

= Adventures of Mana =

Adventures of Mana is an action role @-@ playing video game developed and published by Square Enix . It is a 3D remake of the 1991 Game Boy game Final Fantasy Adventure , the first game in the Mana series . It was released worldwide for Android and iOS on February 4 , 2016 ; a PlayStation Vita version was also released on the same date in Japan , and in June 2016 in North America and Europe . In addition to these releases , Square Enix is considering developing a PlayStation 4 version .

The player takes the role of a young hero who , together with a heroine , tries to stop the Dark Lord of Glaive from destroying the Tree of Mana . The gameplay focuses on sword combat , and is seen from a top @-@ down perspective . The player traverses the game world , which is divided into several areas , and makes their way through dungeons . While fighting monster characters , a gauge is shown on the screen filling up over time and resetting when the player gets hit or attacks ; by waiting to attack until the gauge is full , the player can use a stronger attack . The player is accompanied by various non @-@ player characters , who each have different skills the player can use , and who help them defeat enemies .

The idea for the game came from the producer , Masaru Oyamada , who wanted all Mana games to be playable on modern platforms for the series ' 25th anniversary in 2016 . Initially there was some argument at Square Enix about whether the remake should be done in 2D or 3D ; they chose 3D , as it was thought to be easier to control on smartphones and because it could be used as a base for potential future Mana remakes . The game has received positive reviews , with reviewers giving particular praise to the visuals and the music , and some calling it a better Final Fantasy Adventure remake than the Game Boy Advance game Sword of Mana had been .

= = Content = =

Adventures of Mana is an action role @-@ playing game in which the player controls a young hero who , along with a heroine , tries to stop the Dark Lord of Glaive from destroying the Tree of Mana . The game is a 3D remake of the two @-@ dimensional Game Boy game Final Fantasy Adventure , containing the same content . In the smartphone versions of the game , the player controls the hero by using a customizable virtual joystick and button set .

The game is seen from a top @-@ down perspective , and focuses on sword combat . The player moves the hero through the game world , which is divided into several areas ; as the player enters one , enemy characters start to appear there . Among the areas in the game world , there are dungeons that the player needs to get through . These usually consist of a number of rooms divided across three to four floors ; in order to navigate their way through a dungeon , the player needs to break walls , unlock doors , and sometimes press down buttons and break pots .

In addition to the regular enemies , the player also needs to defeat several bosses and mini @-@ bosses throughout the game . By defeating enemies , the player gains experience points , which make the hero 's level increase ; when this happens , the player gets points to spend on four different disciplines , each of which gives the hero access to different abilities and enhances different stats associated with the discipline : Warrior is associated with physical attacks , Monk with defense and health points , Mage with magic attacks and magic points , and Sage with an increase in the weapon limit gauge . Sometimes when enemies are defeated , they drop items ; the player can carry items with them , which are grouped into stacks , each taking up one slot in the inventory .

During battles , a weapon limit gauge is shown , filling up over time ; by waiting to attack until the gauge is filled up , the player can use a more powerful attack specific to the currently equipped weapon . The gauge resets to zero whenever the player attacks or gets hit by an attack . The player is able to use various different types of weapons , such as swords , axes and flails , each having a different attack pattern : sword attacks , for example , are mid @-@ ranged swings and stabs , while flail attacks are long @-@ ranged and reach out in a straight line from the hero . Most weapons can also be used to affect the environment : the player can cut down trees with axes , for instance . There are also variants of each weapon type with bonus strengths , such as flame variations , which

are effective against ice monsters . At various points in the game , the hero is accompanied by non @-@ player characters who help the player defeat enemies . These companions have different abilities that the player can use , such as Fuji 's healing spell and Watt 's shop .

= = Development and release = =

Adventures of Mana is a remake of the 1991 Game Boy game Final Fantasy Adventure , which was the first entry in the Mana series . It is the second remake of Final Fantasy Adventure , the first being the Game Boy Advance game Sword of Mana , which had removed the connections to the Final Fantasy series in favor of being more connected to the rest of the Mana series . According to Adventures of Mana 's producer , Masaru Oyamada , the development team focused on not upsetting what had made the original game good , while adding things that had not been possible to do in the original version due to hardware limitations ; they also aimed to make the game more comfortable and intuitive to play : for instance , switching armor and weapons and using items and magic was made easier , and shortcut commands were added . The game borrows some elements from the original Game Boy version , and some from Sword of Mana . For example , the first remake introduced the ability to play as the heroine , but Adventures of Mana , like the original , only has a male playable character ; conversely Adventures of Mana 's battle system , user interface and sword attack are based on Sword of Mana 's rather than the original 's . Kenji Ito , the composer for Final Fantasy Adventure , returned to create updated and more dramatic rearrangements for the remake .

The idea to develop a remake came when Oyamada , due to the Mana series ' 25th anniversary in 2016 , thought about how he would like players to be able to play through the series in sequential order on modern game platforms . The platforms ? Android , iOS and PlayStation Vita ? were decided on from the beginning . Initially , there were some arguments at Square Enix about whether to create the game using 2D or 3D graphics ; they settled on 3D , as Oyamada thought that 3D games are easier to control on smartphones . Additionally , the development team thought that a 3D version would be better , as it could be used as a base for potential remakes of other Mana games ; depending on the reception of Adventures of Mana , Oyamada said that he would like to develop a remake of Seiken Densetsu 3 , and would consider one of Secret of Mana depending on demand .

When the game was announced in September 2015 , development was 50 % complete ; by late December , development was 90 % complete . The game was released worldwide for Android and iOS on February 4 , 2016 ; in Japan , a PlayStation Vita version was also released on the same date . Responding to feedback , Square Enix 's European branch said that the game 's development team was examining the possibility of a Western release of the PlayStation Vita version ; the PlayStation Vita version was later released in North America and Europe on June 28 , 2016 . Square Enix has also said that they are considering a PlayStation 4 version of the game .

= = Reception = =

Adventures of Mana has been positively received by critics . Campbell Bird at 148apps found it to be a high @-@ quality example of its genre , and called it the definitive version of Final Fantasy Adventure . He still felt that some gameplay systems felt aged , and that the core gameplay , lack of guidance , and lack of explanations of the game mechanics might be off @-@ putting to some modern players . Meanwhile , Shaun Musgrave at TouchArcade felt that the sparse story set @-@ up and lack of " supervision or training " , while likely to " rub some people the wrong way " , was refreshing ; he liked the simplicity and " efficiency " of the game , and said that , as a remake , he was unsure if he could be any happier with it than he was . TouchArcade named Adventures of Mana as their " Game of the Week " , calling it a " truly wonderful remake " . Nadia Oxford at USgamer said that the game was " a very decent re @-@ construction of Final Fantasy Adventure " and less tedious than Sword of Mana . Jason Schreier of Kotaku thought that the game was excellent ; like Oxford , he preferred it over Sword of Mana , which he said felt more like a new game than like a remake . Harry Slater at Pocket Gamer , Musgrave , and Schreier all commented on the

price , considering it to be high .

Bird thought that the updates to the original Game Boy game 's visuals and audio , along with the updates to the controls , made for a " great first impression " and made the game feel very well put together ; he felt that it was one of Square Enix 's best looking and sounding mobile game to date , and that all actions in the game felt and looked great . Oxford felt that the touch screen @-@ based controls were not ideal for the fast pace of the gameplay . Schreier found the touch controls to be " just fine " , but thought that the game would work better with a D @-@ pad and buttons . He praised the presentation , saying that the music was " superb " and that the game looked great . Slater thought that the game 's look was impressive and that the music was excellent . Musgrave called the music " outstanding " , and found the monster characters to look fantastic , having benefited greatly from the updated 3D graphics ; he was less sure about the art direction for the human characters , but still thought that they looked better than they did in Sword of Mana .