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Secret of mana map snes

Which Secret, originally released in Japan as Seiken Densetsu 2, is a 1993 action-playing game developed and published by Square (now Square Enix) for SNES. It was a sequel to the 1991 game Seiken Densetsu, released in North America as the Final Fantasy Adventure and in Europe as Mystic Quest, and it was the first Seiken Densetsu title to be marketed as part of the Mana series rather than the Final Fantasy series. Set in a high fantasy universe, the game follows three heroes as they try to prevent the empire from conquering the world with the forces of ancient flying fortresses. Instead of using turn-based combat systems such as contemporary role-playing games, Mana Secrets featured a real-time battle with power bar mechanics. The game has a unique Ring Command menu system, which pauses action and allows players to decide amid battles. An innovative cooperative multiplayer system allows the second or third players to get off the game at any time. Which Secrets are directed and designed by Koichi Ishii, programmed mainly by Nasir Gebelli, and produced by veteran designer Square Hiromichi Tanaka. The game received great praise for brightly colored graphics, extensive plots, Ring Command menu systems, and innovative real-time battle systems. Critics also praised the soundtrack by Hiroki Kikuta and artificial intelligence (AI) settings tailored to computer-controlled affiliates. The original version was re-released for the Wii Virtual Console in 2008. The game was belted to mobile phones in Japan in 2009, and an enhanced gaming port was released for iOS in 2010 and Android in 2014. In August 2017, a 3D remodeling of the game was announced for PlayStation 4, PlayStation Vita, and Microsoft Windows, for release on February 15, 2018. On September 29, 2017, Mana's Secret combined with 21 games at the SNES Classic Console in 2017 and also released at the Super Famicom Classic Console. On June 19, 2019 the Nintendo Mana Switch game collection was released and Mana's Secret combined with 3 Mana matches. in: Edit: Original Share: SquareMobile: MCF3D Remaster: Q Studios: SNES: SquareVirtual Console: Square EnixMobile: 3D Remaster: Square Enix:SNES:JP August 6, 1993NA October 1993EU November 24, 1994Virtual Consoles:JP 2008NA October 13, 2008EU December 26, 2008Mobile:WW December 21, 20103D Remaster:WW February 15, 2018 PEGI: 7 +ESRB: E10+ (Everyone 10+) Secrets Mana (聖剣伝説 2 Seiken Densetsu : E10+ (Everyone 10+) Which Secrets (聖剣伝説2 Seiken Densetsu: E10+ (Everyone 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (All people person 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (All people 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (Everyone 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (All people 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (Everyone 10+) Which Secrets (聖剣伝説2 Seiken Densetsu Tssetsu: E10+ (Everyone 10+) Secrets Mana (聖剣伝説, Ilatched, Holy Sword Legend 2), is an action role game developed and published by Squaresoft (now Square Enix) for the Super Nintendo Entertainment System. It was directed by Koichi Ishii and programmed by Nasir Gebelli. Which Secret is the second installment in which video game series. This is the only game Mana released on SNES outside of Japan. Most players outside Japan are introduced to the series through this particular game. It was later re-released on Virtual Wii console, Apple iOS and Android. High definition 3D remasters were issued in early 2018 via Stm on PCs, as well as for Sony's PlayStation 4 and PlayStation Vita in both digital and limited-controlled Cakera Blu-ray formats. Instead of using traditional turn-based battle systems such as Final Fantasy and Dragon Quest, Secret Mana uses real-time battles similar to the legend of the Zelda series game, but with stamina bar mechanics, statistics-based elements of the RPG genre, a unique finger ring menu system, and a co-op With light-colored graphics, extensive plots, and sound runs by Hiroki Kikuta, Which Secret is considered one of the greatest RPGs of all time, and an influential game. The secret of Mana has a significant effect on the RPG genre. The style of game graphics and overworld fighting has been accepted wear by Chrono Trigger. Stamina bar mechanics are then accepted to use by several action RPGs, including Padang Raja, Demon Soul, Dark Soul, Blood and Nioh. The network menu system has been accepted by many later games, from Elemental Crime Support to Mass Impressions, and the co-op player multiple systems are also accepted by some games, such as Dungeon Siege III. Gameplay[edit] | source edit]] The overall picture|source edit]] As usual with the 16-bit-era play, Mana's Secret consists entirely of an upper perspective, in which three protagonists (a slave boy, a girl, and a sprite) navigate through the face of the earth and fight hostile creatures. Control can be passed between every three at any time. If a character is chosen as the character of the player, his two best friends will be escorted through artificial intelligence, and vice versa. The trio can seek refuge in cities, where they can regain their hit eye (HP) or buy recovery goods and equipment. The game can be played simultaneously by two or three players. Each of the three characters has individual strengths and weaknesses: Male slaves, while unable to use magic, are brilliant at resisting and mastering weapons at a faster rate; the girl serves as a healer, can discard the spelling of recovery and support but has average combat ability; Finally, Sprite's magic is almost entirely offensive and deeply damaging, but it is perfectly suited to melee battles. When gathering enough experience in battle, each character will increase in stages with better statistics such as strength and evasive. Options such as swapping shields and/or weapons, using items, breaker spelling, or shrub status are done by cycling through the game's Ringing Menu, a round menu that's loose on current party members. The game is instantly paused when the Ring of Action appears. Elements of the battle[edit] | edit source]] The battle takes place within the Located below each character's hit point is a percentage gauge that determines the amount of damage done to the enemy. Swinging weapons causes the gauge to fall to 0% and then quickly recharge, allowing to strike at full strength. The party used eight different arms styles throughout the game: swords, spears, submissions, axes, boomerang, gloves, whips, and javelins. With the exception of the sword, all weapons can be upgraded eight times, and repeated use increases their Skill Level to a maximum of 8, locking new attacks charged with each level. Weapons are upgraded through the use of Weapons Orbs, generally acquired after defeating a boss or being found to be a treasure in dungeons. Once Orb is collected, weapons must be taken to Watts to be forged. Magic in Secrets Mana operates in the same way as the progress of gun skills, except that magical eyes are consumed every time a spell in an actor. To learn the magic, the party must save the souls known as Mana Elements. Eight Elemental represents different elements (Fire, Water, Earth, etc.), and each provides players with a certain spelling. Magic skills can only be as high as Mana Power during the party, which increases each time the party redevelops one of the seeds of which during the game. World map[edit] | edit source]] The world map is half of the two-sided Nintendo Power posters Unlike most of the console role games of that time, Which Secrets does not switch to excessive maps every time the characters leave dungeon or city. From the beginning of the game, players must travel through the enemy-infused countryside to reach their next destination. The journey can be improved through the use of Cannon Travel Centers, where non-player characters offer to launch parties (via giant cannons) to remote destinations. Cannon trips usually require a fee, but it is obligatory to visit other continents in the beginning. Later, the party was given access to Flammie, a type of dragon controlled by players and could fly anywhere. This sequence uses The Super Nintendo Mode 7 capability to create a rotatable background, giving the illusion that the ground under Flammie is given in three dimensions. Also, while at Flammie, players can access either rotated maps, which present the world as a world, or a world map, a two-dimensional view of overworld. 3D remake[edit] | edit source]] To commemorate the 25th anniversary of the series, Square Enix had performing 3D remakes of original entries. With the success of Mana Adventure, Square Enix announced the remodeling of Which Secret in August 2017 for PlayStation Vita and PlayStation 4. However, like Mana Conversion Adventures, the original design staff were not involved in the development of the remake. Veteran composer Hiroki Kikuta was brought on board for an improved musical score section. The game was released February 15, 2018 at PSN as a digital download. In certain Western regions, special promotions are done through retailers GameStop that sells physical copies of the game with a case for the PlayStation 4 version. The pre-order bonus also appears before the release simple costume changes for the party. Remake has several major and small changes from the original. The biggest change was turning 2D sprite artwork into 3D polygons and adding in full voice acting. Also new is a party conversation that happens when a player remains in the inn. These skits helped develop party observations on the plot and offered fun character moments. One graphic feature released is the cannon ride; When players enter the cannon, they simply load onto their destination instead of watching them fly through the air. In addition, the game now has a small loading time when switching from area to area. Small tweaks to the game include a new UI that now showcases the main weapons of player-controlled characters, seamless party members shifting with direction buttons, analogue control of the party movement, and a hot main function where players can prioritize certain weapons or magic for quick use. Other small tweaks involve simplified A.I. control settings for players, the tools menu now provides a more detailed report on how the equipment changes the statistics and shows the status protection given. Remake eliminates the background animation used when looking at certain things like party status. Also, new journal options have been added that keep track of the characters, monsters, and weapons seen through the game. Stores also show if the shield they sell is better than what comes with. The Magic has also tweaked to prevent players from casting the chain as efficient as original, making it harder for players to lock in bosses as easily as original, although it is still possible to do so with a thorough time. The game also fixes the issues of party members stuck on the map when players progress too quickly. Cameras are now focused solely on player-controlled characters and moving with them; compared to the original always trying to keep the party full on the screen. Players can progress without other characters who will simply move to the party leader's position when a player enters a new screen or when a player carries a menu ring that will also move the missing member at the player's character location. While the game has a remixed soundtrack, players have the ability to switch between new and original OST. In Western releases, players can also switch from English voice work to original Japanese. Story[edit] | edit source]] Setting [edit source]] This story occurs in the fictional world, during an unspecified period following a war between civilization and gods about which use to fuel Mana Fortress, an airplane warship. Using the power of the Which Sword, a hero destroyed the fortress and restored peace to the world. p[edit] | edit The story began when three boys from Potos Village did not adhere to their elderly instructions and encroached on a nearby waterfall, where the treasure is treasured to save. One of the boys stumbled and fell to the bottom of the waterfall, where he found a tersed sword embedded in a rock. Guided by a disembodied voice, he pulled a free sword, accidentally releasing monsters in Poths and surrounding countryside. The villagers interpreted the removal of the sword as a bad omen, and removed Randi from Potos forever. A knight senior citizen named Gemma recognized the blade as the legendary Mana Sword, and encouraged Randi to return to calm by visiting the eight Mana Temples. During his trip, Randi was joined by Popoi, a Sprite child, and Primm, daughter of Elman (resident of the Pandora government, perhaps a nobleman). Popoi initially tried to con Randi out of his money, but then accompanied him in the hope of restoring his lost memory. Primm joined the party looking for his missing love, Dyluck, an officer in pandora's army who had been missing. Throughout their journey, the trio were pursued by the Vandole Empire, which intends to unseal the eight Mana Seeds and revive Mana Fort. Unknown to the Emperor and some of his strongest subordinates, they are being manipulated by Thanatos, an ancient sorcerer who has offered to help them take over the world. Due to the deterioration of his own body, Thanatos needs a suitable body to possess. After putting the whole Pandora government under one trance, she kidnapped two candidates: Dyluck, now enslaved, and a young Pandoran girl named Phanna. Over time, Thanatos slammed his selection to Dyluck. The Empire managed to unassemble all eight Mana seeds. However, Thanatos betrayed the Emperor and his henchmen, killing them and seizing control of Fort Mana for himself. Randi and his side are on his way to Pure Land, the energy focus point of which world. In anticipation of their arrival, Thanatos puts Mana Fort on Which Tree and destroys it. The remains of the charging Tre speak to the party, explaining that a giant creature called Mana Beast would soon be sued for destroying the Fort. However, the Beast has little control over its anger and will likely destroy the world as well. Which tree later revealed that it consisted of a woman's psychum of selected descendants, now speaking with the voice of the boy's mother who is also Serin's wife - Mana Knight's original. The voice heard in the Potos waterfall is the ghost of Serin - Randi's father. The trio flew to Mana Fortress and faced Thanatos, who was ready to move his mind to Dyluck. With his last strength, Dyluck warned that Thanatos had sold his soul to the underworld and should not be allowed to have a Fort. Dyluck killed himself, asking Thanatos to return to rapid lich-skeletal form in battle. Mana Beast eventually revealed himself and attacked The Fort. Randi expressed resistance to kill the Beast, fearing that with Mana's divers from the world, Popoi would vanish. With popoi encouragement, boy Which an energetic sword is completely to deliver the Beast, causing it to explode and turn into snow. At the conclusion of the game, Randi was shown returning The Mana Sword to his place under the waterfall. Characters[edit] | edit source]] The main protagonist Secrets Mana is a boy, supported by spell-breaking girls and sprite children. While the three versions of the game released do not have a default name for each character, the Japanese command manual refers to the boys, girls and sprites respectively as Randi, Primm and Popoi (or variants thereof). The origin of the heroes' names is quite cloudy: they may be endowed by Japanese Game Magazine preview games, then followed by other magazines and later by Square. Randi, a.k.a. Randy. The boy was adopted by the Potos elders after his mother disappeared. After Randi pulled out the free Mana Sword, monsters attacked Potos and villagers persuaded the Elders to remove them. Now Randi embarks on his mission with his two new friends to restore the Mana Sword. Primm, m.k.a. Purim, the girl met Randi briefly when she was ambushed by Goblins. After helping him escape, he disappeared, only to appear again outside Elinee Castle. Primm was in love with a hero named Dyluck, ordered by the Agong to infiltrate the entry into the Elinee Palace. Angry with his father and king for this, as well as setting him up for an arranged wedding, he rebelled and left the palace to join Randi in his quest, hoping to save Dyluck as well. He was able to cast a spell of defence and healing. Primm is also available when the main protagonist enters the Pandora palace to meet with Jema and the king. If he had saved Randi from goblins already, he would have recruited him to help him find Dyluck, thus skipping what (at this point in the game) was one of the toughest battles the players would face. Popoi, a.k.a. Popoie, Sprite in Dwarf Village who makes a living by deceiving people at the dwarf Freak Show. As he has lost memory of the past due to flooding to Navel Gaia, he joined the party with Randi to refresh his memories. Popoi may seem childish at times and a bit of a smartmouth, but he has the same courage with the other two heroes. Popoi's gender has never been formally stated; However, in the Japanese version of the script, he uses the pronouns of the first person of the oira that is mostly used by male speakers. He was able to decide an offensive spell. Whenever a player encounters one of the 8 Where's The Spirit, they will offer their services to Primm and Popoi to remove the Magic. Development[edit] | edit source]] Secrets Where directed and designed by Koichi Ishii. The game is programmed mainly by Nasir Gebelli produced by veteran Designer Squaresoft Hiromichi Tanaka. After the release of Final Fantasy III, Tanaka wanted to help design a smooth game without a separate battle system. Because this wouldn't work with Final Fantasy IV, he turned turned away Which Secrets. Which Secret would originally be the launch title for the SNES CD supplement, but after the project was dropped, the game had to be changed to fit into a standard game cartridge. Koichi has estimated that as many as 40% of the game has been depicted to fit it with the SNES cartridge, and Hiromachi noted that the original story is much deeper and darker in tone, and that there is no room to do any character development in the shrunken game. According to Tanaka in 2011 and 2013, the game was originally intended to be final Fantasy IV, before becoming a new project called Chrono Trigger, and then finally Which Secrets. In his own words: After we finished FFIII, we started FFTV with a slightly more action-based idea, dynamic overdrive rather than continuing to battle as a completely separate thing. But, at some point, it wounds don't become IV anymore... Instead, it was eventually released as Seiken Densetsu 2 (Which Secret), but during development it was actually referred to as Chrono Trigger. (laughs) At that time, after FFIII, we worked with Mr. Toriyama in the game with a smooth side view system. CD-ROM attachments for Super Famicom are scheduled to be removed, you see. So we had this big game planned for CD-ROM attachments, but ultimately we couldn't release it. So we had the Chrono Trigger project changed to a new game, and the other games we worked on were embraced to Seiken Densetsu 2. Because of this, Seiken 2 always felt like a sequel to FFIII to me. —Hiromichi Tanaka English Translation for Secrets Which was completed in just 30 days, just weeks after the release of Japan. This is possible so the game can be released in North America for the 1993 holiday season. According to translator Ted Woolsey, the vast majority of game scripts have been cut in English speakers due to space limitations and seeding text shortages. Secret English translation where using fixed width fonts to display text on the main game screen. However, this font option limits the amount of space available to display text, and as a result the conversation is cut to the needs of those exposed, leaving most of the games missing in translation. In 1999 as part of their nine planned game lineups, Square announced they would port Seiken Densetsu 2 to the Bandai WonderSwan Color's new mobile system. The port was delayed and eventually cancelled when Square moved the source to the Game Boy Advance development. For this purpose, a port for the system under the title of Sword Mana 2 is in the development of circa 2004; but the project was disposed of following the acceptance of the edges of the Which Sword, Which Secrets will resurface until circa 2010, where many of the original development forces left Square Enix. A new team is tasked with bringing the most popular company headlines to the mobile platform; masaru Oyamada, who attempted to recreate the the original experience when customizing it to this latest technology. The first version for both iOS and Android came out late that year, and will receive periodic updates over the next five years to deal with newer devices. Following reports of serious incompatibility in the fall of 2019, Square Enix spent another six months restructuring Which Secrets for modern iOS devices, releasing a patch of compatibility in Spring 2020. Audio[edit] | edit source]] Secrets Mana Original Soundtrack (聖剣伝説2 オリジナル・サウンド・ヴァージョン, Seiken Densetsu 2 Orjinaru Soundo Vájon) is the soundtrack to Which Secrets. Originally released in 1993 in Japan under the name Seiken Densetsu 2 Original Sound Version by NTT Publishing and Squaresoft, its debut followed next year due to the game's massive success. U.S. releases are similar to the Japanese version, other than local English packaging titles and songs (not necessarily accurate translations). It was re-released in 1995 and 2004. The soundtrack of the game is composed by Hiroki Kikuta. It is known for its variety of songs that tend to focus on the use of percussion and woodwind instruments, from lightly dward polka to vast snov melodies to tribal-like dances. Kikuta noted that she had a very difficult time composing the score, which required her to combine her own style of popular music with game music accompanied by hardware limitations and Super Famicom software. The secret of Mana's title theme, Angel's Fear is famous for its musical video game aficionados for haunting it, choosing a piano melody, and featured in the third Orchestral Game Concert and fifth Symphony Game Music Concert, as well as serving as the base for many remixes. In 2008, I ScrewAttack.com ranked number 7 on the Top 10 Theme Video Games Ever website. The soundtrack section of the game, as well as some music from Seiken Densetsu 3, was included in Which Secret + CD arrangement, an image album containing one 50-minute track. Which Secrets Soundtrack Tracklist Disc 1 (54:42) Fear the sky - 1:42 Curious In - 1:30 Phantom and ... Rose... - 1:28 Together Always - 1:10 Memories of Wonderful - 1:52 Into That Thick - 1:56 Summer Sky Color - 1:52 25 Beautiful Animals - 1:19 Away Thunder - 1:49 The Little Sprite - 0:01:19 Away Thunder - 1:49 The Little Sprite - 0:01:19 Away Thunder - 1:49 The Legend - 1:33 A Cur happens - 1:07 King on the Beach - 1:38 The Dark Star - 1:33 Prophecy - 1:13 Steel and Snare - 1:43 Whisper and Mantra - Ceremony - 1:28 Am here - 1:06 Leave Time For Love - 1:26 Still Nights - 2:50 The Curse - 1:21 The Oracle - 1:48 Conclusion 1:08 I Win Don't Forget - 1:11 One of them is Hope - 1:08 Meridian Dance - 2:0 Wings - 2:02 Second Permission From Left - 2:48 I Close My Eyes - 0:32 Reception[edit] | edit source]] Sales[edit source]] Gross Regional Revenue Title Platform (no inflation) Secrets SNES Mana Worldwide 1993 2,000,000 +000) 204,844,089 +\$353,040,000[1] Seiken Densetsu 2 Japan 1993 1,500,000 (as of March 2003)[2] ¥15,876,000,000[1](\$919,849,089)[4] \$292,720,000[5] Secrets Mana US 1993 500,000 +0 (As of February 1996)[6] \$34,995,000 +0[n 2] \$59,940,000[3] Android Secrets Unknown Which Worldwide 2014 100,000+(as of March 2019)[1] \$900,000 +0[n 4] \$1,400,000 +0[n 4] Switch Seiken DensetsuCollection Japan 20 49,129 (as of December 2017)[15] ¥254,684,736[n 5] \$2,270,543[17] \$2,313,172[18] SNES Super NESClassic Edition Worldwide 2010 5,280,000 (as at 2 March018)[19] \$422,347,200[20] \$427,030,000[21] PS4 Secrets Mana Worldwide 2018 330,000 (as of May 2020)[2] 2 Japan 2018 51,899 (as of February 2018)[23][24] ¥269,044,416[n 6] \$2,492,687[26] \$2,492,687 PS Vita Seta 2018 26,572 (as of May 2020)[27][28][29] ¥137,750,000[n 7] (\$1,297,400)[30] \$1,297,400 Secrets Stlm Mana Worldwide 2010,000+(as of April 2020)[31] \$3,999,000 +0[n 8] \$3,999,000+ Worldwide Total 7,885,701 \$638,150,919 \$791,572,259 Acceptance edit Origin[edit source]] Remake[edit source]] Acceptance for 3D remakes is mixed to be positive in the first days of release, with websites including IGN praising the preservation of classic games and splitting on the quality of updated soundtracks, but lamenting weaknesses in graphics and animation. Certain concerns have acted inconsistent voices, and with that, lack of relentless fall and expression movements. Widespread criticism has also been at Square Enix level to produce rush games, given numerous reports pointing to random freezing, accidents, and other show bugs taking place in all three versions. The mitigation patch, version 1.02, was first launched for PS4 users March 5, 2018, with vita and Steam versions to follow shortly afterwards. [60] The second mitigation patch, version 1.03, was posted for PS4 users on June 27, 2018. Awards and accolades[edit] | edit resources]] See also[edit resources]] Arms, Shields and Items from the game. Gallery[edit] | edit source]] Full image of art used for boxes covering Which promotional Arts for Rise of Mana.Add pictures to this gallery Notes[edit source]] ^ Japan Price: ¥10,584[3] ^ United States Price: \$69.99[7][8] ^ United Kingdom Price: £50[10] Android: \$9[12][13] ^ Seiken Densetsu Collection (Japanese) Price: ¥5184[16] ^ Seiken Densetsu 2 (PS4) Japan Price : ! Seiken Densetsu 2 (PSV) Harga Jepang: ¥5184[29] | Harga stim: \$39.99[31] Rujukan[edit] | edit sumber]] 1^ Rhasia Mana (SNES) pengiraian inflasi | Square Enix (2 Februari 2004 - 4 Februari, 2004), muka surat 27 [Tajuk perisian permainan dengan penghantaran di seluruh dunia melebihi 1 juta salinan], Square Enix, 2004-02-09 | 3.0 3.1 聖剣伝説2, Famitsu : Penukaran Mata Wang ^ Pengiraan inflasi Jepun ^ Rhasia Mana 2, Generasi Seterusnya, isu 14, Februari muka surat 120 | Rhasia Mana, IGN ! ^ Pengiraan inflasi Amerika Syarikat | Pasukan SNES, isu 8, Januari 1994, muka surat 57 | Rhasia Mana, Google Play, Mac2019 | - Rhasia Mana, Google Play | Pengiraan inflasi Android | ! ^ Seiken Densetsu Pengumpulan penukaran mata wang ^ ^ | Harga klasik SNES: US\$79.99 | ! | 24.0 24.1 | ! Seiken Densetsu 2 (PS4) penukaran mata wang ^ | ! Seiken Densetsu 2 (PSV) penukaran mata wang ^ | ! Super Play All-Time Top 100 SNES Games, Super Play, issue 42, April 1996, page 139, Future Publications ^ Computers and Video Games, issue 218, January 2000, pages 53-67 (59) ^ Edge, issue 80, 2000 ^ Top Game Whistleblower All Time (Circa Issue 100) , Game Informer, issue 100, 2001 ^ Spring 2004: Best Game. Ever., GameFAQs ^ Fallout 2005: Best 10-10 Anniversary Contest Of The Best Games Ever, GameFAQs ^ Spring 2009: Best Game. Ever., GameFAQs ^ 100 Biggest Retro Games, NowGamer, Imagine Publication, 2010 (part 1, part 2, part 3, part 4) ^ 100 Best Games Of All Time, GamesRadar, February 15, 2013 ^ Top 100 the biggest video games ever made, GamingBoh, GameRevolution, 2013 ^ 100 The Greatest Video Games of All Time., Popular 2014 IGN, 2003 ^ IGN Top 100 All-Time Games, IGN, 2005 ^ Readers' Top 99 All-Time Games, IGN, 2005 ^ Readers' Picks Top 100 Games All The time, IGN, 2006 ^ IGN Top 100 Games Throughout Time, IGN, 2007 ^ Mana Secrets, Top 100 RPGs Of All Time, IGN, 2017 ^ Japan Voting On All Time Top 100, Edge, Future Publications, 2006-03-03 ^ Top 200 Nintendo Games All The Time , Nintendo Power, Nintendo, issue 200, February 2006, page 58-66 ^ Nintendo Power's Best of the Best, Nintendo Power, issue 231, August 2006 ^ Nintendo Power ranked top 285 Nintendo games at all times, Power, 2012 ^ Which Secrets, GameRankings, 2009 ^ Which Secrets, GameRankings, 2016 External Links[edit] | edit source]] Secrets cc-by-sa but otherwise stated. Noted.

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