

PRESENTATION



— Document —

Document by **Cleem** from the english version of Adventures of Mana on PS Vita
Japanese : complete script for all versions, except for Game boy, with Kanji reduction
English : **7000**-word script on PS Vita, **4000** words on Game Boy
French : officially exists for the Game Boy game named "Mystic Quest"

<https://gamefaqs.gamespot.com/vita/181222-adventures-of-mana/data>



— Screenshots —

Screenshots of the 2D color game 聖剣伝説 携帯 from web videos

2D Black & White : Game Boy

2D colour : old mobile phones (S!Appli, i-Mode and EZweb services)

3D colour : PS Vita, Android and iOS

<https://gamefaqs.gamespot.com/mobile/932992-mana-mobile/data>

<https://www.nicovideo.jp/user/4186931/video>

https://www.youtube.com/channel/UCQ_dIAEksQV42KBCxUAHqg



— Service —

End: the game was downloaded in Japan via the Square Enix Mobile service which closed on March 31, 2018

<https://support.jp.square-enix.com/news.php?id=254>



— Publication —

Document translated into French on Square Palace by **Cleem**.

<https://www.squarepalace.com/membres/cleem>

Here is the document in English for our friends who speak this language and want to take advantage of the images of the mobile version to rediscover the full scenario.

PROLOGUE



Enshrined atop Mt. Illusia, high above the lofty clouds, stand the Tree of Mana. Drawing its life energy from the boundless celestial aether, the sentinel grows in silence. Legend holds that he who lays his hands upon its trunk will be granted power eternal—. A power the Dark Lord of Glaive now seeks to further fuel his bloody quest for domination.

GLAIVE CASTLE, ARENA



Arena Guard: Fight, you worthless dog! The Dark Lord demands blood!

Sumo is one of countless gladiators indentured to the Duchy of Glaive. Each day, he and his ill-fated companions are dragged from their cells and bade to fight exotic beasts for the amusement of the Dark Lord. If victorious, they are thrown back into the dungeons with just enough bread to tide them over until their next match. But a body can only take so much, and it is never long before the weary captives succumb to their cruel fates.



Sumo: Don't die on me, Will!

Will: Sumo... Listen carefully... The Tree of Mana is in danger...

Sumo: Will, we can talk about this later!

Will: Seek out Sir Bogard near the Great Waterfall. He is one of the few remaining Gemma Knights and must be warned. He will know what to do.

Sumo: Gemma Knights? Tree of Mana? What are you—? Will! WILL!!!

Will slumps to the ground.

Sumo: I won't forget this, Will.

GLAIVE CASTLE, ESCAPE



Amanda: I'm sorry about Will, but if we don't think of something soon, it'll be our blood on those sands. And I'm not leaving my brother alone to fend for himself.

Prisoner: Aren't you the slightest bit intrigued by what Will said? If you are, then I think I might be able to help. The gate through which the beasts enter the coliseum leads directly outside the castle. That gate is unlocked after each match to let in the next creature. Try slipping out in the confusion after your own match. It may be your only chance for escape!



Arena Guard: Draw your blade, boy! The Dark Lord commands it!

Sumo: I guess it's now or never!

GLAIVE CASTLE, MOAT



Sumo: The Dark Lord and his court mage, Julius! What are they doing here?

Dark Lord: Have you found what I seek, Julius?

Julius: Yes, my lord. The Tree of Mana is indeed located within a shrine atop the Great Waterfall.

Dark Lord: And how, pray tell, am I to reach this shrine? I am no fish returning upstream to spawn.

Julius: Why, a miracle, of course.

Dark Lord: Do you mock me, Julius?

Julius: Of course not, my lord. There is a young maiden. I have sensed her power. She will lead us to the shrine.

Dark Lord: Your visions have yet to steer me untrue. Very well. Find the girl and bring her to me.

Julius: As you wish, my lord.

GLAIVE CASTLE, GREAT WATERFALL



Julius disappears.

Dark Lord: Who is it that dares spy on me!?

Sumo: Time to make my exit!



Dark Lord: You will tell my secrets to no one!

WORLD MAP, AWAKENING



Sumo: I-I'm...alive! But where am I?



Maiden: Help! Someone! Anyone!

Hasim: Kind traveler... I am not long for this world... You must escort the lady to Wendel and... into the care of... Sir Bogard...

Maiden: Hasim! HASIM!

The light slowly fades from Hasim's eyes.

Maiden: Hasim... You cannot leave me. Not here. Not now. Without you I am lost-a stranger in a strange land.

Sumo: If it's Bogard you seek, I may be able to help.

Maiden: Truly? I would be in your debt.

Sumo: I wouldn't think of leaving you alone out here, what with the duchy's minions about. My name is Sumo.

Fuji: I am Fuji. If you are injured, do not hesitate to tell me. I have spells that will ease your wounds.

TOWN OF TOPPLE



Woman: Welcome to Topple.



Man: The Dark Lord is a tyrant. I'd leave this place... if there was anywhere else to go.

Elder: From high above the clouds, the Tree of Mana watches... ever protecting us from the evils of the world.

Boy: A party from the castle was here earlier looking for a girl. You think it has something to do with this Tree of Mana everyone's talking about?

Woman: Some people say the woodcutter who lives up by the waterfall used to be a great knight. I say he's naught but a stubborn old man too proud for his own good.

BOGARD'S CABIN



Sumo: Pardon me, sir, but I seek a man named Bogard. Might you know where I can find him?

Woodcutter: I might. I might not. Doesn't mean I'm talking. I've nothing to say to the likes of you! Begone! Did you not hear me, boy!? I've nothing to say! Nothing! Now leave me be!

Speaking to Fuji...

Woodcutter: Wait. That pendant you're wearing... Is that...? It is! The Pendant of Mana!

BOGARD, THE GEMMA KNIGHT



Fuji: Sir Bogard of the Gemma Knights! It is an honor to meet you.

Bogard: Long has it been since I used that title...

Fuji: This pendant was my mother's. I've had it since I was born.

Bogard: Listen carefully. There was a time when the evil Empire of Vandole sought to bring the world under its control. They tapped the Mana which courses through this very land and used it to usher in an era of fear and violence. The Gemma Knights stood against the might of the imperial armies... But our numbers were few, and the power of Mana was beyond imagination. We were on the brink of defeat when before us appeared a savior— a maiden who would ride at our van and fill our hearts with courage as she guided us to victory. And upon her breast was the selfsame pendant this young lady now wears. An ill wind blows in our realm, as forces of darkness seek to manipulate the Tree of Mana as did Vandole. Yet, I believe that pendant may be the key to restoring peace. Journey east along the mountains and in time you will come to a cave. A landslide has filled the tunnel with rubble, preventing passage to the town of Wendel on the far side. With a mattock in hand, a young lad of Sumo's strength should make quick work of the rocks. In Wendel, you will find my brother-in-arms, Sir Cibba. He may remember more of the pendant and its meaning.

ON THE WAY TO KETT MANOR



Butler: This is Kett Manor. The count is taking his rest beyond and I cannot allow you to enter. However, his lordship welcomes travelers to seek respite in one of the manor's many other rooms.

KETT MANOR, ROOM AT NIGHT



Fuji: Sumo. Now that we've become better acquainted, I was thinking...

Sumo: Thinking? I...uh...er...

Fuji: ...that perhaps you could benefit from learning some curative magic. What do you say?

Sumo: Oh! Uh...yeah. I was thinking the exact same thing.

Fuji: Wonderful. You may study the cant form my grimoire. I've already memorized it.
You receive the Book of Curing. You learn the spell Cure!

Fuji: Well, good night!

Sumo: Right... Good night....

Overnight...

???: Ahhh, I smell the blood of a maiden.

KETT MANOR, MORNING ROOM



Early in the morning...

Sumo: Fuji! She's gone!



Butler: The count welcomes travelers to seek respite in one of the manor's many other rooms. And it just so happens a chamber in the west wing is currently unoccupied. Hm? Your companion has gone missing? Quite odd, indeed...

KETT MANOR, GUEST ROOM



Man: I wander the world in search of rare and valuable artifacts. Rumors of an enchanted mirror capable of dispelling magical glamors have brought me to this land. It seems, however, the fine count of Kett Manor has locked the thing away in a nearby peat cellar.

Woman: Don't venture too far south, lest you stumble across that infernal nest of lizards. The only reason the count doesn't do away with the creatures is that they guard the key to his peat cellar.

WORLD MAP, SECRET ITEM



You find a silver key.

MARSH CELLAR, ENTRANCE



Mysterious Traveler: I hear your friend has gone missing. If the locals are to be believed, disappearances are not uncommon. They also whisper that the young victims are kept in caskets in the manor cellar. You wouldn't be thinking of going down there alone, would you? Perhaps I can help. It is said there are creatures dwelling within this cavern that cannot be harmed with mere stone or steel. Should our paths cross with such abominations, I shall use my magic to send them back to the Pit whence they came.

MARSH CELLAR, BOG



You slay the Hydra!

You find the Book of Fire. You learn the spell Fire!

You find the Moon Mirror.

Mysterious Traveler: If that mirror is indeed what people claim, I believe it may show us the Kett Manor butler's true colors. It has been fun, but I must be off. I wish you the best of luck in locating your displaced companion. Farewell!

KETT MANOR, ENTRANCE



Butler: The count welcomes travelers to seek respite in one of the manor's many other rooms. And it just so happens a chamber in the west wing is currently unoccupied. Th-That mirror! Get it away from me! Get...it...UGGG...GRRH...UG...Hg...GRRR...

KETT MANOR, BASEMENT



Sumo! Fuji!

Fuji: Oh, Sumo! I was so frightened...

Sumo: Let's get out of here. Something feels wrong about this place.

KETT MANOR, ENTRANCE



Count Lee: Many moons have I waited for a true maiden to call. I will not give her up so easily!

You slay the Vampire!

You find the Book of Sleep. You learn the spell Sleep!

Fuji: I sense a great evil has been lifted from the manor...

Sumo: I say we don't stick around to find out.



Sumo: Are you alright? The count didn't...I mean...

Fuji: No. I am unhurt... thanks to you, Sumo. Shall we continue our journey south to Wendel then?

TOWN OF WENDEL



Man: Greetings, travelers. You are welcome in the holy city of Wendel.

Woman: The land's rivers all share a common source— the Great Waterfall. From the base of the Tree of Mana does this cataract flow, bringing life to all the realm. Without her waters, our land and all living in it would wither and die.

Elder of the Inn: If I've one regret in life, it's that I never laid eyes on the sacred Tree of Mana. They say it is a thing of sheer beauty.



Mysterious Traveler: Our paths cross again! And I see you have found your missing maiden.

Sumo: She's not my maiden...

Mysterious Traveler: Oh? Your flushed cheeks would suggest otherwise.

Sumo: My what...? Ah!

WENDEL SHRINE, ENTRANCE



Girl: The Grand Cathedral lies ahead.

Man of Wendel Residence: Cibba is a great sage, and the city's most prominent figure. It is said he fought against the Empire in the Mana War.



Cibba: Sir Bogard sent word of your coming. I am Cibba of the Gemma Knights. So it is true... Your pendant bears the mark of Mana. Step forward into the sacred circle, and the pendant will reveal unto you your fated path.

WENDEL SHRINE, VISION



Motherly Figure: My, how you've grown, Fuji.

Fuji: Mother!

Sumo: ... Mother?

Cibba: By the gods! It is the Lady of the Van— the warrior who led us against the Empire!

Motherly Figure: Listen carefully, for what I am to tell you is of great import. You and I are of the line of Mana.

Sumo: The what?

Motherly Figure: We are both seeds fallen from the Tree of Life, tasked with Her protection against the myriad evils of the world. The once-mighty Empire of Vandole was amongst those evils. I used the pendant to seal the tree atop Mt. Illusia and ensure that none could ever draw near. But now the Duchy of Glaive threatens to revisit a dark chapter in our land's history. As your mother, I beseech you. Join with the Gemma Knights and see that the Dark Lord's foul plot bears no fruit.

The vision fades.

Fuji: Mother...

WENDEL SHRINE, COUP DE THÉÂTRE



Mysterious Traveler: An imperial airship approaches!

Cibba: Impossible!

Mysterious Traveler: Come, milady. I shall see you to safety!

Fuji: Thank you.

Cibba: Wait. Who was that and where did he take the Lady Fuji?

Sumo: A traveler who helped me back at Kett Manor. I'll find where he went.

WENDEL SHRINE, ENTRANCE



Injured Man: Ugh... Someone hit me from behind... It was him! That crimson-cloaked knave!

TOWN OF WENDEL, ENTRANCE



Sumo: Fuji! Where are you! Julius? But you've been helping me! Why?

Julius: Though frequent, my visions are not always clear. I needed to learn more, and that required a disguise. I was not completely certain that Lady Fuji was a direct descendant of the line of Mana... That is, until I witnessed the rite at the Grand Cathedral. And now, the girl is ours.

Sumo: Let her go, or I'll—



Julius: Or you'll what? You sorely underestimate my powers, boy.

Sumo: Fuji...

WENDEL SHRINE, AWAKENING



Cibba: At last, you've come to.

Sumo: Wh-Where am I? Where's Fuji!?

Cibba: Calm yourself. Julius saw the lady aboard his airship before departing westward.

Sumo: I'm going after them!

Cibba: Then you'd best prepare for the journey. While young, you exhibit many of the traits of a Gemma Knight. Take this.

You receive the Book of Healing. You learn the spell Heal!

Cibba: If you find yourself inflicted with corruption, this spell will draw the taint from your body.

Sumo: My thanks, Sir Cibba.

Cibba: The airship was last seen flying west. You must find them, or I fear the worst for Lady Fuji.

TOWN OF WENDEL, DEPARTURE



Boy: My ma doesn't believe me, but I's seen dwarves hidin' in yon mountains to the west. Honest!

DWARF CAVE



Dwarf: Might you be lost? This here's the home of us dwarves!

Dwarf: Looking to follow that airship into the western lands? Then you'd best get an airship of your own. Or, if you plan on going by foot... well, then the only means is through Gaia Pass.

Dwarf: Legend says Gaia Pass is actually an ancient beast turned to stone to stop her from devouring the mountain's mythril. Well, it is if you're inclined to believe such fairy tales.

Dwarf: Watts would rather explore the abandoned mines than work at the forge with the rest of us. He's convinced that somewhere in the tunnels still slumbers a great vein of mythril.

Dwarf: When I was young, I'd race mine carts with Watts in the old abandoned shafts. I reckon all the carts are rusted by now. Nothing a little oil couldn't fix, mind ye. There's a peddler to the south who sells the stuff.

GAIA PASS



The ground begins to tremble

Gaia: Whaaat is this foul taaaste in my mooouth!? <spit>

OIL PEDDLER



Oil Peddler: Greetings! Might I interest you in my wares? Or perhaps you have something you'd like to sell? Buy a tube of Rust-B-Gone for 500 GP?

You purchase a tube of Rust-B-Gone.

FORBIDDEN MINES, ENTRANCE



The mine cart is covered in rust.



Watts: Where did you come from? I thought I was the only one down here!

Sumo: Ugggh... That'll hurt in the morning... I am in your debt. Might you be Watts?

Watts: The one and only! Are you here to help me search for mythril? Well then, lead on!

FORBIDDEN MINES, OPEN PIT



You slay the Megapede! You obtain a chunk of mythril.



Watts: Just imagine all the wonderful things I could create with this! Why, a full suit of mythril armor might even fool Gaia! I must hurry back to the forge!

DWARF CAVE, EQUIPEMENT



Watts: Sumo! Behold, my new creations! Equip yourself in these, and Gaia is certain to let you pass.

Buy a mythril shield for 505 GP? *You purchase a mythril shield.*

Buy a mythril blade for 562 GP? *You purchase a mythril blade.*

Buy a suit of mythril armor for 700 GP? *You purchase a suit of mythril armor.*

GAIA PASS, EXIT



???: Sumo! You're a hard man to find.

Sumo: Sir Bogard! Forgive me. I was unable to protect Lady Fuji...

Bogard: You need not place the blame on yourself, Sumo. Sir Cibba tells me that Julius was behind her abduction. The duchy's archmage is a master of deceit. There are few who could have seen through his web of lies. At least now, however, we know who we are up against. And as luck would have it; his warship is currently docked at a refueling station to the north. If we make haste, we may catch them and stow away aboard the vessel before they put to the skies.

AIRSHIP, ENTRANCE



Deckhand of the upper decks: You see the girl we picked up in Wendel? Quite the looker, that one. Don't believe me? Visit the brig!

Deckhand of the middle decks: I heard that when he was still a babe, Julius was abandoned in a cave near the Great Waterfall. If the Dark Lord hadn't found him while on a hunt, the archmage would have surely perished in the cold.

Deckhand of the lower decks: Repairs to the engine are almost complete. You'd best return to your post or the commander'll have your head.

Deckhand of the bilge: The archmage Julius commands this vessel, but little is known of him.

AIRSHIP, HOLD



Sumo: Fuji!

Bogard: The heartfelt reunion can wait until we are safe off this ship.

Fuji: But how, exactly, do we get off the ship? I've tried the door. It won't budge.

Bogard: What of the window?

Fuji: I might be able to squeeze through, but where would I go? I see only a narrow catwalk.

Sumo: I'll circle around and wait for you on the other side!

Fuji: Please do be quick. Once out, I fear I will not be able to keep my balance for long.

Bogard: You need not worry about me, Sumo. I can still hold my own. I shall stand vigil here and make certain no one notices the lady missing.

Sumo: Wish me luck!

AIRSHIP, OUTSIDE DECK



Sumo: We must hurry. The ship is about to take off.

Fuji: Here. Keep the pendant, just in case I—

Julius: Not so fast.

Sumo: Gah!

Fuji: Sumo! Hold on!

Sumo: I... I can't...

MENOS TOWN, AWAKENING



Older Voice: How now? A boy from the heavens? He's lucky to be alive after a fall like that. 'Twas my thatch roof what saved him.

Younger Voice: Sumo? Is it really you?

Older Voice: You know this lad?

Younger Voice: Open your eyes, Sumo!

Amanda: So we meet again, my friend... and here of all places. When I lost you in the confusion of the escape I thought I'd never see you again. Which is why it pains me so to do this...

Sumo: Wh-Where am I? The pendant! It's gone! Was I dreaming? I could've sworn I heard Amanda's voice... But that's impossible...

Elder: The boy fallen from the heavens finally awakes! You're in Menos if you were wondering. Your lady-friend left the village at dawn all hurry-scurry. Amanda, she said her name was.

MENOS TOWN, EXPLORATION



Girl of Menos residence: Amanda seems distracted lately. I wonder if something's happened to her brother.

Woman of Menos residence: The desert is rumored to be littered with ancient relics, such as grimoires containing magic spells.



Boy: Herds of chocobos once roamed the plains, but now only a few of the noble birds remain. People who have visited the northern wood say they've seen nest, but I don't believe them.

Woman: Amanda's younger brother Lester is a bard of considerable talent. He plays the harp in the nearby town of Jadd.

Elder: I oft made the journey north across the desert to Jadd... That is, I did until their bard disappeared.

WORLD MAP, CHOCOBO



Sumo: Oh, hello there! Stop following me! Wait here, girl.

Chocobo's hugging Sumo...

You think I'm your mother! Alright then, come with me!



You find Saurus fangs.

[random chest left by Desert Saurus]

JADD TOWN, ENTRANCE

Girl: The foul valley mists appeared right after our bard went missing.

Elder: The valley to the north is filled with a dark mist that burns the lungs. I'd stay away if I were you.

Man: Jadd used to be a nice town... until Davias showed up and took control.



Dwarf: Davias is said to be a powerful mage capable of transforming men into beasts! Many are seen entering his manse, but very few are seen leaving.

Boy: Did you see the large old house on the edge of town? Davias lives there.

OLD MANSION, DAVIAS



Davias: I don't like outsiders in my town. Finish your business and be on your way. Amanda? If I recall, that foolish girl said she was making for the Shifting Sands-a labyrinth hidden deep in the desert. None have ever returned from that accursed place. Why she would go there is beyond me.

TOWN OF JADD, CLUES

Woman of Jadd residence: The other wives say Davias's mother was so ugly, he locked her up in a cave! Sure, there is that sealed cave in the oasis... But it would be foolish to think that someone was trapped inside... wouldn't it?



Man: Looking for a way into the oasis cave? I might know... but it'll cost you. How about... The fangs of a desert Saurus?

Giving the fangs of a desert Saurus

Man: Alright, a deal's a deal. Look for a grove of palm trees... and always remember the number 8.

Shopkeep: Only the blood-red tears of a gorgon can break a curse. How do I know this? How do you NOT know this?

SHIFTING SANDS, ENTRANCE



Sumo: Amanda! I know it was you who took my pendant. Why did you do it?

Amanda: You must forgive me, Sumo. I had no choice. It was the only way to free my brother.

Sumo: What do you mean?

Amanda: I was a fool. Davias said he would release Lester if I gave him the pendant, so I did... But instead of freeing my brother, Davias turned him into a parrot! Now, the only way to break the curse is to find the tears of a gorgon... which is why I'm here.

Sumo: You could have told me... Alright. Come on, Amanda. Let's save your brother!

Amanda: Oh, thank you, Sumo. I'll never forget this! Holler if you find yourself between a rock and a hard place... or if you just find yourself turned into a rock.

SHIFTING SANDS, SPELL



You find the Book of Ice. You learn the spell Blizzard!

SHIFTING SANDS, CANYON



Sumo: The gorgon!

Medusa: Ohohoho! More fools come in search of my tears! Ah, but it is you who shall weep!

Medusa falls to the ground.

Medusa: I will shed no tears for the likes of you! Know my suffering, mortals!

Amanda: Her eyes are as dry as the desert outside. We have failed.

Sumo: There must be another way. I... I can talk with Davias. Maybe I can convince him to change your brother back.

Amanda: Ngh...

Sumo: Amanda! Are you hurt?

Amanda: Medusa... She bit me... And now it's only a matter of time now before I, too, become—. Sumo, you must end this. Grant me peace before I lose control. Take my tears, and use them to free my brother.

Sumo: I can't do that, Amanda! We'll... we'll go back to Sir Cibba! He'll know a way to cure you!

Amanda: I can feel... the blood of the gorgon... taking over... So... hungry... I am ready to die, **Sumo**. Just promise me that my death will mean something... Please... It won't be long now... I don't want to hurt anyone... Tell my brother... I loved him. Please...

Sumo: I'm sorry, Amanda. Forgive me...

You remove a single blood-red tear from Amanda's cheek.

OLD MANSION, LESTER



You trickle the tear into the parrot's beak. The parrot transforms back into Lester. The curse is broken!

Lester: It seems I owe you my thanks... but who exactly are you?

Sumo: A friend of your sister's.

Lester: Amanda? Where is she? Has anything happened to her?

Sumo: Your sister —Amanda— sacrificed her life to save you from Davias's treachery.

Lester: No!

Sumo: Amanda was... important to me, too. I have vowed to make the man who did this to her pay. You... could join me.

Lester: Of course. Thank you. After you arrived, I saw Davias slip off into his secret passage that leads to the roof. The entrance is this way!

Play the harp revealing the secret entrance...

Sumo: Your melodies... are magic?

Lester: Come on.

OLD MANSION, ROOF



Davias: How resourceful. But you will never get this pendant.

Davias slumps to the roof.

Lester: That was for my sister! Now hand over Sumo's pendant!

Davias: You're... *cough* ... too late... By now... *cough* ... my pet Garuda is... high over Crooked Boulder on her way... *cough* ... to the Dark Lord.....

TOWN OF JADD, DEPARTURE



Lester: You're going to Crooked Boulder, aren't you?

Sumo: I must get back that pendant... but...

Lester: The poison mists? Leave them to me. Consider it a parting gift for the man who truly was my sister's friend.

Sumo: Parting gift?

Lester: My harp and I are staying here, Sumo. Perhaps my music can see Amanda rest in peace.

Sumo: Thank you, Lester. Just as Amanda sacrificed her life for you, there is someone who I, too, am ready to sacrifice my all for.

Lester: Wait. Take this— a song to silence the savage beast.

You receive the Book of Silence. You learn the spell Silence!

HIDDEN WATERFALL



You slay the Metal Crab!

CROOKED BOULDER, MOORS



You slay the Cyclops! You find a morningstar.

CROOKED BOULDER, STATUES



You slay the Golem!

You find the Book of Thunder! You learn the spell Thunder!

CROOKED BOULDER, BRIDGE



Collapsing bridge

Sumo: Uh-oh... I guess there's no turning back now.

GLAIVE CASTLE, BARBICANE



You slay the Chimera!



Sumo: Fuji! Are you in there!?

Fuji: Sumo? Is that you?

Sumo: I... I lost the pendant. I fear it may already be in the Dark Lord's hands.

Fuji: Then we'll just have to find a way to get it back.

Sumo: You know that won't be easy.

Fuji: I do, but it is the duty of my line to protect the Tree of Mana. The throne room is on the highest floor of the castle. Have I your blade, Sumo?

GLAIVE CASTLE, TOP OF THE DUNGEON

Dark Lord: I do hope you've honed your skills since our last encounter. It will make slaying you all the more satisfying!

Sumo: Enough talk! It's time you paid for what you did to Will! Fuji. You'd best find a place to hide. I don't want to lose you again.

Fuji: Be careful, Sumo...

Dark Lord: Ah, the gallant knight in shining armor! This should provide much amusement!



You slay the Dark Lord.

You retrieve the Mana Pendant...?

Sumo: Something's wrong... This isn't the real pendant! Where is Fuji? With the Dark Lord fallen, that leaves only... I must get to the Great Waterfall!

GLAIVE CASTLE, MOAT



Sumo: Fuji! Fuji? Fuji! Are you alright!?

Julius: Once again you are too late, boy. The power of Mana is mine.

Sumo: Julius!

Julius: Lady Fuji! Raise the pendant to the heavens and recite the spell to reverse the cataract's flow.

Sumo: Don't do it, Fuji! Come to me!

Fuji:

Sumo: What did you do to her, Julius!?

Julius: Manipulating the soul of a single girl is but a simple thing... for he who carries the blood of the Vandole Empire. No I shall reclaim what my ancestors lost. Fuji! Say the words!

Fuji: Klnka Imra Miryon Tin Qua...

Sumo: Wait!



Julius: Now fall!

WORLD MAP, DESERT



Sumo: I... I can't move. So it all ends here... Wait... Is that... ?
Chocobo showing...



Bushes outside of Ish.

Younger Voice: Auntie Sarah! There's a boy sleeping in the bushes!

Sarah: Oh my! There **is** a boy in the bushes!

Younger Voice: And a giant bird, too!

Sarah: The desert sun must have been too much for the pair. Let us tend to them back at the farmhouse.

TOWN OF ISH, AWAKENING



Sarah's house

Bogard: Finally awake, are we?

Sumo: Bogard! You're alive!

Bogard: Indeed I am, thanks to Sarah, here. She took me in after I was thrown from the airship. When I saw them bring you in, I feared the worst. But I knew in my heart you would survive. You are the Gemma's final hope.

Sumo: You're wrong, Sir Bogard. I couldn't save Amanda and I couldn't save Fuji. I'm a failure. Your hope is wasted on me.

Bogard: Raise your head, boy! This is no way for a knight to act!

Sumo: Enough! I'm no knight! And I was a fool to listen to those who thought I could be!

Bogard: Watch your tongue, boy!

Sumo: You're a Gemma Knight! Why don't you save the world!?

Bogard: Out! Get out before I— !

TOWN OF ISH, SARAH



Sarah: Sir Bogard asked me not to tell you, but... The fall from the airship left his legs in ruin. And since that day he has silently cursed himself for being unable to help those in need. But then he would tell us there was a young man who would come and save us all. We all thought in naught but the ramblings of an old man... that is, until my niece and I found you and your chocobo. That steed of yours nearly died carrying you to safety. Perhaps she, too, knew that you were special—that you were a reason for hope. The professor's been tending to your bird ever since, though there's still the chance she may not make it. You'd best see her before...

TOWN OF ISH, PROFESSOR'S HOUSE



Sumo: Hm?

The Professor: There! Good as new! No, better than new! The poor bird's legs were shot, so I made her some new ones! Jet-propelled legs! With these miracles of modern mechanics, she can even fly over water! A regular "chocobot"!

Chocobot's hugging Sumo...

Sumo: How can I say no to those eyes?

The Professor: Heh heh. I knew you'd come around. But don't you think of leaving before making peace with old Bogard.

TOWN OF ISH, HOUSE OF SARAH



Sarah: Try not to bear Sir Bogard any ill will. The poor man has suffered enough...



Bogard: There is no need for apologies, Sumo. The fact you are here is all the proof I need of your conviction. Now listen carefully. The road ahead will be fraught with peril. Julius has seized the power of Mana and bent it to his will. The only one who might stop this is a Gemma Knight wielding the Holy Sword.

Sumo: Holy Sword... You don't mean Excalibur, do you?

Bogard: Indeed, I do—. The very sword that put an end to Vandole.

Sumo: Where is it now?

Bogard: Sealed away so that it might not fall into the wrong hands. Not even I know its location. But there is one who does. Journey back to Wendel and speak to Sir Cibba. I am unfamiliar with the lay of this land, but the professor will know the quickest way to Wendel.

TOWN OF ISH, VISIT



Man: You are in Ish. We were once a tiny protectorate of the Vandole Empire... until a Gemma Knight wielding the Holy Sword came and vanquished the evil. All that is left of the empire now lies buried beneath the desert sands.

Woman: The terrible demons crawling about the realm are thought to be minions of the archmage Julius, summoned from the Pit.

Elder: You'd be a fool to try and traverse this land's seas. They are filled with terrible beasts that will swallow you and your vessel whole. If there was only a way to move across water fast enough to avoid the monsters... Perhaps the mad professor who lives on the western edge of town can build something.

TOWN OF ISH, BON VOYAGE!



The Professor: There's a pier to the north of town. Set off over the sea and travel east, and then east some more! When you reach the far shore, set your course due north for Wendel or due south for the Ammonite Coast. Bon voyage!

TOWN OF WENDEL, CIBBA



Girl: Sir Cibba set out for the frozen wastes after learning that Lorim was besieged by otherworldly creatures. That forsaken place lies across the sea to the south. You can sometimes see it on clear days.

LORIM, FROZEN TOWN

The villager is encased in solid ice...



King of Lorim: My kingdom finds itself overrun with the archmage's newly risen horde. One of those — a twisted creation known by some as Kary, still by others as Marilith— has taken up residence in the Cara Mountains. A Gemma Knight announcing himself as Sir Cibba came to rid us the creature and her bone-chilling gales... but was imprisoned in ice before he could challenge the serpent. If not freed soon, I fear he may succumb to the same bitter fate as my subjects...

WORLD MAP, SNOW



Sumo: It will be far too cold in the wastes for you, chocobot. Wait here for me.

CARA MOUNTAINS, CREVASSE



You slay Marilith. You find the Ice Brand.

TOWN OF LORIM



Man: My, it's so warm now!

Man: The Kingdom of Lorim welcomes you, traveler.

King of Lorim: You have my thanks, young warrior, and the thanks of my kingdom. Sir Cibba awaits your tidings in yon chambers.



Cibba: Sumo. I know it is the Holy Sword that you seek. If we are to find it, we must hurry. There is a river which spills out into the sea at the Ammonite Coast. Follow it upstream until you arrive at the Floatrocks.

Sir Cibba gives you a skeleton key.

Cibba: Use this to enter a sealed cave in the Floatrocks. Beneath the mountain awaits Ifrit— guardian of the Holy Sword. Once you have slain the guardian and retrieved the blade, return to me and I shall reveal all.

SUBTERRANEAN RIVER



You slay the Kraken!

UNDERSEA VOLCANO, LAVA BED



You slay Ifrit! You obtain a rusty sword.

Sumo: This can't be the blade that conquered Vandole, can it?

TOWN OF LORIM, CIBBA



Cibba: Our quarry hides in Glaive, but all roads to the castle are guarded. We have no choice but to raise the Dime Tower.

Sumo: The Dime Tower? But I heard it was buried in the Crystal Desert. How are we supposed to find it, let alone raise it?

Cibba: You will use the Holy Sword. Deep within the desert, you will find a cavern containing ruins of the empire. There, raise aloft Excalibur, and the tower will emerge from the sands like a mirage.

Sumo: But this is just a rusted old piece of junk.

Cibba: Do not be fooled by appearances, Sumo. The sword is a fickle mistress. She will lend you her strength only once she has deemed you worthy. If you are a true Gemma Knight as Sir Bogard and I believe, then we have nothing to fear.

Sumo: But what if the sword doesn't deem me worthy?

Cibba: You mustn't worry over matters beyond your control. Now go! A passage leading to the Vandole ruins is thought to be somewhere near Ish. The professor may know of its whereabouts.

TOWN OF ISH, SPELL



The Professor: Once more unto the breach, my friend? Then you must needs be prepared! Powerful magicks slumber beneath this land. Their power is but yours for the taking, if you know where to find it. One such spell can be found in a desert oasis to the north, but beware the Lich who guards it.

SEALED CAVE, HOLLOW



You slay the Lich!

You find the Book of Flare. You learn the spell Flare!

TOWN OF ISH, GIANT CRYSTAL



The Professor: The entrance to the buried ruins has remained hidden for many years beneath a giant crystal. This crystal is harder than any diamond, but a well-aimed Flare should shatter it to a thousand pieces. Find it, and you will find the entrance!

Man: The architects of Vandole had methods to erect massive structures atop unstable sands—knowledge long since lost... The Dime Tower— a symbol of the empire's might— was one such construct... until it, too, was swallowed by the desert following Vandole's demise.

OUTER RUINS



You slay the Mantis Ant! You find a mantis sickle.



Excalibur begins to glow...

Sumo: Does this mean... the tower has risen from the desert?



DIME TOWER



Automaton: I am Mummy Retrieval & Containment unit MRC-91, or as my creator calls me, Marcy. I was deployed by the professor to discover and translate the many tablets left in the tower after its fall. I have waited 50 planetary cycles for the order to return... but it has yet to come. Allow me to be your guide.



Tablets translation

Marcy: The Tree of Mana draws its lifeblood from the celestial aether.

Marcy: Corruption of hearts disrupts balance in the aether, and in turn, corrupts the tree.

Marcy: Tainted water seeps from her roots to form a river before cascading down to the land. And thus man is further corrupted. An endless cycle of hate begetting hate.

Marcy: He who sets his hand upon the Tree of Mana will forever bask in its glow.

Marcy: Nigh invincible with his newfound power, the emperor had but one fear— that a Gemma Knight wielding the Holy Sword of Legend would rise to challenge him.

Marcy: Legend says only a warrior chosen by the rusted blade can become a Gemma Knight.

Marcy: The fall of Vandole is imminent, but our legacy and our line must endure. We place our last hope beneath the Great Waterfall that he may one day restore us to our former glory. Long live the Prince! Long live the Empire!

DIME TOWER, ROOF



You slay Garuda!

Marcy: Warning! Tower integrity compromised. Submersion imminent. Locate exit immediately.



Sumo: The bridge! What now!?

Marcy: I shall propel you across, then follow using my propulsion thrusters.

Sumo: Sounds like a plan!

Propelling Sumo

Sumo: Alright, Marcy. Now jump!

Marcy: My analysis places the probability of you becoming the next Gemma Knight at 99,97%.

Sumo: Right. Whatever. Enough talk, Marcy. Use your... uh... thrusting proposals so we can put this place behind us!

Marcy: My thrusters were damaged long ago. You must continue without my assistance. I am Mummy Retrieval & Containment unit MRC-91. My mission is to collect data on the ruins until recalled.

Sumo: Marcy! Noooooo!

Marcy: Until we meet again...

TEMPLE OF MANA, TERRACE



You find a Samurai Armor.
[Random chest left by Ninja]



You slay the Dragon!

TEMPLE OF MANA, SOUTHERN TERRACE



You find a Samurai Helm.

[Random chest left by Demon]



You slay the Red Dragon!

TEMPLE OF MANA, UPPER TERRACE



You slay the Zombie Dragon!

TEMPLE OF MANA, FLOATING ANTECHAMBER



You find a Aegis Shield.

[Random chest left by Mammoth]

MANA SHRINE



Motherly figure: The trials you have overcome prove you are a worthy knight. Take the Holy Sword and use her to vanquish Julius and put an end to his dark designs.

You receive Excalibur!

MANA TREE



Sumo: Fuji!

Fuji:

Julius: Late as ever, I see. The ceremony has just come to a close. The Lady Fuji and I have been wed. And soon, the world will bow down to the might of a new Vandole!

Sumo: Not if I can help it!

Julius: Fool! Witness the true power of Mana as you drown in a sea of rage and despair!



Julius vanquished

MANA TREE, JULIUS METAMORPHOSED

Julius: That was but a fraction of my might!



Julius vanquished again

Julius: Grrraaaaaah!

MANA TREE, FUJI AWAKENED

Fuji: Sumo?

Sumo: The spell. It's broken! We did it, Fuji. Julius is no more.

Julius: Or so you think! It all ends here, boy!



Fuji: Let me see to your wounds.



Julius vanquished once and for all.

MANA TREE, ENDING



The Tree of Mana is lost...

Sumo: It's gone...

Fuji: What are we to do now?

Mother Voice: Fear not, my child.

Sumo: That voice...!

Fuji: Mother?

Motherly Figure: It is true, you were unable to protect the Tree of Mana... However, that does not mean a new one cannot be raised in its place.

Fuji: A new tree? But how?

Motherly Figure: Do you remember when I told you that you and I were seeds? Even the tallest of trees begins its life from a tiny seed. From me. And now, from you. Long long ago, I watched helplessly as the Tree of Mana toppled at the hands of the Vandole Empire. So I remained here to right that wrong.

Fuji: You... You became the Tree of Mana!

Motherly Figure: Yes, my dear. I set my roots down in this land and watched over the world as best I could. And now you have a choice—to become the new tree and help see peace spread once again through the land... or, to return to your former life and await the coming end. This, however, must be your own decision. None can force you to walk a path you have not chosen as your own.

Fuji: I have witnessed the plight of our ancestors. Their memories are mine. I am the last of my line. The last Seed of Mana. And if I were to wither and die, so too would the realm. Therefore I shall stay, and bear the burden. You must go now, Sumo. In moments this shrine will return to the land so that a new tree might grow. Do not be sad. While my appearance may change, my heart and soul will live on.

Motherly Figure: Sumo. You have awoken Excalibur. You are a true Gemma Knight. Will you give your oath to protect my daughter from evil so that she might never become corrupted?

Sumo: I will.

Motherly Figure: I have one last request. Before I gave myself to the land, there was a knight... A Gemma Knight who loved me with all his heart. His name was Sir Bogard. If you come upon him in your travels, tell him that I loved him, too... Farewell...

Sumo: Fuji...

Fuji: Sumo... Goodbye...

Sumo: Goodbye...

My love...

CREDITS

A new sapling has sprung forth from the land— a sapling that will one day grow into the towering Tree of Mana. Were it to fall victim to corruption, it would mean the disappearance of peace from this realm for all eternity. And so it must be protected. This is your duty —your burden— as the last of the Gemma Knights.

