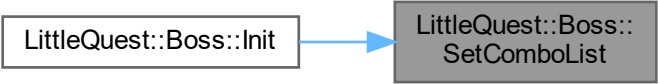


LittleQuest::Boss::Init



```
graph LR; A[LittleQuest::Boss::Init] --> B[LittleQuest::Boss::SetComboList]
```

LittleQuest::Boss::
SetComboList