

# Madou Monogatari: Hanamaru Daiyouchi Enji (Import) FAQ/Walkthrough

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Madou Monogatari Hanamaru Daiyoochien  
Magic Story Hanamaru Great Kindergartner  
(c) TOKUMASHOTEN INTERMEDIA INC.

(c) COMPILE 1996

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GUIDE

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VERSION HISTORY

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v1.0 (03/16/04) - Initial release.  
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\*\*\*I added some cheat codes and about the game.  
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Please use these cheat codes.  
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Infinite Cookies	7E13070F
	7E130827
No Encounter	7E140800
Level up in one battle	7E134323

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## About the game

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An RPG that unfolds various adventures so that the kindergartner "Arles" may graduate. A lot of familiar characters like Skeleton T and Mini Zombi appear. It becomes the content which succeeds to the atmosphere of the former work as it is, for example, the comic dialogue demo starts before the combat.  
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### Arles' House

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Go north passing thru the Magic Village, then east to the Magic Kindergarten. (Press the B button and directional button to make Arles walk faster).  
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### Magic Kindergarten

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Go to the left side of the library, and read the three small plates on the wall to learn the magic of bayohihihii which raises the defense power over magic, brain damned which lowers the enemy's level, and bayoeen which stops the motion of the enemy by impressing it. First, read all of the books from each of the fourteen bookstands that are in the library. Then, speak to the teacher, and choose "Of course, I know them" to the teacher's question.  
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### Arles' House

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Go all the way east to Granny's House.  
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### Granny's House

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After the event, Arles will automatically return back to her house.  
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### Arles' House

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First, go all the way east passing Granny's House. Then, north to the cave

that's behind Granny's House.

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Cave

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Read the small plate to learn the magic of jugem. First, go all the way west back to Arles' House. Then, go all the way north passing thru Magic Village to the Forest of Light.

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Forest of Light

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There are enemies inside the forest. After each battle, Arles will get cookies. First, go thru the log on the right. Then, go all the way north to Frog Pond.

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Frog Pond

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After speaking to King Frog, Arles gets to borrow the kerorin boots. Jump on the lily pads in the order of up, left, left, left, up, up, up; right, right, down, right, down; up, right, right, right, right, up; left, down, down, down; up, left, left, left, left, left, left; up, right, right, right; up, up. Continue to jump all the up until you reach where Skiyapodes is at. Fight Skiyapodes. Use fire magic. After defeating Skiyapodes, Arles gets 100 cookies. Then, King Frog gives Arles the first secret stone. Arles becomes stronger than before. As Arles is about to leave the pond, King Frog will give her the kerorin boots. Go into the Forest of Light.

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Forest of Light

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Go all the way southeast thru the logs, then north to Skiyapodes' House.

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Skiyapodes' House

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Go in front of the cabinet, and choose "take it" to get the ball of darkness which has the power of darkness from the pedestal. Leave the house, and go back into the Forest of Light.

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Forest of Light

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Exit the Forest of Light, and go east to the North and South Cave.

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North and South Cave

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Go all the way up until you reach an area that has a small plate on the right side of the wall. Read the small plate to learn the second level of fire magic which generates a flame, and also it does not consume magic power. Continue to walk all the way up until you reach Fairy Flower Garden.

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Fairy Flower Garden

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Go all the way northeast to the exit of the other side of the garden, and go to the Death Valley.

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Death Valley

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Cross over three bridges until you reach the Cave to Ruins Village.

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Cave to Ruins Village

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Go thru the cave until you reach an area that has a small plate on the far right side of the wall. Read the small plate to learn the magic of heedon

which stops the motion of a enemy by putting it to sleep. Continue to walk all the way up until you reach Ruins Village.

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#### Ruins Village

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The statue of Donpa and Unpa recovers Arles' HP & MP. Now, go all the way east to the other side of the village, and go into Kenichi's house which is on the right side of the Flying Squirrel Station. Speak to Kenichi who was beaten up Suketoudara Jr. Walk along the far right side of the trees to the upper right corner until you reach the Northeast Cave.

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#### Northeast Cave

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Go inside the cave, and read the small plate to learn the second level of healing magic which recovers HP. After that, go to the Flying Squirrel Station.

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#### Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Magic Kindergarten. After reaching the location of Magic Kindergarten, go all the way south passing Arles' House, then go all the way east to Suketoudara Jr's House which is at the back of Granny's House.

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#### Suketoudara Jr.'s House

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Go inside the house, and fight Mini Zombie. Use fire magic. After defeating Mini Zombie, Arles gets 120 cookies, and the Devil's bracelet which can break weak floor. Arles becomes stronger than before. After that, go all the way back to the the Flying Squirrel Station.

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#### Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Ruins Village.

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#### Ruins Village

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Go west back to the other side, and then south to exit the village. After that, go all the way southeast to Ruins of The Great Devil Elephant.

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#### Ruins of The Great Devil Elephant

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There are enemies inside of the ruins. Go thru the door on the far right into the room with a large crack on the blue floor. Walk onto the large crack floor, and press the Y button to break that floor. After Arles falls thru the crack into a room with red floors, go thru the second path on the right to avoid the flow of water. Go up until you reach an area with three warp statues. First, go thru the middle warp statue which will teleport Arles to a room with a door. Go thru that door into a cave area, and continue to walk until you reach an area with a small plate. Read the small plate to learn diamond cute magic. Return back to the area where the three warp statues are at, and go thru the warp statue on the right which will teleport Arles to another room with a door. Go thru that door into 2F. On 2F, there is a double door that is locked. Go thru the door on the right which will take Arles to a room with a warp statue. Go thru that warp statue which will teleport Arles to the blue floor area. Go thru the first path on the left to avoid the flow of water. Go up until you reach an area with three warp statues. Go thru the middle warp statue which will teleport Arles to a room with a warp statue. Go

thru that warp statue which will teleport Arles to a room with a door. Go thru that door into 2F. On 2F, go thru the door on the far right which will take Arles to a room with a warp statue. Go thru that warp statue. Go thru that warp statue, and go thru the second path on the left to avoid the flow of water. Go up until you reach an area with three warp statues. Go thru the warp statue on the right which will teleport Arles to a room with a warp statue. Go thru that warp statue, and Arles will fall into a cave area with a door. Go thru that door into 1F. On 1F, go thru the door into the room with a lever. Pull that lever down to open the locked door. Leave that room, and go thru the warp statue which is nearby. That warp statue will teleport Arles to a room with another statue warp. Go thru the bottom warp statue which will teleport Arles to the blue floor room with three warp statues. Go all the way down, and go thru the warp statue on the right which will teleport Arles to the red floor room with a door. Go thru that door into 2F. Go thru the middle door, and open the treasure chest to get the elephant's head. After getting the elephant's head, go thru the door on the right again to a room with a warp statue. Go thru that warp statue which will teleport Arles to the blue floor area. Go all the way up until you reach the area with three warp statues. Go thru the middle warp statue which will teleport Arles to a room with another statue. Go thru the top warp statue which will teleport Arles to a room with a door. Go thru that door into 2F. On 2F, go thru the door on the far right which will take Arles to a room with a warp statue. Go thru that warp statue which will teleport Arles to the green floor area. Go all the way up until you reach the area with three warp statues. Go thru the middle warp statue which will teleport Arles to a room with another statue. Before Arles goes thru the top warp statue, she will put the elephant's head onto the statue, and warp to a room with a door. Go thru that door into 1F. On 2F, go thru the door on the far right, and fight the Great Devil Elephant. Use fire magic. After defeating the Great Devil Elephant, Arles gets 124 cookies, and the second secret stone. Arles becomes stronger than before. After that, leave the Ruins, and go back to Ruins Village.

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#### Ruins Village

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Go to the dock which is on the west side of the village. Speak to Sasori-man who is in a tub-like boat, and choose "I get on board!" and "Of course!." When the boat reaches the dock of Wolf Village, choose "I get out."

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#### Wolf Village

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Go to the cave in the upper east side of the village where the two girls are at.

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#### Cave

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Go inside the cave, and read the small plate to learn the second level of ice storm magic which generates cold, and also it does not consume magic power. After that, go thru the exit the east side of the village to the Forest of Darkness.

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#### Forest of Darkness

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There are enemies inside the forest. In this area, there is a Flying Squirrel Station to the north, and a big tree to the east. Go east to the big tree with an entrance, and go inside. Now, go thru the cave until you reach the other side of the forest. In this area, there is the Well of Darkness to the east, and three paths in the southeast, south and southwest of the forest that leads to big trees with entrances. Go east to front of the Well of Darkness.

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## Well of Darkness

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Climb down the rope. After speak to Undine, go thru the door on the right, and go all the way until you reach an area with a small hole and a rope. Climb down the rope into the underwater area. Go thru the door into an area with five doors including the door that Arles just came thru. First, go thru the door on the bottom right, and climb down until you reach an area with a treasure chest. Search that treasure chest for the yellow orb (1-7). After that, return back to the area with four doors. Now, go thru the door on the middle right, and continue to go further down until you reach an area with four doors including the door that Arles just came thru. Go thru the top left door into an area with King Catfish. Then, go thru the door that is in the upper left corner and continue to go further down until you reach the last area that has three cucumbers on the wall and three doors including the door that Arles just came thru. Go thru the door that is in the lower left corner, and pick the true underwater cucumber from off the plant that is growing on the wall. After getting the true underwater cucumber which is King Catfish favorite food, return back to the surface area, and go to the front of the pond. Arles will throw the underwater cucumber into the pond which cause a tidal wave. After Undine helps Arles, go back to the front of the pond. Go inside King Catfish's mouth, search the flashing light, fight the queen spider Alkeny. Use healing and fire magic since this is going to be a long battle. After defeating Alkeny, Arles gets 124 cookies, and the third secret stone. Arles becomes stronger than before. After that, go thru the door on left, and go to where Undine is at. After speaking to Undine, climb out of the Well of Darkness into the Forest of Darkness.

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## Forest of Darkness

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Now, go south and jump across the path down, down, down, down, down, down, right, right, down, down to an area that has a big tree with an entrance. Inside the cave, go all the way until you reach an area with two doors. First, go thru the top door, and read the small plate to learn the second level of diamond cute magic which heightens the magic power that is used next. After that, go thru the bottom door to exit the cave that will take you to another area of the forest. Now, jump across all the way to the east until Arles reaches a big tree with an entrance. Inside the cave, go all the way to the left until you reach the exit that will take you to another area of the forest. Now, go all the way east until Arles reaches an open area where there is a pedestal. Arles will be greeted and entertained by a party of Panotties. After that, Arles will pick up Panotty's whistle which reacts to an orb, also can call Harpy. Now, go in front of the pedestal, and choose "take it" to get the ball of light which has the power of light. Press the A button again, and choose "don't put it" (the ball of light) on the pedestal, then choose "put it" (the ball of darkness) on the pedestal. After that, return back to the area of the forest where the Well of Darkness and three paths are at. Now, jump across the path up, up, left, left, up, up, up, right, right, right to a big tree with an entrance. Inside the cave, go all the way until you reach an area with three doors including the door that Arles just came thru. Go thru the door in the lower left corner to exit the cave into another area of the forest with a treasure chest. Search the treasure chest for the green orb (2-7). After that, return back to the area with the three doors including the door that Arles just came thru, and go thru the door in the lower right corner to exit the cave into another area of the forest. Now, jump across the path all the way to the southwest until Arles reach a big tree with an entrance. Inside the cave, go all the way until you reach an area with three doors including the door that Arles just came thru. Go thru the door in the lower left corner, and go all the way until you reach an area with a small plate and two doors including the door that Arles just came thru. Read the small plate to learn the second level of

thunder magic which generates electricity, and also it does not consume magic power. Go thru the door in the lower right corner to exit the cave into another area of the forest. Now, jump across all the way to the east, and continue going east then north until Arles reach Lord Satan's Mansion.

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#### Lord Satan's Mansion

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Go up the stairs and thru the door on right or left that is near by the stairs. Now, go all the way up until you reach the top middle door. Go thru that door, speak to Draco Centaur, and choose "green (#3)," "carbunkle (#1)," "red (#2)," "Ruins of Laylah (#2)," and "1,00000014 (#3)" to the quiz of fan club admission. After answering the five questions correctly, go to the room at the back, and speak to Satan. When the show ends, Satan gives Arles the fourth secret stone. Leave the mansion, and go all the way south then west to the big tree with an entrance.

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#### Forest of Darkness

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Inside the cave, go all the way until you reach an area with three doors including the door that Arles just came thru. Go thru the door in the lower right corner to exit the cave into another area of the forest with about ten big trees with entrances including the tree that Arles just came thru and also a statue of Donpa and Unpa. Now, from the right side of the statue, go all the way to the south end to where the big tree with an entrance.

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#### Labyrinth of Darkness

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Inside the dark cave, go down the stairs into the next area. Along the way, make sure to fight the enemy called Barometts to get the momomo sake which makes magic becomes awfully better. In this area, go thru the door that's on the far right end. Now, go all the way until you reach an area with a treasure chest. Search the treasure and fight Nas Grave. Use healing and thunder magic since this is going to be a long battle. After defeating Nas Grave, Arles gets 104 cookies, and ribbon in the back of the forest. Arles becomes stronger than before. After that, go back into the Forest of Darkness.

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#### Forest of Darkness

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Now, return back to the area of the forest where the Well of Darkness and three paths are at. Now, jump across the path left, left, left, down, down, down, down, left, left to a big tree with an entrance. Inside the cave, go all the way until you reach the exit of the cave that will take you to the Flower Garden of Darkness.

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#### Flower Garden of Darkness

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Go east to where the tulips like flowers are at. Search any of the tulips like flowers to get the flower of darkness which is a flower that blooms in the forest of darkness. After that, go all the way back to the entrance area of the Forest of Darkness where the Flying Squirrel Station is to the north & the big tree is to the east, and speak to Leen who is waiting nearby. After speaking to Leen, go north to the Flying Squirrel Station.

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#### Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Magic Kindergarten. After reaching the location of Magic Kindergarten, go southeast to Magic Kindergarten.

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## Magic Kindergarten

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At the gate, the Janitor will come by to talk to Arles. After that, go inside the building, and go straight up thru the door into the courtyard where there is a flower among some plants. Speak to the flower whose name is Mandrake, and choose "uproot." Then, Mandrake will take the momomo sake which can also be purchase in one of the rooms inside the kindergarten, and give Arles Mandrake's leaf which is used for making the drop of light. Go back thru the door into the building, and go all the way to the right. Now, go thru the bottom door at the end into another courtyard area where there is a fountain area. Go to the upper right to another building, and go thru door. Go to the room at the back, and speak to Mr. Principal who will warp Arles into the Labyrinth of Blocks.  
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## Labyrinth of Blocks

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Go thru the door into the moon room with three doors. Go thru the door on the left, and walk onto the pentagram which will warp Arles to another moon room. Go all the way to the right until Arles reaches a room with a treasure chest. Search the treasure chest for a magic crystal (it revives Arles completely at the time of a thud cue). After that, return back to the moon room with three doors. Go thru the middle door, and walk onto the pentagram which will warp Arles to another moon room. Go thru the door into the next moon room (yellow floor). Go thru the door on the left that is in the lower left corner, and walk onto the pentagram which will warp Arles to another moon room. Go thru the door into the next moon room (brown floor). Go thru the door on the left, and walk onto the pentagram which will warp Arles to a star room. Go thru the door into the next star room (yellow floor). Go thru the door on the right that is in the lower left corner, and walk onto the pentagram which will warp Arles to another star room. Go thru the door into the next star room (brown floor). Go thru the door on the right, and walk onto the pentagram which will warp Arles to another star room. Go thru the door into the next star room (yellow floor). First, go thru the door on the right that is in the lower left corner, and walk onto the pentagram which will warp Arles to another star room. Go thru the door into the next star room (yellow floor) with three doors including the door that Arles just came thru. Go thru the door on the right, and search the treasure chest for dragon's flesh which recovers HP & MP. Go thru the door in the upper left corner, and search the treasure chest for sliced vegetable pickled in soy sauce. After that, go back thru the door on the left that is in the lower left corner, and walk onto the pentagram which will warp Arles to the star room. Go thru the door into the previous star room (yellow floor). Go thru the door on the left, and walk onto the pentagram which will warp Arles to another star room. Go thru the door into the next star room (yellow floor). Go thru the door that is in the upper left corner, and walk onto the pentagram which will warp Arles to a sun room. Go thru the door into the next sun room (blue floor). Go thru the door that is in the lower left corner, and walk onto the pentagram which will warp Arles to another sun room. Go thru the door into the next sun room (blue floor) with a signboard. Go thru the middle door at the top, and walk onto the pentagram which will warp Arles to another sun room. Go thru the door into the next sun room (blue floor). Go thru the door that is in the upper right corner, and walk onto the pentagram which will warp Arles to a sun room. Go thru the door into the next sun room (yellow floor). Go thru the door in the upper left corner, and search the treasure chest for eyeball grass which recovers MP for a while. After that, go back thru the door on the left that is in the lower left corner, and walk onto the pentagram which will warp Arles to the sun room. Go thru the door into the next sunroom (blue floor). Go thru the door that is in the lower right corner, and walk onto the pentagram which will warp Arles to a sun room. Go thru the door into the next sunroom (blue floor) with a signboard. Go thru the door that is in the lower

left corner, and walk onto the pentagram which will warp Arles to a sun room (blue floor) with a statue of Donpa and Unpa. Go thru the door on the left into the next room where Mr. Principal is at. Fight Mr. Principal. Use healing and ice storm magic since this is going to be a long battle. After defeating Mr. Principal who was possessed by Devil, Arles gets 120 cookies, and she becomes stronger than before.

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#### Arles' House

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After Arles wakes up in bed, go back to the Magic Kindergarten.

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#### Magic Kindergarten

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Go inside the building, and go all the way to the right. Now, go thru the bottom door at the end into another courtyard area where there is a fountain area. Go to the upper right to another building, and go thru door. Go to the room at the back, and speak to Mr. Principal who will give Arles the magic dictionary which only sparkles whenever a golden plate is nearby. Go to the courtyard where Mandrake is at, and go inside the building at the top to the library. Inside the library, go to the upper right corner and read the small gold plate to learn the third level of fire magic. (If the level goes up, the power will be improved for a while, and graphics will also become showy). Go north to the Forest of Light.

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#### Forest of Light

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Go all the way northeast thru the logs, then north to Skiyapodes' House.

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#### Skiyapodes' House

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Go in front of the cabinet, and choose "put it" (the ball of light) onto the pedestal. Skiyapodes who awoke gives Arles Skiyapodes' hammer as a present. Leave the house, and go back to Frog Pond.

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#### Frog Pond

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Jump all the up until Arles reach the other side of the pond. Now, go all the way east, then south to the Forest of Rain.

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#### Forest of Rain

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First, go in front of the switch, press the R or L button to select Skiyapodes' hammer, then press the Y button to hit the switch down with the hammer. After the gate opens, go all the way northeast until Arles reach the Old Village.

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#### Old Village

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Go into the house on the top right, and speak to the Elder. Now, go into the house on the bottom right, and speak to Hazu. Go into the house on the bottom left, and speak to Rigu, Daru and Kuriru. Go into the house on the top left, and speak to Hamu and Marara. After that, go into the Elder's house which is on the top right. First, speak to Deha. Then, speak to the Elder and choose "yes!." Now, speak to the last person on the far right end in the second row. Choose "It is you!" and Skeleton D will reveal himself. Fight Skeleton D. Use healing and fire magic since this is going to be a long battle. After defeating Skeleton D, Arles gets 98 cookies, and she becomes stronger than before. Then, the Elder gives Arles the fifth secret stone. Go to the upper left side of the village to the Flying Squirrel Station.

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## Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Magic Kindergarten. After reaching the location of Magic Kindergarten, go east to the North and South Cave.

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## North and South Cave

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Pass the gate guard, and go east then north until Arles reaches an area that has a switch on the left side of the wall. First, go in front of the switch, press the R or L button to select ribbon in the back of the forest, then press the Y button to hit the switch down with the ribbon to open the golden door on the left. Now, go thru that door, and read the golden small plate to learn the third level of thunder magic. (If the level goes up, the power will be improved for a while, and graphics will also become showy). After that, go all the way up until Arles reaches the Fairy Flower Garden.

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## Fairy Flower Garden

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Go all the way northeast to the front of the double doors. After the brief encounter with Harpy, go thru that door into the cave, and go all the way until Arles reaches the exit of the cave into another area of the garden. Continue going northeast Arles reaches the entrance to another cave. Go thru that cave that will take Arles to the entrance of Harpy's Mountain.

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## Harpy's Mountain

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Go thru a series of caves in the order of left (of the two caves), right (of the three caves), the second one on the left (of the four caves) until Arles reaches the exit which will take her to the top of the mountain. At the top of the mountain, press the R or L button to select Panotty's whistle, then press the Y button to make Arles blow the whistle to bring Harpy down to the ground. Fight Harpy. Use healing and ice storm magic since this is going to be a long battle. After defeating Harpy, Arles gets 22 cookies. Then, choose "I admire" to the question and Harpy will drop a golden bag with 1000 cookies (when the cookies become 8999 or less, no less than 1000 Cookie can be got) and the sixth secret stone. Arles becomes stronger than before. After that, return back to the Fairy Flower Garden.

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## Fairy Flower Garden

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Go all the way southwest to the North and South Cave.

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## North and South Cave

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Go all the way south, then east, then north thru the Demon's Door into the Hermit's Underground Cave.

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## Hermit's Underground Cave

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Go all the way until you reach an area with four doors including the door that Arles just came thru. First, go thru the door on the right, and read the small plate to learn the third level of diamond cute magic (if the level goes up, the number of times according to that and a heavy cliff will be made). Then, go thru the door in the lower right corner, and go all the way until Arles reach an area with five doors including the door that Arles just came thru. First, go thru the middle door on the right, and read the golden small plate to learn the third level of ice storm magic (if the level goes up, power will be improved for a while and graphics will also become showy). Next, go thru the door on the bottom right, and go all the way until you

reach an area with the small plate. Read that small plate to learn the third level of healing magic (if the level goes up, the amount of recovery will go up considerably). Now, return back to the area with five doors including the door that Arles just came thru, and go thru the door in the upper right corner. Go all the way until you reach a blurry area with three doors including the door that Arles just came thru. First, go thru the door on the lower left, and go all the way until you reach a second area with three doors including the door that Arles just came thru. Go thru the door on the lower right, and go all the way to the Dragon Shrine.

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#### Dragon Shrine

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Go up the stairs, and go thru the door that nearby into the next room with two doors. Go thru the door on the right, and read that small plate to learn the final level of healing magic (the special effect, when you use after diamond cute level four...). Go back to the stairs area, and go further up the stairs. Now, go thru the door in the lower right corner, and speak to Momomo-san. After that, return back to the second area with the three doors including the door that Arles just came thru.

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#### Hermit's Underground Cave

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Go thru the door on the lower left into the third area with three doors including the door that Arles just came thru. Jump across and go all the way to the right. Go thru the door that's there, and go all the way until Arles reaches an area where the small plate is at. Read that small plate to learn levia magic which gives damage at a counter according to the damage received by the enemy's attack. Go back to the third area with the three doors including the door that Arles just came thru. Go thru the door on the lower left, and go all the way until Arles reaches a gate that is guarded by Twin Rocks. Go in front of that gate which is the entrance to the Dragon's Graveyard and Twin Rocks will speak to Arles. After speaking to Twin Rocks, return back to the second area with the three doors including the door that Arles just came thru. Go thru the door in the upper right corner. Jump across and go all the way until you reach an area with a treasure chest. Search that treasure chest for the blue orb (3-7). After that, continue going all the way east until you reach Bazaar.

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#### Bazaar

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Speak to the yellow dragon Kupukupu. After speaking to Kupukupu, go to Fufufu's store which is the door on the right, and buy riding on the trunk of an elephant for 500 cookies and a pass (you will get to use the shortcut to Bazaar by showing it to the guards at the gate of Bazaar and Death Valley) for 100 cookies. Go back thru the door at the bottom, and go to the dock which is nearby on the left side. Speak to Sasori-man who is in a tub-like boat, and choose "I get on board!" and "Of course!." When the boat reaches the dock of Ruins Village, choose "I get out."

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#### Ruins Village

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Go to the Flying Squirrel Station.

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#### Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Wolf Village. After reaching the location of Wolf Village, Arles will be in the Forest of Darkness.

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#### Forest of Darkness

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Go southeast to the big tree with an entrance, and go inside. Now, go thru the cave until you reach the other side of the forest. In this area, there is the Well of Darkness to the east, and three paths in the southeast, south and southwest of the forest that leads to big trees with entrances. Go east to front of the Well of Darkness.  
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#### Well of Darkness

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Climb down the rope, and go all the way until you reach an area with a small hole and a rope. Go in front of the small hole, press the R or L button to select riding on the trunk of an elephant, and then press the Y button to shrink to a small size of a mouse while on top of the elephant. Go inside of that hole to an area with a treasure chest. Search that treasure chest for a magic cane Rofu which is a powerful cane that sometimes releases jugem. After that, leave the hole, and press the Y button to return back to normal size. Now, climb out of the Well of Darkness into the Forest of Darkness.  
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#### Forest of Darkness

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Now, go south and jump across the path down, down, down, right, right, right to an area that has a big tree with an entrance. Inside the cave, go all the way until you reach an area with three doors including the door that Arles just came thru. Go thru the door in the lower right corner to exit the cave into another area of the forest. Now, jump across the path all the way to the southwest until Arles reaches a big tree with an entrance. Inside the cave, go all the way until you reach an area with three doors including the door that Arles just came thru. Go thru the door in the lower right corner to exit the cave into another area of the forest with about ten big trees with entrances including the tree that Arles just came thru and also a statue of Donpa and Unpa. Now, go to the far upper right-end corner to where the big tree with an entrance.  
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#### Labyrinth of Darkness

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Inside the dark cave, go down the stairs into the next area. In this area, go left, then down, then left until you reach a wall with a small hole. Go in front of the small hole, press the R or L button to select riding on the trunk of an elephant, and then press the Y button to shrink to a small size of a mouse while on top of the elephant. Go inside of that hole to an area with a treasure chest. Search that treasure chest for magic ring Rere (when it is equipped, diamond cute always strengthens). Now, leave the hole, and press the Y button to return back to normal size. After that, go back into the Forest of Darkness, and go all the way to Wolf Village.  
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#### Wolf Village

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Go to the west side of the village to Hermit's Mountain.  
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#### Hermit's Mountain

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Go up the mountain until you see a small hole on the right side of the mountain. Go in front of the small hole, press the R or L button to select riding on the trunk of an elephant, and then press the Y button to shrink to a small size of a mouse while on top of the elephant. Go inside of that hole to an area with a treasure chest. Search that treasure chest for the light-blue orb (4-7). Now, leave the hole, and press the Y button to return back to normal size. After that, continue going up the mountain thru a series of caves until Arles reach the exit which will take her to another area of the mountain where there is a Flying Squirrel Station and a cave. Go into the

Flying Squirrel Station.

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Flying Squirrel Station  
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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Magic Kindergarten. After reaching the location of Magic Kindergarten, go southeast to Magic Kindergarten.

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Magic Kindergarten  
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Go inside the building, and go thru the door on the right upstairs to 2F. Go into the room on the far left end, and speak to Penny. Choose "yes!" and the items of Mandrake's leaf and flower of darkness. After that, choose "well, yes" and she will combine those two items to make a drop of light which the flower fairy wants. Then, choose "not, now." [Also, the magic crystal and dragon's flesh can be combined to make Sasori-man's wallet (it becomes dangerous, but you become a rich man. Sasori-man's wallet and eyeball grass can be combined to make a trip of good luck (you become strong to become fast)]. After that, leave the building, and go all the way south passing thru the Magic Village, then west to the Sightseeing of Rocky Mountain.

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Sightseeing of Rocky Mountain  
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Go up to the right side of the mountain, and search the treasure chest for a red orb (5-7). Go all the way to the top of the mountain, and speak to Carbunkle who will occasionally join Arles in battle against the enemy. After that, leave the mountain, and go all the way north to the North and South Cave.

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North and South Cave  
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Go thru the cave to Fairy Flower Garden.

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Fairy Flower Garden  
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Search any one of the flowers in the garden, and the flower fairy will come by. Then, the flower fairy will exchange the drop of light for a bouquet which is the flower fairy's bouquet. Go to northern side of the garden to where the hole is at. Go in front of the small hole, press the R or L button to select riding on the trunk of an elephant, and then press the Y button to shrink to a small size of a mouse while on top of the elephant. Go inside of that hole to an area with a treasure chest. Search that treasure chest for the purple orb (6-7). Now, go back into the North and South Cave.

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North and South Cave  
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Go all the way back to the Hermit's Underground Cave

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Hermit's Underground Cave  
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Go all the way back to Bazaar.

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Bazaar  
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Speak to Kupukupu, and give him the bouquet. After that, go to the Hermit's Underground Cave, and go all the way back to the gate that was being guarded by Twin Rocks. Go thru that gate into the Dragon's Graveyard.

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Dragon's Graveyard  
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Fight Skeleton T. Use healing and ice storm magic. After defeating Skeleton T, Arles gets 120 cookies, and the light insect egg which is the treasure of the dragons. Arles also becomes stronger than before. After that, go all the way back to Dragon Shrine.

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#### Dragon Shrine

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Give Momomo-san the light insect egg. After that, go upstairs thru the door that's is above the other door, and go all the way until Arles reach the area where Levitan is at. Fight Levitan. Use healing and ice storm magic since this is going to be a long battle. After defeating Levitan, Arles gets 120 cookies, and becomes stronger than before. Go back to Bazaar.

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#### Bazaar

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Go to Fufufu's store which is the door on the right, and buy the light insect egg for 4000 cookies. After that, go all the way back to the Dragon's Graveyard.

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#### Dragon's Graveyard

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Speak to Kupukupu so that Arles can put the light insect egg on the alter. After that, go all the way back to the Dragon Shrine.

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#### Dragon Shrine

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Go back to the area where you fought Levitan, and speak to him. Then, Levita gives Arles the seventh secret stone. Go back to Bazaar.

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#### Bazaar

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Go to the dock which is nearby on the left side. Speak to Scorpion-man who is in a tub-like boat, and choose "I get on board!" and "Of course!." When the boat reaches the dock of Ruins Village, choose "I don't get out." When the boat reaches the dock of Wolf Village, choose "I don't get out." When the boat reaches the dock of Granny's House, go all the way west to Arles' House.

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#### Arles' House

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Arles' mother gives her a letter which is a challenge from Suketoudara Jr. The next day, go to Magic Kindergarten.

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#### Magic Kindergarten

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Go thru the gate into the playground area, and fight Suketoudara Jr. Use healing and ice storm magic. After defeating Suketoudara Jr, Arles gets 120 cookies, and the final secret stone. Arles becomes stronger than before. After that, go to the Flying Squirrel Station.

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#### Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Hermit's Mountain.

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#### Hermit's Mountain

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Go thru the cave on the left, and go all the way until you reach the top of the mountain. Speak to the Fairy of Air. After that, go back to the Flying Squirrel Station.

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## Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Wolf Village. After reaching the location of Wolf Village, Arles will be in the Forest of Darkness.

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## Forest of Darkness

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Go southeast to the big tree with an entrance, and go inside. Now, go thru the cave until you reach the area of the forest where the Well of Darkness and three paths are at. Now, jump across the path down, down, down, down, down, down, down, left, left to a big tree with an entrance. Inside the cave, go all the way until you reach the exit of the cave that will take you to the Flower Garden of Darkness.

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## Flower Garden of Darkness

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Go east to where the tulip like flowers are at, and fight Owl Bear who has kidnapped the Fairy of Earth. Use healing and fire magic since this is going to be a long battle. After defeating Owl Bear, Arles gets 125 cookies. After speaking to the Fairy of Earth, Arles becomes stronger than before. After that, go back to the Flying Squirrel Station.

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## Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Hermit's Mountain.

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## Hermit's Mountain

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Go thru the cave on the left, and go all the way until you reach the top of the mountain. Speak to the Fairy of Air who will combine with the Fairy of Earth to transform into the Hermit. Now, go thru the door up the stairs to where the treasure chest is at. Search the treasure chest for a certificate which is a thing for taking the graduation exam. After that, go back to the Flying Squirrel Station.

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## Flying Squirrel Station

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Go thru the door, and speak to the station employee. After paying him 5 cookies, choose "I get on board!" and Ruins Village.

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## Ruins Village

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Go to the west side of the village to Fufufu's shore, and buy gifts of the great devil doll (for 100 cookies), the great devil picture (for 300 cookies), the great devil fang (for 500 cookies) and the great devil foot (for 300 cookies). After that, go thru the cave at the top to Death Valley.

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## Death Valley

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Go to the upper west side of the valley to the cave, and go thru the shortcut to Bazaar by showing the pass to the guards at the gate.

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## Bazaar

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Go to Guruguru shore which is at the top, and buy the gift of dragon's claw (for 300 cookies). Go to Fufufu's store on the bottom right, and buy the gift of waterfall jar (for 500 cookies). Go thru the door at the bottom, and go to the dock which is nearby on the left side. Speak to Sasori-man who is in a

tub-like boat, and choose "I get on board!" and "Of course!." [Or, when you speak to Sasori-man, choose "I get on board!," "I want to go slow" and "I don't want to hear it." When the boat reaches the dock of Puyoman Main Shop, choose "I would like to stop by" and "yes." Pakista is selling 8 puyomen for 800 cookies. These puyomen will automatically fully recover Arles' HP & MP at the end of each battle. The total numbers of puyomen appear in the upper right corner of the menu screen]. When the boat reaches the dock of Ruins Village, choose "I don't get out." When the boat reaches the dock of Wolf Village, choose "I get out."

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Wolf Village

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Go thru the cave at the top into Guruguru shore, and buy the gifts of wolf's tail (for 30 cookies) and waterjar of darkness (for 100 cookies). Go back to the dock, and speak to Sasori-man. Choose "I get on board!" and "Of course!." When the boat reaches the dock of Granny's House, go all the west to Arles' House.

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Arles' House

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Go inside the house, and Arles will give her mother those 8 gifts. The next day, go back into the house, and Arles' mother will give her the white orb (7-7). The next day, go to Magic Kindergarten.

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Magic Kindergarten

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Go inside, and go straight up thru the door into the next building. Go thru either door into the library. Now, go directly in front of the golden door and press the A button to open the door. Go thru that door into the room, and read the four golden plates to learn the final level of the magic of fire, ice storm, thunder, and diamond cute. After that, go back down thru the courtyard into the other building, and go all the way to the right. Now, go thru the bottom door at the end into another courtyard area where there is a fountain area. Go to the upper right to another building, and go thru door. Go to the room at the back, and speak to Mr. Principal. During the conversation Devil will appear. Fight Devil. Use healing and fire magic. After defeating Devil, Arles gets 125 cookies, and becomes stronger than before. After that, Arles automatically returns back to her house.

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Arles' House

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The next day, go back to Magic Kindergarten.

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Magic Kindergarten

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Go thru the first gate, and go all the way to the right where the second gate is at. Go thru that gate and speak to Mr. Principal. As Arles say goodbye to her friends and teachers, she enters Magic Tower.

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Magic Tower

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In the first room, go thru the door in the upper left corner until you reach a small room with four switches. From left to right, push switch 1, switch 2 and switch 4 to make all of the stepping stones appear in the first room. Then, go back to the first room. Now, jump across the stepping stones on the right, and go thru the door. Go all the way up to the top floor to get the first magic ball. After that, return back to 1F where the stepping stones are at. Now, jump across the stepping stones in the middle, and go thru the door into a small room. Push the switch up. Return back to the room with the stepping stones, and jump across the stepping stones on the right again, and

go thru the door to 2F. On 2F, there are four switches with different symbols on them. From left to right, push switch 1 (circle), and go to 3F. On 3F, there are four switches with different symbols on them. From left to right, push switch 4 (day), and go to 4F. On 4F, there are four switches with different symbols on them. From left to right, push switch 2 (8), and go to 5F. On 5F, there are four switches with different symbols on them. From left to right, push switch 3 (B), and go to 6F which is the top floor to get the second magic ball. After that, return back to 1F where the stepping stones are at. Now, jump across the stepping stones on the left, and go thru the door. Push both switches up on the right, and go thru door on the right. In the room with two types of tiles, walk only on the path of the dark green tiles to the next room. In the room with four types of tiles, walk only on the light gray and dark green tiles to the next room. In the room with three types of tiles, walk on the tiles in the order of grayish green, red, and the light gray to the next room. In the room with three types of tiles, walk on the tiles in the order of dark green, light gray, and red to the next room with a big door and a golden statue of Donpa and Unpa. Go thru the big door to where the final boss is at. Fight Devil who fused with Fudoushi. Use diamond cute, heal, and fire magic since this is going to be a long battle. After defeating Devil, Arles gets 126 cookies, and the final magic ball.

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THE END

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