Grand Prix Event（From March 2026～）

Stage		Event 1		Event 2		Event 3	
		Game	Level	Game	Level	Game	Level
J	1	Ready Go!	AddSub/Visible	Ready Go!	AddSub/Invisible	Ready Go!	AddSub/Flash
	2						
	3						
	4	Ready Go!	AddSub/Invisible	Ready Go!	AddSub/Flash	Times Table Challenge	2_Single・Read・Random
	5	Tap a lot	J5/±3			Times Table Challenge	3_All・Read・Random
	6	Ready Go!	AddSub/Invisible			Times Table Challenge	4_All・Read・Random
	7					Times Table Challenge	5_All・Read・Random
	8	Tap a lot	J8/±4			Times Table Challenge	6_All・Read・Random
	9	Ready Go!	AddSub/Invisible			Times Table Challenge	7_All・Read・Random
	10					Times Table Challenge	8_All・Read・Random
	11	Tap a lot	J11/+26			Times Table Challenge	9_All・Read・Random
	12	Tap a lot	J12/±2				
S	1	TrainingII	AddSub/Read/Normal/2d2n	Ready Go!	AddSub/Flash	Ready Go!	Multiplication
	2	TrainingII	AddSub/Read/Normal/2d3n				
	3						
	4	TrainingII	AddSub/Read/Normal/2d4n	TrainingII	Multiplication/Read/2d×1d	Ready Go!	Division
	5						
	6	TrainingII	AddSub/Read/Normal/2d5n			TrainingII	Division/Read/2d÷1d★★
	7					TrainingII	Division/Read/3d÷1d★
	8	TrainingII	AddSub/Read/Normal/2d6n			TrainingII	Division/Read/3d÷1d★★
	9						
	10					TrainingII	Division/Read/4d÷1d
	11	TrainingII	AddSub/Read/Normal/2d7n	TrainingII	Multiplication/Read/3d×1d		
	12						
U	1	TrainingII	AddSub/Read/Normal/2d8n	TrainingII	Multiplication/Read/3d×1d	TrainingII	Division/Read/4d÷1d
	2					TrainingII	Division/Read/3d÷2d★
	3						
	4	TrainingII	AddSub/Read/Normal/3d3n	TrainingII	Multiplication/Read/2d×2d	TrainingII	Division/Read/3d÷2d★★
	5						
	6					TrainingII	Division/Read/4d÷2d
	7						
	8	TrainingII	AddSub/Read/Normal/3d4n				
	9						
	10			TrainingII	Multiplication/Read/3d×2d		
	11	TrainingII	AddSub/Read/Normal/3d5n			TrainingII	Division/Read/5d÷2d
	12						
X	1	TrainingII	AddSub/Read/Normal/3d5n	TrainingII	Multiplication/Read/3d×2d	TrainingII	Division/Read/5d÷3d
	2						
	3	TrainingII	AddSub/Read/Normal/3d6n				
	4						
	5						
	6						
	7						
	8	TrainingII	AddSub/Read/Normal/3d7n	TrainingII	Multiplication/Read/2d×3d	TrainingII	Division/Read/5d÷2d
	9						
	10						
	11						
	12						