

= Final Fantasy Adventure =

Final Fantasy Adventure , originally released in Japan as Seiken Densetsu : Final Fantasy Gaiden ( 最終幻想外伝 ) , and later released in Europe as Mystic Quest , is a Final Fantasy spinoff and the first game in the Mana series . Published by Square in 1991 on the original Game Boy , it later saw a North American re-release by Sunsoft in April 1998 .

Originally being developed under the name Gemma Knights , features gameplay roughly similar to that of the original The Legend of Zelda game , but with the addition of role-playing video game statistical elements . Along with Final Fantasy Mystic Quest , Final Fantasy Adventure was the first Final Fantasy game to be released in Europe . A remake , Sword of Mana , was released in 2003 changing the plot and many gameplay aspects . A second remake was released on mobile phones in Japan which only improved the graphics and music of the original version . A third remake , Adventures of Mana , was released for iOS , Android , and PlayStation Vita on February 4 , 2016 .

The story follows the hero and the young heroine as they attempt to thwart the Dark Lord of Glaiive and his sorcerer assistant , Julius , from destroying the Tree of Mana and dooming their world . The game was released with many familiar elements of the Final Fantasy series , such as Chocobos , but these were later changed to feature common enemies and the gameplay style of the Mana series .

Final Fantasy Adventure was met with generally positive reviews at the time of its release . Over the course of time , reviewers have considered it one of the best action adventure games on the Game Boy . The game also spawned an entirely new game series , called the Mana series , which became a successful video game RPG franchise .

= = Gameplay = =

The gameplay is similar to the original Legend of Zelda for the NES : the world is viewed from a top-down camera angle , it is divided up into many different squares that can fit on the screen , and the main character can move up , down , left , and right across the screen . The player can interact with individuals within towns by gathering information and buying or selling items and equipment . A variety of enemies can be battled on a field screen to gain experience , GP , and items . Within dungeon areas , a number of puzzles may be present and required to be solved in order for the player to advance . The player can also save at any point . A number of weapons can be found throughout the game to maneuver through obstacles such as cutting through trees and thorns .

In standard role-playing game fare , the main character possesses several statistics , including hit points , power , and stamina , which can all increase upon gaining an experience level . Magic spells , which expend the character 's MP , can be used to heal oneself or damage enemies . These spells can only be found in certain locations or obtained from other characters at specific plot intervals . In addition , the protagonist has a power gauge that affects his attack strength : the higher the gauge , the stronger his attack will be . The speed at which it fills is directly affected by the character 's will level . The gauge will slowly fill up over time , but once the main character attacks , the gauge is emptied . When the gauge is completely filled up and the main character attacks with a weapon , he will perform a special attack .

One additional , non-controllable character may occasionally accompany the main character in the story and can perform different activities to aid the main character in his quest . The game also introduced the ability to kill townspeople , something that many role-playing video games lack .

= = Plot = =

The Hero ( named by the player ) , is a prisoner of the Dark Lord . One day , the Hero 's friend informs him of the Dark Lord 's goals and urges him to seek a Knight named Bogard . As the Hero escapes imprisonment , he learns the Dark Lord is seeking a key to the Mana Sanctuary in order to

control the Mana Tree , an energy source which sustains life . The Hero is befriended by the Heroine ( named by the player ) who is also seeking Bogard . The two find Bogard who recommends them to meet a man named Cibba . During his journey to meet Cibba , the Heroine gets kidnapped and was rescued by the Hero with the aid of a mysterious man . When they meet Cibba , he plays a message left by the Heroine 's mother who reveals she is a descendant of the guardians of the Mana Tree and that her pendant is the key to it . The mysterious man , after discovering she holds the pendant , reveals himself to be Julius , Dark Lord 's advisor , and kidnaps the Heroine . The Hero then attempts to rescue the Heroine but fails and gets knocked out of Julius 's airship . The Heroine gives the Hero the pendant just before he falls off the airship .

The Hero is then reunited with Amanda , an escapee from his prison , who steals the pendant in order to win her brother Lester 's freedom . The mayor of Jadd , Davias , takes the pendant but transforms Lester into a parrot . The Hero and Amanda confront a Medusa for its tear which will break the spell . They kill it but Amanda is infected by the Medusa 's attack causing her to transform into one . The Hero reluctantly kills her and uses her tears to break Lester 's spell . Lester avenges Amanda 's death by killing Davias who reveals he gave the pendant to the Dark Lord . The Hero confronts and defeats the Dark Lord ; however , Hero discovers that the Heroine is under Julius ' mind control and has opened the entrance to the Mana Tree . Julius reveals he is the last survivor of the Vandole empire , the empire who attempted to control the Mana Tree years ago , and handily defeats the Hero .

Realizing he is powerless to defeat Julius , the Hero learns from Cibba about a powerful sword called Excalibur . Cibba helps him find the Excalibur only to find a rusty Sword instead . He explains that the rusty sword is the Excalibur and would reveal its true strength to whoever it finds worthy . The Hero then raises Dime Tower to reach the Mana Sanctuary and meets a robot known as Marcie . After reaching the top , the tower begins to collapse and Marcie sacrifices himself by throwing the Hero across . After obtaining and passing the sword 's trials , the Hero confronts and defeats Julius at the cost of the Mana Tree 's life . The Heroine 's mother reveals she is the current Mana Tree and before dying , asks the Heroine to succeed her position . The Heroine agrees and bids farewell to the Hero as she becomes the next Mana Tree and the Hero her guardian .

= = Development = =

Square trademarked Seiken Densetsu in 1989 , intending to use it for a game project subtitled The Emergence of Excalibur , and led by Kazuhiko Aoki for the Famicom Disk System . According to early advertisements , the game would consist of an unprecedented five floppy disks , making it one of the largest titles developed for the Famicom up until that point . Although Square solicited pre @-@ orders for the game , Kaoru Moriyama , a former Square employee , affirms that management canceled the ambitious project before it advanced beyond the early planning stages . In October 1987 , customers who had placed orders were sent a letter informing them of the cancellation and had their purchases refunded . The letter also suggested to consider placing an order on another upcoming Square role @-@ playing game in a similar vein : Final Fantasy .

After the release of the third Final Fantasy title in 1990 , Square offered designer Koichi Ishii to direct a spin @-@ off series game . It began development for the Game Boy under the working title Gemma Knights ; eventually , Square revived the trademarked name and released the game as Seiken Densetsu : Final Fantasy Gaiden . It was later released in Europe as Mystic Quest . Ishii suggested the basis of the game 's story , while scenario writer Yoshinori Kitase helped write the game 's script . Ishii designed all of the characters himself , while Goro Ohashi was responsible for the development of the game system .

The Mana series , of which Final Fantasy Adventure was the first game of , was the result of Koichi Ishii 's desire to create a fictional world . In Ishii 's opinion , Mana is not a series of video games , but rather a world which is illustrated by and can be explored through video games . When working on the series , Koichi Ishii drew inspiration from abstract images from his memories of childhood , as well as movies and fantasy books that captivated him as a child . Ishii took care to avoid set conventions , and his influences are correspondingly very wide and non @-@ specific . Nonetheless

, among his literary influences , he acknowledges Tove Jansson 's Moomin , Lewis Carroll 's Alice 's Adventures in Wonderland , and J. R. R. Tolkien 's Lord of the Rings .

= = = Music = = =

The Seiken Densetsu : Final Fantasy Gaiden Original Soundtrack ( 1991 Original Soundtrack ) was released in Japan on July 15 , 1991 . Most of the tracks were composed by Kenji Ito , while track 16 , " Chocobo Tanjou ( Chocobo 's Birth ) " , is credited to renowned Square composer Nobuo Uematsu . Seiken Densetsu / Arranged Version Omoi wa Shirabe ni Nosete ( 1991 / 1991 ? 1991 ? 1991 ? 1991 ? , lit . " Holy Sword Legend / Arranged Version Let Thoughts Ride On Knowledge " ) , a set of arranged tracks was also released on September 30 , 1991 . Both albums were compiled into Seiken Densetsu : Final Fantasy Gaiden Sound Collections , originally released in August 18 , 1995 . The game 's music was included in a 20th anniversary CD compilation of all of the Mana series games ' soundtracks . A second arranged album titled Tanosh? Baieru Heiy? Seiken Densetsu ( 1998 ? 1998 , lit . " Fun Together with Beyer : Holy Sword Legend " ) was released on December 10 , 1998 . The album was compiled by Yu Hong Ishikawa and Kushiro Negishi .

= = Versions and merchandise = =

In 1998 , Sunsoft obtained the license for it and re @-@ released it along with the Final Fantasy Legend games . This version was advertised as having Game Boy Color support , although the release was not enhanced in any way . RPGamer reported in July 2004 that Square was polling die @-@ hard customers , testing the feasibility of porting Final Fantasy Adventure to the Nintendo DS . GamesRadar listed Final Fantasy Adventure as one of the titles they want in the 3DS Virtual Console .

The game received a remake for the Game Boy Advance called Sword of Mana in 2003 . The original version was remade again to mobile phones and released on August 16 , 2006 for SoftBank 's 3G network . It was later ported onto i @-@ Mode distribution service on November 6 , 2006 and EZweb distribution service on February 5 , 2007 . The gameplay of the mobile phone version is closer to the original game 's design , but featuring updated graphics and sound , an improved world map , and other minor changes . The characters have been redesigned several times between each remake . On September 16 , 2015 a 3D remake was announced for PlayStation Vita , Android and iOS .

Two guidebooks have been released in Japan : Seiken Densetsu : Final Fantasy Gaiden kiso chishiki @-@ hen ( 1991 ? 1991 ? 1991 ? 1991 ? , lit . Holy Sword Legend Final Fantasy Supplementary Story Basic Knowledge ) and Seiken Densetsu Final Fantasy Gaiden kanzen k?ryaku @-@ hen ( 1991 ? 1991 ? 1991 ? 1991 ? , lit . Holy Sword Legend Final Fantasy Supplementary Story Advance Knowledge ) , each of which contains character illustrations and manga . The guidebooks were released on May 1991 and August 1991 respectively .

= = = Other manga = = =

Final Fantasy Adventure , is one of the video games featured in the manga titled Rock 'n Game Boy , by Shigeto Ikehara and Published by Comic BomBom October 1989 to December 1991 .

= = Reception = =

According to Square 's publicity department , the game sold 700 @, @ 000 units , with 500 @, @ 000 of these sold in Japan .

Final Fantasy Adventure was featured in Nintendo Power when it was re @-@ released in the United States . The game holds an aggregated score of 79 @. @ 07 % approval rating on Game Rankings based on seven reviews . IGN praised the Game Boy re @-@ release version noting its

strong story , graphics , and music . They additionally praised the game 's puzzle elements as innovative and drew comparisons to The Legend of Zelda : Link 's Awakening , though noted that its role @-@ playing gameplay did not blend well with its action @-@ oriented nature . RPGFan also praised the game stating it was " possibly the best thing that ever happened to Gameboy . " RPGamer praised the game 's plot stating , " The story is one where you can relate to the characters and also the world around them . " Ndojo also gave similar praise to the game however noting it being vastly different from Final Fantasy stating , " If you ? re expecting Final Fantasy in the traditional sense , you ? re going to be disappointed . However , if you play the game for a while , you just might find that it ? s equally entertaining in its own fashion . "

The game has been perceived very positively in the years following its initial release . GameDaily named it alongside the other Game Boy Final Fantasy titles as definitive games for the system , describing it as providing " hours of role @-@ playing excitement , whether you were waiting in a dentist 's office or on the way to Grandma 's house . " The sentiment was shared by gaming magazine Pocket Games , which ranked the titles together 8th out of the Top 50 games for the Game Boy , stating " every game in the series is a sprawling classic with well written scripts and solid characters . " Kotaku praised the original release of the game as a " really great action @-@ RPG " . 1UP.com called the game ambitious for its time , writing that it represented an evolution of the overhead perspective action adventure genre . They also rated the game as " Worth It ! " in terms of buying and enjoying the original game in 2007 , and noted it as the origins of the Mana series ' many unique gameplay features . GamesRadar named it the 13th best Game Boy game ever made , noting that its interesting leveling system and large number of collectible items made up for a poor English translation . Game Informer also praised the game 's leveling system , though it did call it a " simplistic " title in comparison to its sequels .