聖剣伝説

ART
of
MANA

聖 剣 伝 説

ART
of
MANA

Seiken Densetsu

聖剣伝説—Seiken Densetsu ART of MANA

SPECIAL GALLERY

Hiroo Isono

Shinichi Kameoka / Nao Ikeda / HACCAN
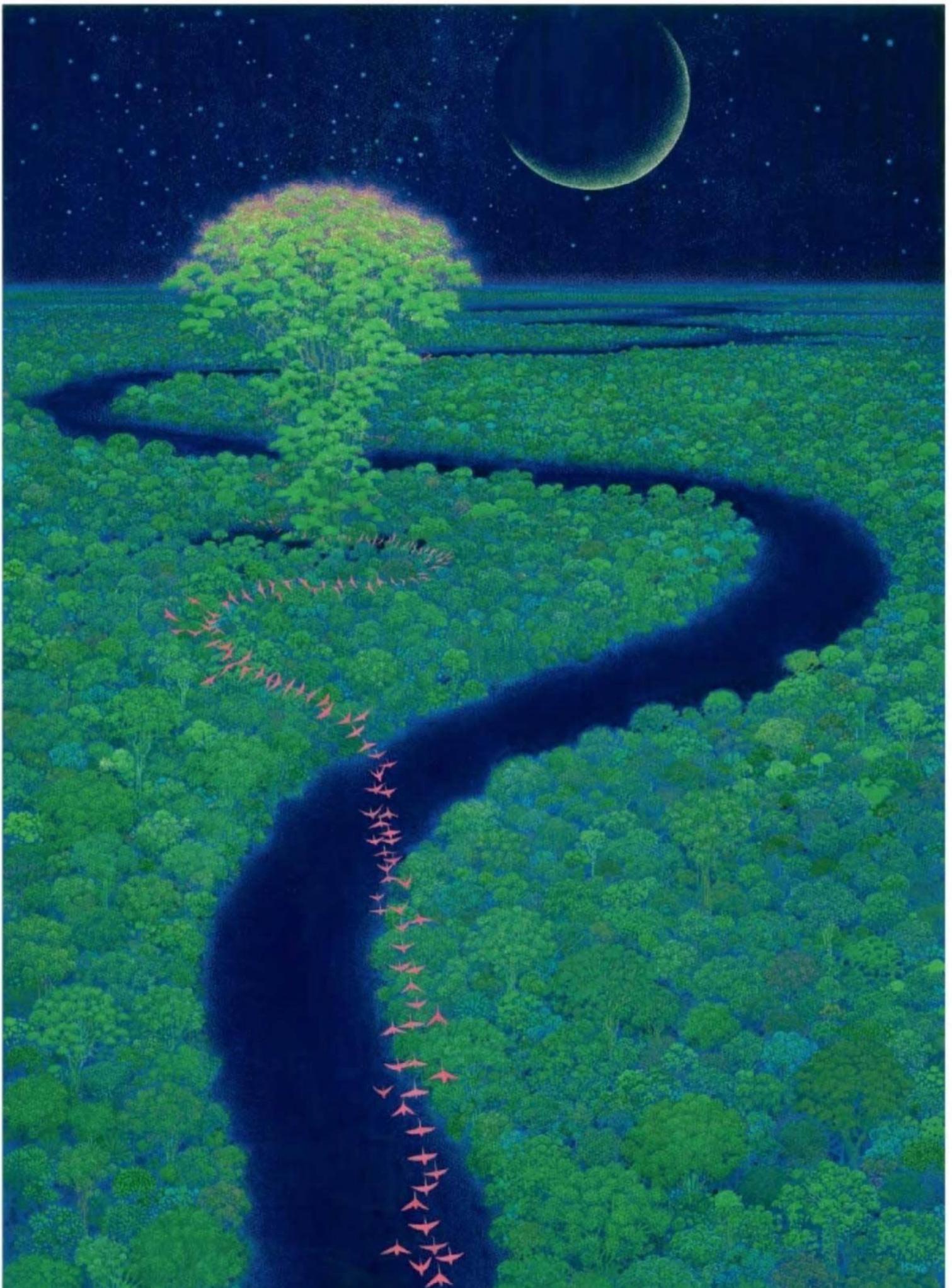
Trials of Mana—*World Map*   Illustration by Hiroo Isono
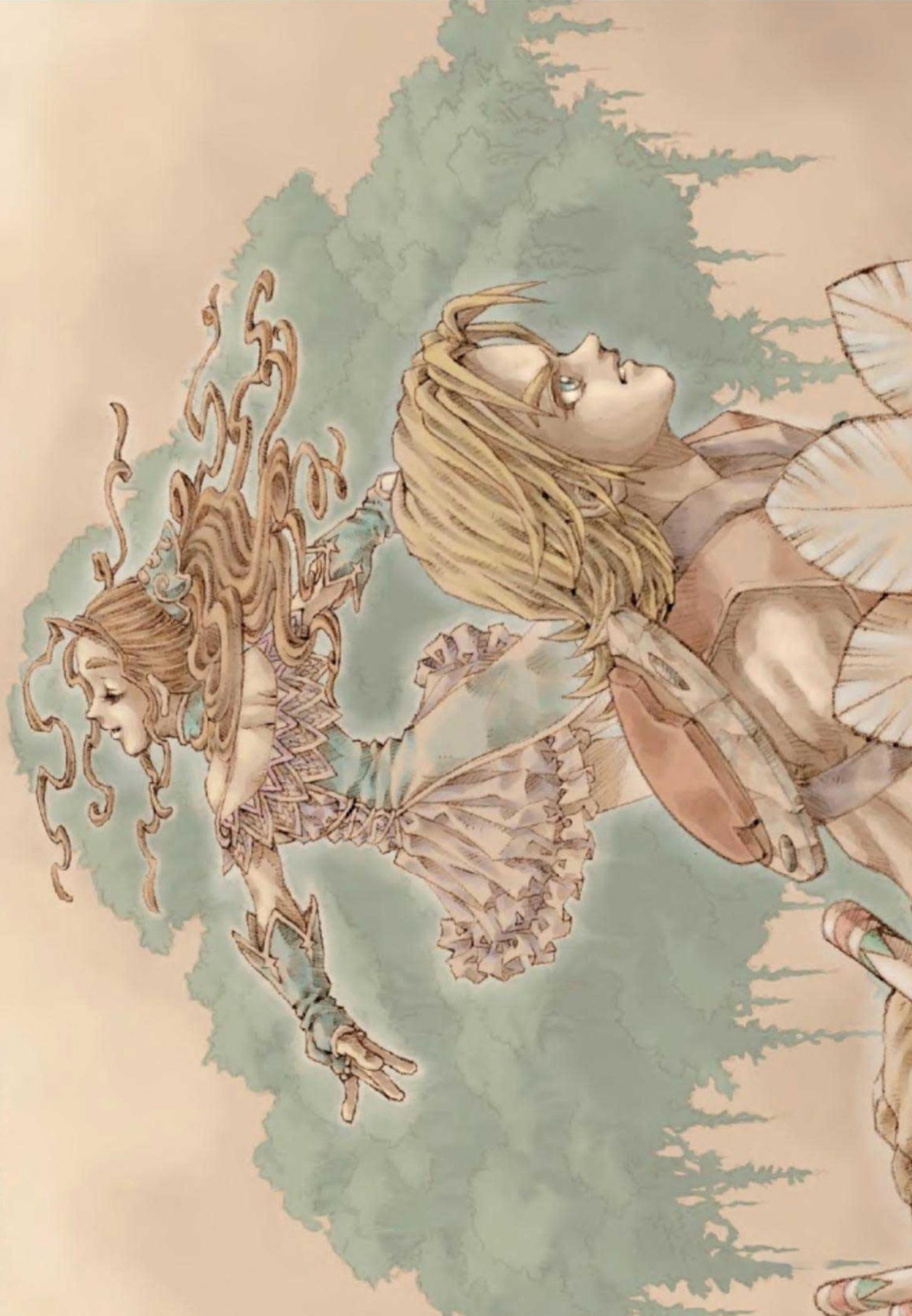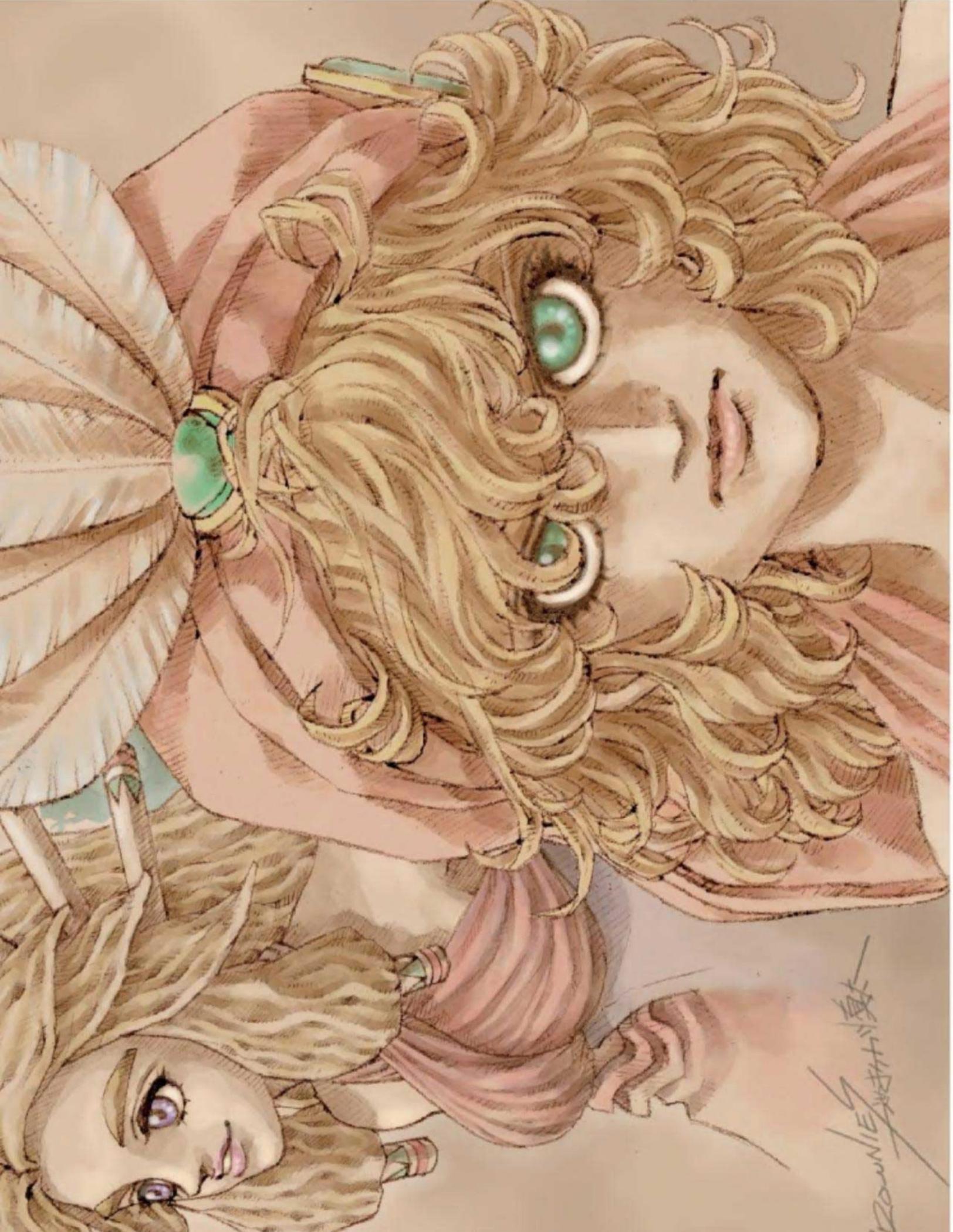
聖剣伝説—Seiken Densetsu ART of MANA
TABLE of CONTENTS

Dates printed above are the dates each title was first released.

This book uses the following terms and abbreviations for each game console:

Android	Android	GBA	Game Boy Advance	Switch	Nintendo Switch	PS4	PlayStation 4
AC	Arcade	iApp	iApp	PC	PC	Vita	PlayStation Vita
EZApp	EZApp	iOS	iOS	PS	PlayStation	S!App	S!App
GB	Game Boy	DS	Nintendo DS	PS2	PlayStation 2	SFC	Super Famicom

聖剣伝説―Seiken Densetsu ART of MANA

CHAPTER 1

聖剣伝説—Seiken Densetsu
ART of MANA
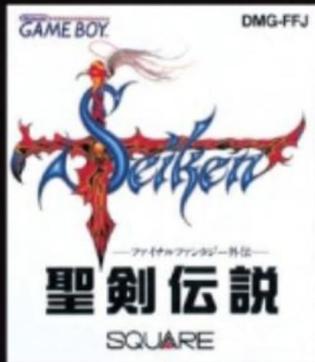
JP BOX ART & LOGO

US BOX ART & LOGO

LAUNCH DATE:
June 28, 1991 (Japan), November 1, 1991 (NA)

GB

As a gladiator slave for the Glaive Empire, the Hero, Sumo, is forced to do battle with scores of monsters. While his friends perish, he escapes. After making it out of the castle, Sumo overhears a secret conversation between the Dark Lord and his underling, Julius. They speak of the Tree of Mana and a young girl who holds the key . . .

Illustration comments: Koichi Ishii (Ishii) and Kazuko Shibuya (Shibuya)

Sumo (Hero)
ヒーロー

A young man who grew up watching how various people lived, then finally realized what he should do for those most important to him. (*Ishii*)

In the original Japanese release he wasn't given a name—we wanted a character that lacked a personality so that players could imagine him however they wanted. This kind of character was common at the time. (*Shibuya*)

Fuji (Heroine)
ヒロイン

A young woman who is confused when she learns about the secret she holds but decides to stay true to herself once she realizes the boundless love her mother has for her. (*Ishii*)

She also didn't have a name in the Japanese version, so we gave her a very common young-girl character design. (*Shibuya*)

Mysterious Man
旅の男

A man who gets close to our hero in order to deceive him. This character has long hair, in contrast to the short-haired Julius. The game sprite uses the Red Mage from *Final Fantasy*. (*Ishii*)

His Red Mage-inspired look was done with *Final Fantasy* in mind. (*Shibuya*)

Watts
ワッツ

A hothead with the soul of a dwarf, he fears no one, despite his small size. He's a pretty popular character who became a staple of the series. (Ishi)

No matter how you look at him, he's just a regular dwarf! (Shibuya)

Bogard
ボガード

A hero from long ago. By watching over the important people he wanted to protect, he was able to show them his love. (Ishi)

Because you always need to have an old-man character. And you have to make him kind of cool. (Shibuya)

Amanda
アマンダ

A warrior blindly devoted to her brother, her only family. She's a strong-willed young woman who does what she can for her younger brother. (Ishi)

Her pose is cute. She's actually my favorite character. (Shibuya)

Lester
レスター

A bard raised with the love of his older sister. After losing her, he understands for the first time how deep her love truly was, and he plays a song to show his gratitude. (Ishi)

The standard bard was also given simple details. (Shibuya)

Marcie
マミーシーカー

A golem made without a heart. However, he experiences love through his actions. *(Ishii)*

I'm not good at mechs, so a coworker made a model for me. *(Shibuya)*

Chocobo
チョコボ

He's always by your side. And even though he doesn't speak, you can tell how much he really cares. *(Ishii)*

I made his color too yellow, so now he looks like a little chick! *(Shibuya)*

The Dark Lord
シャドウナイト

A clichéd dark knight with a cruel personality. He doesn't know true love and stands in stark contrast to our hero. *(Ishii)*

It's easy to tell that he's the bad guy. His armor still looks cool to me. *(Shibuya)*

Julius
ジュリアス

The clichéd secret boss with his own ambitions. There are a lot of mage characters with long hair, so I tried to design him with short hair. *(Ishii)*

I like the flow of his noble purple, elegant fabric. Using watercolors made these colors possible. *(Shibuya)*

Monsters

Chibi Devil チビデビル	**Rabite** ラビ	**Goblin** ゴブリン	**Myconid** マイコニド
Mudman マッドマン	**Lizardman** リザードマン	**Death Flower** デスフラワー	**Grell** グレル
Green Slime グリーンスライム	**Skeleton** スケルトン	**Roper** ローパー	**Land Leech** ランドリーチ
Wererat ウェアラット	**Pumpkin Bomb** パンプキンボム	**Blood Owl** ブラッドアウル	**Killer Bee** キラービー
Gas Cloud ガスクラウド	**Orc** オーク	**Death Crab** デスクラブ	**Tarantula** タランチュラ
Mimic ミミック	**Ruster** ラスター	**Porcupine** ポルキュパイン	**Mandrake** マンドレイク
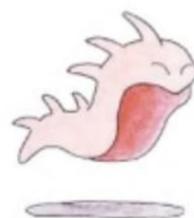
The monsters that battle *Final Fantasy* job characters looked like this, so with *Final Fantasy Adventure*, we could finally give them a unified look. It makes me nostalgic thinking about some of the monster pictures I drew as a kid in elementary school. (*Ishii*)

Sahagin サハギン	**Eye Spy** アイスパイ	**Ghost** ゴースト	**Basilisk** バジリスク
Death Scorpion デススコーピオン	**Saurus** サウルス	**Pakkun Lizard** パックントカゲ	**Mummy** マミー
Cobra コブラ	**Shadow Zero** シャドウゼロ	**Magician** マジシャン	**Red Wisp** レッドウィスプ
Gargoyle ガーゴイル	**Ape** エイプ	**Ogre** オーガ	**Molebear** モールベア
Barnacle Jack バネクジャコ	**Gall Fish** ガルフィッシュ	**Minotaur** ミノタウロス	**Mega Xorn** メガゾーン
Dragonfly ドラゴンフライ	**Bulette** バレッテ	**Sea Dragon** シードラゴン	**Snowman** スノーマン
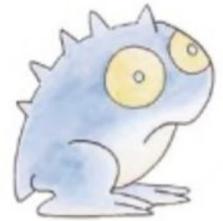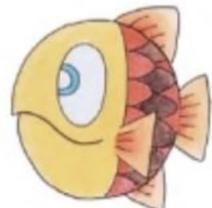
Saber Kitty サーベルキャット	Walrus オーラス	Duck Soldier ダックソルジャー	Poto ポト
Air Element エアエレメント	Beholder バイルダー	Manta Ray マンタリ	Griffin Hand グリフォンハンド
Tortoise Knight トータスナイト	Fire Moth ファイアモス	Earth Element アースエレメント	Den Den デンデン
Doppel Mirror ドッペルミラー	Guardian ガーディアン	Evil Sword イビルソード	Death Gauntlet デスガントレット
Garasha ガラシャ	Wonder ワンダー	Demon デーモン	Mammoth マンモー
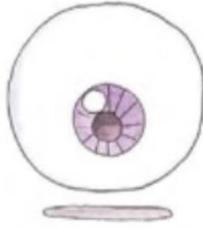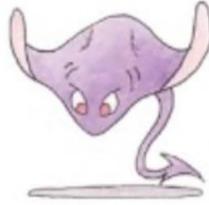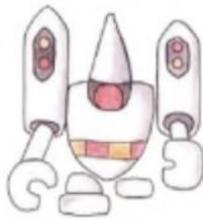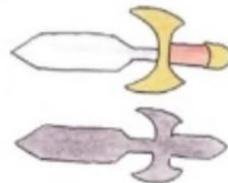
Seiken densetsu:
Final Fantasy gaiden

Key Visual
I decided to try drawing a group illustration similar to a movie poster, and this is what I came up with. Looking at it now, it feels a bit like showing off, so it's a little embarrassing! (HACCAN)

Illustration

I expanded on the idea of the main theme, "Rising Sun." I always thought the red birds in the *Mana* series were flamingos, but their beaks are different, so they might be related to the Japanese crested ibis . . . I just realized this recently. (*HACCAN*)

Hero
ヒーロー

Heroine
ヒロイン

🔴**Hero:** For the Hero, I tried to do a standing pose that looked like the song "Endless Battlefield" was playing. 🔴**Heroine:** I tried to draw her like the classic heroine that everyone would imagine. How'd I do? (*HACCAN*)

🍒 **Amanda**
アマンダ

🍒 **Lester**
レスター

🍒 **Watts**
ワッツ

🍒 **Marcie**
マミーシーカー

🔴 **Amanda, Lester, Watts & Marcie:** The characters from *Final Fantasy Adventure* as a whole incorporate 1980s fantasy design elements. You don't see stuff like Amanda's high-cut armor much anymore, so it ends up feeling fresh and new. (*HACCAN*)

Bogard
ボガード

The Dark Lord
シャドウナイト

Julius
ジュリアス

●**Bogard, the Dark Lord & Julius:** Around the time the Game Boy version came out, if you were doing fantasy, you had to have a cape. It's always trial and error when I try to make the flow of the cape look cool. (*HACCAN*)

This happened around the time I was drawing foreign fantasy-novel covers every month, so these have a more mature look than what I do now. (*HACCAN*)

Adventures of Mana
(Seiken densetsu: Final Fantasy gaiden)

Key Visual

I wanted to give it the same atmosphere as when it first came out for the Game Boy, and I designed the composition so that the vegetation would frame the picture. Eighties and nineties fantasy had a lot of illustrations filled with dream-like, romantic imagery, and here you can get a feel for its unique charm. (*HACCAN*)

Hero & Heroine 1

Hero & Heroine 2

● **Hero & Heroine:** I heard many stories of people giving the Heroine the name of a girl they liked, so when drawing her I always tried to imagine a girl that guys would want to protect. (*HACCAN*)

Amanda

Lester

●**Amanda & Lester:** Amanda and Lester are siblings, so they have the same hair and skin color, but I snuck in different eye colors as the only difference. By the way, in the Lester drawing, the Hero is holding Amanda's throwing knife. (*HACCAN*)

Bogard

Watts

Marcie

●Bogard, Watts & Marcie: For these concept-art pieces, I pictured a moment in time during a trip. Here Watts is trying to sneak in a snack of store-bought hard candy. (HACCAN)
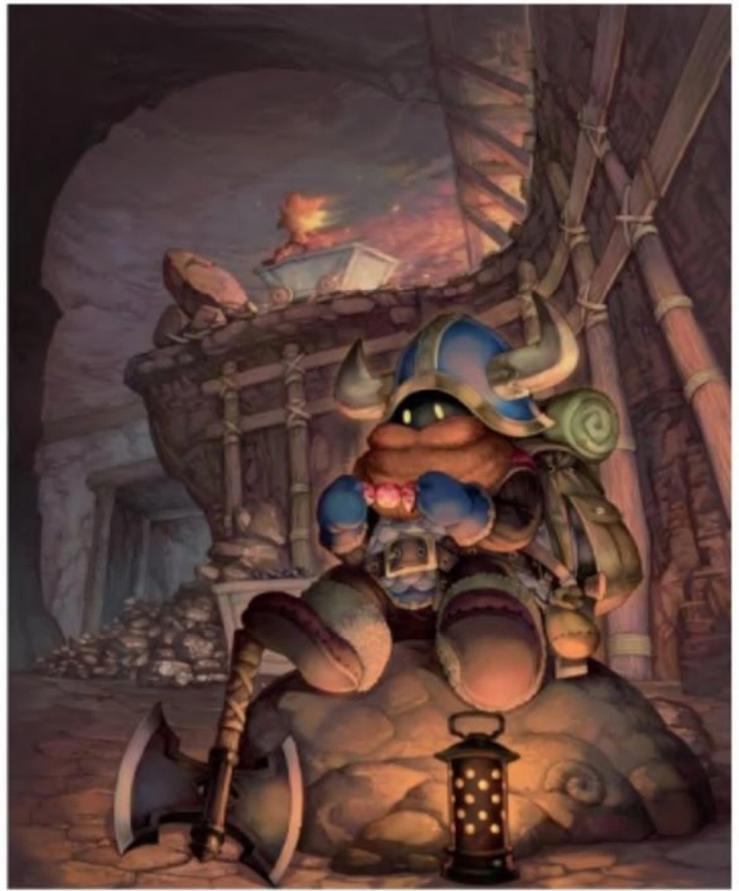
The Dark Lord

Julius

When drawing the Tree of Mana, I always stare at Isono-san's book of paintings (※) and somehow manage to do it. He was kind enough to sign his name in my copy of his book, and it's something I'll treasure forever. (HACCAN)

Hero
ヒーロー

Heroine
ヒロイン

Bogard
ボガード

Chocobo
チョコボ

Amanda
アマンダ

Lester
レスター

Watts
ワッツ

Marcie
マミーシーカー

●**Amanda:** I feel like I really got the plumpness right for Amanda's warrior thighs. ●**Watts:** Watts looked kind of slovenly before, but then I made him look closer to the in-game sprite, and he got cuter. (HACCAN)
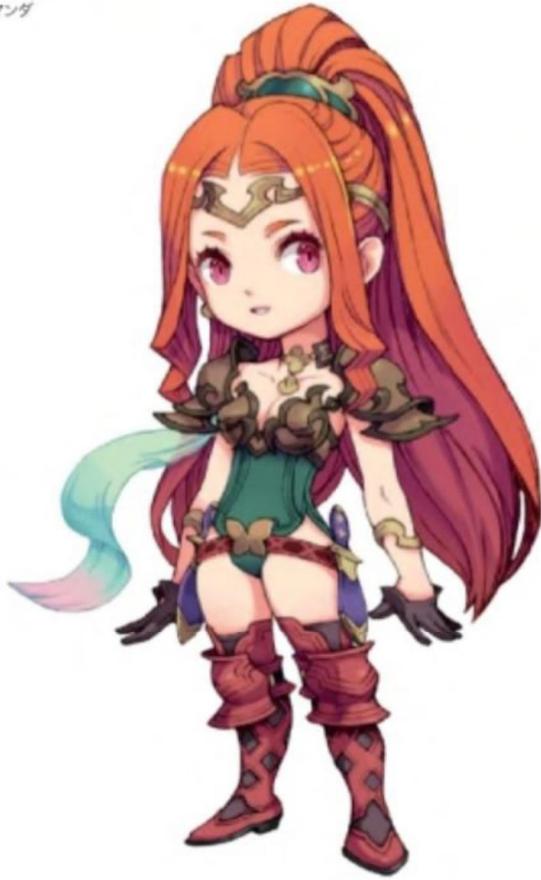
The Mysterious Traveler
旅の男

Julius
ジュリアス

The Dark Lord
シャドウナイト

●**The Mysterious Traveler:** As with Julius, the Mysterious Traveler's mouth is designed to be hidden. They also have some other small features in common. (HACCAN)

These are rough drawings of concept art. Julius's scene originally had figures of the Hero and Heroine from behind. (*HACCAN*)

聖剣伝説 2 でんせつ
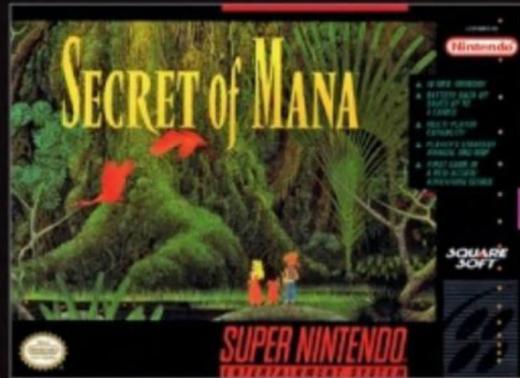
SECRET of MANA

JP BOX ART & LOGO

US BOX ART & LOGO

LAUNCH DATE:
August 6, 1993 (Japan), October 3, 1993 (NA)

SFC, SNES

One day, a timid young boy named Randi is beckoned by a mysterious voice, which leads him to a rusty sword embedded inside a rock. However, as soon as he removes the sword, disaster strikes his village. The townspeople believe it is all his fault, and they cast him out. With power restored to the Mana Sword, Randi's difficult adventure begins . . .

Illustration comments: Hiromichi Tanaka (Tanaka) and Koichi Ishii (Ishii)

Randi, Primm, Popoi & Flammie

🌱 Randi
ランディ

🌱 Primm
プリム

🌱 Popoi
ポポイ

🌱 Flammie
フラミー

●**Randi:** He's a hothead deep down, but he isn't fully confident yet, and he grows over the course of the adventure. He was written to be one year younger than Primm, so it was easy for him to be treated like a little brother. ●**Primm:** It's a mystery why her ears are pointed, but she was designed to be a young girl who appeared strong willed but also had a tender side. ●**Popoi:** He was designed to be a neutral character who looks at things somewhat differently when compared with the relatively straightforward Randi and Primm. (*Tanaka*)

Randi, Popoi & Primm
ランディ、ポポイ、プリム

●**Randi:** [Shinichi] Kameoka's most well-known boy character design. You could say that this is where Kameoka characters really began. When I saw his character sprites, I thought, "Well, I guess I don't have to bother making them anymore." ●**Popoi:** A character drawn by [Tetsuya] Takahashi. His outline looks like Kurobe, from the children's anime series *Jungle Kurobe*. He acts as the go-between for Randi and Primm, and he always wishes for everyone else's happiness over his own. ●**Primm:** Kameoka's most well-known girl character. A young girl who is the embodiment of strength of will and kindness. She has a ponytail and clothing like Akubi-chan, from the classic anime series *The Genie Family*. (*Ishii*)

　●**Randi, Popoi & Primm:** A very Kameoka-style drawing with light coloring. If Randi is in the more neutral position as the main character, then Primm and Popoi's personalities are exact opposites, like two sides of the same coin. (*Tanaka*)

Flammie
フラミー

The soft and fluffy dragon everybody loves. He was first drawn by Tanaka-san's wife, Hiromi. He was based on Falkor from *The NeverEnding Story*. (*Ishii*)
　While inspired by Falkor from *The NeverEnding Story*, he was made to be chubbier and friendlier. (*Tanaka*)

Gemma
ジェマ

A character who functions as a sort of teacher. His look overlaps with Bogard's from *Final Fantasy Adventure*. (*Ishi*)

Luka
ルサ・ルカ

A sexy water maiden. I had an image in my mind of Starsha, drawn by Leiji Matsumoto. (*Ishi*)

Neko
ニキータ

This character was created because I wanted a race of greedy cats. We were going for a *Mana* version of Puss in Boots. (*Ishi*)

I pictured him as being stingy. You can rely on him to solve any problem you have as long as he gets paid, but he can't be trusted. (*Tanaka*)

Cannon Brothers
大砲屋

An odd tribe of hairy people. I picture them cleaning out the cannons with their body hair. Of course, when you go to meet the brothers, you get shot out of a cannon. (*Ishi*)

We wanted to use the Super Famicom's Mode 7 scaling and rotation effects, so we included the large cannon as a way of getting around. I wish we would have given it a proper name. (*Tanaka*)

Eight Mana Spirits

Undine
ウンディーネ

Gnome
ノーム
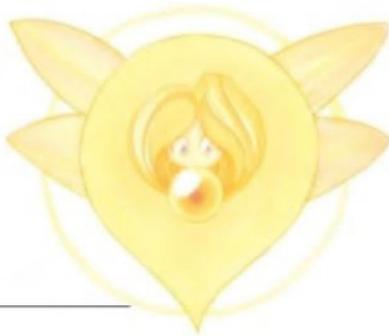
Jinn
ジン

Salamander
サラマンダー

Luna
ルナ

Dryad
ドリアード

Wisp
ウィル・オ・ウィスプ

Shade
シェイド

These were designed by our graphic designer, Noriko Sasaki. We asked her to do a lot of things, but in the end, the simple designs she came up with became popular favorites. (Ishii)
The elements of earth, water, fire, wind, light, and dark were also used in *Final Fantasy*, but I think the moon and wood elements are unique to the world of *Mana*. (Tanaka)

Secret of Mana
(Seiken densetsu 2)

Key Visual

I played *Secret of Mana* as a middle-schooler, and it was an important title that really impacted my life, so it was a dream come true when I got hired to do the art! That joy can be seen on the faces of Randi and the others. (*HACCAN*)

Illustration

When I first rode Flammie, I had this really surprising sensation of floating in the air that came through the controller, so I tried to capture that here. It's really cute how Flammie flies in when you use the Flammie Drum. (*HACCAN*)

🌱 **Randi**
ランディ

🌱 **Primm**
プリム

🌱 **Popoi**
ポポイ

🌱 **Flammie**
フラミー

🟢**Randi, Primm, Popoi & Flammie:** The official designs for the original *Secret of Mana* characters were clay figures, so I was able to have more freedom when coming up with new designs. The story is strongly connected to forests and nature, so I incorporated folklore elements. (*HACCAN*)

Undine
ウンディーネ

Gnome
ノーム

Jinn
ジン

Salamander
サラマンダー

Luna
ルナ

Dryad
ドリアード

Wisp
ウィル・オ・ウィスプ

Shade
シェイド

Mana Spirits used for the key visual (seen on page 44). The Mana Spirits in my illustrations are arranged in a circle because I kind of had the Ring Command system in mind. (*HACCAN*)

Secret of Mana
(Seiken densetsu 2: Secret of Mana)

Opening Cinematic Illustrations

Opening Cinematic Illustrations

Randi
ランディ

Primm
プリム

Popoi
ポポイ

●**Randi, Primm & Popoi:** Randi and the others for the new version of *Secret of Mana*. These figures are shorter than the app version (seen on page 46) and were changed to be about five heads tall. I drew them in various ways, so it was soon hard to find new variations for each pose, but I have fun drawing these three characters no matter how many times I do it. (*HACCAN*)

Gemma
ジェマ

Luka
ルサ・ルカ

Dyluck
ディラック

Vandole
ヴァンドール

●**Gemma, Luka, Dyluck & Vandole:** It was the first time that *Secret of Mana's* supporting characters were illustrated, so I designed them to be faithful re-creations of the in-game sprites. Dyluck's home is close to Randi's village, so I imagined him as having a similar culture, and I made his pants similar in shape. *(HACCAN)*

Thanatos
タナトス

Sheex
シーク

Geshtar
グシュタール
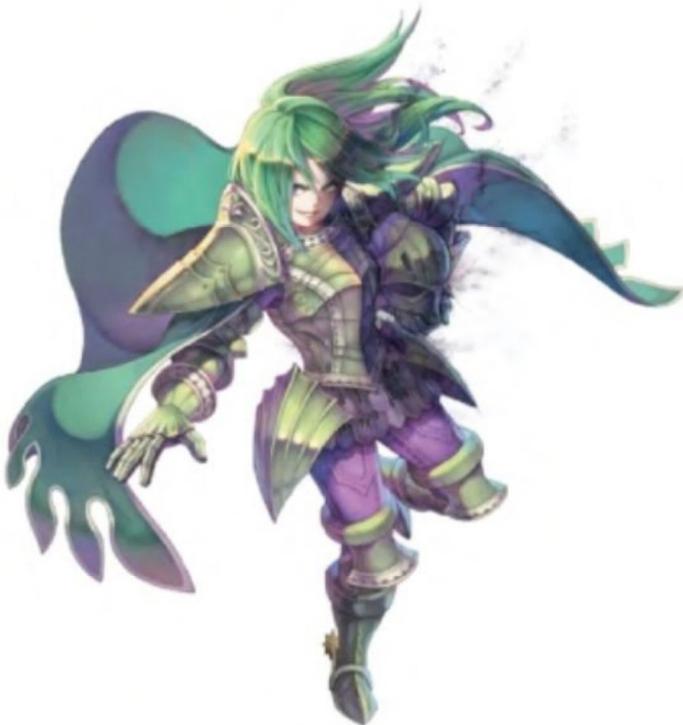
Fanha
ファウナッハ

●**Thanatos, Sheex, Geshtar & Fanha:** When the game first came out for the Super Famicom, huge shoulder armor and capes were essential items for bad guys. For the remake, it was important to really capture the time period, so I tried my best to make a cool design for the shoulders! Fanha had a bunch of rough designs compared to the other characters. I was so picky about it that I had close to ten designs. (*HACCAN*)

Rough sketches of poses for the main characters. The three poses on the far left were based on the clay figures for the Super Famicom version (seen on page 40). I like these quite a bit. (HACCAN)
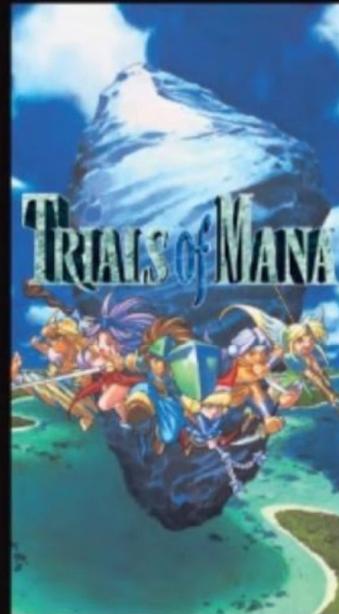
JP BOX ART & LOGO

US LOGO (2019)

LAUNCH DATE:
September 30, 1995 (Japan), June 11, 2019 (NA)

SFC, Switch

Six young adventurers set out on their own journeys. After encountering a Faerie during their travels, their fates are changed forever. Possessed by the Faerie, the main character is instructed to take the Mana Sword, thus releasing the Goddess of Mana, saving the world, and granting them their wish. And thus begins the start of the real adventure of the Sword of Mana.

Illustration comments: Hiromichi Tanaka (Tanaka) and Koichi Ishii (Ishii)

Character illustration: Nobuteru Yuki
World map illustration: Hiroo Isono

Box Art

Secret of Mana had a lot of green, so we made blue the theme for this one to pair them together. (Tanaka)

Duran
As Duran is an orthodox main character, it was sometimes hard to bring out his distinct characteristics, specifically his personality. Conversely, by making Duran a neutral character, I thought it might make the other characters' personalities stand out more. (*Tanaka*)
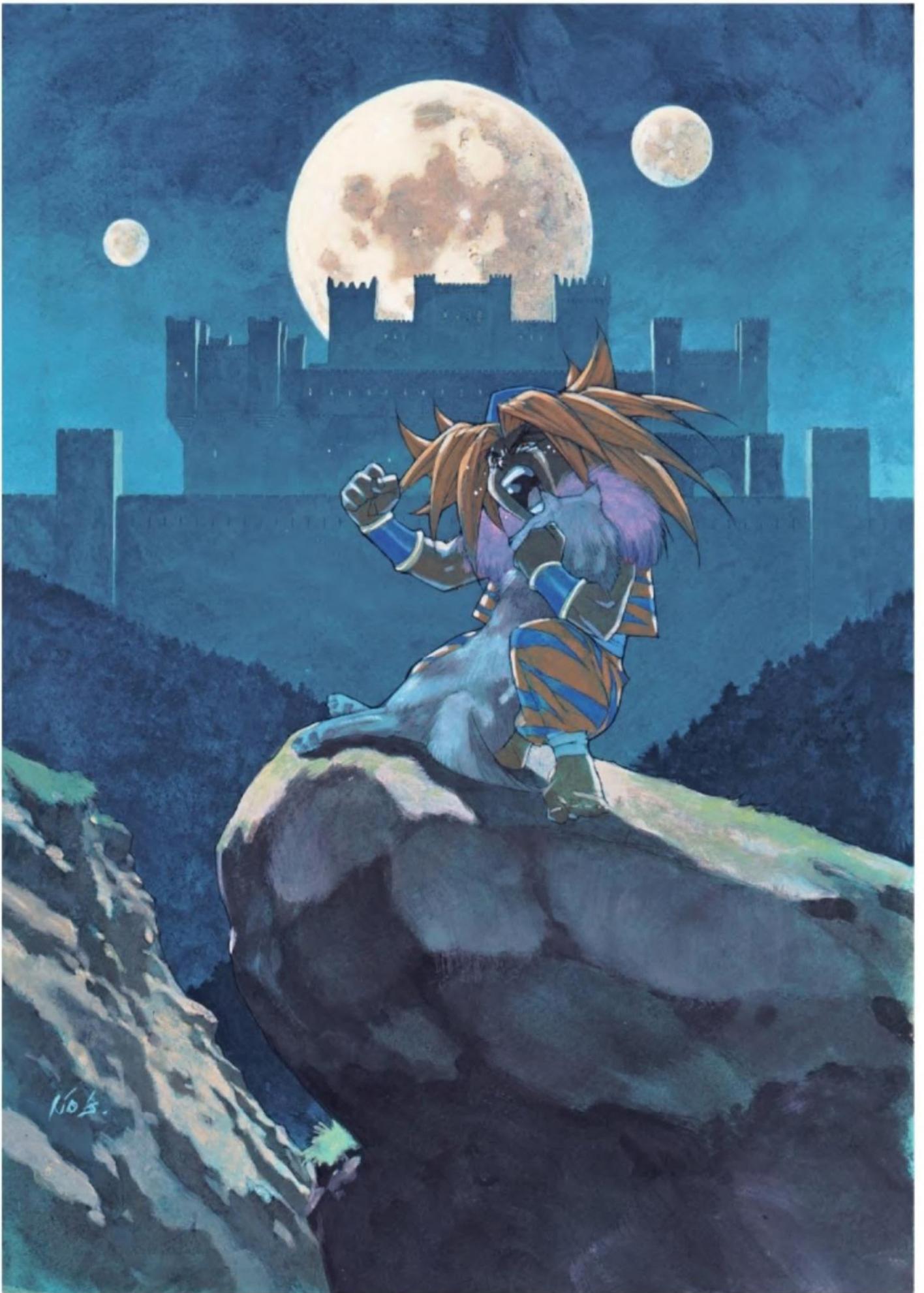
Kevin

A hothead who loses sight of everything around him. He can't stand injustices. He has a complex relationship with his parents, but he loves animals. That gives you some idea of his personality. (Tanaka)

Hawkeye
If Duran is the red Power Ranger, then Hawkeye would be black or blue. He might be stuck up, but deep down, he's a good guy. (Tanaka)

Angela
Her personality was made to be a bit more adult than Primm from *Secret of Mana*. But she also has the worries of a young woman. (*Tanaka*)

Charlotte

We just used the concept for Popoi (seen on page 40) from *Secret of Mana* when coming up with her character. As the "straight man" character, she says things that are hard to say. *(Tanaka)*

Riesz

She was designed to be an Amazon warrior, but as a princess, she still has an elegance and a polite way of speaking. She also has the strength to not give up when confronted with the tragic fate of losing her kingdom. (Tanaka)

Duran
デュラン

Fighter

NoB.

Paladin

NoB.

Duelist

NoB.

These were based on the main character from *Conan the Barbarian*. With his long, wavy hair flowing behind him, he creates the impression of always moving forward. He never breaks his gaze and just powers through by the strength of his own will. Due to his pride as a gladiator who doesn't want to bring shame to his father's name, he comes to battle with just the minimum amount of equipment, so a lot of his skin is exposed. I pictured him as belonging to an army and gave him a khaki color. (*Ishi*)

Kevin
ケヴィン

Grappler

Nob.

Divine Fist

Fatal Fist

Nob.

Nob.

These are based on a slightly evil version of Goku. I wanted him to be the only darker-skinned character, with no one else like him. His design is like a combination of Arabian clothes and a *tanran* blazer that a young Japanese hooligan would wear. I gave him a boa collar and zebra stripes to make him look more half man, half beast. For his hat, I wanted to incorporate elements like he was a member of a group of soldiers, like the Green Berets. (Ishii)

Thief

NOB.

Nightblade

NOB.

Nomad

NOB.

I didn't want him to be a standard boy ninja, so I tried to draw him as a conflicted character. I imagined what a young Vega from *Street Fighter II* might look like. The reason I positioned him at an angle was because I was trying to do a ninja-style pose where he was hiding his desire for revenge. His long, straight hair is tied with Japanese string. The way he doesn't remove his hair ornament while being chased shows his confidence, innocence, and sense of camaraderie. (Ishi)

Magician

Magus

Grand Diviner

I wanted a strong princess type, but I also wanted to show her loneliness, so I pictured someone like Non-chan, from the anime *Majokko Megu-chan*, when I drew her design. For a character like her, a bunny outfit immediately came to mind. She's reliable and has an attitude, but she's also a woman that sometimes shows glimpses of loneliness. (*Ishi*)

Charlotte
シャルロット

Cleric

High Cleric

Warlock

Nob.

I pictured a doll that combines an Italian festival costume with baby clothes. At any rate, I wanted a super-cheerful and energetic young girl. However, it's because she acts more cheerful than everyone else that she has a deep sadness inside her. I wanted players to have a different impression of her when looking at the illustrations after completing the game. (Ishii)

I decided I wanted a cross between a maiden and Peter Pan. The design that I handed in was close to the style of Hideo Azuma's high-school girl characters, but with the aid of Nobuteru [Yuki], she's one character who suddenly became really skinny. In the end she had a lot of fans, so it looks like it was the right choice. (Thank you, Nobuteru-sensei!) (Ishii)

Fenrir Knight

Amazon

Vanadis

Goremand
死を喰らう男

Crimson Lotus Wizard
紅蓮の魔導師

Isabella
美獣イザベラ

●**Goremand:** A strange enemy whose desire is to consume the most "regretful death" of all. He uses everyone he needs to in order to accomplish his goal. The idea was of him swallowing the final boss's death and disappearing. ●**Crimson Lotus Wizard:** For Duran's rival, I wanted a stylish mage. One of Nobuteru-sensei's superb character designs. ●**Isabella:** I wanted to draw a woman who sacrifices herself for her unrequited love for the Dark Prince. She isn't drawn with too much detail in the game, but among the villains, she's one that I especially put a lot of thought into. (Ishii)

Flammie
フラミー

Bon Voyage
ボン・ボヤジ

Vuscav
ブースカブー

Nikita
ニキータ

Moti
モティ

●**Vuscav:** The main plot is a serious story, so I wanted a playful character that lightened things up a bit to provide some balance. He has a flag on his shell, and you hear the sound of a trumpet like from an old-timey tofu shop. I later thought I might have gone a bit too far. ●**Moti:** I borrowed the name of a curry shop I ate at a lot when Square was in Akasaka. By the way, I liked the Moti butter chicken curry. (Ishi)

Undine
ウンディーネ

Gnome
ノーム

Jinn
ジン

Salamander
サラマンダー

Luna
ルナ

Dryad
ドリアード

Wisp
ウィル・オ・ウィスプ

Shade
シェイド

Collection of Mana
(Seiken densetsu collection)

Illustration

When you think of the *Mana* series, the Ring Command system comes to mind, so I tried to make the composition in a ring shape. I personally like this one because it became a single image that captured *Mana*. I was using ancient painting software, so I couldn't rotate the canvas and had to tilt my head to color it. (HACCAN)

Box Art

I wanted to draw something that looked busy and would be appropriate for a series collection, so I went beyond the confines of the series and put all these various characters together. When drawing Primm, the heroine wearing a flower crown, and Popoi and Charlotte riding on Flammie, I was overwhelmed with the thought, "Congratulations, everyone, on your twenty-fifth anniversary!" (HACCAN)