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Introduction

On these pages is the story of the boy who became the Mana Knight. This story is told in words and pictures. If you follow the story, you should have no trouble solving any puzzle or defeating any enemy.

This book is divided into parts which correspond generally to the events of the story. However, it isn’t necessary to read this book from cover to cover. If you want only to find a particular section or map, look in the table of contents or in the flow chart/index that starts on page 164.

You also find a lot of useful information on the statistic pages. There are pages of information about all the monsters you meet during your travels. Starting on page 158 is a table of ordinary monsters. In the color section of this book is a section with statistics on each boss monster, including their main attacks and weaknesses.

How to Use This Book

You can use this book in several ways. It can be a reference book in which you look up only what you’re interested in finding. It can be a storybook that you read from beginning to end. Or, it can be a map book. You can use the composite screen maps we’ve provided to find your way through the caves and palaces.

We suggest that you pay particular attention to Chapter One: Basic Techniques. This chapter is full of information that will help you get through the game with the least difficulty. Some of the techniques will not be available to you until later in the game. For that reason, we suggest you return to Chapter One from time to time to see if there is any new technique or strategy to try. To make it easier on you, we have also indicated winning strategies throughout the book, where they apply.

A Note About Dialog

Sometimes, to keep the story style intact, we’ve made up short conversations between the boy and his friends. None of the made up conversation happens during the game, so don’t be confused if you read something the boy, the Sprite, or the Girl might say and it doesn’t happen in the game. On the other hand, none of the made up conversation is important to how you play. It just offers clues about what you might do next, or supports events that occur in the game. Most important, dialog that does occur in the game is also shown in pictures and summarized in captions.

Is This the Only Way?

If it occasionally seems that we’ve left out some steps, we’ve tried to steer you everywhere you need to go. Also, the pictures generally show the details of what you need to do in any place. However, that does not mean that the story told in this book is the only way the game could be played. In some cases, especially after you get Flammie, you can choose to play the game in a different order. Feel free to diverge from the sequence of events suggested in this book. It may make the game a little more difficult, but that’s OK. There’s nothing like a challenge!
READING THE STATISTICS

Each monster, whether it is a boss or an ordinary monster, has certain characteristics.

- **Elemental Group**: Some monsters belong to special groups which are associated with the elementals of Mana. For instance, the Nemesis Owl belongs to the Wind group. Generally, magic from the opposite group can have great effect on such a monster. For instance, against Wind, use Earth, against Fire, use Water, and so forth.

- **Level**: Each monster has an experience level. The higher the level, the stronger and more dangerous the creature will likely be.

- **Hit Points (HP)**: Each monster has Hit Points which determine how much damage you will have to do to defeat it.

- **Magic Points (MP)**: It also may have Magic Points which determine how many magic spells it can cast. Some monsters have special attacks that don't require Magic Points, so be aware that many creatures can still be very dangerous without magic.

- **Strength (Str)**: Use this information to see how dangerous a monster might be when it attacks with weapons.

- **Speed (Spd)**: Use this information to see how quick your opponent is. Speed affects how well the creature can avoid your attacks as well as how fast it may attack with weapons or magic.

- **Experience (Exp)**: This number shows how many experience points your characters will gain when they defeat the creature. Experience points help your characters progress to higher levels where they will be more effective.

- **Gold Points (GP)**: The amount of gold you receive when you defeat the creature.

There is also a certain amount of information available for each monster. For an ordinary creature, we try to identify the most important fact about that monster — for instance, what kind of magic does it use, or what kind of creature can it summon? For boss monsters, we let you know what its main attacks are and what its weaknesses are (if any).

<table>
<thead>
<tr>
<th>Nemesis Owl (Wind)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
</tr>
<tr>
<td>HP</td>
</tr>
<tr>
<td>MP</td>
</tr>
<tr>
<td>Str</td>
</tr>
<tr>
<td>Exp</td>
</tr>
<tr>
<td>Uses Silence magic.</td>
</tr>
</tbody>
</table>

**Spiky Tiger**

- HP ...............520
- MP ...............21
- EXP .............210
- GP ..............288
- Type ...........Animal
- **Main Attacks**: Fire
- **Bouquet**
- **Weakness**: None

OTHER INFORMATION

Throughout the book, we've scattered little tidbits of information — pictures of weapons, some sequences showing weapon attacks, images of the magic elementals. None of that information is necessary to complete the game, but we thought you'd enjoy it.

So, we hope you enjoy this book and that you get what you need from it. If you follow the suggestions we've made, you should have no trouble completing the Secret of Mana.
The Secret of Mana

Chapter One:
Basic Techniques
Some Basic Techniques

Here are some good techniques to get you through the adventure you’re about to undertake. Some of these tips may not make much sense — yet. As you play through the game, turn back to these pages every so often. You may discover some new ideas. If you follow these suggestions, you should have no trouble completing the game. No boss will be too tough. No situation too challenging.

Save Often

Save to Multiple Positions

This may be the most important strategy. Save your game often. There are many places throughout the game where you can save.

Even more importantly, save to multiple places. Sometimes you might enter a situation without proper preparation. A save earlier in the game will let you go back and fix the problem without starting from the beginning.

Buy the Best Armor

Generally, when you visit a new city or area, there will be new and better armor available. It’s a pretty good rule to buy the best armor you can. It really makes a difference.

Set the ACT Screen

Remember to set the ACT screen from the options menu for the other characters in your party. Generally, you want them to attack, but stay away from the enemy. This is especially important early in the game.

Carry Supplies

Carry plenty of supplies. You’ll need Candy and Chocolate at first. Later, Cup of Wishes and Faerie Walnuts will be very important.
**Talk to People Again**

It's a good idea to go back and talk to people more than once. Every once in a while, they'll reveal new clues or even give you something of value.

*Villager: It's settled! We can't let Max stay in the village anymore!*

*Your mother brought you to this village when you were just a baby.*

**Use Weapon Charge**

Your weapons will become powerful, and you can use that power to gain an advantage over unwary enemies. In a safe place, hold down the attack button to charge your weapon, then move in to attack.

**Keep Weapons and Magic Charged Up**

Both weapons and magic abilities are capable of eight levels of power. But you only gain that power by using the weapons and magic.

Each time you upgrade a weapon, practice with it until it reaches its new level of power. Then you can charge it up to higher, and more powerful attack levels.

The same is true of magic. Each time you gain the power of a new Mana Seed, you should practice with each type of magic until it reaches the next power level. It doesn't cost you any more magic points to cast a spell, but the effect is much stronger.
Rapid-Fire Magic

This is probably the most powerful technique you can learn. It will beat most boss characters quickly and safely. It is also useful for charging up your magic. For most types of magic, the technique is the same:

1. Cast a spell.
2. Wait until the elemental of the magic appears, then disappears again.
3. Cast the spell again immediately.

Some types of magic work differently. If the magic affects one of your characters (like Cure magic or one of the defense magics), then wait until the character is back to normal before casting again.

Use this technique to pile on the damage and freeze your enemies in place.

Change Characters

If your main character gets in trouble, or knocked unconscious, or if another character gets stuck behind an obstacle, press the Select button to change characters quickly.

Multi-Player Games

Two or three friends can play Secret of Mana together. To play with three players, you need a special adaptor. The game plays pretty much the same, but you may develop new strategies. You also might want to use weapons instead of magic against the bosses. It's more challenging, but also more fun. Remember, teamwork is everything.
This part of the Mana Knight's story has been told and may seem familiar. However, this is the most complete version and may offer some new insights or information. Also, as with any story, this one is worth telling from the beginning.
The land of the mana knight

1. Potos Village
2. The Water Palace
3. Pandora
4. Gaia’s Navel
5. The Great Forest

Time flows like a river... and history repeats...
He was out playing where he shouldn't have been. But then fate... destiny... has a way of putting people where they need to be. And things aren't always as they seem.

So he was out playing where he shouldn't have been, and he fell from the log bridge. His friends went back home to Potos without him. Alone at the base of the falls, he looked around for a way home when he met the ghost.

"...Boy... Remove the sword," it said.

So he pulled the rusty sword from the stone in the middle of the pond. What could he have known of the sword's history? What could he have known of the Secret of Mana?

And he took the sword and learned to use it, first on the low underbrush, which it cut away cleanly, then on some of the dangerous creatures that inhabited the forest. The world had become more threatening and less friendly of late, and it was useful to have a sword for protection.

From time to time, one of the monsters he vanquished left behind a treat. The unusual Candy they left behind made him feel stronger when he ate it, but he had little use of it, and after a while decided to carry it with him, just in case. He also found gold left behind by the monsters.

Soon, he could feel his skill with the new sword growing. Every time he defeated an enemy, he gained in the wisdom of battle, which, while it is different from the wisdom of age, or the wisdom of magic, still was a useful wisdom to have. He learned to store up his mental power and deliver a great leaping blow that did great damage to the creatures that opposed him. By the time he returned to Potos, he was far more skilled than before, and he felt stronger, too.

When he finally arrived at Potos, he bought himself a bandanna to protect his head. But the village elder was angry with him for pulling out the sword. Then a great earthquake shook the land, and a hole opened in the ground.
The Mantis Ant was a terrible enemy for a young boy with a rusted sword. Once, he was overcome, and thought his time was up. But the stranger he had seen in the bar used a Cup of Wishes, and the boy was revived. He fought on.

He circled and charged the power of his sword, hitting the Mantis Ant with his heaviest blows. This was no Rabite! The creature hit him with magic spells and iron-hard claws. But the boy didn’t give up. He kept attacking at full strength until he defeated the Mantis Ant.

After the battle was over, and the boy was victorious, the man called Jema told him about the sword. But the sword had grown weak, and Jema told the boy to find a way to re-energize it. He told him to visit Luka, the Guardian at the Water Palace.

The village elder was still angry. He blamed the boy for bringing the Mantis Ant. The boy was banished from his home. When he asked the elder about his background, the boy learned a little about his beginnings. But his past was still a mystery.
The boy left his village and headed out into the world. He decided to follow Jema's advice and seek out Luka in the Water Palace. Jema had paid for the boy to travel by cannon to the Water Palace. He had a choice. Walk and practice his sword technique? Or accept the free ride? Which way would you go?

When he approached the Water Palace, he encountered some soldiers. Dyluck was the captain's name. The soldiers were after a witch named Elliee.

THE WATER PALACE

When he reached the Water Palace, the boy walked up to the entrance without hesitation. But when he came to a deep chasm, his way was blocked. He discovered a switch in the floor. Stepping on it caused a bridge to appear.

Eventually, he came to the altar of the Mana Seed. This is where he met Luka. Jema was also there. He learned many things from Luka and from Jema. He heard something about the Empire and their plans to unlock the seals from the Mana Seeds. He knew that wasn't good. He also learned something more about his sword and what he must do to revive its power. Most of all, he learned that his was a great destiny, but it was also a great responsibility for a young boy. He was determined to succeed. If only he knew what he had to do.

Luka told him about the eight fortresses, and Jema sent him to Gaia's Navel, to search for the Dwarf Village where he might get his weapon reforged. Luka taught him how to charge his sword's power by holding it up to the Mana Seed. She also gave him a Spear — another Mana weapon.
The boy could feel the power of the Mana Seed.

Luka told the boy how to get to Gaia's Navel.

**GOBLINS!**

On his way to Pandora, the boy was attacked and captured by a wild band of goblins. The land had grown far too dangerous. It looked as if he was going to be a goblin hors d'oeuvre!

Then she appeared. The Girl. Quietly she snuck into the goblin camp, looking for someone. And even though the boy was not the one she sought, she rescued him anyway. Then she ran off without even telling him her name.

On the way to Pandora, he fought some new enemies, like the Mushboomba with its sleep pollen attack.

When he reached Pandora, the townspeople were in a daze.

When he came to this signpost, he went north.

**VISIT NEKO'S**

Just south of the Water Palace, he found a strange store run by a cat named Neko. The items sold in the store were expensive, but they were of good quality. He bought a Wristband for added protection. Some of the other items interested him, like the Cup of Wishes, but the prices were very high.

Eventually, he reached a sign that showed him the way to Pandora.

After Pandora, he met the Buzz Bee.
Inside the waterfall, he found two cave entrances. He found Neko waiting inside the one on the right.

The sleeping Kid Goblins were easy if he charged up his sword before approaching.

When he found this skull on the wall, he whacked it and the lava went away.

Here's where he found a Magic Rope. It would take him back to the beginning of an area whenever he wanted to return.

At first, he had to wade through the water while fighting off the bats.

He trapped the Green Drops on the stairway.
He whacked another skull to get to the entrance to the Dwarf Village.

A great boulder fell, creating a path in the area below.

He made his way through the cave until he found another skull on the wall. When he hit it with his weapon, a great boulder fell. Below, a path had opened and he was able to climb to the entrance to the Dwarf Village.
The Dwarf Village

He visited Watts, the Blacksmith. Watts reforged his rusty sword and made it stronger. Watts recognized the sword as the Mana Sword — the finest sword he had ever seen. Now the boy had the Broad Sword. Watts also promised him an axe if he returned later.

The boy paid to visit the “world famous exhibition hut” where he saw the Sprite. The Sprite begged for money, and out of pity, he gave it some.

Later, he overheard the Sprite and the Elder gloating over how they had fooled him. When they realized he had heard them, they were ashamed and returned his money.

The earth shook, and the boy heard something coming. It was Tropicallo, one of the enemy lords.

Tropicallo spit out Pumpkin Bombs and tried to catch the boy with its vines. Then it would bury itself back in the ground and reappear somewhere else.

The boy kept moving, then attacked with his Spear when the monster came out of the ground. When he defeated Tropicallo, he got a Spear’s Orb.
The boy used Watts' shortcut to return to Gaia's Navel. He found his newly forged weapons were much more effective than before. He vanquished the monsters quickly.

He was careful with the Sprite. It was not used to battle, and could easily be hurt.

He gathered more gold, then returned to the Dwarf Village to buy armor and other provisions, such as Chocolate, Cup of Wishes, Head Gear, Power Wrist, and Spiky Suit. For the Sprite he purchased the Rabite Cap, a Power Wrist, and a Spiky Suit.

In some accounts, he returned to Pandora and met the Girl there. But others say she had already gone after Dyluck and was lost in the Haunted Forest.
The Haunted Forest

He used the teleports in the order shown here, alphabetically from A to G.

He used the Axe to break through the rocks and thorny hedges so he could attack the Chobin Hoods who shot arrows at him.

When he got to this point, he went to the west, cutting through the stone statues, and on to the teleport at E.

He was magically teleported to this spot.

In some stories told, the boy met the Girl here. She was a prisoner, but he freed her and she joined him then.
When he stepped on the magic symbol at D, a new land bridge was created. He went back to E, then found the teleport at C. From there, he went north to F.

He found that he could identify the monsters in the forest. In some places, he and his friends decided to run quickly past the danger, not to stop and fight where the enemy had the advantage.
**Elinee's Castle**

When they got to the witch's castle, he fought the Ghobin Hoods and headed to the east.

Eventually, they came to a door leading north.

When the boy stepped on the switch, the gate opened, allowing them to pass.

Even in an innocent-looking room, there were enemies. Here, the Puller Chairs attacked.

Another switch opened the way to the northwest.

When they came to this floor switch, they headed down the stairs to the south.

---

They found Dyluck's soldiers in the prison. The soldiers offered some advice.

They also found Neko, who was able to help them in various ways.

**Save Here:**

This seemed like a good place to record their adventures—just in case something happened.

All three of them had to stand on the switch to make the bridge appear.

---

The boy was moogled by Eye Spy.

When they came to this barrier . . .

. . . they found a switch to the north . . .

. . . that removed the wall.
Elinee was the witch who could unseal the Underground Palace, but she wasn't cooperative. She sent Dyluck to Thanatos in the Pandora Ruins. Then she let her pet tiger attack the boy and his friends.

The Spiky Tiger was a dangerous enemy. He could cast Fire spells. His roll and jump attacks were also very powerful.

The boy used long range weapons when the tiger landed on the high perch. He learned to switch weapons quickly because he still did more damage close up with the Sword or the Spear. Eventually, the three companions defeated the Spiky Tiger, but not before using several of their Candies and Chocolates to heal the damage the monster did to them.

Elinee was a changed witch when they returned. She was sorry for what she had done, and offered them some information about Dyluck. She also told them how to unseal the Underground Palace, but they'd need the magic of ice to do it. She also let them take the Whip they found in a chest.
When he visited Luka again, she told the boy that Undine was in trouble in a cave behind a waterfall. So the boy and his friends went back outside and headed east through the water, until they came to the waterfall. They had to fight their way, because, without Undine's protection, the Water Palace had become infested with Iffish and Water Thugs.

Inside the cave, they fought the Tonpole, which was much tougher than it looked. Just when they thought they had it in trouble, it would heal itself with a spell. They kept the pressure up, though, and the Tonpole was destroyed. The boy picked up another weapon orb.

When they entered the cave to the north, they found Undine and received the Water magic. They also received a new weapon — the Pole Dart, a kind of javelin. With the Water magic, they were ready to remove the seal on the Underground Palace.
Here's where they meet the Gnome and get the Axe!
The Secret of Mana

Chapter Three: The Underground Palace & The Pandora Ruins
FROM THIS POINT ON...

This is where other accounts of the Mana Knight's story ended. The story continues with the strange Orb that blocked the entrance to the Underground Palace.

From the Water Palace they returned to Gaia's Navel, and from there to the Dwarf Cave (using Watts' shortcut again). They visited the inn to rest and record their adventures.

When they were ready, they visited the hot, steaming lava pit, just outside the Dwarf Village. The lava blocked the way. Following the witch's advice, the Sprite used its Freeze magic on the Orb and the Orb disappeared, and so did the lava blocking the way into the Underground Palace.

CHARGING UP MAGIC

When they entered the Underground Palace, their way was blocked by a gang of Goblins. Both the Girl and the Sprite wanted to practice their new magic abilities, though, so the Sprite cast its Freeze spell on the Goblins from a distance, and the Girl cast Heal spells on her friends, even though they didn't need healing. Then they all retreated and returned to the inn to recover their magic energy.

They continued to practice until each had reached Level 1 of their Water magic skill.

GAINING MAGIC EXPERIENCE

They found that they gained more experience in magic when enemies were near. If they stayed safe in the town, they wouldn't progress as fast.
The boy found that he could attack right through the wall!

Once they had passed the Goblins, they entered a large hallway. The stairs going up were blocked by a great torch, but they discovered switches in corridors to the east and west. When both switches were triggered, the torch disappeared. Then they were able to climb the stairs.

More switches made a bridge appear.

Then they had to use the Whip to get across a gap leading to the west.
The Chess Knights were tough, but the boy hid around the corner and charged up his weapon, then ran forward to attack. After hitting the Chess Knight, he retreated behind the wall again.

When the travelers met the head of the Gnomes, he wasn’t very friendly. But when the Fire Gigas showed up, he took off in a hurry.

The Fire Gigas was a powerful giant allied with the Fire Elementals. He cast Fire magic and also disappeared and reappeared at will. He could only be attacked when he became whole. But piling on rapid-fire Freeze spells made short work of the Fire Gigas.
**Using Rapid-Fire Magic**

The Sprite discovered how to destroy a boss character quickly by casting its magic without stopping. It learned to cast a spell, then cast another as soon as it was able to. Usually, the boss couldn't even move. Using the right magic — the one the boss was most susceptible to — the Sprite was able to finish off an enemy very quickly. That way, none of the companions were hurt — not much, anyway.

Also, from here to the end, they always tried to keep as many Faerie Walnuts as they could to recharge their magic. And plenty of Cups of Wishes for emergencies.

**The Gnome Magic**

In gratitude for getting rid of the Fire Gigas, the Gnome offered his magic to the boy and his friends. Realizing that this place was one of the Mana palaces, the boy held the sword up at the altar and charged his sword with the Seed's power.

When the Sprite touched the Mana Seed, it remembered that it came from the Upper Land.

The boy returned to see Watts and have his weapons recharged before he headed for Pandora.

**Pandora**

The boy visited the King of Pandora in his palace. The King talked about everybody acting like Zombies, but the boy had already noticed that.

At the edge of town, they met the Girl's friend, Phanna, but Phanna disappeared before their eyes. They decided to go to the ruins and see what was going on there.

They found Phanna again at the entrance to the old Pandora Ruins. She acted strangely, saying she was going on a "one-way trip" and then walking away as if nobody was there. The Girl was angry and pushed her way past the expressionless guards.
**PANDORA RUINS**

The Pandora Ruins were full of new enemies. And though they looked in every room, all they found were a lot of monsters. When they got hurt, they returned to Pandora to rest at the Inn.

**SOMETIMES IT'S BETTER TO RUN**

The boy fought Tomato Man and his Zombies, but he didn't know what lay ahead. He didn't want to use up all his strength fighting past every creature who stood in his way, so he ran faster than the monsters could keep up. In this way, he and his companions stayed strong and healthy — not even stopping to fight — until they reached the place where Thanatos was waiting.

"We can practice our skills any time. But now, we have to get to the bottom of this mystery," said the boy.
The boy ran through the twisting corridors. He told his friends not to attack the monsters, but sometimes he had to help them get safely by. He always knew where they were, just in case.

Wall Face was a strange enemy. The beams that came from its eyes were dangerous. The boy suggested that everyone come close to the wall and attack as fast as they could. But the Sprite was able to cause great damage by piling on the Gnome's Earth Slide magic. Also, the boy discovered that if they concentrated only on the central eye, the wall would soon come tumbling down.

They finally met Thanatos, who held Phanna and Dyluck captive.

Thanatos acted as if he was trying to make a better world, but he didn't fool the boy or his companions.

He opened a trap door and the three friends dropped into Wall Face's lair.
BACK TO PANDORA

When Wall Face was defeated, Thanatos released the villagers — but not Phanna and Dyguck!

The boy found Jema among the villagers in the Ruins. Jema told the boy to return to the Water Palace.

When they returned to Pandora, the people were back to normal. They found a better shop.

They each bought a Cobra Bracelet, and sold their old Power Wrists. The girl got the Kung Fu Dress. It was better than the Kung Fu Suit.

They opened each of the chests. When the boy saw the weapon orbs, he said, "We should visit Watts again."

But the Girl said, "No. We need to go to see Luka, first."

The King was grateful and told the boy to take his treasure to help him in his quest. The treasure was in the basement.

THE PLOT THICKENS . . .

AT THE WATER PALACE

The Mana Seed of Water had been stolen. Luka didn't think it was anyone from the Empire. So who was it? She said to look deep below Gaia's Navel.

At the Dwarf Village

When they reached the Dwarf Village, they visited Watts first, then stayed at the Inn to rest and record their adventures. Next, they spoke with Jema and the Elder.

"The thieves are below," said Jema. "I'll go," said the boy.

ON THE THIEVES' SHIP

When they began to explore the thieves' ship, they found a weapon orb.

The Scorpion Army stole the Seed. Some army! A crackpot Boss and two sidekicks. But they make you fight their robot, Kilroy.
Kilroy was the thieves' "super deluxe robot." But the robot went out of control. The power of the Mana Seed was too much. Kilroy wasn't weak against any particular magic, but the Sprite piled it on, anyway. When they did fight with weapons, they kept moving to stay out of its way.

After defeating the robot, they used the Magic Rope to return to the surface. Time to return the Mana Seed to the Water Palace.

Sometimes, if the boy was knocked unconscious, the Girl or the Sprite would quickly become leader so they wouldn't be helpless.

When they reached the Water Palace, the situation was worse than ever! Geshtar of the Empire had Luka, and he was demanding the Seed. What could the boy do? Not that it mattered. Geshtar could not be trusted. Either way, he would take the Seed and throw the boy and his friends to the Jabberwocky.

The Jabberwocky was very dangerous. It could breathe poison and knock its enemies unconscious. It could also cast healing spells on itself. But the Earth Slide magic worked well on Jabberwocky. So did weapons, but why take chances?
After the Jabberwocky

After they defeated the Jabberwocky, Jema appeared. He told the boy how to get to the Upper Land and gave him a weapon orb.

Luka told the boy to use his Mana Sword to restore the seal on the Water Seed. This restored his power, too.

But Luka had more advice for the boy. She told him about Sage Joch, who lived in the Lofty Mountains. She also instructed him to visit all eight of the world's palaces and reactivate the Seeds.

The boy took their advice and rode the cannon to the Upper Land.

The Midge Mallet

Before leaving, they returned once more to the Dwarf Village, just to say goodbye and to visit Watts. But the Elder had a surprise for them — the Midge Mallet. Using the Midge Mallet, they could reverse the effects of certain magic that made them small and weak.

This was the beginning of a new and dangerous part of the boy's adventure. He traveled to a faraway land, where new dangers awaited him. He had a long road ahead, and this was but one step along the way. His companions, the Girl and the Sprite, stayed with him, though; and together they became a powerful team.
The Secret of Mana

Chapter Four:
The Upper Lands
The Upper Lands

The Black Whip

The Spiky Suit
They landed in the Great Forest, a magical place divided into seasons. Where the started out was in the winter area. Almost immediately, they found Watts and reforged some of their weapons.

In the fall, they encountered the Nemesis Owls, who cast the Silence spell and made all their actions happen backward.

In the spring, they found Neko and purchased some items and recorded their adventures.

Watts had decided to travel. He was waiting for them in the winter.
TALK TO THE MOOGLES

The Moogles told the boy that Pebblers had taken over their village. They found the village in the northeast section of summer.

FIGHT THE PEBBLERS

Earth Slide worked against the Pebblers, who liked to dig in the ground and fling small boulders at their enemies. Weapons worked, too. When the Moogles returned, Watts and Neko came with them. In the chest was a weapon orb, and the boy asked Watts to reforge some weapons.

The Girl and the Sprite bought Quill Caps from Neko.

TALK TO THE MOOGLES AGAIN

When the boy spoke with the Moogles, they repeated the Sprite’s riddle. “Walk the seasons from spring to winter, spring again and we can enter...” What did it mean? The boy thought about it. “We need to go to spring, and walk backward through summer, fall, and winter, then once again to spring! That’s what they’re saying!” And that is what they did.

THE MOOGLE VILLAGE

There was a Cannon Travel Center east of summer.

SOLVE THE RIDDLE

When they finished the circuit through the seasons, they heard a great sound to the east. When they investigated, they found a new path leading north. “Wasn’t there a lake here before?” asked the boy.

“This leads to my village,” answered the Sprite.
Enter the Sprite's Village

When they entered its village, the Sprite was dismayed. The village was in ruins. What could have caused this? They went north along the path and found out...

Spring Beak

Spring Beak was responsible for the destruction of the Sprite's village. But now the Sprite could get revenge. Three quick Earth Slides destroyed Spring Beak. When the creature was gone, the travelers headed north, to the palace.

Sprite's Village and Wind Palace
LEARN THE MAGIC OF WIND

When they entered the Wind Palace, north of the Sprite's village, they met Grandpa, the old man who kept the palace. But the Empire's men had already been there, and the seal was undone. The old man summoned Sylphid, the Wind elemental, and gave the Girl and the Sprite the Sylphid's magic powers.

One spell the Girl could cast was called Analyzer. The old man told them to use Analyzer on the orbs to find out what magic would open them up.

Then Grandpa told them about a legendary white dragon that lived in a cave north of Matango. Before he left, he gave the Mana Seed with his sword.

USING ANALYZER ON THE ORB

They traveled west of spring until they reached the orb that blocked the path. Casting Analyzer magic told them to use the Sylphid magic. The Sprite tried Air Blast, and the orb disappeared, opening the way onward.

In the area west of spring, they encountered new enemies, like the well-defended Crawler and tough Water Thugs.
The Road to Matango

The Steamed Crab would throw its claws and cast Thunder Sober.

CANNON TRAVEL

Finally, they found the entrance to a cave, far to the north.
The Matango Cave

The cave was the lair of a Kimono Bird, who summoned Pebblers and told them to attack. The boy used Watts's Axe to bash through the stalagmites and make a path. They hurried through the cave before the Kimono Bird decided to cast a Thunderbolt spell.

Matango

When they got through the cave, they were in Matango, a place where friendly mushroom folk lived. Their first stop was the Shop, where they bought new armor and more Faerie Walnuts.

King Truffle

King Truffle instantly recognized the boy as the knight of legend. He told them the ancient prophecy. He also told them of a white dragon seen recently in battle with a great serpent. Finally, he offered the boy a treasure, kept upstairs in a chest. It was a weapon orb. The boy took the orb to Watts, who was waiting outside.

Charging Up

Before they went in search of the white dragon, the three adventurers practiced their magic and weapon skills until they were as high as they could get... for now.
The caves were infested with Kimono Birds and Nemesis Owls who cast the Silence spell and confused the boy.

They had to use the Whip to get across some of the gaps.

When the found the orb, they used Analyzer. They found that Earth Slide worked on the orb.
The Kimono Bird sometimes cast Thunderbolt spells.
The Great Viper

The Great Viper could have done a lot of damage to the boy and his friends, but the Sprite piled on the Thunderbolt spell, Level 3, and the serpent was quickly destroyed.

Sometimes, the boy received more than one weapon orb after defeating a boss monster or opening a chest. But there was no way to predict this.

Also, whenever Watts reforged a weapon, the boy and his companions would practice with that weapon until they had mastered its increased capabilities. By charging up their energy in a weapon, they came to master some devastating attacks.

The Baby Dragon

When they got past the Great Viper, they found the entrance to the dragon’s lair.

Expecting a great white dragon, they were surprised when all they found was a baby.

Back in Matango

King Truffle helped them take the baby dragon back to Matango where he agreed to take care of it until it grew up. He named it, “Flammie.” The king was in a talkative mood. He suggested that the boy’s next destination should be the Fire Palace in the Kakkarra Desert. There was a Cannon Travel Center in the area south of Matango, and the boy decided to look for it.

Before they left, the three travelers paid a visit to Watts to see what weapons they could reforge, then they visited the Shop to replenish supplies, and finally the Inn to rest and record their adventures so far.

Finally, they headed for the Cannon Travel Center and booked passage for Kakkarra Desert.
THE ICE WORLD

KAKKARA DESERT

Halberd  The Great Bow  Claymore
The Secret of Mana

Chapter Five:
Fire & Ice
Once again, they endured a high-flying ride by cannon, landing in the middle of a dry, sandy, empty desert. Well, not exactly empty. There were a few enemies around to greet them, like Sand Stingers, Spider Legs, and Mad Mallards. The Spider Legs hid in their holes, which were slippery, and the boy and his friends had to fight not to slip into the holes. They eventually found that the best way to fight the Spider Legs was with spells, but that they could avoid them altogether if they stayed clear of the sand traps they created.

**The Sand Ship**

When all seemed lost, they spotted a sand ship. Salvation? Or trouble?

Mistaken for Imperial spies at first, they were later Shanghaied and forced to work on the ship.
**The Escape**

The boy was taken to the engine room where he met Sergio, the pirate. At first he didn't trust Sergio, but later, he talked to him again and the pirate helped him escape.

**Finding the Sprite**

The boy was alone for the first time in quite a while. He missed his friends. So he started to search the ship, eventually finding a stairway that led below decks. There, he found the Sprite. Sprites are different from humans, and can put away a prodigious amount of food. So the Sprite had eaten all the ship's food supply. The cooks were only too happy to let the Sprite go with the boy.

**Finding the Girl**

Together, the boy and the Sprite searched for the Girl. At the bottom of the ship, on the middle deck, they found a doorway leading north. It led inside the ship where they found a stairway and a door guarded by two soldiers.

The stairway led to a soldier who offered to record their adventure. Nice of him. Then the Sprite tricked the two guards, and they entered the doorway where they found the Girl and Morie, General Morie's second-in-command.

The Girl was held captive in the room at the top. The stairway led to the upper deck.
**THE EMPIRE STRIKES**

General Meria seemed about to let the boy and his friends go free, but Morie, who had a mean streak, stopped him. Then, just as the general was calling for the guards, the Empire struck. Now Morie wanted to surrender, but the general wanted to fight. The soldiers sided with Morie, so there was no battle.

**GESHTAR: THE MECH RIDER**

Geshtar hopped on his Mechcycle and attacked. He cast spells and charged forward, running over the boy and his friends. But the Sprite used Thunderbolt magic on the Mech Rider and the boy attacked with his weapons. Soon the Mech Rider was scrap metal.

**BACK IN THE DESERT**

Geshtar was a sore loser. He took the ship and left everyone stranded in the desert.

General Meria turned out to be a good guy, after all. He was a friend of Jemid's and offered his help.

When they had talked to all the soldiers, the boy and his friends decided it was time to get going.
KAKKARA VILLAGE

They found their way to the village of Kakkara in the north of the desert. They asked about the Fire Palace, but the news wasn’t good. The Fire elemental, Salamando, was missing. Putting two and two together, the boy guessed that there might be a connection between Salamando’s disappearance and the “warm” village in the Ice Country. He decided they should visit the Ice Country, but first, they visited the Shop, where they found some excellent new armor, and then they rested at the Inn. When they were ready, they found the Cannon Travel Center to the east of the village and booked passage to the Ice Country.

THE ICE COUNTRY

After another stratospheric flight, they landed in a frozen wasteland. This was the Ice Country. The boy said, “Brrr. Let’s find somewhere warm!” So they headed out, fighting off the Howlers, wolves that charged at them when they let down their guard, or cast the Slow Down spell. Eventually, they found Todo Village to the west. The people in Todo were friendly creatures who told them about a paradise hidden in the Crystal Forest. They also spoke of a strange old man out in the Ice Forest.
**The Reindeer**

They headed west from Todo Village, eventually coming upon a small settlement in the middle of the Ice Forest. A reindeer and a snowman greeted them. Actually, the reindeer spoke to them. The snowman said nothing.

The reindeer told them its master had disappeared, and, in the Ice Palace, only a monster held court. Inside the small dwelling, they found a weapon orb in a chest. It seemed all right to take it.

Finally, they headed out, going south and assuring the reindeer that they would look for its master.

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**The Hidden Paradise**

Directly south of the reindeer's home was a Cannon Travel Center.

They couldn't hurt LA Funk. The best thing to do was to keep moving away from it before it started casting spells.

They met more enemies, like Shellblasts and Pebblers.

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**Boreal Face**

Boreal Face was a strange creature, a relative of Tropicallio, the boy thought. Boreal would dig into the ice, then reappear and attack with spells and by spitting Pumpkin Bombs at them. Not having any Fire magic, the Sprite tried Energy Absorb, which worked pretty well.
Once they had passed the Cannon Travel Center, they wound their way through the icy wilderness until they found a path leading north. Suddenly the air was warm, like summer. They entered a beautiful, green village. The source of the heat seemed to be an old stove set on a small hill. Two familiar-looking characters were standing around it. It was the Scorpion Army! They weren’t too smart, though. They left the stove in the boy’s care and wandered off.

**SALAMANDO**

The boy opened the stove when he heard something moving inside it. And out popped a glowing being. It was Salamando, the Fire Elemental. Salamando was grateful for being released, and recognized the boy as the Mana Knight. So he gave his Fire magic to the Girl and the Sprite. Now they had four kinds of magic — Undine’s Water magic, the Gnome’s Earth magic, Sylphid’s Wind magic, and Salamando’s Fire magic.

“Maybe we should go back to Todo Village to rest and record our adventure,” suggested the boy. The Sprite was all for continuing north from where they were.

What would you do? Keep going? Or go back first and save?

**HEADING FOR THE ICE PALACE**

When the Boss returned, he recognized the boy and his companions. He didn’t know where the Fire Seed was, though. The Boys piped in that they had seen an old guy around when they captured Salamando. An old guy? Hmm.

To get to the Ice Palace, they headed north from the warm town. On the way, they found Neko. His shop was in a hidden canyon, north of the forest. Neko offered to record their adventures.
THE ICE PALACE

Various enemies were waiting at the entrance to the Ice Palace.

ON THE FIRST FLOOR...

When they walked up to the switch in the floor, two huge walls slid open. But when they tried to walk through them, the walls closed before they could get by.

So they walked around to the right and found a switch that opened the way to a stairway leading to the second floor.

ON THE SECOND FLOOR...

They came to a room with two doorways. They tried the doorway on the right first and came to a short path that ended with a floor switch. Triggering the switch opened a bridge to a stairway nearby. They found a chest containing a weapon orb. It was guarded by two Specters.

They returned to the room with the two doors and tried the left-hand path. The floor switch on this side was guarded by Blue Drops, and a Shellblast guarded the stairs.

They ran quickly through the door at the top of the stairs. This led to another small room with no exit. But they found some floor switches, and when they stepped on the switches, a hidden door appeared.
ON THE THIRD FLOOR...

They were in a great library, but the bookshelves blocked the way in strange places. They had to fight the flying Mystic Books, but eventually they came to a couple of switches. When they stepped on the switches, the floor gave way, and they dropped into the Tonpole nest.

"Hey! These are just like the Tonpole at the Water Palace," yelled the Sprite. The boy was too busy to answer, though. Tonpoles turned into Biting Lizards after a while, and the boy figured it would be easier to fight one at a time, so he told his friends to attack just one Tonpole at a time, then they finished it off when it turned into a Biting Lizard. They used Salamando magic and well-charged weapons to defeat the creatures.
After defeating the Tompoles, they found a doorway leading north from the library.

They fought their way past the Blue Drops, and the boy used the Whip to get across the gaps.

When they stepped on the strange symbol in the floor, they were transported to another place.
The Frost Gigas was a giant who cast Water magic and sometimes turned into ice crystals. He could only be attacked successfully when he was whole, though. The Sprite used Salamando's magic on the Frost Gigas.

Strangely, the Frost Gigas sometimes cast the Ice Saber magic on the weapons of the boy and his friends. As usual, the Sprite's magic was very effective, and soon the Frost Gigas was defeated.

Santa left them armed with the Ice Saber magic on their weapons. When they left the Ice Palace, they were able to "Frostie" their enemies.
THE FIRE PALACE

Back in Todo Village, they found Watts in one of the buildings and reforged some weapons. They found the Ice Forest was a good place to practice their magic and their weapon skills until they were at their most advanced level. Soon, they were ready for the next challenge.

They returned to Kakkarra via the Cannon Travel Center south of Santa’s outpost. After visiting the village to replenish supplies and record their adventures, the boy and his friends set out onto the desert in search of the Fire Palace. They knew they must return the Fire Seed to its rightful place. Dodging around the Spider Legs and the Mad Mallards’ Pumpkin Bombs, they eventually found the entrance off to the northwest of the desert.

The entrance to the Fire Palace was treacherous. Sand Stingers, Spider Legs, and other enemies awaited them, but they fought their way into the palace and began to explore.

It was hot in the Fire Palace. The boy thought they should look for the source of the heat. In the first room, they turned west and went through an archway.

Down under the palace, it was so hot, they were nearly blinded. But the Sprite had sharp eyes and she spotted an orb of the kind they had seen before. She cast Exploder on it and the oppressive heat dissipated.

They climbed the stairs to the east and were attacked by some Red Drops. The Red Drops were hard to destroy; they kept multiplying. The boy retreated to an empty room to the north. There, they fought the Red Drops, eventually getting past them.
Across another bridge to the north, they found a secret passage. At the top of the passage was a chest with 1000 GP in it.

They ran all the way to the west and discovered an exit leading south. Fighting past the Robin Foot, they found a chest containing 1000 GP.

They discovered another orb. When they cast Fireball on it, a bridge appeared just to the east.
broken by hallways, large torches, and several stairways. Strange cloud-like creatures were attracted to the boy and his friends. They were called Funks. But the Funks cast spells against them if they stayed in one place too long. So they kept moving. Eventually, they found a stairway that led to another series of dark, very narrow passages, some blocked with jets of flame. They climbed through the narrow gaps and found another chest with a weapon orb in it. Then they returned the way they had come.

They found another stairway just southeast of the first. This one led them to a large area filled with enemies. They fought their way forward, eventually coming to another stairway leading back downstairs. To the west was a raised platform. It was well-defended by Robin Foots, but in the middle was a floor switch. When the boy stepped on the switch, they heard the sound of stone moving somewhere.

They found another stairway east of the foot switch. Then they used the Whip to get across a gap.
The room was full of unlit torches, but when they stood on the floor switch, they all lit up. A crystal orb appeared at the same time, and the Girl cast Analyzer on it. The Sprite tried the Freeze spell on it and all but two of the torches went out again.

“What happened?” asked the boy.

“Let’s go see,” answered the Sprite.

When they stood between the two lit torches a strange thing happened. A new stairway came out of the ground.

The Sprite used Thunderbolt magic on the Minotaur.

They discovered that the Minotaur could do great damage with its long horns.

But their magic was too strong for it.
THE FOURTH MANA SEED

When the boy saw the Mana Seed, he went immediately up the small stairway and held the Mana Sword up to it. Once again, he felt the Mana power passing through him.

"I can feel the new energy," he said. "It's time to practice and reach a new level of magic."

The others agreed, and they decided to return to the Ice World to practice and attain a new level of skill. They also visited Watts when they got there.

THE EMPIRE

They returned to Kakka and spoke to the people there. The boy thought it strange that the Prince should ask for something as strange as a Sea Hare's tail, but he thought little of the comment. However, he also learned that some people were moving to the Empire, and, when he checked with the Cannon Travel Center, it turned out that they had added a new route. So he and his companions decided, however dangerous it might be, to head for the Empire and see what they could find out.

SOUTHTOWN

The Empire's Southtown wasn't a very friendly place, but the boy did learn something about the Emperor, and also about a woman named Mara who was thought to be somewhat odd.
The Secret of Mana

Chapter Six:
The Empire
THE EMPIRE

Oceanid Spear

Ruby Vest
Before they explored further in Southtown, they found a shop and bought some new armor — the Ruby Vest and the Golem Ring for everyone, and the Quifled Hood for the Girl and the Sprite.

They discovered the woman, Mara, in a house to the west of the town. She recognized the boy as the Mana Knight when he mentioned Jena's name, and told him she was really a Tasnican spy. She told him how to get to Northtown. But the way to Northtown was through the sewers, and the guard wouldn't let anyone in without a secret number. Mara told the boy the number. They thanked her and left.

Later, at the entrance to the sewer, they gave the correct number to the guard and he let them pass.

The Sewer
In the sewers, they had to fight Blue Drops and Dinofish. The Dinofish shot missiles at them and often tried to surround them. But they kept moving and made it safely through to the other end of the passage where they found the Resistance headquarters.

**Resistance Headquarters**

When they came out of the sewers, they met Krissie, the leader of the Resistance. Krissie didn't trust them at first. She thought they might be spies for the Empire. The boy convinced her that they were not, though. Krissie told them about someone named Dyluck who had been draining people's energy in the ruins east of town. This sounded familiar.

Then they spoke with others in the headquarters. The old man told them about Krissie's father, who had been the leader of the Resistance before his capture, and about the Emperor's lieutenants—Sheex, Geshtar, Fanha, and Thanatos.
EXPLORING NORTHTOWN

When they left the Resistance Headquarters, they found the local Shop. They found some better armor in the shop and decided to purchase it.

They found Northtown Inn and were about to stay and record their adventures, when they discovered a small stairway leading to the basement. They found Watts in the basement and he reforged some of their weapons.

The Sprite had a premonition. It said, "I think we'll find much, much better armor in another city very soon. It will be very expensive, but very strong."

But the boy answered, "Maybe so, but this is better than what we've got. I think we should buy the best we can get for now and worry about the future when it comes."

The Girl agreed, so they purchased and equipped the new armor in Northtown.

When they were all rested and equipped, they went to find out more about the ruins to the east. When they learned about Gold City, the Sprite nodded its head.

Then they met a little girl who mentioned the name Phanna, and the Girl felt a chill when she thought about her friend. "We've got to do something," she said.

"What are we waiting for?" asked the Sprite.

They headed for the ruins.
They headed up the road to the ruins. When they got to the outskirts, they met Phanna, who seemed to be living in a dream world. She thought she was happy, but the Girl knew she wasn't herself. Krissie came to take Phanna where she could be helped, and the three companions took off into the ruins to find Dyflock.
Sometimes they ran past their enemies. Eventually, they found a weapon orb hidden in a chest.

They didn't find much of interest in the lower doorways.

So they went up the western stairs.

They tried the first door they found.

Sometimes they fought. Here they fought the Imp and its bat friends.

They found another weapon orb when they tried the eastern door. Then they returned to the original room and entered the middle doorway downstairs.
Two Mirror Paths

Both paths led to weapon orbs from the upper eastern and western doorways. With two new weapon orbs, the boy decided to return to Northtown and ask Watts to reforge his weapons before taking the main path.

The Main Path

The main path starts at the middle door on the first floor.
They explored the exit to the south and found the floor switch first. Then they were able to find the hidden door in the lower area.
It was hard fighting through all the enemies who faced them, but they finally came to a room with long spiky trails. Far to the east, they found a floor switch that made the spikes go away. Then they were able to head north to a doorway. Still, they hadn't found the end. But they were close!

Doom's Wall
They entered a large room, but their way was blocked by a great wall. It was Doom's Wall, and they would have to destroy it to go onward.

**DOOM'S WALL**

Using Analyzer magic, they learned that Doom's Wall feared Lumina. But they had no Lumina magic.

This wall was like the other, so the boy told his friends not to worry, but to keep attacking the central eye.

Doom's Wall attacked with spells and also with rock attacks.

Since they didn't have Lumina, the Sprite decided to use Earth Slide. It worked once, so why not?

The Earth Slide worked well, and so did their weapons. Doom's Wall was doomed.
After defeating Doom's Wall, they continued through the door to the north. They had no idea what they would find, but they eventually came upon Dyluck. The Girl was happy — at first. But Dyluck was under Thanatos' control, and he drained the Girl, then told the boy and the Sprite to go through the door at the back of the great hall.

Thanatos wants to make the boy and the Sprite watch as he takes control of the Girl, but Dyluck somehow resists his master and sends her some life energy. Thanatos is angry and sends the boy and his friends to meet his Vampire.
Thanatos threw them to the Vampire, a giant bat that could float up above them and then attack from above. The Vampire also cast spells and could grab its enemies and suck the life from them.

Weapons were useful, but magic was the key to defeating this creature. The Sprite used Thunderbolt magic and kept casting as quickly as it could. Eventually, the Vampire was defeated, but Thanatos and Dyluck were gone.

**Back to Northtown**

The Vampire was defeated, but there was no sign of Dyluck.

They returned to town and visited Watts to reforge their weapons.

It seems the Emperor is interested in peace, after all.

But can he be trusted?

Krissie has heard from the Emperor. It seems he wants to talk.

Pass if you have business at the castle.

Krissie and her friends have gone ahead. Time to check out the castle.
Here's how the Mana Knight explored the Empire Ruins:

1) He met Phanna in the outskirts of the Ruins, then continued north into the first area.

2) He went up the western stairway, then in the first door he came to. This door led to a series of rooms and passageways. Eventually, he found a chest with a weapon orb inside.

3) He retraced his steps, then, back in the first area, he took the door to the east which led to another series of rooms and passageways. Finally, he found another weapon orb.

4) He returned to Northtown and asked Watts to upgrade his weapons.

5) Back in the Ruins, he stayed on the lower floor and went in the central doorway.

6) He followed a series of passages until he reached a long hallway with three doors leading north (including the one he had come from). He went all the way to the western door and entered.

7) He came to a great hallway with two rooms at lower levels. To the west was a door, but it was blocked by sharp spikes he couldn't pass. So he explored some more and found a doorway leading south.

8) Eventually, he came to a small room guarded by Drops. Here, he found a floor switch.

9) When he returned to the large hallway, the spikes blocking the door to the west were gone. He found a weapon orb in the room beyond the door.

10) He went down the stairway and found another switch that had been blocked by spikes. Now the way was open and stepping on the switch revealed a hidden door.

11) He went through the secret door and followed the path until he came to another great hallway. To the east was an area lined with spikes. He found a floor switch at the eastern end. He had to fight his way there, and the going was tough. When he stepped on the switch, the way opened to a door leading north. He went through that door, through another room, and then met Doom's Wall.

12) After Doom's Wall, he met Dyluck and Thanatos and fought the Vampire.
When they arrived at the castle, they expected to see a large meeting, but there was nobody around. Only the Emperor, who sprung a trap and sent them to jail.

In jail, they were reunited with Krissie and her friends. Krissie was very angry about the Emperor's betrayal. Then the guards came and forced the boy and his friends over a ledge where they fell into the lair of the Metal Mantis.
The Metal Mantis had several attacks, and reminded the boy of the Mantis Ant he had fought so long ago in Potos. The Metal Mantis didn’t seem to be especially weak against any magic, but the Sprite used Thunderbolt and the Mantis was destroyed.

When they had defeated the Metal Mantis, they stepped on a switch in the floor and found themselves in a damp basement.

The High Steppers helped them over the walls.

They found 1000 GP in a chest near the exit.

The Emberman was a strange enemy. It would melt into and out of the floor.

After the Emberman room, they found themselves once again in the jail. But this time, they were outside the cell! The boy stepped on a switch and released the Resistance members.
They came out on the roof, which was well guarded by Armored Men. First they climbed down the stairway and walked all the way to the east. Up another stairway, they found a doorway, and inside were two chests containing weapon orbs.

When they had gotten the weapon orbs, they climbed down again and walked in the main entrance to the castle.

This time there were no guards in front of the western stairway, so they went that way.

They were back on the rooftops again. The only way out was through some double doors.

The double doors led to a banquet room. They found a switch at the back of the room.
In the back of the banquet room was a switch that opened a secret door.

This room led to where they first met the Emperor.

The boy's path crisscrossed through this room as different passages led him here.

The strange tiles in the floor wouldn't let them pass, but the ones to the east teleported them to another place.

When they tried to walk back into the hallway, the strange tile blocked them and they couldn't pass.

The boy noticed a strange Stud on the wall. He whacked it with his sword. Nothing much happened, but now they could pass.

They walked up to the north and through the double doors.
The Emperor never expected to see the Mana Knight again. He was convinced that the boy was a worthy adversary.

Then Geshtar asked to avenge himself for his previous defeat.

Geshtar hadn’t changed much since the last time he had challenged the Mana Knight. He still rode his Mech Rider back and forth, this time on the roof of the castle. The Sprite used Thunderbolt magic on him and it was pretty effective. The boy and the Girl waited until he stopped, then hit him with well-charged attacks.

Why not try your Slow Down magic?” asked the boy. “He moves too fast.”

But the Sprite said, “I think the Thunderbolt will take care of him before he becomes too much of a problem.”

**Truffle to the Rescue**

Geshtar was a sore loser. He vowed to destroy the whole castle when he was defeated. But, from nowhere, King Truffle arrived.

And how did he get there? He flew there on Flammie, now a grown-up dragon! He gives the boy the Flammie Drum, a toy that will call Flammie any time. And then its time to take off!
The white dragon streaked down when the boy used the rattle. It gathered them up and rose quickly into the air.

The boy and the dragon were linked in a special way, and the dragon would follow the boy's directions. They headed for Matango.

When they found Matango, the boy told Flammie to drop slowly to the ground.

When they had said goodbye to King Truffle, they called Flammie, and left Matango.
1. potos village
2. pandora
3. Gaia's Navel
4. the great forest
5. matango
6. kakkara desert
7. the ice world
8. southtown
9. northtown
10. gold isle
11. the lofty mountains
12. mandala
13. tasnica
14. moon portal
15. the grand palace
16. the pure land
17. sea hare island
The Secret of Mana

Chapter Seven:
The Dark and the Light
THE LOFTY MOUNTAINS

They flew southwest, as King Truffle had told them to do, over the land and the water, until they came to the area called the Lofty Mountains. They found a small village — just a patch of green — among the peaks, and they landed there.

MANDALA

They landed in a small, peaceful settlement. The people seemed calm and relaxed. But all the news in Mandala wasn't good.

The boy learned that there were monsters everywhere — in a cave that was called the Palace of Darkness, and on the path to the peak where someone named Sage Joch could be found.

The boy also visited the temple north of the village, but the monk there told him Sage Joch would not see him unless he showed the will to overcome himself. But what did that mean?
INSIDE THE TEMPLE

They found seven strange devices called Veedios inside the Temple, but some were broken, and the others seemed to contain historical recordings, but none of it made sense to the boy or his friends.

The Palace of Darkness

After visiting the Temple, they shopped and rested. The items they found in Mandala were powerful, but expensive — like the Icy Amulet, the Magical Armor, and the Circlet. (Once again, the Sprite said they might wait for better armor up ahead. “I see a golden shop,” it said.) Finally, when they were ready, they left town to the south and soon found the entrance to the Palace of Darkness.

In the small cave, they fought a Fierce Head. It was an evil-looking creature, but they were stronger. They continued north, into the Palace itself.

In the Palace, the Dark Knights cast Wall spells to protect them from magic. But the Wall spells didn’t protect them from weapons, and that was all the three adventurers needed to defeat them.
There were three paths at first, but the central one was blocked by an iron gate, and the eastern path led to a dead end. So they went through the western archway and emerged in a strange room full of multi-level walkways. They hurried along the walkway they were on and eventually climbed a stone stairway which led to a cavern. The boy used his Axe to cut through the stalagmites that blocked the way while they were attacked by Emberman creatures. They found an exit to the east. It led south, and that's the way they went. Next, they went west and back into the cave through another archway.
They found a switch that made a whip post appear nearby, but they couldn't get to it. "Maybe it'll come in handy later," said the Girl. So they went back through the archway south and went south again, finding themselves on a high balcony above the first room they had visited. They found a floor switch to the west and stepped on it. They heard the gate open below.

To the east they found a stairway going down. An arch led north through a long passage. They found a chest with 1000 GP in it, but there were also many Dark Knights and a Fierce Head.

They came out of the tunnel and discovered two more archways. The lower one led to a dead end, so they went up the stairs and through the upper arch.

They hurried past the Dark Ninja who blocked the way, then found themselves in the cave again. Another entrance to the north revealed nothing useful — just more enemies.

To the north was a cave with nothing useful inside. So they fought off the Emberman creatures and used the Whip to get across the gap. They could see a floor switch cut into the stone.

When they stepped on the switch, a new cave entrance appeared to the northeast. But they couldn't get to it from there.

They had to go all the way back around to where they had started from to get to the new cave entrance. When they did, they used the Axe to cut the way to the west.

The cave entrance led to a long room full of Dark Ninjas. They continued through the room until they found an exit to the north.
They came out on a narrow path. Below was only darkness. Immediately ahead of them was a floor switch. When the boy stepped on the switch, two rows of blue flames lit to the west.

The Sprite was the first to try walking over the invisible path. “What are you doing?” asked the boy.

“Don’t you see it? It’s a path,” answered the Sprite.

So they walked safely between the flames, the black void beneath their feet. Every so often, they came to another switch, and each switch lit another invisible path until, finally, they reached another archway. This one led to the north.
Shade, the elemental of Darkness decided to test the Mana Knight to see if he was worthy. The test was to defeat Lime Slime, a giant amoeba-like creature.

Lime Slime used the magic of Darkness and tried to envelope the boy and his companions. But the Girl cast Analyzer and found out that Lime Slime was vulnerable to Salamando magic, so the Sprite piled on Exploder and Lava Wave while the others attacked with their weapons, until the Lime Slime could take no more.

They passed the test, and Shade, the elemental of Darkness greeted them and introduced himself.

Shade offered his powers to the Mana Knight and his companions to help them in their quest.

Then the boy approached the Mana Seed and sealed it with his sword.

With the power of the Seed of Darkness, the party's power had reached the fifth level. It was time to charge up their magic once again.
After visiting town, restocking and resting from their battles, the three friends set out to find Sage Joch at the top of his mountain. They encountered several new enemies, including the Bomb Bee, the Trap Flower (which cast Sleep Flower spells), and the Eggatrice (which could turn them to stone).
**The Bosses**

You'll meet a lot of mean monsters in The Secret of Mana. The following pages will tell you all about them. When you defeat them, you gain the number of experience points (EXP) and gold (GP) listed in the chart.

- **Mantis Ant**
  - HP: 150
  - MP: 20
  - EXP: 10
  - GP: 100
  - Type: Insect
  - Main Attacks: Gem, Missile
  - Weakness: None

- **Tropicallo**
  - HP: 315
  - MP: 0
  - EXP: 80
  - GP: 132
  - Type: Plant
  - Main Attacks: Pumpkin Bombs
  - Weakness: None

- **Brambler**
  - HP: 78
  - MP: 99
  - EXP: 2
  - GP: 24
  - Type: Plant
  - Main Attacks: Poison
  - Weakness: None

- **Spiky Tiger**
  - HP: 520
  - MP: 21
  - EXP: 210
  - GP: 288
  - Type: Animal
  - Main Attacks: Fire Bouquet
  - Weakness: None

- **Tonpole**
  - HP: 600
  - MP: 0
  - EXP: 50
  - GP: 0
  - Type: Reptile
  - Main Attacks: None
  - Weakness: None

- **Biting Lizard**
  - HP: 770
  - MP: 6
  - EXP: 210
  - GP: 348
  - Type: Reptile
  - Main Attacks: Tongue Attack
  - Weakness: None

- **Fire Gigas**
  - HP: 850
  - MP: 66
  - EXP: 326
  - GP: 360
  - Type: Spirit
  - Main Attacks: Fire Magic
  - Weakness: Freeze Magic

- **Kilroy**
  - HP: 900
  - MP: 18
  - EXP: 686
  - GP: 650
  - Type: Machine
  - Main Attacks: Moogle Hammer
  - Weakness: None

- **Wall Face**
  - HP: 300
  - MP: 99
  - EXP: 2
  - GP: 0
  - Type: Demon
  - Main Attacks: Freeze, Magic Absorb
  - Weakness: Central Eye

- **Wall Face 1**
  - HP: 920
  - MP: 99
  - EXP: 210
  - GP: 720
  - Type: Demon
  - Main Attacks: Freeze, Magic Absorb
  - Weakness: Earth Slide

- **Jabberwocky**
  - HP: 950
  - MP: 90
  - EXP: 800
  - GP: 768
  - Type: Reptile
  - Main Attacks: Acid Storm
  - Weakness: Earth Slide
**Spring Beak**
- HP: 720
- MP: 99
- EXP: 1090
- GP: 864
- Type: Bird
- Main Attacks: Air Blast, Silence, Balloon, Thunderbolt
- Weakness: Earth Slide

**Great Viper**
- HP: 1330
- MP: 8
- EXP: 1410
- GP: 1056
- Type: Reptile
- Main Attacks: Diamond Missile
- Weakness: Thunderbolt

**Boreal Face**
- HP: 1100
- MP: 12
- EXP: 2245
- GP: 1040
- Type: Plant
- Main Attacks: Gem Missile, Midge Attack
- Weakness: None (Energy Absorb)

**Frost Gigas**
- HP: 1140
- MP: 99
- EXP: 3045
- GP: 1200
- Type: Spirit
- Main Attacks: Ice Saber, Acid Storm
- Weakness: Fire Magic

**Mech Rider 1**
- HP: 980
- MP: 18
- EXP: 1595
- GP: 1055
- Type: Machine
- Main Attacks: Speed Up, Missile Attack
- Weakness: None

**Minotaur**
- HP: 1200
- MP: 99
- EXP: 3348
- GP: 1440
- Type: Animal
- Main Attacks: Protect, Earth Slide
- Weakness: Thunderbolt

**Doom's Wall**
- HP: 425
- MP: 99
- EXP: 1
- GP: 0
- Type: Demon
- Main Attacks: Energy Absorb, Thunderbolt
- Weakness: Central Eye

**Doom's Wall 1**
- HP: 1180
- MP: 99
- EXP: 4750
- GP: 648
- Type: Demon
- Main Attacks: Revivify
- Weakness: Earth Slide

**Vampire**
- HP: 2550
- MP: 99
- EXP: 5148
- GP: 696
- Type: Undead
- Main Attacks: Energy Absorb, Freeze
- Weakness: Lumina (use Thunderbolt)

**Metal Mantis**
- HP: 1220
- MP: 40
- EXP: 4749
- GP: 1464
- Type: Machine
- Main Attacks: Gem Missile, Lunar Boost, Fire Beam
- Weakness: Thunderbolt

**Mech Rider 2**
- HP: 1258
- MP: 30
- EXP: 6013
- GP: 1500
- Type: Machine
- Main Attacks: Speed Up, Ultrasound
- Weakness: None, (use Thunderbolt)

**Lime Slime**
- HP: 2888
- MP: 99
- EXP: 8000
- GP: 3000
- Type: Morph
- Main Attacks: Dark Force
- Weakness: Fire Magic
Maps

In the following pages you'll find some of the areas to explore. These same areas are also mapped in the main sections of the story.

The Empire Ruins

These paths lead to weapon orbs.

Switches

[Map of The Empire Ruins with labeled areas]
THE GRAND PALACE & THE UNDERGROUND CITY

A

B

C

D

E

Hydra

Switches
whack the lights in order
INSIDE THE GRAND PALACE
THE MANA FORTRESS

to buffy

A
B
C
**SAGE JOCH**

At the top of the mountain, they found only an unfriendly creature who yelled at them and told them to go away. It said that Sage Joch was gone to Gold Isle to the northeast. And that is all it would tell them.

To get down off the mountain quickly, they called Flammie and took off. Then they landed again at the foot of the mountain, in front of the Cave of Darkness.

**CHARGE TO LEVEL 5**

Before heading for Gold Isle, they had Flammie take them back to Todo Village in the Ice Country. There, they practiced their new magic and brought their other skills up to their highest levels. They also visited Watts and reforged some weapons.

The Sprite practiced piling on the magic. The Sprite had become so strong that it had to be careful not to waste its spells. For instance, sometimes it would cast several spells in a row without waiting for the last one to finish. The unfortunate victim of the Sprite’s magic would not perish, but would continue to soak up the spell energy until it stopped. Then the creature would vanish with a full 999 force.
The Sea Hare Tail

As they were flying over the ocean, the Sprite, whose eyes were very sharp, spotted a small island out in the middle of nowhere.

"Hey! Let's land there!" it cried out.

So they guided Flammie onto the small atoll. There was a very small village there, but they had little to offer — except for Sea Hare tails.

"Hmm," the boy said. "That reminds me of something I heard in Kakkara."

They obtained a Sea Hare tail and flew back to the desert. When they gave the tail to Prince Amar, he used it to restore the water to the dry town. In gratitude, he handed the boy the Moogle Belt which, when used, would reverse the effects of Moogling.

Gold City

This city was truly paved with gold.

The people told the boy that the Golden Tower was off limits.

When he tried to enter, he found it was locked tight.

He found Watts with his own shop in the town.

Talking to the townsfolk was a good way to learn about what was going on. The boy learned about a missing key.
“This is the place to shop!” yelled the Sprite. They had to agree that the armor here was the best they had seen. It was also very expensive!

**King Manmon**

Hoping to find out something about the missing key, they visited King Manmon, but he was only obsessed with gold.

**The Key to the Tower**

They found a man in Gold City who told them about a missing key. This made the boy start to think about the missing key. He stopped suddenly and turned to his friends.

“I've got an idea,” said the boy. “It was a Tasnican spy who last had the key. Right?”

The others agreed.

“So, don't you remember the woman in Souhtown?” he asked. “Her husband was a Tasnican spy. And she carries a little wooden box around. Let's go ask her.”
The Beast Zombies were guarding a chest that contained a weapon orb. They continued through a couple of doorways and up a stair. That's when they met Blue Spike.

After Blue Spike, they followed the tower upward until they met the Gorgon Bull.

Blue Spike looked like a relative of Elinee's Spiky Tiger. It had several attacks. It would spring in the air and land on top of them, or roll up into a ball and bounce around the room, knocking the flat when it hit them. It also had some magic spells, but the Sprite didn't give it much time to cast them. Instead, it cast Earth Slide on Blue Spike until the tiger was truly blue. They collected another weapon orb and continued up the tower.

The Gorgon Bull was a meaner version of the Minotaur, but once again, the Sprite had the answer. Casting the Sylphid magic, Thunderbolt, was very effective. Still, the Bull's charges were very damaging, so they hurried to destroy it quickly.
Lumina

After defeating the Gorgon Bull, they went up another stair and met Lumina, the elemental of Light.

Lumina told them how King Mammon was selfishly using the Mana power to make gold. But the Mana power should be given to the Mana Knight.

The Girl and the Sprite received the Lumina magic.

The boy sealed the Mana Seed and was bathed in Mana power.

Now they had the power of six Mana Seeds, and it was time to bring their skills up to match the new power.

They returned to Gold City to rest and to shop. They also visited Watts and reforged their weapons. Then they decided to return to Todo Village in the Ice World and practice their magic skills and their battle techniques until they were as strong as they could be. Finally, they returned to the mountain to find Sage Joch. They could think of nowhere else to go.
After gaining the Lumina magic, they returned to the mountain to see Sage Joch. They couldn't think of anywhere else to go.
The Secret of Mana

Chapter Eight: Moon & Mana
**Sage Joch**

They returned to the mountain to find Sage Joch. They had earned the magic of Light and Darkness. The reception they received was no better than before. This time Joch's disciple said he was at the Moon Palace which could be reached from somewhere in the Kakkara Desert. So they called Flammie and returned to the desert.

**The Lighthouse**

Out between Pandora and the Ice World, they found a very small island. From the air they could see the lighthouse, so they decided to pay a visit there. The caretaker, Pecard, told them about the sunken continent and the Mana Palace.

**Passage to the Moon**

Landing next to a great, black area, they found the Sea of Wonders out in the eastern part of the Kakkara Desert. Mad Mallards threw Pumpkin Bombs at them and cast Salamando magic. They fought their way through, and to the north they found Karon, the ferryman, who took them to the Moon Palace.
Karon's Ferry gets them there safely, and the Karon offers to wait for them.

The entrance to the Moon Palace leads to a completely dark room. Only a few flames give them a clue where they are.

From the entrance, they headed west, then, after a while, they turned north. They found a crystal orb guarded by a Marmablue.

Marmablues guard the entrance. Their main weapon is the Magic Absorb spell, which drains MP from their enemies.

More Marmablues were lurking in the darkness.

Casting Analyzer on the orb, they learned that the Lumina magic would work. The Girl tried Lucent Beam on the orb, and suddenly there was light, and they were in a normal palace room.
LUNA, THE MOON ELEMENTAL

Luna greeted the travelers and gave them his powers. Then the boy took his sword and sealed the Mana Seed. Now they had the power of seven of the eight seeds. Was their quest nearly completed?

SAGE JOCH — BACK TO THE MOUNTAIN

Once again, they made their way back to the mountain to try to find Sage Joch. The climb was getting easier each time, but the result was the same. He was in Tasnica this time.

INCREASING MAGIC ABILITY

"Now that we have seven seeds, shouldn't we practice our magic to use all that power?" asked the Girl.

"It's getting harder and harder to increase my ability," the Sprite complained. The boy looked worried. "But our task is going to get harder. I'm sure it will. Perhaps we should practice and increase our abilities with weapons and with spells."

"Then let's return to Todo Village. It's cold there, but it's a good place to practice."
Tasnica was just southwest of the Sea of Wonders. When they landed, they began to search for someone who might know where Sage Joch was. As usual, they didn’t find him, but they did find Jema.

Everyone was searching for a spy. Nobody could talk about anything else, so the boy and his friends went searching for the spy, too. Eventually, they came to the throne room, where they began to speak with the King. But the King was an impostor. It was the Dark Stalker!

The Dark Stalker was no match for the Mana Knight and his companions. They found out its weakness — Lumina magic — and the Girl cast Lucent Beams until the Stalker was defeated.
**AFTER THE DARK STALKER**

The real King of Tasnica recognized the boy as the real Mana Knight and gave him a weapon orb.

Jema urged the boy to continue his quest, and not to stop.

Jema spoke of true courage and warned the boy that the Empire was close to achieving its goal. He told him to find Sage Joch and learn true courage. As if the boy hadn’t been trying all along!

**SECRET PASSAGES**

When he explored the Tasnican Castle, he found some secret passages. One led to a shopkeeper, but he didn’t have anything better than what they had purchased in Gold City.
SAGE JOCH — THE TEST OF COURAGE

Finally they were able to meet Sage Joch, though they couldn't understand what he was saying. But Jehk translated. It was time for the test of courage. Joch cleared a path leading north.

THE PATH TO THE TEST

The path to the test was in terrible shape. There were so many monsters everywhere, and there were stalagmites to cut through, gaps to jump. Just getting to the test was test enough. They encountered Shape Shifters who gave them a lot of trouble, and tough Nitro Pumpkins as well.
The path to the testing area was perilous. The boy used the Axe to cut through the stalagmites. Nitro Pumpkins, Shape Shifters, and Marmablues lay in ambush all along the way. These were terrible enemies who were not easily defeated. They fought their best against them and continued. When they came to a fork in the path, they took the eastern path. Later, they used the Whip to get across the gap.

The test for the Mana Knight was to meet his double in combat. Each of the three had a counter-part. They soon discovered that spells did little good, though using the Defender magic helped protect them.

The strongest enemy was the boy’s double, so what they decided to do was attack him first, all at once, then attack the other two, each in turn. By combining their efforts on one enemy, they were quickly able to defeat the doubles and complete the test.
After the Test of Courage

The old man was nothing but an illusion. Jehk was Joch. Or Joch was Jehk. Whatever it was, they had been led on a merry chase by Sage Joch, but, strangely, they weren't angry. No doubt, the Sage had his reasons. Now that they had passed the test, Sage Joch told them to head for the Tree Palace above the coral reef.

The Tree Palace

They found the palace in the middle of the coral reef. But when they landed, they were instantly confronted by the Emperor and his lieutenants. The Emperor was gloating because he had broken all the palace seals and was about to raise the Mana Fortress.
It turned out that Sheex was the Dark Stalker, and he volunteered to try again. This time, he transformed himself into Aegagropilon.

Sheex decided to tell the boy about his contract with the underworld. It seems the Empire has some powerful, and evil, allies.

Aegagropilon was a strange creature who could roll up into a ball, or extend two large clawed feet. Aegagropilon liked to cast the Wall spell to protect it from magic, but the Shade spell, Dispel Magic could undo the Wall spell. Then the Sprite was able to attack using Earth Slide and Thunderbolt. Aegagropilon couldn't stand up against the Sprite's attack, and was defeated.
They ran toward the Mana Seed, trying to save the seal. Even as they realized that they were too late, a new creature appeared. It was Dryad, the Tree elemental.

Dryad told them about the sunken continent that was about to rise and told them they must leave.

The Tree spirit was about to give up and go down with the Tree Palace, but the Sprite convinced him to join them. He agreed, even though his strongest magic had been sealed by Thanatos. The Dryad offered his magic to the Mana Knight.

Flammie carried them to safety, but they had to watch helplessly as the sunken continent rose.
The Secret of Mana

Chapter Nine:
The Underground City
CHARGING THE DRYAD MAGIC

Even though they had visited all eight palaces and should have the power of all eight Mana Seeds, the seals had all been broken, and their power was not complete. Still, they went to the Ice World to practice and perfect the Dryad magic before going on with their quest.

THE GRAND PALACE

The new continent had risen, raising the Grand Palace.

Jema told them the bad news. The Mana Fortress had risen with the continent.

Jema had brought troops to help hold back the Empire...
...but he asked the boy to find the Underground City and help catch up with the Emperor. Even though it wasn't fully powered yet, Jema knew that they would need the power of the Mana Sword.

They fought their way down the stairway, which was loaded with enemies. There were Dark Knights, Shape Shifters, and Metal Crawlers. Then, at the bottom, were Dinofish and Marmalines. They hurried to catch up with the soldiers, though, and didn’t wait around to finish off every monster.

When they reached the bottom of the stairs, they had to wade through the shallow water of the moat to reach the entrance to the city. It was around the west side of the Palace.

**THE UNDERGROUND CITY**

A torrent of water fell into the room, disappearing into a deep pit. They had to fight the Steelpion, a metal scorpion, before they could go on. Then the boy used the Axe to clear the way ahead, then they used the High Stepper to jump up a wall.

They spotted a chest to the east, so they forced their way through the waterfall to get to it. The water tried to force them down, but they pushed up against it and crossed safely to the other side where the chest was. The chest contained a weapon orb, which they took, then they retraced their steps.

Finally, they exited through a grating leading north.
They used the Axe to chop their way through the spikes, then battled their way up to the waterfalls. They had to hit the switches as they slid down in the water to turn off the flow.

Then hit the one on the right.

Hit the left one first.

The Hydra lives in water, so they decided to fight water with fire. The Sprite used Salamando magic on the Hydra. By quickly casting Exploder, the Hydra was quickly dispatched. Hydras can heal themselves. Even when they lose one of their heads, they can regenerate it. But when the magic is piled on fast enough, even a Hydra can't recover fast enough.
**After the Hydra**

After defeating the Hydra, the Emperor appeared with his lieutenants. Fanha was all for attacking the boy, but the Emperor was feeling confident, with the Mana Fortress nearby.

**Saving the Game**

"Maybe we should return to a town, and rest and record our adventure," suggested the boy. But the Girl and the Sprite disagreed.

"Let's keep going. I don't feel tired," the Girl told him.

"Me either," the Sprite added.

"Then we'll go on," the boy agreed.

From the Hydra room, they went north, then down some stairs leading south. They had to fight the Kimono Wizard and the Metal Crawlers to get to the stairs.

The city paths were crawling with enemies (literally). They fought the Metal Crawlers, Steelpions, and Captain Ducks.

When they came to an escalator, they found a hidden passageway leading to the west. In a small room was a floor switch that controlled a force field down below.

**Using the Wall Spell**

The Girl used the Wall spell to protect them from the magic cast by their enemies. For instance, Captain Duck could cast the Exploder magic, and it did a lot of damage. But when the Wall spell was active, the spell bounced back on Captain Duck and damaged him.
They came to a hallway with a brick floor. To the north was a doorway that led to a secret Resistance headquarters.

Watts was there, and he reforged some weapons for them.

Krissie was also there. She gave them a healing boost so they could continue at full strength.

One of the soldiers had a clue for them. It didn’t mean much to the boy, but he decided to write it down for later.
After leaving the secret Resistance Headquarters, they continued until they came to another doorway. It led to another area with a tile floor. They had a choice of directions there, but chose to go to the west. Then they came to another escalator. At the top, they fought the Fierce Heads and headed east.

They passed a switch they couldn’t reach. So they ran on to the east. Just past a small pool, they jumped off a short wall and kept going.

They passed a force field, but saw no way to open it. So they ran up to another hallway and continued to the east until they reached a switch in the floor. Another force field blocked the path leading south, so they retraced their steps and found the first force field was gone.

Defending them against so many enemies was draining the Sprite’s magic powers. But then the boy reminded the Sprite of one of its spells — Magic Absorb. Using Magic Absorb, the Sprite could keep its magic powers at full capacity all the time.

The place was infested with Kimono Wizards and Dark Knights. They fought their way to a long hallway leading south. At the bottom was another force field. But when they stood in the middle of four light patches in the floor, the force field opened and they continued to the north.
They came down a long hallway leading south, meeting Dark Knights at the bottom.

They thought they had seen the last of the Dark Stalker, but he was back and they had to fight him again.

There was a doorway leading south, but it was protected by a force field. The boy thought the colored lights might have something to do with it.

By hitting the lights in the right order, they opened the force field. The order was: Red, Blue, Yellow, Green.

After selecting the lights in the right order, they headed through the doorway leading south.
They had seen this switch before. The boy stepped on it before jumping off the wall. The Girl wanted to rejoin him and was able to use her jump attack to get back up to where the boy was. They continued to the east, eventually finding a passage leading south where there had been a force field before. A little later on, they came to another, very long escalator.

They came out into a subway station. More Dark Stalkers attacked them, often disappearing and reappearing somewhere else. They went through the turnstiles and found the entrance to the train to the rear of the last car.

The subway car was infested with Zombies, but they ran past the sluggish creatures before any of them could react. Eventually, they found an exit in the front of the train.
As they exited the subway, their way was blocked by Dark Stalkers and Mad Mallards. There was also a force field, but it turned itself off when they went through the covered turnstile to the right.

They had to jump down a series of walls, then climb back up a set of stairs, all the while fighting Dark Stalkers.

Finally, they came to an exit and headed north into it.

They met the strange Scorpion Army again, and they hadn’t learned a thing. They were still trying to get the boy’s sword, and they still were messing around with their robots. This one, the Super Special Deluxe Robot, Type 2... with turbo, they called “Kettle Kin.”
The Boss 'n the Boyz

Kettle Kin

This robot, "Kettle Kin" was a more powerful cousin of the first robot the boy had fought. The Sprite cast Dispel Magic because Kettle Kin used Lucid Barrier to protect itself. The Sprite used Magic Absorb to prevent the robot from casting more spells, then weapons did the rest. The robot's great hammers could flatten them, so they all kept moving to stay away from it.

Return to Safety

They finally reached the end of the Underground City, emerging on the other side of the Grand Palace. The trip through the city had been long and difficult, and they decided to call Flammie and return to a town to reforge some weapons, rest, and record their adventures.

Back to the Grand Palace

When they were ready, they came back to the Grand Palace and tried to enter through the main doors. But they could not go any further. So they climbed down the stairs and found an exit at the bottom on the southeastern corner of the castle.
The Secret of Mana

Chapter Ten:
The Grand Palace
When they walked in the bottom door to the Grand Palace, they heard a distant howling. Soon, they encountered the Heck Hounds themselves.
**The First Orb Rooms**

Fighting their way past the Hell Hounds and the Doom Sword, they headed up through the central arch.

Grenmlins attacked with magic spells. The Wall spell was useful for protection. So also were distance weapons like the Bow, the Boomerang, and the Javelin.

They ran to the west and quickly ducked into a doorway leading north. Two Doom Swords guarded the path to an orb. They fought the swords.

When they approached the orb, they had to fight a mystic beast called the National Scar. They cast Analyzer on the orb and discovered it was keyed to Gnome magic. The Sprite cast Earth Slide and the orb disappeared. They heard a sound off in the distance.

They exited the first orb room and headed to the east. Another doorway led to the north, and they entered it. Inside were more Doom Swords and another orb. This time Analyzer told them to use Undine's magic, so the Sprite cast the Freeze spell on the orb and it disappeared. Again, they heard a sound in the distance.

**Avoiding Conflict**

Afterward, they thought about it and realized that they could have cast the spells on the orbs in the rooms without ever fighting the Doom Swords or the National Scar. They simply could have walked to either edge of the room and avoided battle altogether. Of course, they wouldn't gain in skill that way.
After taking care of the Earth and Water orbs, they returned to the original room and went up the stairs to the east.

They ran past the Gremlin and took the first door they found. It led to the north.

More Gremlins attacked them in the next room. The boy quickly grabbed the Whip and jumped across the gaps.
When too many enemies were around, and they were casting spells, the Wall spell was a good way to protect them.

They found another orb room. This time it was the orb of Wind, and they cast Thunderbolt on it. Again, they heard a distant sound.

Next, they found a passage leading south.

They walked to the east, up through a tunnel, and into another orb room. This time, it was the orb of Fire, and they cast Exploder on it.

They went back through the tunnel to the south and then up the central passage they had passed before.

The gate blocked their way, but there was a stairway to the east. It led to a carpeted pathway, and then to another stairway.

The stairway led to a narrow platform. The boy found a switch on the wall that opened the gate.

In the room where the gate had been, there was another exit leading south.
**Game Note:**

Sometimes the Chest containing the weapon orb will disappear, or become a Doom Sword. Going in and out of the room can affect this. Be sure to collect the weapon orb when you first see the chest.

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The boy found a chest containing a weapon orb in the room below.

After getting the weapon orb from the chest, they found another room to the east.

It was the orb room of Darkness. The Sprite cast Dark Force.

The Sprite used Magic Absorb to keep its magic power up.

Far to the west was the orb room of Light. The Girl cast Lucent Beam.

---

**Record the Adventure**

They thought about leaving the palace and recording their adventure, just in case. They could retrace their steps later.

They went through the arch where the gate had been, then walked around a long path until they found a stairway in the north part of the great room.
THE FOUR SWITCHES

They came to a room with switches up on raised platforms. They triggered the switches on the west side first.

The first switch made a stairway appear to the south. The second switch opened a pathway south.

They used the Whip to get across the gap leading south and found the orb room of the Moon. Lunar Magic worked there.
They returned to the switch room and triggered the eastern switches. Then they used the Whip to cross the gap to the south and entered another doorway. This one didn't lead to an orb room, though. It led to a room full of raised walkways. A floor switch was near the stairs, and when they stepped on it, it opened a pathway to the north.

Snap Dragon was pretty much like the Biting Lizard, but meaner. They discovered that fighting Snap Dragon with their weapons, while effective, was slow going because the monster would cast Cure spells. But the Sprite discovered that the Snap Dragon didn't like Salamando magic and hit him with a few good Exploder spells. That was all it took. The Snap Dragon fell, and a new path leading south appeared.

The new path led to the front entrance to the Grand Palace, but the boy wasn't sure it was time to leave the place. Not just yet.

Instead of going out the front, the boy took them to the southwest, where they found another entrance. Inside the seed room, they discovered the Emperor, but he seemed dazed, as if he was in a trance.
Behind the Emperor was an exit leading ... who knew where? They had to find out, though.

When they entered the next room, they met Fanha, and then Thanatos appeared.
Thanatos reveals his macabre plan — to take over the body of Dyluck. Then he sends Hexas after the boy and his friends.

Hexas, the four-armed snake creature, had powerful magic, including her Pygmuus Glare, which pygmyzizes her enemies.

Hexas was a tough opponent, because when they were in the tiny state, they took a lot of damage. It was the Sprite's Earth Slide magic that eventually defeated Hexas, but it took many spells and used up much of the Sprite's power.

Thanatos had done something to Geshtar.

"Oh no," said the boy, "Do we have to fight him again?"

"It looks like it," answered the Sprite. "So let's get to it."
Geshtar had no particular weakness, but the Sprite used its magic and kept it coming while the boy and the Girl attacked. The Girl kept them all healthy as well.

It was a tough fight, and they had to use all their resources. The Sprite kept the spells coming, but carefully. It used the Dispel Magic to undo Geshtar's Wall spell, which would bounce their own spells back at them. That was the greatest danger, so the Sprite used Magic Absorb to steal the Mech Rider's magic power.

The Sprite had to use Faerie Walnuts to keep its power high, but eventually the boy and his friends prevailed and the final incarnation of Geshtar was defeated.

MAX: They activated the Mana Fortress! This place is sinking!

Geshtar was defeated, but not Thanatos. He managed to activate the Mana Fortress, and the Grand Palace began to sink back into the sea.
They met Krissie outside the Grand Palace. It had sunk into the water, but some of it was still there. Talking to Jema was also very helpful. He told them about the Mana Beast.

What Jema had to say didn't sound very good, but he held out some hope. He mentioned the Pure Land and the Mana Tree.

If they could find the Mana Tree, they might be able to finish powering up the Mana Sword and challenge the Mana Beast.

It was their only chance. They agreed it was time to find the Pure Land.
The Secret of Mana

Chapter Eleven:
The Pure Land
Spear Attack

Spear Attack 1

Spear Attack 2

Spear Attack 3

Spear Attack 4

Spear Attack 5

Spear Attack 6 (moving in a circle)

Spear Attack 7

Spear Attack 8
**Neko’s Bazaar**

After the ordeal they had been through, first in the Underground City, then in the Grand Palace, the boy and his friends decided to walk around the castle to clear their heads before they headed out to search for the Pure Land. And that’s how they ran into Neko, who had set up shop on the other side. And, though his items were very expensive, as usual, the armor he offered was very powerful.

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**The Pure Land**

They found the Pure Land in the heart of a great volcano. But the volcano was very old, and a great forest grew within.

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**Griffin Hands in the Pure Land**

When they arrived in the Pure Land, they were attacked almost at once by Griffin Hands, which looked like small stools with great eagle-like claws. Griffin Hands could jump at their enemies, as the boy soon discovered, but they weren’t especially dangerous if he stayed on guard or hid behind the low foliage.

The other thing that was interesting about Griffin Hands was that they left a lot of money behind, and they seemed to enhance the experience level of the boy and his friends a lot. Because they were preparing for a great battle, they knew they needed to practice their weapon skills. Also, Neko’s armor was so expensive, they hadn’t had enough to buy it all. So they stayed in the Pure Land and practiced on the Griffin Hands a while.
They headed through the Pure Land, always north, seeking the Mana Tree. When they found a cave near the waterfall, they entered it.

Shortly after entering the Pure Land, came to an area where they sensed danger. Soon enough, the danger appeared. The Dragon Worm was a deadly serpent that was closely related to the dragon group. Its breath could turn an enemy to stone. But, like the Great Serpent before, it was weak against Sylphid magic, and the Sprite used Thunderbolt on it. Casting quickly, the Sprite was able to defeat the Dragon Worm.

Meanwhile, the boy carried the Dragoon Lance into battle, the Girl had the Frizbar, and the Sprite, when it wasn’t casting spells, used the Elfin Bow.

They came to a stone archway and heard a voice speak in their heads. It told them they would have to defeat a dragon to the left in order to pass the gate. Then it offered to record their adventure.
The Snow Dragon was huge. It looked too tough for one young boy, a girl, and a sprite to handle. But they discovered its weakness was Salamando magic, and their Mana power was strong. They avoided its freezing breath and piled on the heat.

They returned to the gate, recorded their adventures, and passed on.

Using the Defender magic protected them from their enemies.

When Axe Beak was a pile of feathers, they found a stairway leading north.

It was another gate . . . and another dragon!
**MAGIC ABSORB**

The Sprite was casting a lot of spells, but between dragons and bosses, it used Magic Absorb to keep its power fully charged.

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**WEAPONS**

Each time they defeated a boss or dragon, they obtained another orb for their weapons. It was the boy who wanted to call Flammie and go search for Watts in one of the towns, but the Sprite was against it.

"Why do you need to reforge these weapons?" it asked. "Don’t worry, I can take care of these monsters. I’m a sprite."

So they continued, but the boy kept wondering what great weapons he might have had if he used the orbs. After all, he didn’t have any magic. Only the growing skill and strength of the Mana Knight.

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**RED DRAGON**

The Red Dragon was a fire dragon of the ancient kind. But everybody, including the boy and his friends, knows that you can fight fire with water. So the Sprite cast the Freeze spell to put out the Red Dragon’s fire. It cast them quickly, before the dragon could attack with its spin attack or fire breath.
**Thunder Gigas**

The Thunder Gigas was blocking the way, but the Sprite soon learned his weakness. He couldn't be hit when he separated into energy spheres, but once he stopped, the Earth Slide magic worked well. By piling on the spells, the Thunder Gigas was soon history.

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**Blue Dragon**

As it turned out, they were close to the end. Up ahead was one more dragon gate, and nearby, one more dragon. They thought the ordeal would never end, but it would. They didn't know it, but they had almost completed their search.

The Blue Dragon was not so different from the others they had fought. Its weakness was Gnome magic, and, like the Thunder Gigas, it succumbed to Earth Slide.
They stood at the top of a great cliff. Below, they saw a single, great tree.

It was the Mana Tree. They had made it through the Pure Land. They had passed all the tests. Now, they could revive the power of the Mana Sword. Then, before they could move, they heard Thanatos speaking to them in their heads.

The power of the Mana Fortress was enough to shatter the Mana Tree.
The power of the Mana Fortress blasted the Mana Tree and made them fall from the cliff. They remained unconscious for several minutes. Then . . .

The Mana Tree's Story

When the Mana Tree spoke to them, she told of the Mana Beast and how it was the only hope to bring back Mana. But the Mana Beast was an uncontrollable force whose rage could not be stopped. If the Mana Beast were to attack the Mana Fortress, it would mean the end of the world.

The boy learned of his father, the legendary knight, Serin, who should have been the Mana Knight. Now it was up to his son, the boy, to take up the Sword and fight the evil that threatened everyone.
The Mana Tribe

The boy learned about his people, the Mana Tribe. The ghost he had seen near Potos was his father, Serin. And the Mana Tree was his mother! The men of the Mana Tribe must wield the sword while their wives become the Mana Tree, which protects the world. This was the boy's heritage, and he had to fill his father's place. He was to become the Mana Knight and defeat Thanatos, the Mana Fortress, and all that threatened the world. He was the only hope. He and his companions.

With her last energy, the Mana Tree summoned the power of the eight Mana Seeds and focused that power on the boy and his companions. They felt a surge of energy and knew they had the full power of the Mana Seeds at their disposal.

Charging Up for the Mana Fortress

Now the sword was at its maximum and all the Mana power, too. They knew the Mana Fortress would present the greatest challenges they had yet faced, and they could not fail. So they returned to Todo Village and set up their camp, training in weapons and magic until they had become the strongest and most skillful warriors they could. Each of the eight Mana Seeds lent its power to them, and they became worthy of that power.
The Secret of Mana

Chapter Twelve:
The Mana Fortress
Sword Attack

Sword Attack 1

Sword Attack 2

Sword Attack 3

Sword Attack 4

Sword Attack 5

Sword Attack 6 (moving in a circle)

Sword Attack 7

Sword Attack 8
The Mana Fortress floated over the world, a powerful machine capable of immense destruction. Flammie took them close, and when they were ready, they flew high, to the level of the Fortress itself, then Flammie took them to its outer deck. They headed inside immediately.

**The Mana Fortress**

At the entrance, they fought past Captain Ducks. When the ducks started to cast Fire spells, the Girl used the Wall spell to reflect them back.

Dark Stalkers were waiting for them, too. They soon found out that there were lots of Dark Stalkers in the Mana Fortress.
Area 1

To Buffy
They found new enemies almost every time they went through a door. Finally, they came to a gap and the boy used the Whip to get across. Near the gap was a glowing switch in the floor. The boy stepped on it and a bridge opened leading north.

The way was blocked by large, luminous green crystals. The boy found both the Sword and the Axe would cut through them. They came to a path leading west, but spotted a whip post across the gap. They decided to use the Whip to get across. Then they came to an area filled with green crystals.

They cut through the crystals, heading to the west, until they came to a doorway leading north. They were beginning to collect some new items. Sometimes, they would open a chest and find an Amulet Ring or a Faerie Crown.

Buffy was the most powerful of the vampires. It had many attacks, including a jump attack, a swipe with its sharp claws, and an energy sucking attack. It could also cast damaging spells. However, Buffy was a creature of the Darkness, and Lumina Magic worked well. When the Girl cast high-level Lucent Beam spells, Buffy was soon beaten.
Area 2 — After Buffy

To Slime
After defeating Buffy, they found a switch that sent them to the next area. There were two paths, and they chose the one to the east. Soon, they came to a branch in the path. Again, they chose the eastern way.

They came to a gap and used the Whip to get over it. On the other side was a mystic book, the National Scar. They had seen the book before, and knew how to defeat it with their weapons. A little farther on, they came to another branch. Again, they went east.

They fought their way across a twisting pathway until they reached a doorway leading south. Beyond the doorway was a large gap — too big to be crossed. But when the boy stepped on a switch in the floor, a bridge appeared and they walked across it.

**Dread Slime**

Dread Slime was the mother of all slimes, and it tried to engulf the boy and his friends. They found out that it was a creature of light, so they used Dark magic against it. The Sprite cast Dark Force, two spells one after the other, to do maximum damage without wasting magic power. In the end, that was all they had to do, but the others kept attacking the three nuclei in the slime's body, doing some damage, but not as much as the spells.
After Dread Slime

The Master Ninja was a dangerous opponent. They tried to destroy him quickly.

The Terminator was waiting in the next area. It was hard to defeat a Terminator with weapons, but Dark Force magic worked.

They used the Whip to get across another gap.

Shape Shifters tried to block their way on the narrow walkways.
They fought more Master Ninjas and Armored Men.

Fierce Heads joined in with their Dark Stalkers.

They made their way across a winding path...

...around a large pit with a small platform in the middle...

...then down a bridge over the dark void.
Several Master Ninjas blocked their way after they had crossed the bridge. The ninjas were fierce warriors who used the Stone Saber spell to make their weapons more effective. When they had defeated the Master Ninjas, the boy slashed through the crystal rods and they headed east.

**THREE TERMINATORS**

Three Terminators awaited them. The Sprite used Dark Force and Magic Absorb on them, and the Terminators had no chance to attack. One of the Terminators left a chest behind. It contained a Faerie Crown, which was better headgear than the Needle Helm.

The room was crawling with Tsunamis, but there was a switch that teleported them to a new area of the Mana Fortress. It looked over the power section below. Despite the evil purpose of the Mana Fortress, the view was beautiful, and they stood a moment and just looked.

Then the boy came to his senses again. “Come on,” he urged them. “We’re almost there. I know it.”

And they set off again, searching for the way to defeat Thanatos.
**Thanatos and Dyluck**

They found Thanatos at last. He had Dyluck with him.

Thanatos began to tell them about his plans to conquer the world.

...one born in the shadow of darkness, and raised in the light of Mana.

He had searched for someone with the right qualities.

Dyluck is the one. I cannot wait any longer. My body has grown weak!

And Dyluck fit the description.

Using his body I will take the Mana Fortress, and rule the world!

Thanatos was all ready to take over Dyluck’s body and be reborn.

Thanatos: Ugh... ooh... kock! I must... hurry... This body is... breaking up!

But the Girl loved Dyluck and couldn’t stand by. As Thanatos turned toward Dyluck, the Girl attacked him.

The attack weakened Thanatos. Perhaps she had saved Dyluck!
But Thanatos was not defeated.

The Girl refused to believe it.

Then they heard Dyluck’s voice.

Dyluck could not hope to overcome Thanatos’ life force, which was very strong.

Thanatos was very old and in league with the underworld.

And he grew more and more evil as time went on.

Dyluck used his last strength to prevent Thanatos from succeeding and to help the Girl and her friends. It was then that the Dark Lich appeared — Thanatos’ last stand.
The Dark Lich was the master of the underworld. This creature was the most deadly they had faced, and it attacked in many ways. Though their weapons were effective, the Dark Lich was very strong.

However, the Dark Lich was a creature of the darkness, and the Girl’s Lumina magic was effective against it. It was a terrible battle, and at times it looked bleak for the Mana Knight, but in the end, the Lumina magic was the key and the Dark Lich suffered the fate of all the other evil creatures who had tested the boy and his companions.

THE COMING OF THE MANA BEAST

The Dark Lich was defeated. So, it seemed, was Thanatos. So the danger was past. Or was it. Something was attacking the Mana Fortress itself, and that could only be the Mana Beast. They hurried to the floor switch that took them outside the Fortress.
The Mana Beast was attacking the Fortress! It would mean the end of the world if the Mana Knight didn’t intervene. But the boy didn’t want to harm the Mana Beast, which was not evil at all. And he knew the battle would use the last of the Sprite’s Mana and he wouldn’t see her ever again. But he had no real choice. If he didn’t fight, the world would end. So he did what he must. He fought the Mana Beast.

The Mana Beast was immense and powerful. It could not be hurt by ordinary weapons and spells, but only by the power of the Mana Sword, and only then when the sword was fully revived. The Girl cast Defender magic to protect them against the Mana Beast’s attacks, then both the Girl and the Sprite cast the Dryad’s Mana magic on the boy’s sword, reviving the Mana Sword.

The Mana Beast could only be hit when it stood still in front of them. The boy fully concentrated the energy in his sword as high as he could before the beast flew away, then let loose with his most powerful blow. The Girl kept them all healed and protected, and the boy kept attacking until — until the Mana Beast was no more. And you know the rest... or do you?
And so the Mana Knight fought the Mana Beast and defeated it. The world was saved, but not without some sacrifice. The boy's mother was gone. So was Dyluck. And the Sprite... it was gone from this world, anyway. Still, peace had been restored, and that was the most important thing. Now the people of all the lands could be safe and the world would prosper.
## Monster Statistics Table

### Reading the Monster Stats

On the following pages are the statistics for each monster in the Secret of Mana. Each monster belongs to a type (like Bird, or Animal, or Reptile) and it may also belong to a Group (like Wind, Water, Earth, etc.). Monsters of a particular group may be vulnerable to magic from its opposite. For instance, creatures from the Fire Group may be more vulnerable to Water magic. A creature’s group is written after its name in parenthesis, i.e. Griffin Hand (Wind). In the statistics tables, you’ll find each creature’s Level, Hit Points, Magic Points, Strength, Speed, Experience, and the amount of gold it carries, plus a few other important facts.

### Birds

- **Nemesis Owl (Wind)**
  - Level: 18
  - HP: 122
  - MP: 24
  - Str.: 21
  - Spd.: 21
  - Exp.: 100
  - GP: 88
  - Uses Silence magic.

- **Kimono Bird (Wind)**
  - Level: 20
  - HP: 160
  - MP: 48
  - Str.: 17
  - Spd.: 25
  - Exp.: 145
  - GP: 120
  - Creates Pebblers. Uses various magic.

- **Eggatrice (Earth)**
  - Level: 39
  - HP: 185
  - MP: 0
  - Str.: 48
  - Spd.: 48
  - Exp.: 928
  - GP: 720
  - Turns enemies to stone.

### Animals

- **Animals**
  - These are standard animal monsters. They are traditionally found in the fields and woods, but they may also appear just about anywhere else.

- **Rabies**
  - Level: 1
  - HP: 20
  - MP: 0
  - Str.: 3
  - Spd.: 1
  - Exp.: 1
  - GP: 2
  - These are the weakest creatures you’ll encounter.

- **Silktail**
  - Level: 17
  - HP: 130
  - MP: 40
  - Str.: 21
  - Spd.: 36
  - Exp.: 91
  - GP: 79
  - Uses the Sleep Flower spell.

- **Pebbler (Earth)**
  - Level: 19
  - HP: 186
  - MP: 0
  - Str.: 28
  - Spd.: 30
  - Exp.: 125
  - GP: 96
  - Spins and throws rocks in all directions.

### Birds

- **Kimono Wizard (Wind)**
  - Level: 48
  - HP: 408
  - MP: 80
  - Str.: 26
  - Spd.: 45
  - Exp.: 1660
  - GP: 1080
  - Creates Metal Crawlers. Uses various magic.

- **Griffin Hand (Wind)**
  - Level: 60
  - HP: 600
  - MP: 99
  - Str.: 99
  - Spd.: 64
  - Exp.: 3090
  - GP: 2560
  - Uses a jump attack, and can knock enemies unconscious.

- **Vampire Bat**
  - Level: 5
  - HP: 55
  - MP: 18
  - Str.: 6
  - Spd.: 10
  - Exp.: 7
  - GP: 10
  - Can balloon enemies.

- ** Werewolf (Moon)**
  - Level: 9
  - HP: 140
  - MP: 6
  - Str.: 15
  - Spd.: 15
  - Exp.: 30
  - GP: 36
  - Has a strong kick attack.

- **Howler**
  - Level: 24
  - HP: 190
  - MP: 16
  - Str.: 22
  - Spd.: 28
  - Exp.: 240
  - GP: 180
  - Will change suddenly. Uses Slow Down magic.

- **Grave Bat (Dark)**
  - Level: 30
  - HP: 210
  - MP: 25
  - Str.: 32
  - Spd.: 38
  - Exp.: 446
  - GP: 258
  - Absorbs HP from its enemies.

- **Heck Hound (Dark)**
  - Level: 51
  - HP: 550
  - MP: 40
  - Str.: 70
  - Spd.: 60
  - Exp.: 1964
  - GP: 2450
  - Summons other wolves. Corner it and attack fast.
### Reptiles

Three creatures belong in the Reptile type. They may be found in many places, but they are relatively few in number. Be careful of their attacks. They are fast and powerful. Attack, then withdraw.

### Fish

Fish are found in water. Some use various weapons, while others may spit water out and cause a great deal of damage. Keep your distance and don’t stand in front of fish creatures.

### Marmable (Moon)

- **Level:** 45
- **HP:** 324
- **MP:** 30
- **Str.:** 33 **Spd.:** 51 **Exp.:** 1385 **GP:** 816

Sucks up your Magic Points.

### Ice Thug (Water)

- **Level:** 57
- **HP:** 440
- **MP:** 40
- **Str.:** 57 **Spd.:** 49 **Exp.:** 2680 **GP:** 2850

Uses Cure Magic.

### Eye Spy (Water)

- **Level:** 8
- **HP:** 100
- **MP:** 15
- **Str.:** 13 **Spd.:** 1 **Exp.:** 28 **GP:** 30

Summons Chobin Hoods.

### Red Drop (Fire)

- **Level:** 27
- **HP:** 380
- **MP:** 0
- **Str.:** 29 **Spd.:** 20 **Exp.:** 330 **GP:** 216

Susceptible to Freeze magic.

### Emberman (Fire)

- **Level:** 35
- **HP:** 125
- **MP:** 36
- **Str.:** 29 **Spd.:** 27 **Exp.:** 685 **GP:** 516

Attack with long-range Magic or strong weapons.

### Shape Shifter

- **Level:** 42
- **HP:** 350
- **MP:** 0
- **Str.:** 24 **Spd.:** 42 **Exp.:** 1140 **GP:** 1500

Changes into other monsters. Attack with Thunderbolt.

### Tsunami (Water)

- **Level:** 64
- **HP:** 388
- **MP:** 99
- **Str.:** 52 **Spd.:** 1 **Exp.:** 3700 **GP:** 2100

Attack from a long distance or with strong weapons.

### Shellblast (Water)

- **Level:** 26
- **HP:** 180
- **MP:** 16
- **Str.:** 26 **Spd.:** 14 **Exp.:** 300 **GP:** 204

Uses rotating spear attack.

### Basilisk (Earth)

- **Level:** 49
- **HP:** 580
- **MP:** 41
- **Str.:** 52 **Spd.:** 52 **Exp.:** 1755 **GP:** 1200

Attack can change you into a stone.

### Turtulance (Water)

- **Level:** 54
- **HP:** 560
- **MP:** 44
- **Str.:** 80 **Spd.:** 52 **Exp.:** 2300 **GP:** 2965

Attack while it’s in its shell.

### Water Thug (Water)

- **Level:** 16
- **HP:** 145
- **MP:** 10
- **Str.:** 24 **Spd.:** 1 **Exp.:** 77 **GP:** 65

Throws harpoons.

### Dinoish (Water)

- **Level:** 29
- **HP:** 240
- **MP:** 25
- **Str.:** 32 **Spd.:** 34 **Exp.:** 400 **GP:** 264

Shoots missiles.

### Green Drop (Water)

- **Level:** 6
- **HP:** 40
- **MP:** 0
- **Str.:** 12 **Spd.:** 4 **Exp.:** 10 **GP:** 12

Attack with Magic or with powerful weapons.

### Blue Drop (Water)

- **Level:** 27
- **HP:** 380
- **MP:** 0
- **Str.:** 29 **Spd.:** 20 **Exp.:** 330 **GP:** 216

Susceptible to Fire magic.

### Wizard Eye (Water)

- **Level:** 32
- **HP:** 200
- **MP:** 50
- **Str.:** 35 **Spd.:** 22 **Exp.:** 530 **GP:** 504

Can change you into a Moogle.
**Dragon**
Creatures in the Dragon Group can be found almost anywhere. They tend to have powerful attacks and sometimes throw weapons. Some call other monsters.

**Ma Goblin (Earth)**
- **Level**: 12
- **HP**: 130
- **MP**: 18
- **Str.**: 21
- **Spd.**: 1
- **Exp.**: 42
- **GP**: 80
- Uses Magic. Calls Goblins.

**Robin Foot**
- **Level**: 36
- **HP**: 300
- **MP**: 22
- **Str.**: 41
- **Spd.**: 46
- **Exp.**: 740
- **GP**: 800
- Stronger than Chobin Hood.

**Insects**
Insects are everywhere, so why not in the world of Mana? Insects may use stingers or special magic attacks. Flying insects can be difficult to attack with short-range weapons. But insects are not very strong and are easy to stop.

**Crawler (Tree)**
- **Level**: 19
- **HP**: 100
- **MP**: 16
- **Str.**: 27
- **Spd.**: 13
- **Exp.**: 124
- **GP**: 97
- Uses Sleep Flower magic.

**Sand Stinger (Earth)**
- **Level**: 21
- **HP**: 200
- **MP**: 10
- **Str.**: 27
- **Spd.**: 18
- **Exp.**: 170
- **GP**: 144
- Shoots poison stings.

**Buzz Bee (Tree)**
- **Level**: 4
- **HP**: 65
- **MP**: 0
- **Str.**: 8
- **Spd.**: 8
- **Exp.**: 4
- **GP**: 11
- Shoots poison stings.

**Spider Legs (Earth)**
- **Level**: 22
- **HP**: 230
- **MP**: 21
- **Str.**: 27
- **Spd.**: 16
- **Exp.**: 188
- **GP**: 156
- Uses sand trap to capture prey, casts Earth Slide.

**Mad Mallard**
- **Level**: 23
- **HP**: 200
- **MP**: 0
- **Str.**: 26
- **Spd.**: 24
- **Exp.**: 215
- **GP**: 174
- Throws Pumpkin Bombs.

**Captain Duck**
- **Level**: 62
- **HP**: 300
- **MP**: 99
- **Str.**: 28
- **Spd.**: 37
- **Exp.**: 3390
- **GP**: 2444
- Attack with Pumpkin Bombs and Fire magic.

**Eggplant Man**
- **Level**: 28
- **HP**: 125
- **MP**: 16
- **Str.**: 32
- **Spd.**: 35
- **Exp.**: 368
- **GP**: 240
- Attacks with Magic. Summons Needlions.

**Steamed Crab**
- **Level**: 18
- **HP**: 110
- **MP**: 25
- **Str.**: 20
- **Spd.**: 20
- **Exp.**: 110
- **GP**: 180
- Flings claws and uses Thunder Saber magic.

**Bomb Bee (Fire)**
- **Level**: 38
- **HP**: 310
- **MP**: 40
- **Str.**: 33
- **Spd.**: 44
- **Exp.**: 863
- **GP**: 528
- Shoots poisonous stings.

**Chobin Hood**
- **Level**: 7
- **HP**: 80
- **MP**: 0
- **Str.**: 12
- **Spd.**: 2
- **Exp.**: 12
- **GP**: 17
- Shoots his bow. Watch out for distance attacks.

**Goblin (Earth)**
- **Level**: 11
- **HP**: 150
- **MP**: 8
- **Str.**: 24
- **Spd.**: 1
- **Exp.**: 38
- **GP**: 36
- The Goblin is a little stronger than Kid Goblin.
### Undead
Undead creatures are usually found inside caves or palaces. Sometimes they are summoned by other monsters. They have powerful attacks, but low hit points. Use range weapons for easy victories.

<table>
<thead>
<tr>
<th>Zombie (Dark)</th>
<th>Ghoul (Dark)</th>
<th>Beast Zombie (Dark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>13</td>
<td>31</td>
</tr>
<tr>
<td>HP</td>
<td>150</td>
<td>230</td>
</tr>
<tr>
<td>MP</td>
<td>20</td>
<td>32</td>
</tr>
<tr>
<td>Str.</td>
<td>12</td>
<td>30</td>
</tr>
<tr>
<td>Spd.</td>
<td>8</td>
<td>32</td>
</tr>
<tr>
<td>Exp.</td>
<td>50</td>
<td>450</td>
</tr>
<tr>
<td>GP</td>
<td>48</td>
<td>264</td>
</tr>
</tbody>
</table>

- Sprays out poison mist.
- Has high HP.
- Uses a running attack.

### Apparition
These ghostly creatures are very hard to attack, and can do great damage with their spells. However, they are generally slow to attack, so keep moving and stay out of their way. Don't bother to fight them.

<table>
<thead>
<tr>
<th>Specter (Dark)</th>
<th>Ghost (Dark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>27</td>
</tr>
<tr>
<td>HP</td>
<td>200</td>
</tr>
<tr>
<td>MP</td>
<td>99</td>
</tr>
<tr>
<td>Str.</td>
<td>12</td>
</tr>
<tr>
<td>Spd.</td>
<td>26</td>
</tr>
<tr>
<td>Exp.</td>
<td>330</td>
</tr>
<tr>
<td>GP</td>
<td>213</td>
</tr>
</tbody>
</table>

- Mainly uses magic.
- Uses magics of Darkness.

### Gas Body
Like the Apparitions, Gas Bodies attack with spells and are hard to fight. They are also slow to attack, so the best strategy is to keep away from them. They will follow you, though, so keep moving or they'll start casting spells.

<table>
<thead>
<tr>
<th>Dark Funk (Fire)</th>
<th>LA Funk (Water)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>25</td>
</tr>
<tr>
<td>HP</td>
<td>100</td>
</tr>
<tr>
<td>MP</td>
<td>20</td>
</tr>
<tr>
<td>Str.</td>
<td>23</td>
</tr>
<tr>
<td>Spd.</td>
<td>12</td>
</tr>
<tr>
<td>Exp.</td>
<td>268</td>
</tr>
<tr>
<td>GP</td>
<td>192</td>
</tr>
</tbody>
</table>

- Uses poison gas and magic.
- Attacks with Water magic.

### Demons
The creatures in the Demon group can be very troublesome. Attack quickly, or keep away. These creatures can often call other creatures, cast magic spells, and use special attacks. Some can appear and disappear.

<table>
<thead>
<tr>
<th>Imp (Dark)</th>
<th>Fierce Head (Dark)</th>
<th>Dark Stalker (Dark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>33</td>
<td>39</td>
</tr>
<tr>
<td>HP</td>
<td>138</td>
<td>308</td>
</tr>
<tr>
<td>MP</td>
<td>64</td>
<td>80</td>
</tr>
<tr>
<td>Str.</td>
<td>36</td>
<td>46</td>
</tr>
<tr>
<td>Spd.</td>
<td>37</td>
<td>32</td>
</tr>
<tr>
<td>Exp.</td>
<td>582</td>
<td>928</td>
</tr>
<tr>
<td>GP</td>
<td>312</td>
<td>864</td>
</tr>
</tbody>
</table>

- Throws a harpoon.
- Uses magic and beam attacks.
- Attacks from underground.

### Gremlin (Dark)

<table>
<thead>
<tr>
<th>Gremlin (Dark)</th>
<th>Fiend Head (Dark)</th>
<th>Wolf Lord (Dark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level</td>
<td>52</td>
<td>65</td>
</tr>
<tr>
<td>HP</td>
<td>423</td>
<td>1150</td>
</tr>
<tr>
<td>MP</td>
<td>64</td>
<td>99</td>
</tr>
<tr>
<td>Str.</td>
<td>54</td>
<td>57</td>
</tr>
<tr>
<td>Spd.</td>
<td>57</td>
<td>51</td>
</tr>
<tr>
<td>Exp.</td>
<td>2074</td>
<td>3868</td>
</tr>
<tr>
<td>GP</td>
<td>1620</td>
<td>2280</td>
</tr>
</tbody>
</table>

- Uses poison attack and throws harpoons.
- Spouts poison mist.
- Restores HP with magic.
**Plants**

Plants are found throughout the land, but they are generally weak creatures. Some can cast sleep magic or spray out spores that put you to sleep.

**Pumpkin Bomb (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>160</td>
<td>4</td>
<td>22</td>
<td>5</td>
<td>1</td>
</tr>
</tbody>
</table>

Uses spin attacks. Then explodes.

**Trap Flower (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>37</td>
<td>144</td>
<td>50</td>
<td>40</td>
<td>20</td>
<td>800</td>
</tr>
</tbody>
</table>

Casts Sleep Flower spell and Energy Absorb.

**Needlion (Earth)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>58</td>
<td>599</td>
<td>28</td>
<td>42</td>
<td>44</td>
<td>2800</td>
</tr>
</tbody>
</table>

Attacks from underground.

**Machine**

The Machine group consists of metallic creatures. They often have a very strong defense, but can be defeated with even stronger weapon attacks, or, in some cases, with magic.

**Lullabud (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>36</td>
<td>10</td>
<td>5</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

Bites when you get too close.

**Mushboom (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>60</td>
<td>0</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Sprays a fainting powder.

**Polter Chair (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>128</td>
<td>0</td>
<td>12</td>
<td>10</td>
<td>21</td>
</tr>
</tbody>
</table>

Harmless unless you touch it.

**Mystic Book**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>190</td>
<td>99</td>
<td>24</td>
<td>23</td>
<td>370</td>
</tr>
</tbody>
</table>

Use magic attacks.

**Weepy Eye (Light)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>165</td>
<td>80</td>
<td>30</td>
<td>15</td>
<td>370</td>
</tr>
</tbody>
</table>

Can cast dangerous magic.

**Mimic Box (Moon)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>290</td>
<td>30</td>
<td>34</td>
<td>33</td>
<td>740</td>
</tr>
</tbody>
</table>

Looks like treasure chests.

**Nitro Pumpkin (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>44</td>
<td>420</td>
<td>20</td>
<td>40</td>
<td>52</td>
<td>1300</td>
</tr>
</tbody>
</table>

Uses Sleep Flower. Tough to destroy.

**National Scar**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>55</td>
<td>630</td>
<td>58</td>
<td>98</td>
<td>46</td>
<td>2425</td>
</tr>
</tbody>
</table>

Can cast dangerous spells.

**Mushgloom (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>56</td>
<td>628</td>
<td>38</td>
<td>99</td>
<td>60</td>
<td>2550</td>
</tr>
</tbody>
</table>

Scatters spores.

**Evil Sword (Moon)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>125</td>
<td>24</td>
<td>18</td>
<td>23</td>
<td>64</td>
</tr>
</tbody>
</table>

Uses a charging attack.

**Armored Man**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>34</td>
<td>250</td>
<td>20</td>
<td>45</td>
<td>25</td>
<td>633</td>
</tr>
</tbody>
</table>

Easy to defeat with weapons.

**Steelpion (Earth)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>46</td>
<td>390</td>
<td>52</td>
<td>70</td>
<td>22</td>
<td>1472</td>
</tr>
</tbody>
</table>

Can set you on fire.

**Metal Crawler (Tree)**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>47</td>
<td>450</td>
<td>44</td>
<td>70</td>
<td>17</td>
<td>1563</td>
</tr>
</tbody>
</table>

Attack with magic or strong weapons.

**Doom Sword**

<table>
<thead>
<tr>
<th>Level</th>
<th>HP</th>
<th>MP</th>
<th>Str.</th>
<th>Spd.</th>
<th>Exp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>53</td>
<td>411</td>
<td>32</td>
<td>90</td>
<td>65</td>
<td>2190</td>
</tr>
</tbody>
</table>

Uses a charging attack.
**Metal Crab**

<table>
<thead>
<tr>
<th>Level</th>
<th>61</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>533</td>
</tr>
<tr>
<td>MP</td>
<td>28</td>
</tr>
<tr>
<td>Str.</td>
<td>64</td>
</tr>
<tr>
<td>Spd.</td>
<td>20</td>
</tr>
<tr>
<td>Exp.</td>
<td>3230 GP 2846</td>
</tr>
</tbody>
</table>

Uses its claws to attack.

---

**Whimper (Light)**

<table>
<thead>
<tr>
<th>Level</th>
<th>66</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>230</td>
</tr>
<tr>
<td>MP</td>
<td>99</td>
</tr>
<tr>
<td>Str.</td>
<td>58</td>
</tr>
<tr>
<td>Spd.</td>
<td>52</td>
</tr>
<tr>
<td>Exp.</td>
<td>4036 GP 2280</td>
</tr>
</tbody>
</table>

Ignore this monster.

---

**Terminator (Light)**

<table>
<thead>
<tr>
<th>Level</th>
<th>69</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>300</td>
</tr>
<tr>
<td>MP</td>
<td>99</td>
</tr>
<tr>
<td>Str.</td>
<td>82</td>
</tr>
<tr>
<td>Spd.</td>
<td>59</td>
</tr>
<tr>
<td>Exp.</td>
<td>4570 GP 3600</td>
</tr>
</tbody>
</table>

Very strong against weapons.
Weak against Dark Force.

---

### Special Weapon Effects

**Gloves**
- Spike Knuckle
- Power Glove
- Moogle Claw
- Chakra Hand
- Heavy Glove
- Hyper Fist
- Griffin Claws
- Dragon Claws
- Aura Glove

Inflicts damage on insects, etc.
Puts enemy to sleep.
Raises Intelligence/Wisdom.
Inflicts damage on insects, etc.
Effective against Slimes/Lizards.
Poisons enemy.
Effective against dragons.
The top Glove!

**Swords**
- Rusty Sword
- Broad Sword
- Herald Sword
- Claymore
- Excalibur
- Masamune
- Gigas Sword
- Dragon Buster
- Mana Sword

Raises Agility/Evade %.
Effective against Slimes/Lizards.
Inflicts damage on insects, etc.
Effective on Evil/Nonliving enemy.
Raises % of critical hits.
Increases Strength 2 pts.
Effective against dragons.
The top Sword!

**Axes**
- Watt's Axe
- Load Axe
- Stout Axe
- Battle Axe
- Golden Axe
- Were-Buster
- Great Axe
- Gigas Axe
- Doom Axe

Effective against plants/fish.
Increases Constitution by 2 pts.
Effective against plants/fish.
Inflicts damage on insects, etc.
Use against animals/birds/beasts.
Effective against plants/fish.
Increases Strength 5 pts.
The top Axe!

**Spears**
- Spear
- Heavy Spear
- Sprite's Spear
- Partisan
- Halberd
- Oceanid Spear
- Gigas Lance
- Dragoon Lance
- Daedalus Lance

No Effect
Balloons enemy.
Effective against Slimes/Lizards.
Confuses enemy.
Puts enemy to sleep.
Increases Strength 2 pts.
Effective against dragons.
The top Spear!

**Whips**
- Whip
- Black Whip
- Backhand Whip
- Chain Whip
- Flail of Hope
- Morning Star
- Hammer Flail
- Nimbus Chain
- Giga Whip

Slows enemy down.
Raises Agility/Evade %
Effective against Slimes/Lizards.
Effective on Evil/Nonliving enemy.
Inflicts damage on insects, etc.
Slows enemy down.
Inflicts damage on insects, etc.
The top Whip!

**Bows**
- Chobin's Bow
- Short Bow
- Long Bow
- Great Bow
- Bow of Hope
- Elfin Bow
- Wing Bow
- Doom Bow
- Garuda Buster

No Effect
Use against animals/birds/beasts.
Confuses enemy.
Effective on Evil/Nonliving enemy.
Raises Intelligence/Wisdom.
Confuses enemy.
Raises % of critical hits.
The top Bow!

**Boomerangs**
- Boomerang
- Chakram
- Lode Boomerang
- Rising Sun
- Red Cleaver
- Cobra Shuttle
- Frizbar
- Shuriken
- Ninja's Trump

Effective against Slimes/Lizards.
Slows enemy down.
No Effect
Inflicts damage on insects, etc.
Poisons enemy.
Effective against Slimes/Lizards.
Raises % of critical hits.
The top Boomerang!

**Javelins**
- Pole Dart
- Javelin
- Light Trident
- Lode Javelin
- Fork of Hope
- Imp's Fork
- Elf's Harpoon
- Dragon Dart
- Valkyrian

No Effect
Use against animals/birds/beasts.
Balloons enemy.
Effective on Evil/Nonliving enemy.
Balloons enemy.
Raises Intelligence/Wisdom.
The top Javelin!
The Secret of Mana

Story Flow Chart and Index

This chart shows most of the main events that take place in the Secret of Mana. Next to each event is a page number that represents the page that event occurs in this book. Numbers in the circles represent the chapters in which these events occur. You can use this chart to find your way through the game, or to find a particular event in the book.

2 The Sword (7)
   Potos Village (7)
   Mantis Ant (8)
   The Water Palace (9)
   Goblins (10)
   Nekos (10)
   The Dwarf Cave (11)
   The Dwarf Village (13)
   Watts (13)
   Tropicallo (13)
   The Haunted Forest (15)
   Elinee’s Castle (17)
   Spiky Tiger (18)
   Undine — The Water Magic (19)

2 The Great Forest (33)
   The Moogle Village (35)
   Sprite’s Village (36)
   Spring Beak (36)
   Wind Palace (36)
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Rusel DeMaria is Creative Director of Prima's Secrets of the Games series and head of DeMaria Studio. He is the author of many best-selling computer and video game strategy books, including Super Star Wars Official Game Secrets (Prima).