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## Adventures of mana vita guide

ManaPromotional artDeveloper(s)Square EnixMCFPublisher(s)Square EnixProducer(s)Masaru OyamadaComposer(s)Kenji ItoSeriesManaPlatform(s)AndroidiOSPlayStation VitaReleaseAndroid, iOSWW: February 4, 2016PlayStation VitaJP: February 4, 2016NA/EU: June 28, 2016Action role-playing adventures of Mana[a] is an action role-playing video game developed by MCF and Square Enix and released by Square Enix. This 1991 Game Boy game Final Fantasy Adventure is a 3D remake of the first game in the Mana series. It was released worldwide for Android and iOS on February 4, 2016; The PlayStation Vita version was released in Japan on the same date and in North America, South America and Europe in June 2016. In addition to these releases, Square Enix said they are considering developing versions for PlayStation 4 and personal computers. The actor, along with a hero, takes on the role of a young hero who tries to stop the Glaive Dark Lord from destroying the Mana Tree. The game focuses on fighting monsters or other enemies and is seen from a top-down perspective. The game, which is divided into various areas of the player, makes its way through the world, diagonal and dungeons. When fighting monster characters, an indicator is shown on the screen over time and resets when the player is shot or attacked; By waiting to attack until the indicator is filled, the player can use a stronger attack. The player is accompanied by various non-player characters who have different skills that each player can use and help them defeat enemies. The idea for the game was the 25th anniversary of the series in 2016. Initially there were some arguments about whether to re-play in Square Enix in 2D or 3D; they chose 3D because it is thought to be easier to control on smartphones and can be used as a base for potential future Mana remakes. The game received positive reviews, with critics praising visuals and music in particular. See Also Content: Final Fantasy Adventure § Plot Player character early in the game, fights an enemy. Mana's Adventures is an action role-playing game in which the actor, along with a hero, controls a young hero who tries to stop Glaive's Dark Lord from destroying the Mana Tree. [3] The game is a 3D remake of the two-dimensional Game Boy game Final Fantasy Adventure with the same content. [4] In smartphone versions of the game, the player controls the hero using a customizable set of virtual joysticks and buttons. [5] [6] The game is seen from a top-down perspective and focuses on swordfighting. The player carries heroes in the game world, which is divided into various fields; As the player enters one, the enemy characters begin to appear there. [5] Among the areas in the gaming world are dungeons that the player must pass through. This consists of a series of rooms divided into three to four floors; In order to navigate their way through a dungeon, the player must break the walls, unlock the doors and sometimes press down the buttons and break the pots. [7] In addition to regular enemies, the player must also beat several bosses and mini-bosses throughout the game. [7] By defeating enemies, the player earns experience points, which increases the level of the hero; In this case, the player receives points to spend in four different disciplines, each gives hero access to different abilities and develops different statistics associated with discipline: Warrior associated with physical attacks, Monk with defensive and health points, Mage with magic attacks and magic points, and Sage with an increase in gun limit indicator. [5] [7] Sometimes when enemies are defeated, they leave something; the player can move items grouped into stacks with them, each taking a slot in the inventory. [7] During battles, a weapon limit indicator filled in over time is displayed; waiting to attack until the indicator is full, the player can use a more powerful attack specific to the weapon currently equipped. The indicator is reset when the player attacks or is subjected to an attack. The player can use weapons of various types, such as swords, axes and flails, each with a different attack pattern: sword attacks, for example, mid-range swings and knives, while flail attacks extend in a long-range and hero straight line. Most weapons can also be used to affect the environment: the player can cut down trees with an axe, for example. Like effective flame variations against ice monsters, the bonus is powerful, there are also every type of weapon. [7] At various points in the game, the hero is accompanied by non-player characters who help the player defeat enemies. [5] [7] These friends have different abilities available to the player, such as Fuji's healing spell and Watt's shop. [7] Development and Release Adventures of Mana is the re-playing of the 1991 Game Boy game Final Fantasy Adventure, the first entry in the Mana series. [2] It is the second remake of Final Fantasy Adventure, the first being Mana's Game Boy Advance game Sword of Mana. [8] According to Masaru Oyamada, producer of Adventures of Mana, the development team focused on not upsett what made the original game good, while adding things that could not be done in the original version due to hardware restrictions; they also aimed to make the game more comfortable and intuitive;[2] for example, changing armor and weapons, making it easier to use elements and magic, and added shortcut commands. [9] The game borrowed some items from the original Game Boy version and some from Sword of Mana. For example, the first introduced the ability to play as a hero, but Mana Adventures, like the original, has only one male playable character; On the contrary, Adventures of Mana's combat system, user interface and sword attack are based on mana's sword, not the original. [8] Kenji Ito, composer of Final Fantasy Adventure, returned to create updated and more dramatic arrangements for the re-album. [2] In 2016, the idea of re-developing the game was announced on the 25th anniversary of the Mana series. Platforms - Android, iOS and PlayStation Vita - were decided from the start. Initially, there was some debate about whether square enix would create the game using 2D or 3D graphics; Oyamada settled in 3D, as I thought 3D games were easier to control on smartphones. Also, the development team thought that other Mana games would be better, a 3D version that could be used as a base for potential remakes; Depending on the Mana Adventures reception, Oyamada said she would like to develop a remake of Mana Trials and would consider one of Mana Secret depending on demand. [10] It was re-developed by the MCF. [11] When the game was announced in September 2015, development was 50% complete; [12] In late December, development was completed 90%. [9] 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. [13] Responding to feedback, Square Enix's European branch said the game's development team was examining the possibility of releasing the PlayStation Vita version in the West; [14] The PlayStation Vita version was later released on June 28, 2016 in North America, South America and Europe. [15] Square Enix also said they were considering versions of the game for playstation 4 and personal computers. [10] [17] ReceptionInseering ratingsScoreiOSPS VitaDestructoid5/10[20]Gamezebo4.5/5[7]Hardcore Gamer2.5/5[21]Pocket Gamer [5]TouchArcade[22]RPGFan80%[23]Total scoresGameRankings83%[18]Metacritic66/100[19] Mana Adventures was received positively by critics. [18] TouchArcade's Shaun Musgrave said that the sparse story was set and that a lack of supervision or training was a possibility of putting some people the wrong way, but refreshing; He liked the simpliness and efficiency of the game and, as a remake, said he wasn't sure if he was happier than him. [22] TouchArcade called Mana's Adventures Game of the Week and called it a really great re-ro. [24] Nadia Oxford of USgamer said the game was a very good reconstruction of Final Fantasy Adventure and was less boring than Mana's Sword. [6] Kotaku's Jason Schreier thought the game was perfect; Like Oxford, he said that if he preferred to replace the sword of mana, it felt like a newer game like Harry Slater commented on the whole price of Pocket Gamer, Musgrave and Schreier, given that it was high. [4] [5] [22] Oxford didn't think touchscreen-based controls were ideal for the fastness of the game. [6] Schreier thought the touch controls were fine, but thought the game would work better with the D-pad and buttons. He praised the presentation, saying the music was excellent and the game looked great. [4] Slater thought the look of the game was impressive and the music was excellent. [5] Musgrave called the music outstanding and made the monster characters look great, as it benefited greatly from updated 3D graphics; He was less sure about the art aspect for human characters, but I still thought they looked better than Mana Kiic. [22] Notes ^ Known in Japan as Seiken Densetsu: Final Fantasy Gaiden (剣伝説 Japanese: Final Fantasy Gaiden ア伝ア -, Seiken Densetsu: Fainaru Fantajji Gaiden, illuminated. The Legend of the Holy Sword: A Final Fantasy Side Story). [1] References ^ 剣伝説 -中ア中伝- (Vita), Famitsu (in Japanese). Archived from source in 2016-02-06. Accessed: 2016-02-06. ^ a b c d Romano, Tue (2016-02-04). Mana's Adventures is now available for smartphones. Gematsu, when? Archived from source in 2016-02-05. Accessed: 2016-02-05. Sato (2016-02-04). Mana's Adventures Are Now Available, The Producer Is Sharing a Message for Her Fans. Silicon era. Archived from source in 2016-02-05. Accessed: 2016-02-05. ^ a b c d Schreier, Jason (2016-02-04). Final Fantasy Adventure Remake Perfect. Kotaku. Archived from source in 2016-02-04. Accessed: 2016-02-05. ^ a b c d e f g Slater, Harry (2016-02-05). Mana Adventures - a midsize but expensive explosion from the past. Pocket Gamer. Steel Media. Archived from source in 2016-02-06. 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