

# Secret of Mana Super Magic Guide

by sarbaraj101

Updated to v1.0 on Apr 26, 2006

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SSSSSS      MM      MM
SS   SS      M M     M M
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SS   SSSS    M   M M   M
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Secret of Mana's Super Magic Guide v. 1.0

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Platform - SNES (Super Nintendo Entertainment System)

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Revision History:

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1.0 - Apr. 26, 2006 - completed and posted the Walkthrough (My Birthday!!!)

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1. DISCLAIMER (Legal Crap)

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If you'd like use this document on yours website, e-mail me at the following address: Sarbaraj\_bartaula@yahoo.com and likely I'll let you use it. I will only allow use of this walkthrough 100% not changed. Otherwise this walkthrough should only appear at the following sites:

GameFAQs - [www.gamefaqs.com](http://www.gamefaqs.com)

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## 2. CONTACT INFO - PLEASE READ BEFORE E-MAILING

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If you wish to make corrections to the FAQ/Walkthrough, feel free to email me at sarbaraj\_bartaula@yahoo.com. Include something like 'Secret of Mana - super magic guide' in the subject so I can sort valid emails out from the junk mail and other games' mails. I have written many FAQ/Walkthroughs. So, I welcome contributions and corrections to the walkthrough. Most of the things I can help you with are already in this walkthrough. If you want to ask something, just mail me with a topic "FAQ - SoM(SMG)" so I can sort it out.

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## 3. About me

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I am Sarba Raj Bartaula, 14, Male and live in Kathmandu, Nepal. I am a nine grader right now. I was dropped on earth on 26th April, 1992. Please compromise the walkthrough as it is NOT fully correct in grammar.

I'm one of the class toppers and love reading books. Apart from it, I am interested in programming (using JAVA, Visual Basic and C++) and playing computer games and one more thing "I HATE FOOTBALL".

This is my first "in-depth" guide, the fifth guide in total counting.

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## 4. Guide

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First of all, you'll need to know what super magic is. I explain super magic as a highly powerful magic which is different in animation from the normal magic. Now, we'll see the conditions necessary for the super magic to occur.

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### 4.1 Conditions necessary for super magic to occur:

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1. You must be playing 'Secret of Mana'. :-)
2. You must have already completed the 'Pure Land' stage (i.e. you need 8 of 8 mana seeds to be sealed)
3. The elementalist of the magic you're trying to super magic should be at least of level 8:01.

NOTE: General tip for "higher" chances of super magic to occur is to have the affinity with the spirit at max (i.e. level of spirit should be 8:99). Doing this will result in almost always casting of a super magic.

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### 4.2 Finding out whether a magic casted is general or super:

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1. First of all, you must meet all the requirements; else the magic is normal,

2. The super magic has a slightly or completely different animation (for changes in animation, see "4.3" below after this topic.) , \*
3. The screen freezes (colours are same as normal but you or the enemy can't move) until the casting is over and
4. The damage inflicted is more / curing is better / sabers stay longer / stat boost is more and long lasting in super magic.

\* One spell has no animation changes, which is mentioned in 4.3.

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#### 4.3 Changes in animation

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As "4.2 no. 2" says "the super magic has a slightly or completely different animation", here's a table showing all the changes in animation.

GIRL's magic:

Spirit	Spell	"Regular animation"	"Super animation"
Undine	Remedy	Ring appears below the ally	The ring shines brighter
"	Cure Water	Water falls once	Water falls twice
"	Ice Saber	2 star things circle user in the nearly same orbit	Orbit of 2 stars are different
Gnome	Defense Up	4 circles circle the user	8 circles circle the user
"	Speed Up	3 sparkles are seen in White	4 sparkles are seen - yellow
"	Stone S.	as Ice Saber	as Ice Saber "super"
Slyphid	Identify	NO DIFFERENCE	NO DIFFERENCE
"	Balloon	Differs according to level	Moogles type balloon appears
"	Thunder S.	as Ice Saber	as Ice Saber "super"
Salam.	Fire B.	1 flame wheel surrounds foe	2 flame wheels surround foe
"	Blaze Wall	Flames spin once	Bigger flames spin twice
"	Flame S.	as Ice Saber	as Ice Saber "super"
Lumina	Lucid B.	a circle surrounds the ally	after it, a shuriken like thing forms
"	Lucent B.	light comes from 4 directions	light comes from the caster
"	Light S.	as Ice Saber	as Ice Saber "super"
Luna	Moon En.	as Ice Saber (not kidding)	as Ice Saber "super"
"	Lunar B.	8 sonic waves surround ally	4 thunderbolts surround ally
"	Moon Saber	as Ice Saber	as Ice Saber "super"
Dyrad	Wall	as Lucid Barrier	as Lucid Barrier "super"
"	Revivifier	two angels revive the fallen	background colour changes
"	Mana Magic	as Ice Saber	as Ice Saber "super"

NOTE : colour of the saber differs along with spirit, Lucid Barrier and Wall have different colours.

SPRITE's magic:

Spirit	Spell	"Regular animation"	"Super animation"	
Undine	Freeze	Balls of ice hit the enemy	Balls are larger	
"	Acid Storm	Acid rains onto victim	Drops of acid are larger	
"	Energy Ab.	A circle comes from enemy	Two circles come from enemy	
		to user	to user	
Gnome	Speed Down	Vines tangle the enemy	Vines are larger	
"	G. Missile	3 diamonds clash onto enemy	A diamond breaks and clashes	
"	EarthSlide	Mud hits the enemy	Mud is bigger w/Gnome's face	
Slyphid	Silence	Circles surround the enemy	small circles precedes them	
"	Air Blast	3 whirls clash onto enemy	typhoon clashes onto enemy	
"	Thunder B.	2 thunderbolts hit enemy	thunderbolts are larger	
Salam.	Fireball	3 flame balls hit the enemy	snake of flames hit the foe	
"	Lava Wave	Lava engulfs the enemy	bigger lava engulfs the foe	
"	Exploder	explosion hurts the enemy	big explosion circles hurt	
Shade	Dark Force	balls of darkness hit foe	more balls, bigger explosion	
"	Dispel Ma.	4 ball of darkness halt mana	8 balls of darkness	
"	Evil Gate	Evil G. sucks foe for damage	Ultra large gate sucks foe	
Luna	MP Absorb	as Energy Absorb	as Energy Absorb "super"	
"	Change Fo.	Lunar smoke changes form	Denser smokes change form	
"	Lunar Mag.	Lunar shine does random eff.	shine covers larger area	
Dyrad	Sleep Flo.	petals lulls foe to sleep	more petals longer animation	
"	Burst	explosion does grass damage	bigger explosion	
"	Mana Magic	as any of GIRL's Saber	as any Saber "super"	

NOTE : Mana magic is sealed until you defeat the Dark Lich (Thanatos) and is only useable in the final battle (against the mana-beast).

#### 4.5 Thanks and special thanks

Thanks:

Squaresoft (for making this and other cool games; the whole mana series rocks)  
You (for reading this walkthrough)

Special thanks:

Me (for typing, editing and making this Guide)  
Aayush Ghimire (for always being with me at times of need; my best friend)

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THE END

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