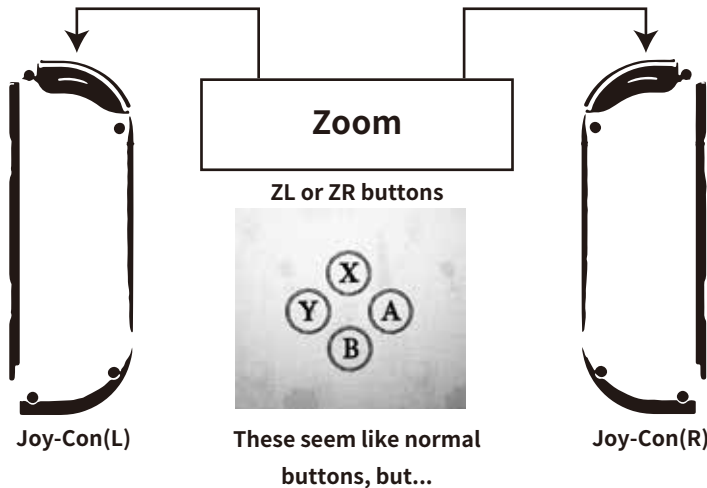
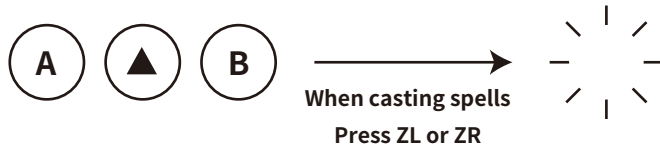


Mission 8
Use the Zoom function!



How to Cancel a Magic Spell
If you make a mistake while casting a spell, you will lose time. If you notice a mistake in the order before casting the spell, calmly press the ZL or ZR buttons to cancel it.



Mission 9
Link symbols to the buttons.

● = □ ■ = □

◆ = □ ★ = □ Write in the answers!

Mission 10
Spells are infinitely reusable
The time you have to see through things is limited, so split tasks for efficiency when playing with two or more players.



Final Mission
Hints are always at your fingertips!

The floor plans sometimes have hints on them. Have you seen the picture to the left somewhere before?

