

The cover art features a central figure, a woman with long dark hair, seen from behind. She is wearing dark, intricately detailed armor and a large, rounded shield on her back. She stands on a rocky ledge, looking out over a vast, hazy landscape. In the distance, a tall, slender stone tower rises against a pale, overcast sky. The overall color palette is muted, with soft blues, greys, and earthy tones. At the top of the image, a smaller, semi-transparent version of the same character is shown in a dynamic pose, holding a sword aloft.

FINAL FANTASY

MYSTIC QUEST LEGEND

Remastered in HD, with expanded story, gameplay and new enemies!

GAME MANUAL

SQUARE ENIX™



DARK DESIGN
indie video game studio

Introduction

Mystic Quest re-mastered is a complete re-imagining of the 1992 video game of the same name released for the Super Nintendo (Famicom) system by SQUARE.

Mystic Quest Remastered is an indie developed game by the independent UK game studio, Dark Design Games. The game was largely developed by Jake Stephen Jackson using the popular and compelling RPG Maker VX system by Enterbrain Inc.

Many of the original monsters and locations have been revamped or been completely re-done with new ideas to fit the change to the new game engine (the game is a re-write from complete scratch).

The developers have tried to stay as faithful as possible to the original game as possible, but, there are some very welcome changes to the gameplay in terms of-

-Your characters learn abilities based on their level.

-Monster encounters are random as they are in most other Final Fantasy games

-The two character limit is no more – you can now have up to four characters (or one guest character) in the party at one time. You can now fully customize every character, including their equipment and accessories.

This game is purely for re-imagination of a much underrated video game and is not intended to directly infringe copyright of the Final Fantasy Series. In fact, it is to pay tribute to a popular game series with dedication and aspiration.

System Requirements

Mystic Quest Remastered is a huge re-imagining of the original game, with High Definition graphics, animation and recomposed music. Therefore it demands much more power in terms of system performance. Mystic Quest Remastered runs on most modern Windows compatible personal computers. Please read below for the minimum specifications that your computer should meet in order to run it optimally.

It is advised that you close all other programs running before playing Mystic Quest Re-Mastered.

- Intel or AMD Processor at 1.2GHz or equivalent
- 256MB RAM or higher
- 600MB free hard disk space
- 32MB graphics card or higher with DirectX 9 support or OpenGL 1.2 support
- Broadband internet connection for downloading the game and updates if they become available

Changing game settings

You can change game settings (such as video resolution, music and sound effects) by pressing F1 during the game.

The Story

For centuries the Focus Tower had stood as the very heart of the World, Gaia. It had been a center for trade, knowledge and worship, and the people of the World had met there to peacefully settle their differences. But on one warm summer's day, the Focus Tower was suddenly transformed into a symbol of the purest evil. For on that day, powerful monsters battled their way into the Tower, stole the Four Crystals of the Earth, and then took off with the magical coins that kept the Tower's doors unlocked.



With the tower doors sealed behind them, the monsters relaxed their guard and turned their attention to the crystals. As they basked in their radiant glow, the monsters grew stronger and meaner and even more wicked. The more light the monsters consumed, the more the World was drained of its warmth and color.

Tremors shook the land and terrifying volcanoes began to erupt. The seasons went berserk. Monsters appeared everywhere and terrorized the people. Something had to be done...

Enter Benjamin. Benjamin was the most normal youngster you could imagine. Like most responsible villagers his age, he arose at the crack of dawn to take his uncle's livestock to the upper meadow to graze. Other kids teased him because he read while tending his herd, and because a village Elder had taken him in as a promising student. Although Benjamin seemed mature beyond his years, he still dreamed of being more than he was – faster, stronger and more daring. Little did he know that his wishes were about to be fulfilled in a way that he could have never imagined...



Beginning the Quest

Starting a new game

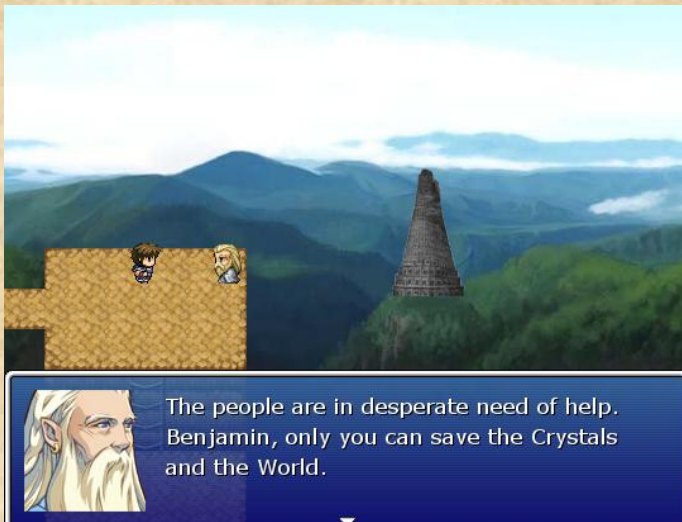
Once the game has been installed onto your computer, double click the 'Final Fantasy Mystic Quest Remastered' desktop icon or from the start menu to launch the game.



From the menu that appears, select the 'New Game' command. Note that although you could name Benjamin yourself in the original game, this is no longer possible in this new version for storyline purposes.

The Quest begins!

After starting the game, the opening scenes will begin. Listen carefully to what the mysterious old man has to say. You will follow him to your first destination, Level Forest.



Overworld Explained

The World of Mystic Quest is divided into four main locations, Foresta, Aquaria, Fireburg and Windia. You must travel to every location during events in the storyline in order to progress to the finale. You can only move onto the next area by accomplishing certain tasks. You'll know what to do when those times arrive.



Unlike the original Mystic Quest, this new edition allows you to freely travel across the world without limitations, of course, you can't travel ahead of the game storyline, so you will need to complete some areas before moving on to the next one.

Tip! Look in every forest you find. You never know what you could encounter...

Subtitles

When you move to a new location, floor or dungeon, it's subtitle will appear on the screen to tell you where exactly you are. Very useful!



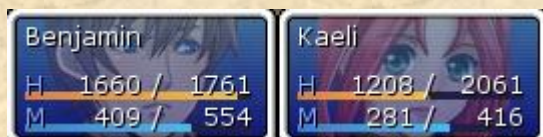
Encounters

Whether you are travelling across the world or in a dungeon, you'll encounter random enemies. This is a key to improving your strength so don't run all the time!



Status Window

The Status Window appears in battle. Depending on how many characters are travelling with Benjamin, you may have more than one status window. It's VITAL that you glance often enough at this window during a fight. It may just mean life or death.



The Status window shows the characters portrait and name, HP and MP. HP is your Hit Points, and the amount of collective damage that you can take. However, if your Hit Point reaches 0, you will be Knocked Out. Your HP will display yellow if you are around 20% of your overall HP. If your character is Knocked Out (KOd) he will be faint and unable to battle. The only way of restoring a knocked out character is by using a Phoenix Down item or by going to an Inn. If all of your characters during battle are knocked out then the game is over.

Magic Power allows your character to use Special Skills such as Magic (Fire, Thunder, Blizzard etc). If you run out of Magic Power, you won't be able to use these skills. To replenish your MP you must use an Ether, Elixir or go to an Inn. There's also magical birds known as Chocobos which can restore your stats if you find one. Keep your eye out for them, they are more than just being cute!

People Come and Go!

Throughout the game, people will join your party for a while and then leave. You can have up to four people in your party at one time. And sometimes you may even have a guest character join. Unlike all other party members, you can't change a guest character's equipment nor can you control them, they will attack on their own accord. You will find these allies to be indispensable due to their own unique abilities.



Character Levels

You will notice that the first time you pair up with a character their level will be higher than yours. We recommend that during your travel you should try to get Benjamin's level as close to that character's initial level in order to fight battles more easily in the future. Leveling up is one the keys to survival!

Character Abilities

We will make this brief in this section, but for more details please read the characters section for more detail.

Characters in Mystic Quest all have their own abilities depending on their class. For example, Benjamin is a Knight, so he is restricted to Physical Attacks and White Magic.

Mages, such as Kaeli or Phoebe have access to highly powerful magical abilities. You will all learn new abilities as you level up through the game.

There are also characters who are one of a kind, such as Tristram, who is a Thief who has his own unique skills and abilities, and Reuben, a Warrior, who has the potential to unleash devastating attacks.

Character Equipment

Depending on their class, characters can equip and all manner of different kinds of equipment. There are Five key equipment areas you should be aware of.

Weapon – Your equipped weapon. A character may even include two weapon slots that enable them to wield two weapons at the same time.

Shield- Your equipped shield.

Head- Armor for the head, which include hats and helmets

Body- Armor for the body including Cloths and Mail.

Accessory: Items that have unique protection abilities

In the Towns

You can walk around freely in the World's towns without having to worry about encountering a monster for a while. Towns are great places to find out more information by speaking to people (Pressing Z or Enter). They are also useful to rest in an Inn or buy items from a Shop (If it has one).



Conversation

When you want to talk to somebody guide your character with the Direction keys on your keyboard and approach them. Press the Z key to talk to them.

Open all Chests!

You will find chests hidden in houses or scattered by the towns. Open them all, you never know what you will find!



Controls

All Controls in Mystic Quest Remastered can be customized by pressing F1 at any time during gameplay. You can even play Mystic Quest with a compatible game controller plugged into your PC!

The default controls are listed below.



Button	Gamepad	Keyboard	Main Function
A	Button 1	Shift	Dash
B	Button 2	Esc, Num 0, X	Cancel, Menu
C	Button 3	Space, Enter, Z	Action Button
X	Button 4	A	-
Y	Button 5	S	-
Z	Button 6	D	-
L	Button 7	Q, Page Up	Previous Page
R	Button 8	W, Page Down	Next Page

Main Menu

All sub-commands such as ITEM, SKILL, EQUIP, STATUS, SAVE, and QUIT are all found on the Main Menu. Simply press the X key or ESC key on your keyboard (depending on your controls) to bring up the menu. Note that you can only access the menu from the Field Map, not during battles.



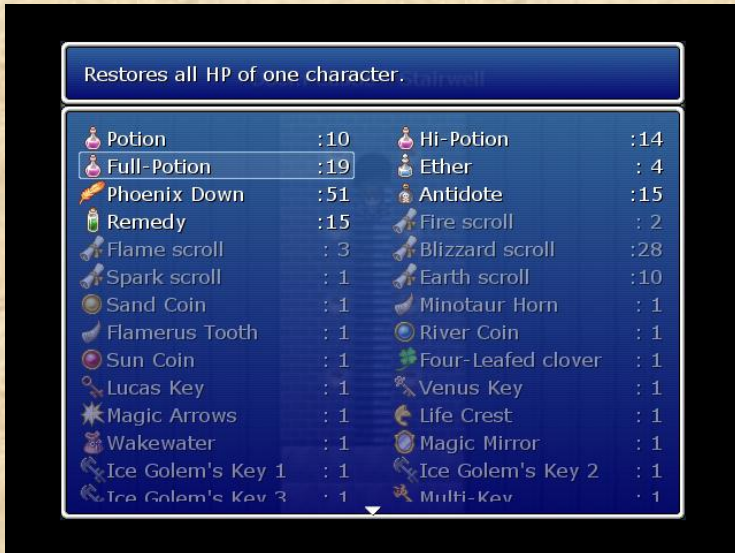
You can change to each subscreen by selecting it's button and pressing Z. For example, magic can be used on the Field such as Cure by selecting Skill > Character > Cure > Use.

Items

You can use items in battle or on the field such as Phoenix Downs, Antidotes, Ethers, Potions and Remedies. Each item has a different effect. Key Items cannot be used.

Items

Your characters carry items with them called the Inventory. For each item type, you can carry up to 99 of them. Some items can only be used in Battle while other items can be used in the Field. Key Items cannot be used due to their importance in the storyline.



For each item that you select, a description of it will appear for what the item accomplishes. For example, a Potion will restore HP, and an Ether will restore MP. Don't use certain items carelessly since some are quite rare to find!

Some Items can be bought in shops, others cannot!

Weapons

Each Character, depending on their class, can all equip weapons. There are several types of weapons that you can find or buy, and ultimately, equip to your character. Characters can even use their fists if you remove their equipment but will cause less damage. Damage caused to enemies is based on the level of your STRENGTH (STR) status which can be viewed in the Status Menu of that character. Depending on the rarity and strength of the weapon, some weapons do more damage than others.

Swords – Swords can be equipped by Knights and Warriors. Some swords can be held in one hand with a shield in the other while some are so heavy they require both hands (reducing your defense but raising attack).

Piercing – Piercing weapons are effective against flying or levitating enemies due to their use of projectiles such as Ninja stars or Arrows. A Bow is a prime example of such a weapon.

There are also weapons that come under a class of their own such as a Morning Star.

Attributes

Some weapons include an Elemental attribute such as Fire, Ice, Holy, Thunder or Dark. Weapons with these types combine the strength of the weapon with elemental damage as well, effective against elemental monsters. Some weapons can even inflict status problems!

Status

Each Character has their own status and attributes that can be viewed from the Main Menu under the Status Subscreen.



For example, this high level Benjamin's status is shown.

STR- Strength represents the amount of damage your character can inflict on an enemy. The higher the number, the more the damage.

DEF- Defense represents the defensive ability of that character and how much of a hit they will receive from an enemy.

SPI- Spirit represents the magical ability of that character and how much their magic power will damage a enemy.

SPD – Speed represents the speed and evasion of that character, their chances of escaping a battle and avoiding attacks.

Saving

It's very important that you save your game when playing any Final Fantasy or RPG type game that could throw you into a potential battle at any point which you could inevitably lose.



To avoid starting from a point a long time ago or even the start of the game, you can save your progress at any time on the field by selecting the 'Save' command on the Main Menu. From the Save Screen, you can save a total of four files, all of which you can overwrite if necessary. You cannot save during a battle.

If you get Game Over, you will return to the Title Screen which will allow you to resume your last save and try again.

It's recommended that you keep a save file before entering a major dungeon should you wish to go back to a town or elsewhere quickly. Once you enter a dungeon you may find it difficult to get out again!

Battle

In order to grow faster, stronger and learn new abilities you must participate in a battle. Make sure you fight enough monsters to continue Leveling Up or you may not make it past a complex dungeon with many monster encounters or even a difficult Dungeon Boss.



Attack: Your character attacks the selected enemy with their equipped weapon.

Skill: Your character can use a special skill they have learned against an enemy such as Magic. You can even use them on party members for beneficial use.

Guard: Miss a turn but put your guard up halving or even missing damage

Item: Use an item in your inventory

When you enter a battle, Fight and Escape appears. It is your choice to Flee or not, but sometimes you cannot!

Magic

Some characters have access to special skills known as Magic. There are many different types of Magic, some beneficial to characters and some that do damage to Foes. Watch out though; as monsters have access to some of the most deadly magic themselves!

BLACK MAGIC

Black Magic are deadly spells used by Mages. Here are some of the examples of the types of Magic you will be able to use in the game at some point;

Elemental

Fire- Deals Fire damage to one enemy.

Fira- Deals highly concentrated Fire damage to one enemy.

Firaga- Deals moderate Fire Damage to all enemies.

Firaja- Deals heavy Fire Damage to all enemies.

Blizzard- Deals Ice damage to one enemy.

Blizzara- Deals highly concentrated Ice damage to one enemy.

Blizzaga- Deals moderate Ice Damage to all enemies.

Blizzaja – Deals heavy Ice damage to all enemies.

Thunder- Deals Thunder damage to one enemy.

Thundara- Deals highly concentrated thunder damage to one enemy.

Thundaga- Deals moderate thunder damage to all enemies.

Thundaja- Deals heavy thunder damage to all enemies.

Tornado – Deals heavy wind damage to all enemies.

Quake- Deals Earth damage to one enemy

Quakega – Deals heavy Earth damage to all enemies.

Non-Elemental

Flare- High, non elemental based magic to one enemy, its effect varies from monster to monster

Mega-Flare – Devastating non elemental based magic to all enemies, its effect varies from monster to monster

Status

Blind- Blinds an enemy and reduces the success rate of an enemies' attack

Silence – Stops an enemy from using their voice to cast spells rendering their ability to use magic useless.

Sleep- Puts the enemy to sleep making them miss turns

Confusion – Confuses the enemy and makes them attack themselves or their allies

WHITE MAGIC

White magic spells include the beneficial spells such as Cure and Life, and potentially harmful spells such as Holy and Holyga.

Cure- Recovers HP of the target a little

Cura- Recovers moderate HP of the target

Curaga- Recovers moderate HP of all allies

Curaja- Recovers high amount of HP to all allies

Life- Restores a ally from KO and restores their HP a little

Full-Life – Restores an ally from KO and fully restores their HP

Holy- Deals holy damage to an enemy. It's attack power can vary from monster to monster. Especially powerful on Zombie or un-dead type monsters

Holyga- Deals moderate holy damage to all enemies.



Skills

Some Characters in Mystic Quest Remastered can learn their own set of special skills when they are a high enough level. Here are some examples of just some of the skills that they can use.

Benjamin

Haste- Speeds up a ally's speed and evasion rate

Spirit Bless- Increases magic attack power

Armor Bless- Increases defense status

Weapon Bless – Increase weapon's attack power

Angel's Snack – Removes all abnormal status from all characters in party

Angel's Bless – Increases attributes of all characters in party

Fallen Angel- Fully revives all party members that haven't fallen in battle.

Tristram

Life Drain – Absorbs life of an enemy and recovers the user

Mana Drain – Absorbs magic of an enemy and recovers the user's MP

Raze + Razega – Deals darkness damage to an enemy.

Curse- Deals heavy damage and inflicts status problems

Fatal Eye- Instantly kills enemy

Rueben

Poison attack- Adds the poison status to your normal attack

Darkness attack – Adds the Blind status to your normal attack

Confusion attack – Adds the Confusion status to your normal attack

Paralysis Attack – Adds the Paralysis status to your normal attack

Dual Attack – Attacks two enemies at the same time

Tripe Attack – Attacks three enemies at the same time

Morning Kiss- Deals heavy damage using Morning Stars to all enemies



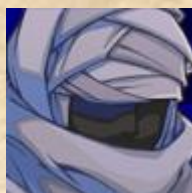
Characters



Benjamin – The hero of the game. His background somewhat a mystery since he's hometown is lost in a great quake. He is tasked by the mysterious old man to save the crystals and the world.



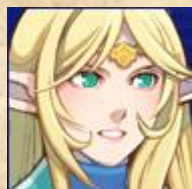
Kaeli- A mage from the town of Foresta who can talk to the Tree Spirits. She is sometimes naïve but thoughtful. She's quite skilled with her Axe and does not mind bringing it down upon foes!



Tristram- A thief and treasure hunter who is very mysterious and demands ridiculous amounts of money from people for items. He loves Jazz music.



Rueben- A brave warrior from the fiery town of Fireburg. He is loyal but sometimes abrupt but is someone you can depend upon in times of struggle. He is skilled with a Morning Star.



Phoebe- A powerful mage from the watery town of Aquaria. Skilled with a bow, tactful and resourceful, she is an ally that sometimes you just can't do without.

Getting through the Bone Dungeon

If you are new to Role Playing Games or Final Fantasy then this mini-guide is here to help you get through the first dungeon of the game and on to your way to Aquaria, the land of water. If you do not wish to read this then please continue forward to the next pages.

- 1. In The Level Forest-** When you arrive in the Level Forest the mysterious old man will tell you to save the Crystal of Earth. Help the old man move the boulder out of his way and head to the east, and walk to Foresta.
- 2. In Foresta, Kaeli Joins you-** Take the tree wither you given by the old man to Kaeli and she will tell you to help her reach the evil tree in Level Forest.
- 3. Back in Level Forest-** After arriving back in Level Forest, head north. Kaeli will cut a tree down with her axe and continue heading north to the evil looking tree blocking the exit. Now it's time for the first boss of the game, Minotaur. Be patient with this boss but if he keeps on defeating you simply level up enough to around Lv.3 or 4 and he will go down pretty easily. Watch out for his Axe Cleave and Thunder attacks!
- 4. To the Sand Temple –** We've got to get some Elixir for Kaeli who is now suffering from the Minotaur's poison. However you've discovered the box is empty and Tristam will arrive.
- 5. Leveling up before Bone Dungeon-** With Tristam in your party it's now a good idea to improve your abilities a bit before you head into the

big bad Bone Dungeon. Level up to an amount that you feel comfortable with and head into the bones across the sand.

- 6. The first mini-maze** – It's pretty easy to start with. Find your way around the maze defeating enemies and opening treasure chests as you head towards the next door. Don't give up if you get defeated.
- 7. Across the waterway** – Cross the bridges up to the north and open the shiny red treasure box to get your first new sword, the Broadsword! Equip it to Benjamin and head back down to the west to the next doorway.
- 8. Big Maze ahead** – This can be confusing. But don't give up! There's treasure boxes along the paths to the east and north. The next door lies North-West. Get the treasure boxes first you will need their contents and then head to the next door.
- 9. Last Maze**- There's two paths here. The path to the left will lead to the next destination and the path to the right will lead to a room with treasures. Head there first, then to the room to the left.
- 10. Room before...** - Now we are in a chamber. There's three doors here. One left, middle and right. Head Left and Right first collecting the treasure in the rooms then head to the door in the middle.
- 11. Flamerus Rex**- its now time for the big boss of this dungeon, Flamerus Rex!

Meet the Boss!

The fearsome Flamerus Rex is guarding some priceless treasure. He's using the power of the Crystal of Earth, so watch out, he's no normal enemy!



You have to beat him so that Tristam will give you the Elixir that you need. Try Magic scrolls that you have collected, your sword or Tristam's special moves. Use Life when you need to

and Potions to keep yourself going. Make sure you save your game before taking him on, he can kill you easily with his Rip Earth attack!

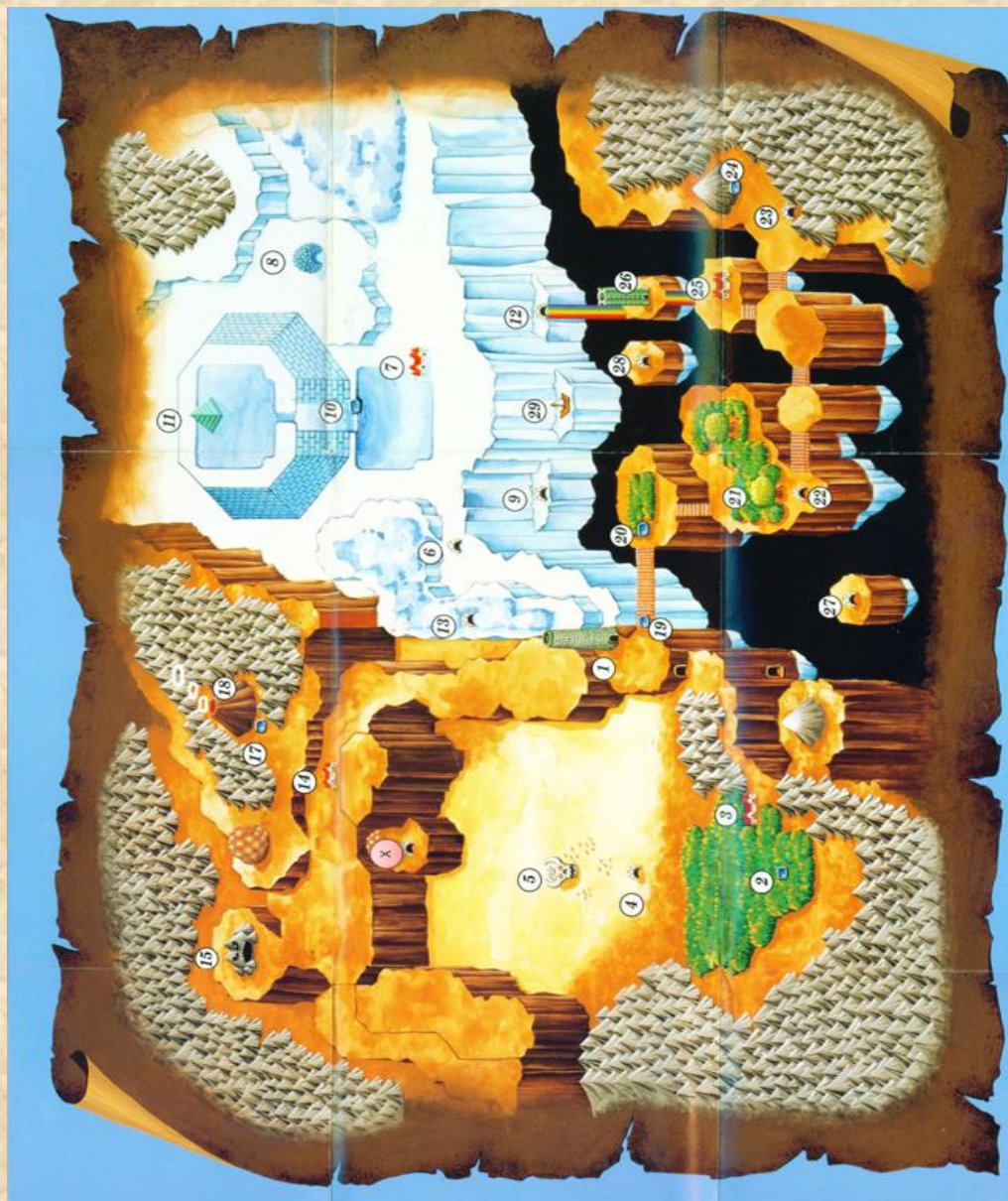


Through the Focus Tower

Now that you've given the Elixir to Kaeli, it's time to head off to Focus Tower.

- 1. To the East!** Head to the cave to the East underneath the Focus Tower. You'll now be in the Focus Tower Basement. Talk to the old man and head off into the big doors.
- 2. Explore!** The tower is huge but many of its doors are locked right now. Open the way to Aquaria using the Sand Coin and open treasure boxes that you find on your way. Now head out the door to the Ice Valley Temple.
- 3. Good luck!** Now that you've arrived in the Ice Valley Temple, Phoebe will now guide you onto your next area of your quest. Good Luck !





Map

1. Focus Tower
2. Level Forest
3. Foresta
4. Sand Temple
5. Bone Dungeon
6. Ice Valley Temple
7. Aquaria
8. Wintry Cave
9. Life Temple, Frontier Gorge
10. Falls Basin
11. Ice Pyramid
12. Spencer's Place
13. Midland Temple
14. Fireburg
15. Shrieking Rocks, Mine
16. Sealed temple was removed in Remastered
17. Volcano
18. Lava Dome
19. Rope Bridge
20. Alive Forest
21. Giant Tree
22. Kaidge Temple
23. Windhole Temple
24. Mount Gale
25. Windia
26. Pazuzu's Tower
27. Moogle Island
28. Ship Dock
29. Mac's Ship

Credits

MYSTIC QUEST REMASTERED

Developed by Jake Stephen Jackson from Dark Design Games. Expanded Story, Graphics, Mapping, Code, Battle System and Distribution by Jake Stephen Jackson. Some graphics such as map tiles were included in RPG Maker VX

MYSTIC QUEST REMASTERED MANUAL

Designed and written by Jake Stephen Jackson
Mystic Quest Map by SQUARE 1992
Original Mystic Quest concept art from Mystic Quest manual 1992 © Square

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Legal

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We do, however, ask that you respect our hard work and efforts and do not attempt to reverse engineer, copy code or any other works used in this re-mastered edition. We also ask that you do not attempt to sell, advertise or try to get monetary gains for this game. This was not the purpose for the development of Mystic Quest Remastered. We purely ask that you enjoy this remake of a under-rated game and consider buying one of Square-Enix's other excellent games. You can even buy Mystic Quest from the Wii Virtual Console, and we highly recommend that you do.

Thank you.

Jake Jackson, Dark Design Games, 2012
www.darkdesigngames.co.uk