



## WHEN RPGS LEARNED HOW TO MOVE

### IN THE EARLY 90'S RPG'S FELT LIKE A TENNIS MATCH

You took a swing  
Then your enemies took a swing  
back and forth  
tit for tat  
until someone couldnt take it anymore

Then Square showed up with an RPG that didnt wait its turn

Instead of lining up and trading punches like a game of roshambo, Secret of Mana let you run around the battlefield, positioning strategically, swinging your weapons, dodging enemies, charging attacks and fighting in a way other RPGs had yet to attempt

**“AN RPG THAT DIDNT STAND AROUND WAITING”**

### THE WORLD OF MANA

The story is classic video game fantasy  
A legendary sword  
An evil empire  
The chosen one  
And a quest to save the world

The star of the show is the world it takes place in. Secret of Manas environments feel surprisingly alive, from crashing waterfalls to dense forests and towns filled with NPCs. The sound track composed by [Hiroki Kikuta](#) always feels RIGHT, from ambient forest noises to pulsing sci-fi synths, it still feels appropriate decades later.



# WHY

## SECRET OF MANA FEELS DIFFERENT

### *Spin the wheel*

Secret of Mana felt unique, not only because it let you move around during combat but it also didn't hide all the player's actions behind walls of text, it offered a more dynamic ring-based menu that popped up around your character.

Weapons, items, equipment and magic all rotated around the player, like having a glimpse into their thoughts and allowing for actions to be made in seconds!

Visual game play, not reading!



### *Bring a friend*

Secret of Mana also did something almost completely unheard of in RPGs...

3 player, drop in drop out, couch co-op  
2 friends, playing the entire game together (2 players unless you had the SNES multitap)

It didn't always go smoothly, characters would get stuck in the environment and 3 people all trying to spin their wheels could turn the game into a slide show, but it turned the game into a group adventure

#### **Development note:**

Secret of Mana began life as a launch title for Nintendo's SNES-CD. cancelled large parts of the game had to be cut to fit onto a cartridge.

Secret of Mana experimented not only with the real time action, the interactive menu and 3 play co-op...

It didn't always hit the mark, the AI was unreliable, the magic system was easily exploited and the story was generic but none of that could take away from the fun that you, and 2 friends would have playing through this gorgeous game