that's on the eastside). Peng (LV2) X4 will appear from the generators when you find ice cream which is hidden under the snowman who is nearby the generator and frozen magic circle on the northeast side. Nightmare (LV1) X4 will appear from the generators when the 8th and 16th turns end. As a reminder, the location where the frozen mandarin orange, icecream, and Pu-chan are will change after the companion has defeated the enemy's unit of Snowman, Peng, and Nightmare so try to demolish as many snowmen as you can. When you find Pu-chan (plush toy), the boss, Yeti (LV1), will come out from the mountain. After defeating Yeti (LV1), there is a scene, and press the A button to begin Scenario 19: "Who is King Quiz?"

Scenario 19: "Who is King Quiz?"

Scenario Information

Let's answer the quiz by stepping on the panel. The gate opens when you answer it correctly. However, a pitfall in the panel when you answer wrong.... Luxurious commodity presents when all questions are correctly answered! Now, please take the challenge. Clear condition: Break through the quiz gate! Start scenario 19. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Bo Dacholer
Sherlock Pelicanman
Space Samus Pompoco
Jumbo Raditts Ghost (LV13)

Field

House x12
Closed Door x33
Quiz Panel x33
Treasure Chest x2 Joker cap or fight ring

Note

There are no enemy unit in this scenario. There are 10 houses that have the three color quiz panels of red, yellow, and blue with a question mark in the center. There are 10 questions. Move a companion to front or back or side of a house, and choose "Wait" to see the question and multiple choices of the

color quiz panel (red, yellow, blue). After that, step on the correct color quiz panel, and choose "Wait" to open a color closed door that's nearby the house. If you move a companion onto the wrong color quiz panel, he or she will fall thru the floor of that color quiz panel. Here are the questions and answers. As a reminder, the questions and answers won't be in the right order or sequence.

- How many paws on a cat? Red panel: 4
- what color do you see on Ruby Golem? Yellow panel: A red like color
- Wan-chan question. Among as follows, which isn't done when a dog is angry?
Blue panel: Swings the tail
- What is the name of the King of Linark? Red panel: Richard III
- What is the name of Charles and Rill's pet? Red panel: Hams
- A small chipmuck carries food in the "XXbones." What word does XX applies to? Blue panel: "cheek"
- Who is the greatest man in the religious country Matedral? Red panel: Pope Hausar
- Riim's partner. What is Mormor's full name? Yellow panel: Mormor Dynamites
- What is the name of the Black Magic Dragon who invaded Linark? Red panel: Gezagain
- What is the pouch on the kangaroo's stomach used for? Red panel: It holds a child
- There is a reason for Hippopotamus-san's big yawn. What is the reason for it? Blue panel: It is threaten
- Princess of Linark. What is Princess Lyme's age? Red panel: 16 years old
- Attribute question. Who is the missing companion? Red panel: Pope Hausar
- When Mouseman enters the jar with two people, he has become Golem. Why? Yellow panel: Because he has united
- The tree in Kurukuru Forest is a little mysterious. Why? Red panel: The Kurukuru rotates
- Witty question. Who is the braggart as follows? Red panel: Big Mouseman
- What is the name of Riim's father? Red panel: Mite Licbarn
- What does the priest Tamtam always hold? Red panel: A healing staff
- A lion lives by creating a group of several leaders. What is this group called? Yellow panel: Pride
- Rill and Charles are "XX wizard." What is the word that applies to this XX? Yellow panel: Amber
- The toddling Penguin-san. What do you called the wings when it changes into a fin form? Yellow panel: A flipper
- What does Koalaman eats? Red panel: Eucalyptus leaf
- The Skull Pirates makes a portion of its body into a weapon and attack the companion. Well, where is it? Yellow panel: The head
- The giraffe is a very tall and lanky animal. Besides the neck and foot, it has a long feature. Well, where is it? Yellow panel: The foot

Move a companion to the left side of the 11th house which will say that you have answered all of the questions correctly to get a special item, and then the closed door that's nearby will open. As a reminder, only one special item of fight ring or joker cap can be received from the treasure chest. I choose to get the special item of fight ring. There is a scene. Now, press the A button to begin Scenario 20: "Great Selection."

Scenario 20: "Great Selection" (Solomon Tower 1F)

Scenario Information

They are two switches in the room. The door opens to one but the other is a large explosive self-destruction switch! Now, choose which one? Clear condition: Defeat the boss!! Start scenario 20. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Bo Dacholer
Sherlock Pelicanman
Space Samus Pompoco

Enemy's Unit

Skull Warrior (LV3) x10
Assassin (LV2) x6
Hellhound (LV4) x3
Crocodile (LV1) x2
* Skull Warrior G (LV10) x1

Field

House x2
Stone floor Magic Circle x3
Closed Door x18
Switch Panel x10
Stairs x1

Note

Move a companion onto the switch panels, and then choose "WAIT" to open locked doors (for the quadruple doors that are blocking the way). Since the correct switch panels usually change, this can be troublesome. You would have to guess at times which one is the correct switch panel to step on. If a companion steps on the wrong switch panel, there will be a large explosion at a wide range giving both the companion and enemy's unit a 20-point damage. Also, defeat the two groups of seven enemies who are in first large room and second large room to open locked doors (for single doors that are far and nearby). After defeating the two groups of seven enemies, Assassin (LV2), Skull Warrior (LV3), Crocodile (LV1), and Hellhound (LV4) will appear nearby the boss, Skull Warrior G (LV10). After defeating Skull Warrior G (LV10), press the A button to begin Scenario 21: "Tower of Silence."

Scenario 21: "Tower of Silence" (Solmon Tower 2F)

Scenario Information

Let's search for the hidden switch in the sands. Look in the sands with the search command! The switch will be fully hidden by me. However, the switch also should not be stepped on in the interior.... Clear condition. Defeat the boss!! Start scenario 21. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Bo Dacholer
Space Samus Pompoco
Rolling Piman Kangaroo (LV5)

Enemy's Unit

Skull Dunk (LV1) x8
Skull Dunker (LV3) x2
Pompoco (LV6) x5
* Assassin (LV13) x1

Field

House x2
Magic Circle x3
Treasure Chest x3 cure all (southwest), morning sun lamp (west), a trap with Mimic (northeast)
Closed Door x9
Switch Panel x9 hidden under the sands

Note

Use the air unit of Pelicanman, Dacholer, and Ghost for long range movements. Move a companion onto the sands, and choose "Search" to find the switch panel. When you reach the front of the west house, choose "WAIT" to get Rolling Piman - Kangaroo (LV5). The boss, Assassin (LV13), will appear when you find one of the hidden switch panels in the sand in the northeast. After defeating Assassin (LV13), there is a scene, and press the A button to begin Scenario 22: "Unexpected Entrance."

Scenario 22: "Unexpected Entrance" (Solmon Tower's Backyard)

Scenario Information

The Hero's Troop went out to Solmon Tower's backyard from the stange thing There will be a switch that opens the door somewhere. The leaves of the trees are obstructive but let's solve the mystery that Dr. Skull set, and leave the the closed door open to the secret entrance! Clear condition. Defeat the boss!! Start scenario 22. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Bo Dacholer
Space Samus Pompoco

Enemy's Unit

Blue Ork (LV7) x7
Cactus Ace (LV2) x5
Dark Pompoco (LV4) x2
* Battle Swan (LV6) x1

Field

Magic Circle x9
Treasure Chest x1 Drop of Defense
Union Temple x1 Jar
Warp Panel x1

Closed Door x1
Generator x1

Note

There are two rows of magic circles that are covered by leaves of the trees in the south. Move a companion onto the third magic circle that's in bottom row counting from left to right, and choose "Search" to find the switch to open the closed door. Then, boss, Battle Swan (LV6), will appear. After defeating Battle Swan (LV6), there is a scene, and press the A button to begin Scenario 23: "Panel Straying."

Scenario 23: "Panel Straying" (Solmon Tower 3F)

Scenario Information

A mechanism where the warp panel sends the unit to another place. Let's warp by stepping on the panel. The enemy will also warp one after another on the panel. Let's aim at the boss with the shortest route by understanding the warp panel connection! Clear condition. Defeat the boss!! Start scenario 23.
Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Rolling Piman Kangaroo
Space Samus Pompoco
Happy Bell Battle Swan (LV2)

Enemy's Unit

Red Ork (LV10) x2
Blue Rabbit (LV2) x4
Rabbitman (LV20) x1
Hellhound (LV1) x8
* Skull Tank (LV5) x1

Field

House x2
Stone Floor Magic Circle x4
Warp Panel x35

Note

In the beginning warp panel room where the companion's unit is at, the north warp panel will teleport to the north to where the two houses are at, the west warp panel will teleport to the west, and the east warp panel will teleport to the east. When you reach the front of the house on the right, choose "WAIT" to get Happy Bell - Battle Swan (LV2). Since only one person can use the warp panel to teleport, the next person would have to wait until that person uses another warp panel to teleport to another room. For the shortest route, use the warp panel in the order of east-east or west-west to teleport to where the boss, Skull Tank (LV5), is at. After defeating Skull Tank (LV5), press the A button to begin Scenario 24: "Field of Machines."

Scenario 24: "Field of Machines" (Solmon Tower 4F)

Scenario Information

When the belt conveyer operates, the unit who gets on is carried. Let's control the direction where the belt conveyer flows by using the switch. Clear condition. Defeat the boss!! Start scenario 24. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Rolling Piman Kangaroo
Happy Bell Battle Swan

Enemy's Unit

Kangaroo (LV3) x4
Crocodile (LV5) x2
Nightmare (LV6) x6
* Skull Pump (LV11) x1

Field

House x1
Iron Floor Magic Circle x5
Treasure Chest x1 Dragon's fang
Iron Floor Switch Panel x1
Union Temple x1 Jar
Stairs x1

Note

Move one companion to the northeast first, and then please wait until the companion's unit are in the center area of the floor before you step on the iron floor switch panel which will change the direction of the belt conveyers. Also, observe the direction of the belt conveyers. Use the air unit of Pelicanman, Dacholer, Battle Swan, and Ghost for long range movements. When you step on the iron floor switch panel, choose "Wait." After defeating Skull Pump (LV11), there is a scene, and press the A button to begin Scenario 25: "Satiated Ambition."

Scenario 25: "Satiated Ambition" (Solmon Tower 5F)

Scenario Information

The Hero's Troops has managed to reach the top floor of the tower. The boss will revive if you don't defeat him in the same turn. Let's challenge the boss by dividing the main force in two! Clear condition. Defeat the boss!! Start scenario 25. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User

Jumbo Raditts Ghost
Rolling Piman Kangaroo
Happy Bell Battle Swan

Enemy's Unit

Skull Pirates (LV13) x4
Skull Dunk (LV5) x6
Skull Pump (LV6) x2
* Skull Tank SS (LV1) x2

Field

House x2
Iron Floor Magic Circle x6
Treasure Chest x1 Peace badge
Generator x4

Note

Divide the companion's unit into two. Use the air unit of Pelicanman, Dacholer, Battle Swan, and Ghost for long range movements. Cactus (LV20) who is in the house on the right didn't want to join the companion's unit because all 16 seats were filled. (Please remember that a companion's unit can hold 16 seats, and use only 7 people in battle). Skull Pirates (LV25) will appear from the two generators when the 8th turn ends. The two bosses of Skull Tank SS (LV1) must be defeated at the same time in the same turn. If one of the bosses of Skull Tank SS (LV1) is defeated, he will be revived again. After defeating Skull Tank SS (LV1) x2, there is a scene, and press the A button to begin Scenario 26: "The Uninvited."

Scenario 26: "The Uninvited"

Scenario Information

It was Matedral's Enforcement Unit that waited for the Hero's Troops who had exited Solmon. Fear the attack of the boss which is beyond all imagination! Clear condition. Defeat the boss!! Start scenario 26. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Rolling Piman Kangaroo
Happy Bell Battle Swan

Enemy's Unit

Matedral Knight (LV1) x2
Matedral Soldier (LV1) x8
Marionette (LV8) x3
Dragon (LV1) x2
* Evil Eye (LV7) x1

Field

Magic Circle x3

Treasure Chest x2 Angel's defense (north), Medal (south; a trap)
Union Temple x1 jar

Note

When an odd number turn ends, the boss' singing voice attack will give a 20-point damage to one member in the companion's unit. The Tower of Mirage which is in the Secret World will increase when the companion's unit clears the scenario. (See Scenario 39: "Union Temple"). After defeating Evil Eye (LV7), press the A button to begin Scenario 27: "The Waiting Allied Troops."

Scenario 27: "The Waiting Allied Troops"

Scenario Information

It was Matedral's Troop that attacked Linark Castle. Hurry up to the Royal Family by putting the Enforcement Unit to fight! Clear condition. Defeat the boss!! Start scenario 27. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Jumbo Raditts	Ghost
Rolling Piman	Kangaroo
Happy Bell	Battle Swan

Enemy's Unit

Matedral Knight	(LV3) x2
Gargoyle	(LV6) x2
Matedral Soldier	(LV5) x6
Matedral Soldier	(LV2) x1
* Purple Armor Knight	(LV2) x1

Field

Magic Circle	x8
Treasure Chest	x2 Soldier's bracelet (north, left), Medal (a trap; north, right)
Union Temple	x1 jar
Generator	x4
Castle Switch Panel	x2
Closed Door	x2

Note

The castle switch panel on the southwest will open the two doors that are in the center of the room, and the castle switch panel on the southeast will close the two opened door that are in the center of the room. Marionette (LV1) x4 will appear from the the generators when the 7th turn ends. There will be a commodity addition in Tappen's Weapon Shop and Sandy's Item Shop in Linark Castle when the companion's unit clears the scenario. After defeating Purple Armor Knight (LV2), there is a scene, and press the A button to begin Scenario 28: "Go Across the Glacier."

Scenario 28: "Go Across the Glacier"

Scenario Information

The Hero's Troops hurry up to Matedral. You will pass the crayon pastel glacier, but the Demon's Troops are already there.... You will slide in the earthquake which the boss cause. Clear condition. Defeat the boss!! Start scenario 28. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Rolling Piman Kangaroo
Happy Bell Battle Swan

Enemy's Unit

Frozenman (LV3) x7
Phantom (LV2) x5
Emperor Penguin (LV3) x2
* Glass Yeti (LV3) x1

Field

House x1 (Igloo)
Magic Circle x3
Treasure Chest x1 Medal (a trap with Terrible Mimic LV8)

Note

Gargoyle (LV3) who is in the house (igloo) will join the companion's unit if there is an open seat in the companion's unit. The companion's unit and the enemy's unit will slide on the glacier when each turns end, but it is safe since there is no damage. After defeating Glass Yeti (LV3), there is a scene, and press the A button to begin Scenario 29: "Matedral's Tragedy."

Scenario 29: "Matedral's Tragedy"

Scenario Information

Hurry up to the Royal Family by putting the Troops of betrayal to fight! There are reliable reinforcements on a small island in the northwest. Let's build a drawbridge by stepping on the switch. Clear condition. Defeat the boss!! Start scenario 29. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Rolling Piman Kangaroo
Happy Bell Battle Swan
Sunshine Patricia Lionman (LV1)

Enemy's Unit

Veteran Soldier (LV1) x8
Matedral Knight (LV3) x4
Dragon (LV10) x1
Dark Eye (LV2) x2
* Dragon (LV20) x1

Field

House x3
Magic Circle x8
Treasure Chest x2 Seed of Experience (northwest), Medal (a trap with
paralys)
Fortress Door (Closed) x2
Switch Panel x3
Generator x1

Note

There are three switch panels. The two switch panels (northeast and middle) will open the two closed doors, and the last switch panel (northwest) is guarded by Dragon (LV10) will close the drawbridge that is open. Cyclops (LV1) will appear from the generator in the northwest when the 6th turn ends. The sea or air unit is necessary to go to the small island in the northwest. Also, Sunshine Patricia - Lionman (LV1) who is in the northwest house is the highest rank companion so you should try to get him before the companion's unit clears the scenario. (Go to the Union Temple in Linark Castle where you can unite things; see Scenario 39: "Union Temple"). After defeating Dragon (LV20), there is a scene, and press the A button to begin Scenario 30: "Forest of Flames."

Scenario 30: "Forest of Flames"

Scenario Information

The Bombers will set fire to the forest. Serious damage when stepping on the flame. Aim at Laimos Temple by escaping from the burning forest! Clear condition. Defeat the boss!! Start scenario 30. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Jumbo Raditts Ghost
Happy Bell Battle Swan
Sunshine Patricia Lionman

Enemy's Unit

Hellhound (LV5) x8
Green Gargoyle (LV1) x5
Skull Tank (LV8) x2
* Skull Pump S (LV10) x1

Field

House x2
Magic Circle x5
Treasure Chest x1 shoes of luck

Note

Cyclops (LV7) who is in the house on the left will join the companion's unit if there is an open seat in the companion's unit. Skull Tank (LV8) will set fire to the kurukuru trees at the end of the 1st, 2nd, and 3rd turn. At the end of the 5th turn, the flames will spread by itself. There is a 7-point damage when the companion's unit moves on the flames. When the companion's unit moves on the extending flames, there is a 15-point damage. After defeating Skull Pump S (LV10), there is a scene, and press the A button to begin Scenario 31: "Ancient Temple."

Scenario 31: "Ancient Temple"

Scenario Information

The Demon's Troop awaits in Laimos Temple. The boss shakes the dice. Something comes with dice's goggle-eyed!? Clear condition. Defeat the boss!! Start scenario 31. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Cyclops	(LV7)	x4
Skull Tank S	(LV1)	x6
Knight Hound	(LV1)	x4
* Cyclops	(LV10)	x1

Field

Magic Circle	x5
Treasure Chest	x2 Medal (northeast, a trap), Mars Ring (southwest)
Union Temple	x1 jar

Note

The effects of the dice when the boss shakes it on every turn: completely restore all member's HP, doesn't absorb HP at all (#6), all members are paralyz (#3), all positions change places. After defeating Cyclops (LV10), there is a scene, and press the A button to begin Scenario 32: "Place that Should be Recorded."

Scenario 32: "Place that Should be Recorded"

Scenario Information

You fight on the puzzle panel. The picture on the puzzle panel will change when you defeat the enemy on the panel skillfully. When you arrange all pictures on the panel.... Clear condition. Defeat the boss!! Start scenario 32. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Big Mouseman (LV1) x4
Mouseman (LV1) x2
Lionman (LV1) x8
* Dragon Knight (LV1) x1

Field

House x1
Magic Circle x4
Generator x4
Puzzle Panel x28
Block x4

Note

This scenario is very annoying. There are four puzzle panels with pictures of fishes and crabs, and four blocks that are nearby a house. You will have to wait until the enemies step onto the crab picture on the puzzle panel. Then, you must defeat the enemy who is standing on that crab picture on the puzzle panel to change it from a crab into a fish. Move the companion's unit onto the fish pictures, and the enemy's unit will sometimes move onto the crab pictures. When all pictures of the fishes on a single puzzle panel is completed, that puzzle panel will disappear, and the block that is nearby the house will be demolished. Funky Pirates (LV1) will appear from the four generators on every 8th turns. The boss, Dragon Knight (LV6), will appear when you have cleared the four puzzle panels. After defeating Dragon Knight (LV6), press the A button to begin Scenario 33: "Place that Should be Arranged."

Scenario 33: "Place that Should be Arranged"

Scenario Information

Let's put the picture together by stepping on the switch. The door will open when the panel is arranged. Clear condition. Defeat the boss!! Start scenario 33. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Gargoyle (LV6) x2
Cactus X (LV6) x4
Big Mouseman (LV2) x3
* Blue Dragon (LV19) x1

Field

House x3
Marble Magic Circle x12
Puzzle Panel2 x52
Block x1
Panel Switch x60
Closed Door x36
Open door x5

Note

There are five puzzle panels with pictures of fishes, crabs, dogs, birds, moons, and one block which is surrounded by enemies. Step on the switches (lever) to make all pictures on the puzzle panels be the same. When all pictures on a single puzzle panel are the same, the closed doors that are nearby will be opened. The five puzzle panels will be completed in the order of moon pictures (northwest), crab pictures (southwest), fish pictures (middle), chicken pictures (southeast), and dog pictures (northeast). Dragon (LV6) who is in the middle house in the north will join the companion's unit if there is an open seat in the companion's unit. Hellhound (LV3) will appear from the 4 magic circles every 6th turns. Skull Warrior G (LV3) will appear from the 4 magic circles every 8th turns and 9th turns. The boss, Blue Dragon (LV19), will appear when all puzzle panels are arranged. After defeating Blue Dragon (LV19), there is a scene, and press the A button to begin Scenario 34: "Rainbow Road."

Scenario 34: "Rainbow Road"

Scenario Information

The last fight of the Ninja's Unit which is lead by Sougetsu and the Hero's Troops is unfolded in Laimos Temple. Clear condition. Defeat the boss!! Start scenario 34. Yes

Companion's Unit (Whom I choose)

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Assassin (LV13) x4
Maadaa (LV2) x2
Knight Assassin (LV6) x2
Dragon Knight (LV1) x4
Big Mouseman (LV3) x2
* Wolf Command (LV77) x1

Field

Generator x5
Magic Circle x7

Note

Gargoyle (LV1) will appear from the generator every 10th turns. The boss, Wolf Command (LV77), will appear when the enemy becomes six or less. After defeating Wolf Command (LV77), there is a scene, and press the A button to begin Scenario 35: "Gaudi's Church."

Scenario 35: "Gaudi's Church" (left side)

Scenario Information

Stop Weiss! It was Skull Bombers' strongest unit which is lead by Trump and they waited for the Hero's Troops who arrived at Gaudi church that had become a passage to Hell. Clear condition. Defeat the boss!! Start scenario 35. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Gold Warrior	(LV10)	x3
Skull Pump SS	(LV5)	x1
Skull Tank SS	(LV3)	x2
Tank Master	(LV3)	x4
Gold Pirates	(LV2)	x4
* Skull Captain	(LV88)	x1

Field

Church Magic Circle x4

Note

After defeating Skull Captain (LV88), there is a scene, and press the A button to begin Scenario 36: "Altar of Judgment."

Scenario 36: "Altar of Judgment" (Gaudi's Church right side)

Scenario Information

The Hero's Troops goes to Gaudi's altar by chasing Trump who retreats. Weiss and Yago waited. Does the originated light from the stained glass become the light of hope that shines on the Hero? Clear condition. Defeat the boss!! Start scenario 36. Yes

Companion's Unit (Whom I choose)

Riim	Hero
------	------

Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Dragon Knight	(LV6)	x2
Dragon	(LV5)	x4
Matedral Soldier	(LV1)	x4
Magic Master	(LV1)	x4
Red Armor Knight	(LV3)	x1
* Leader	(LV55)	x1

Field

Church Magic Circle x2

Note

When an odd number turn ends, a powerful light in the stain glass will overflow the room, and a stange space on the church floor appears. The companion's unit will be swallowed up by that space, and will return when several turns pass. After defeating Leader (LV55) who is Weiss, there is a scene, and press the A button to begin Scenario 37: "Alliance of Mysterious Light."

Scenario 37: "Alliance of Mysterious Light"

Scenario Information

Let's display the seven color jewels in the correct order, and complete the Rainbow Road. The jewel can be used when you stand next to the pedestal, but only the restricted unit can handle the jewels. Drive Yago into a corner by putting the three Junior Spirits to fight. Clear condition. Defeat the boss!! Start scenario 37. Yes

Companion's Unit (Whom I choose)

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Star	(LV10)	x8
Puchi Demon	(LV66)	x1
Moon	(LV10)	x2
* Sun	(LV10)	x1

Field

Sun Panel	x1
Moon Panel	x2

 Note

Move the companion's unit of Riim, Tamtam, Mormor and Charles (Rill) to the sides of each of the seven jewel pedestals, and choose "Wait" to make them put each of the jewels of rainbow onto those pedestals by pressing the A button. The jewels go in order by starting with orange (2) and ends with red (1). The seven color of the jewels are orange (2), yellow (3), green (4), blue (5), indigo (6), purple (7), red (1). Arrange the color of the jewels in the order of:

	Indigo (6)	
Blue (5)		Purple (7)
	Green (4)	
Yellow (3)		Red (1)
	Orange (2)	

Be warned that the sequence arrangement for the seven jewels on the pedestals will change. When a jewel remains on a pedestal, it is the correct pedestal. When a jewel goes thru the pedestal, it is the wrong pedestal. Moon (LV10) x2 will appear on every 5th turn. Star (LV10) x1 will appear when you fight Puchi Demon who is Yago. When Yago's HP reaches 0, you can't defeat him because he will fully recover himself. The boss, Sun (LV10) x1, will appear when the seven jewels are placed correctly on the seven pedestals. After defeating Sun (LV10), there is a scene, and Scenario 38: "Phantom Temple" begins.

 Scenario 38: "Phantom Temple"

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Hero	(LV99) x1
Stuffed Animal	(LV99) x1
Minotarous	(LV99) x1
Black Amber User	(LV99) x1
Battle Swan	(LV99) x1
Lionman	(LV99) x1
Cyclops	(LV99) x1
* Puchi Demon	(LV66) x1

 Note

This is the final scenario. The enemy's unit is troublesome because they are copies of the companion's unit. However, the enemy's unit did not copy the equipment goods and abnormal state of the companion's unit. When Tamutam is in a priest's state, the copy enemy becomes a stuffed animal. Use Charles' magic of ruin beast 4 on the enemy's unit. The Tower of Mirage which is in the Secret World will increase when the companion's unit defeats Puchi Demon (LV66).

 Scenario 39: "Union Temple"

Scenario Information

Here is the Union Temple. There will be a union jar in the room. Let's unite a favorite unit companion. You retire when business ends. Clear condition. Retreat always, OK!

 Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

 Field

Union Temple	x1 Jar
Castle Switch Panel	x1
Crest	x1

 Note

As a reminder, the other companions who are in the unit can be combined in the union jar except for Riim, Tamtam, Mormor and Charles (Rill). Now, move a companion onto the union jar, and choose "Wait." After that, move the next companion onto the union jar, and choose "yes" to "Do you combine them in the union jar?" Choose the type of creature you want, and there is a scene. To leave the Union Temple, move a companion onto the castle switch panel, and choose "Wait" + "yes" to "do you return to the castle by leaving the union room?" To go to "Secret World," move a companion to the front of the crest on the wall (north) to remove the pillar that is in the upper left corner. After that, move Riim or Tamtam or Mormor or Charles (Rill) to the upper left corner, and choose "Wait" to see the words appear "The way to the secret world is far." Make Riim or Tamtam or Mormor or Charles (Rill) stay in the upper left corner, and on the 13th turn, choose "Wait" to see the words appear "The door to the secret world is opened." Now, press the A button to remove those words, and the press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "another phase." Now, press the right directional button until it reaches "40," and then press the A button to start from senario 40. (In the Secret World, the four Towers of Mirage have the hidden scenarios of 40-57. For some reason, you can enter Scenario 57: "Bridge or Forest or" but there are no companion's unit or enemy's unit).

 Secret World

Scenario 40: "The Thing that Moved" (Tower of Mirage 1-1F)

Scenario Information

Abandon the movement of the complex conveyer. Clear condition. Defeat the boss!! Start scenario 40. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Purple Lion	(LV4)	x10
Big Orange	(LV3)	x1
Dragon Knight	(LV1)	x2
* Fire Dragon	(LV16)	x1

Field

Iron Floor Switch Panel	x4
Iron Floor Magic Circle	x7
Generator	x2

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Move a companion nearby the iron floor switch panel that's on the left side, and then wait until the others are in the center of the room. Now, move that companion onto the iron floor switch panel to change the direction of the conveyer belts. Chickenman (LV30) x2 will appear from the generator on the sixth turn. After defeating Fire Dragon (LV16), press the A button to begin Scenario 41: "Cave of Oblivion."

Scenario 41: "Cave of Oblivion" (Tower of Mirage 1-2F)

Scenario Information

Let's come out from the narrow cave. A strong demon will appear from the generator. Clear condition. Defeat the boss!! Start scenario 41. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Puppet	(LV10)	x8
Hot Pengu	(LV9)	x2
Red Gargoyle	(LV4)	x1
* Big Fire	(LV7)	x1

Field

House x1
Treasure Chest x1 Medal
Marble Magic Circle x4
Generator x3

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Big Mouseman (LV3) who is in the house will join the companion's unit if there is an open seat in the companion's unit. Phantom (LV5) x2 will appear from the generator on the sixth turn. After defeating Big Fire (LV7), press the A button to begin Scenario 42: "Water Fortress."

Scenario 42: "Water Fortress" (Tower of Mirage 1-3F)

Scenario Information

How do you capture the waterway like a moat? Securing the magic circle is a point. It is necessary to note Cyclo Scarlet on the floating island. Clear condition. Defeat the boss!! Start scenario 42. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Dance Star (LV6) x2
Rabbitman (LV78) x4
Cyclo Scarlet (LV15) x4
Brown Knight (LV9) x2
* Rabbit Sniper (LV10) x1

Field

House x1
Treasure Chest x1 Medal
Marble Magic Circle x7

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Dragon Knight (LV7) who is in the house will join the companion's unit if there is an open seat in the companion's unit. After defeating Rabbit Sniper (LV10), press the A button to begin Scenario 43: "Riim who is Captured."

Scenario 43: "Riim who is Captured" (Tower of Mirage 1-4F)

Scenario Information

It is serious! Riim and Tamtam have been captured in the Demon's Fort.

Should you defeat the boss quickly or should you go to rescue them? That's the question. Clear condition. Defeat the boss!! Start scenario 43. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Ripper Yeti	(LV15)	x1
Cardman	(LV50)	x1
Cyclops	(LV20)	x2
Moon	(LV18)	x2
Sunflower	(LV5)	x4
Sun	(LV13)	x2
Terrible Mimic	(LV24)	x3
* Sun	(LV26)	x1

Field

Marble Magic Circle	x5
Generator	x4
Switch Panel	x1
Closed Door	x1

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Step onto the switch panel to open the closed door to the room where Riim and Tamtam are in. [Move Mormor or Charles (Rill) to the upper right corner of the map where there are six trees in a group. Now, move Mormor or Charles (Rill) onto the fifth and sixth tree counting from left to right, and choose "Wait" to see the word of "special love love flash! Suddenly, the surrounding becomes a rose-colored. You obtain extravagant powers. You can go into the secret menu" appear. This "special love love flash" is a debug mode. Now, press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "animation test," and press the Y button to make another menu appear. On this menu, it will say as follow:

enemy's code 0000	your code 0000		
bg1	000c	bg2	0012

Return to the game with the Y button.

Now, press the right or left or up or down on the directional button to change your code since there are many of them. After that, press the START button again to make the menu of the "animation test mode" appears. Now, press the right or left or up or down on the directional button to change the words. The up on the directional button is to change the word from enemy

to friend or from friend to enemy. After that, press the Y button to see the battle animation. This can be done repeatedly. To exit, press the X button to leave the animation test mode, and then press the A button to return back to the scenario]. Sunflower (LV5) x4 will appear from the generator on every sixth turn. After defeating Sun (LV26), press the A button to begin Scenario 43: "Riim who is Captured" again. In scenario 43, press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "another phase." Now, press the right directional button until it reaches "44," and then press the A button to start from senario 44.

Scenario 44: "Fight in the Meadow" (Tower of Mirage 2-1F)

Scenario Information

Let's aim at the house where the companion exists by getting out from the meadow. Clear condition. Defeat the boss!! Start scenario 44. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Rabbitman	(LV1)	x2
Mouseman	(LV12)	x5
Pelicanman	(LV6)	x3
* Ork	(LV8)	x1

Field

House	x1
Magic Circle	x4

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Mouseman (LV10) who is in the house will join the companion's unit if there is an open seat in the companion's unit. After defeating Ork (LV8), press the A button to begin Scenario 45: "Crescent Lake."

Scenario 45: "Crescent Lake" (Tower of Mirage 2-2F)

Scenario Information

Let's advance in the choice of the three routes. You may have a hard time later on if you choose an easy route at the beginning. Clear condition. Defeat the boss!! Start scenario 45. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Pelicanman (LV6) x8
Rabbitman (LV13) x1
Skull Pirates (LV7) x1
Skull Pirates (LV10) x4
* Cactus (LV8) x1

Field

Magic Circle x5

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. After defeating
Cactus (LV8), press the A button to begin Scenario 46: "Jungle Pyramid."

Scenario 46: "Jungle Pyramid" (Tower of Mirage 2-3F)

Scenario Information

Let's fight by using the scattered pyramid skillfully. Unite in formation,
and lure the demon. Clear condition. Defeat the boss!! Start scenario 46. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Dacholer (LV5) x2
Rabbitman (LV8) x2
Cactus (LV2) x4
Ork (LV3) x4
* Pelican Blue (LV11) x1

Field

House x1
Magic Circle x3

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Cactus (LV2) who is
in the house will join the companion's unit if there is an open seat in the

companion's unit. After defeating Pelican Blue (LV11), press the A button to begin Scenario 47: "River and Fort."

Scenario 47: "River and Fort" (Tower of Mirage 2-4F)

Scenario Information

Let's advance by aiming at the occupation of the fort. Aim at the boss whose front-line based is there. There is a companion on the offshore of the small island. Clear condition. Defeat the boss!! Start scenario 47. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Dacholer	(LV6)	x2
Cactus	(LV5)	x4
Blue Ork	(LV1)	x4
* Pompoco	(LV5)	x1

Field

House	x1
Magic Circle	x9
Generator	x4
Switch Panel	x1
Fort Door (Closed)	x2
Fort Door (Opened)	x2

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Gold Pelican (LV2) who is in the house will join the companion's unit if there is an open seat in the companion's unit. Pelicanman (LV5) x4 will appear on every 6 turns. After defeating Pompoco (LV5), press the A button again to begin Scenario 47: "River and Fort." In scenario 47, press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "another phase." Now, press the right directional button until it reaches "48," and then press the A button to start from senario 48.

Scenario 48: "Waterway Road" (Tower of Mirage 3-1F)

Scenario Information

It is only a disadvantage for the land unit to be in the narrow road on the water. Can you endure the boss' appearance!?! Clear condition. Defeat the boss!! Start scenario 48. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Rabbitman	(LV16)	x8
* Dachorar Brown	(LV1)	x1

Field

Magic Circle	x8
Generator	x4

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Skull Pirates (LV10) x4 will appear on every 8th turns. The boss, Dachorar Brown (LV1), will appear when you have annihilated Rabbitman (LV16) x8. After defeating Dachorar Brown (LV1), press the A button to begin Scenario 49: "Cliffs of Roihor."

Scenario 49: "Cliffs of Roihor" (Tower of Mirage 3-2F)

Scenario Information

It is the forest in Roihor Provinces which is enclosed by the cliff. It isn't easy to move because the effect of the geographical features is high, and the forest tends to become a long war. Take care with the handling of the air unit. Clear condition. Defeat the boss!! Start scenario 49. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Rabbitman	(LV15)	x2
Red Ork	(LV4)	x1
Pompoco	(LV2)	x8
Marionette	(LV1)	x4
* Crocodile	(LV6)	x1

Field

House	x1
Magic Circle	x4

Generator x1
Treasure Chest x1 medicine

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Crocodile (LV1) who is in the house will join the companion's unit if there is an open seat in the companion's unit. Orange Mouseman (LV5) will appear from the generator on the sixth turn. After defeating Crocodile (LV6), press the A button to begin Scenario 50: "Warrior's Rest."

Scenario 50: "Warrior's Rest" (Tower of Mirage 3-3F)

Scenario Information

Let's go attack not to miss the boss by skillfully holding down the magic circles which are scattered. Clear condition. Defeat the boss!! Start scenario 50. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Great King Pompoco (LV1)	x2
Fire Mouseman (LV10)	x6
Golem Gold (LV1)	x1
Ruby Golem (LV2)	x1
Blue Rabbit (LV3)	x4
* Grey Kangaroo (LV5)	x1

Field

Castle Magic Circle x4
Treasure Chest x1 Mimic (LV10)

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Mimic (LV10) who is in the treasure chest will join the companion's unit if there is an open seat in the companion's unit. After defeating Grey Kangaroo (LV5), press the A button to begin Scenario 51: "Labyrinth's Corner."

Scenario 51: "Labyrinth's Corner" (Tower of Mirage 3-4F)

Scenario Information

It is a secret labyrinth where a lot of magic circles were installed. When fighting with the boss, pay attention to his behavior. Clear condition. Defeat the boss!! Start scenario 51. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Marionette	(LV12)	x4
Crocodile	(LV2)	x3
Blue Rabbit	(LV14)	x1
Rabbitman	(LV28)	x6
* Cactus X	(LV13)	x1

Field

House	x1
Magic Circle	x7
Warp Panel	x4

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Snowman (LV8) who is in the house will join the companion's unit if there is an open seat in the companion's unit. After defeating Cactus X (LV13), press the A button again to begin Scenario 51: "Labyrinth's Corner." In scenario 47, press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "another phase." Now, press the right directional button until it reaches "52," and then press the A button to start from senario 52.

Scenario 52: "Forest that was Drawn" (Tower of Mirage 4-1F)

Scenario Information

The forest in Roihor Provinces. You will become fix in a head-on collision with the Demon's Troops because you are fighting in a narrow place. Clear condition. Defeat the boss!! Start scenario 52. Yes

Companion's Unit

Riim	Hero
Tamtam	Priest
Mormor	Minotarous
Charles	Black Amber User
Happy Bell	Battle Swan
Sunshine Patricia	Lionman
San Hallelujah	Cyclops

Enemy's Unit

Crocodile White	(LV3)	x2
Fire Mouseman	(LV11)	x2
Grey Kangaroo	(LV1)	x2

Battle Swan (LV3) x5
* Red Ork (LV13) x1

Field

House x1 (a tree stump)
Magic Circle x3

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Hellhound (LV2) who is in the house which looks like a tree stump in the north will join the companion's unit if there is an open seat in the companion's unit. After defeating Red Ork (LV13), press the A button to begin Scenario 53: "Waterfall of Conveyers."

Scenario 53: "Waterfall of Conveyers" (Tower of Mirage 4-2F)

Scenario Information

Let's rise by skillfully using the scaffold that are scattered. Occasionally, the helping of the unit is also necessary. Clear condition. Defeat the boss!! Start scenario 53. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Nightmare (LV7) x8
Dark Pompoco (LV4) x2
Crocodile White (LV1) x5
* Gargoyle (LV7) x1

Field

Magic Circle x7
Generator x3

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Since the conveyor belts move downward, use the blocks that are scattered all over the room to get to the top area where the boss, Gargoyle (LV7), is at. After defeating Gargoyle (LV7), press the A button to begin Scenario 54: "Convenience Fort."

Scenario 54: "Convenience Fort" (Tower of Mirage 4-3F)

Scenario Information

Regain the huge fort occupied by the demons. Clear condition. Defeat the boss!! Start scenario 54. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Cactus X (LV1) x2
Great King Pompoco (LV4) x2
Battle Swan (LV4) x5
Cyclops (LV13) x3
Grey Kangaroo (LV2) x3
* Dragon (LV18) x1

Field

Magic Circle x8
Generator x3
Treasure Chest x1 Cure-all

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Move the companion's unit clockwise inside the huge fort. The sea and air unit can move also in the water. Blue Rabbit (LV1) will appear at the end of every 10th turn. After defeating Dragon (LV18), press the A button to begin Scenario 55: "Cross Over the Snowfield."

Scenario 55: "Cross Over the Snowfield" (Tower of Mirage 4-4F)

Scenario Information

The demon will come to an end in the snowfield. In a central breakthrough, you will kick about with a dash. Clear condition. Defeat the boss!! Start scenario 55.

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Hot Pengu (LV1) x2
Great Snowman (LV1) x6
Ghost (LV16) x5
* Ripper Yeti (LV3) x1

Field

House x1 Igloo
Magic Circle x3
Snowman x10

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. Pengu (LV6) who is in the house which looks like a igloo will join the companion's unit if there is an open seat in the companion's unit. After defeating Ripper Yeti (LV3), press the A button again to begin Scenario 55: "Cross Over the Snowfield." In scenario 55, press the START button to make a menu appear. On this menu, it will say as follow:

animation test	conte
another phase	SE test
jar dance	Poem

Choose "another phase." Now, press the right directional button until it reaches "56," and then press the A button to start from senario 56.

Scenario 56: "Rasen River"

Scenario Information

This is the secret Rasen Corridor. Clear condition. Defeat the boss!! Start scenario 56. Yes

Companion's Unit

Riim Hero
Tamtam Priest
Mormor Minotarous
Charles Black Amber User
Happy Bell Battle Swan
Sunshine Patricia Lionman
San Hallelujah Cyclops

Enemy's Unit

Ghost (LV2) x4
Skull Pirates (LV15) x8
* Blue Ork (LV7) x1

Field

Magic Circle x6

Note

Use Charles' magic of ruin beast 4 on the enemy's unit. The sea and air unit can move also in the waterway. Defeat Blue Ork (LV7).

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