

Secret of Mana Magic Leveling Up FAQ

by Xi

Updated to v3.11 on Oct 6, 2008

Secret of Mana

In-Depth: Magic Leveling Up FAQs

/ -= Information -= /
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>> Version: 3.1.1
>> Updated: Sept 20, 2008
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/ 1. About the FAQ /
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This section provides information about why it was made, the copyright information, and the latest revisions/versions of the file.

>> Introduction (aka: why it was made)
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Secret of Mana has always been a great game. It was probably the first or one of the first RPGs I played. I know it was the first game by SquareSoft that I had played. I know as a little kid I played this game hours and hours on end with others.

The original version of this FAQ was written in one day. I was sitting here while sick, playing Secret of Mana, and I realized that there has to be faster ways to level up magic. I knew some little tricks, but I really started to do some research about it, and I found a couple of other tricks that seem to work well. Every second seems to count when attempting to level up magic, because you have to cast so many times. Shaving off a couple of seconds off of every cast can save you a half an hour in the long run.

>> Copyright

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This document was originally created to be posted at GameFAQs.com, but I have decided to change the license of this work to allow it to be posted on other sites as of September 20, 2008.

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I will ask that if you use this text anywhere that please contact me. My current info is always on:

<http://www.gamefaqs.com/features/recognition/11749.html>

>> Email Policy

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I have noticed that sometimes I get emails about information that is already explained in the FAQ or questions about the game. Please notice this FAQ is only about magic leveling up and not about where to find the elements or anything that is already covered in a walkthrough of the game. If you have questions about how to get through the game, then check out one of the walkthrough FAQs.

Please only email me if you have a question about magic leveling up or you think you have found something about magic leveling up that hasn't already been covered in the FAQs. You will be credited for providing new information!

*** NOTE: Check my contributor page at GameFAQs.com for my current contact information in case it has changed since this version of this FAQ!!!

>> Revisions/Versions

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v3.1.1 (09/20/2008) Changed copyright license.

v3.1: (05/20/2003) Added email policy; Super Magic sub in Basic FAQ section. More information about magic level about it being able to reach 8:99.

v3.0: (12/02/2002) Changed the line width to 78 characters. Changed index.

v2.0: Added information about rhythm and using the Midget Mallet to mini yourself. Also changed some of the layout of the FAQ and changed the section "About this document" to "Revisions". All of these updates were done on June 14, 2002.

v1.0: Started the FAQ on October 24, 2001. This was the first complete version of the FAQ and completed on the same day.

/ 2. Basic FAQs /

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There are some basic FAQs that you should know about leveling up magic for the Sprite or for the Girl.

Overview: Elementals; Mana Seeds; Magic Level; Rhythm; Where To Level Up

>> Elementals

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There are a total of eight elementals that come along to help you. Each of

them has a different power they give and each of them has three spells. Think of when you are casting a spell that you are actually casting that elemental.

>> Mana Seeds

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How many Mana Seeds you have, otherwise known as your Mana Power, is the maximum level you can get your elementals up to. (e.g. If you have only released one Mana Seed, then you can only get all of your elementals up to level 1.)

>> Magic Level

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When you look on Magic Skill page, you will see all of the elementals for that person; with a number next to them that looks something like this:

1:15

Most likely it will be a different number though. The first number or the number that is left of the colon is the current level that elemental is at. The number to the right is the percent is it to the next level. So I look at the number above as being at level 1 and 15% to level 2.

The percent to the next level increases every time that elemental is summoned. When you are at lower levels the percent will increase faster then when you get to later levels.

Your magic level can reach to a max of 8:99 after collecting all 8 Mana seeds. (Thanks to <ChibiTenshiko@aol.com> for reminding me that this wasn't in here.)

>> Rhythm

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Most of leveling up spells is rhythm; rather then how fast you can hit the buttons. If you go into the ring too fast, you will not be able to cast the spell until they have completed summoning the elemental.

* Tip: You can use the Midge Mallet to minimize yourself and that will cut back on your recovery time as well (Thanks to "Jeremy Miranda" <tonpole@hotmail.com>).

>> Where to Level Up

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Most likely the best place to level up is the Wind Palace. There you can get your MP refilled for free, and when standing inside of the Wind Palace, your weapons are out so the Girl will be gaining the full amount of percent each time she summons an elemental.

>> Super Magic

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After you get all 8 Mana seeds and have leveled up an elemental to level 8, sometimes you might notice that after you cast a spell, the screen will freeze and the spell will be stronger than normal. This is what I call "Super Magic".

After an elemental is above level 8, the closer that elemental gets to 8:99, the high the chance for super magic to occur.

/ 3. Sprite /
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The Sprite has attack magic given to him from the Elementals. One of the first steps to leveling up magic is to know what all of the spells do. It is also important to know what is probably the best spell to use from each elemental. I have marked the one that I normally use to level up with, with a *.

Spell	MP use	Description
Undine (water) -----		
*Freeze	2mp	Causes a freezing ice storm.
Acid Storm	3mp	Acid rain lowers enemy's defense.
Energy Absorb	2mp	Takes away enemy's HP.
Gnome (earth) -----		
Earth Slide	3mp	Covers enemies in rock slide.
Gem Missile	2mp	Rains jagged diamonds on Enemies.
*Speed Down	1mp	Lowers Evade X and slows attack.
Sylphid (wind) -----		
Air Blast	2mp	Wind-burn damages the enemies.
Thunderbolt	4mp	Strikes the enemies with lightning.
*Silence	2mp	Confuses the enemies.
Salamando (fire) -----		
Fireball	2mp	Sends fireballs at enemies.
Exploder	4mp	An explosion rocks the enemies.
*Lava Wave	3mp	Magma engulfs the enemies.
Shade (dark) -----		
Evil Gate	8mp	Wave of darkness hits the enemies.
*Dark Force	2mp	Enemy's energy explodes.
Dispel Magic	4mp	Sets enemy's gauge to 0/halts magic
Luna (moon) -----		
Change Form	5mp	Transforms enemy to weaker level.
*Magic Absorb	1mp	Takes enemy's MP.
Lunar Magic	8mp	Makes enemy/you do curious things.
Dryad (life) -----		
*Sleep Flower	2mp	Lulls enemies to sleep.
Burst	5mp	Hidden energy strikes enemies.

As you can tell, it is usually the spell that uses the least amount of MP that I normally use to power up with. This is sometimes because it is the spell with the least MP and that allows you to cast it more times before you need to refill your MP somehow.

There are exceptions of course. If you look at Salamando, I normally use Lava Wave, which uses one more MP than Fireball. This is because of the repetition factor, which is something I will explain.

Repetition Factor: The ability to cast over and over again on the same enemy before destroying it.

There are a couple of things that will help you achieve this. First of all, if you are trying to level up the Sprite's magic, be someone other than the Sprite. I prefer to be the boy. That way I can usually control both the Sprite and the Girl easily.

Now find an enemy and choose an elemental that you want to level up. Go into the Sprite's magic ring by hitting the "X" button and select a spell with good repetition factor. Cast the spell on the enemy. You will see the elemental appear as the Sprite summons it. Right when the elemental disappears from the screen, hit the "X" button again, go into the Sprite's magic ring and select the same spell and the same enemy, and cast it again. You will see the elemental appear and at the moment it disappears hit the "X" button again and repeat the process.

You should see what I am talking about. Your spells will be hitting the enemy, but you will not be giving time for the damage to show up on the enemy. This will make it so you are not killing the enemy and saving you time in having the search for more enemies to cast on. Once you run out of magic, or if you slow down in your casting, it will add up all of your hits and do that damage to the enemy.

This is the fastest way I have known to level up the magic on the Sprite.

Another tip to give out is that of Luna's Magic Absorb. This is an important spell to level up and when you get low on magic, you can use this so you do not have to travel all the way back to an inn to refill your MP.

 / 4. Girl /
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The Girl receives recovery and indirect magic from the elementals. Generally the Girl is easier to level up her magic since you do not have to travel around too much to do so. There are some important things to know about leveling up the Girl's magic however. I will start with her a list of her spells, though.

Spell	MP use	Description
Undine (water) -----		
Ice Saber	2mp	Weapons gain the power of water!
Remedy	1mp	Recovers status.
Cure Water	2mp	Recovers HP.
Gnome (earth) -----		
Stone Saber	4mp	Weapons gain the power to petrify.
Speed Up	3mp	Raises evade X and speeds attack.
Defender	2mp	Raises defense/decreases damage.
Sylphid (wind) -----		
Thunder Saber	3mp	Weapons gain the power of wind!
Balloon	2mp	Lowers wisdom/confuses enemies.
Analyzer	1mp	Detects traps/enemy's weak point.
Salamando (fire) -----		
Flame Saber	2mp	Weapons gain the power of fire!
Fire Bouquet	3mp	Scalds enemy/lowers battle power.
Blaze Wall	4mp	A wall of fire engulfs the enemies.
Lumina (light) -----		
Light Saber	5mp	Weapons gain the power of light!
Lucent Beam	8mp	Evil foe hit with pure light.
Lucid Barrier	4mp	Protection from weapon attacks.
Luna (moon) -----		
Moon Saber	3mp	Weapons gain the power to take HP!
Lunar Boost	2mp	Raises battle power.
Moon Energy	2mp	Raises critical hit X.
Dryad (life) -----		
Revivifier	10mp	Sends the reaper running.
Wall	6mp	Makes a barrier to ward off magic.

Generally when leveling up the Girl's magic, you want to use the spell with the least amount of MP used for casting it. Some spells do need to target enemies however, so use the same strategy as I gave for the Sprite for those spells.

Also it is important that you are in an area where you weapons are out when you are leveling up the Girl's magic. If you weapons are not out, your percent to the next level will only go up half as fast as it would when your

weapons are out.

You also want to use somewhat of the same idea as I told you with the Sprite. You want to be able to cast as fast as possible. I suggest changing to the Boy. Then going into the Girl's ring with the "X" button and selecting the elemental you are going to level up. Then cast it, but only cast it on the Sprite. Once the elemental disappears, hit the "X" button and cast the spell again only on the Sprite. This will make it so you can cast a lot faster than if you cast it on the whole party.

/ 5. Credits /
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I would like to thank Jeremy Miranda <tonpole@hotmail.com> for the information about using the Midge Mallet for cutting back on recovery time. Also thanks to <ChibiTenshiko@aol.com> for reminding me about magic levels going up to 8:99.

Thanks for everyone that has taken the time to look at my FAQs! (I know it's lame, but I had to do it!)

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