

Fire Emblem (Import) FAQ/Walkthrough

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Fire Emblem Ankoku Ryuu to Hikari No Ken

by archayanami

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0. Legal Stuff

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General Tips to making you a pro in no time!

Fire Emblem is a turn based Strategy/RPG that you and the enemy each gets a turn. Here are some helpful tips that I possibly know to get things started.

-- You cannot collect any treasure that the thieves took. If they have I recommend restarting the mission if the weapon/item is irreplaceable or rare.

-- You cannot see your characters movements like you can in the later FE's. It's best to calculate the enemy's movement in order to keep out of their ranges if your not ready to battle them yet.

-- Only Marth can conquer a Castle, Fortress, fort or throne to exit a chapter.

-- Flyers should be kept away from bow users. Unless that enemy is close to dying.

- Armor Knights cannot promote.
- Thieves cannot promote.
- Axemen cannot promote.
- Put a character on a fort in order to heal them.
- Use the terrain to your advantage to increase your characters avoid and defense.
- Only Marth can visit the villages. Not like the other FE's starting from FE4 where just any character can visit it.
- Do not use Jeigan and Boa. They almost grow NO stats whatsoever.
- Clerics cannot level up with the use of staves. They have to be hit in order to level up.
- The arenas have no exit!!!! If they lose they die instantly. NO I really do mean it jam the B button all you want but they WILL NOT ESCAPE. Just try to make a bargain with the owner to ensure that they can get always get a win. This is not like the other FE's with arenas in them where you can just jam the B button to allow them to eascape. In this game if they lose they die. And that's that! If your playing this on an emulator however better use savestates to save them if they die in it. For the cart you would otherwise will have to restart if you don't want to lose that unit that is. For the actual cart especially use my arena survival guide for more information.
- A 1st class character must be at LV10 or higher in order to promote them into their finest class.
- A throne can heal anyone from 3-10 HP that is on it.
- Gold is not a worry at all whatsoever in this game. Especially with the arenas making this more than profitable enough.
- Have a character stand on a fort to heal them 3-10 Hp per turn and also get them to increase their evasion.
- Use the terrain to increase their evasion.
- Flyers should be kept away from bow users unless you can have them finish them off. Otherwise keep them away from them or most likely you will have yourself a dead flyer.

Chapter 1 Marth's Quest

Starting characters

Marth
Jeigan
Abel (!)
Kain (!)
Doga
Gordon (!)
Sheeda (!)

New Characters

Riff

Have Marth save the village west to have him talk to Marth

Treasure

Boss- Salve

Villages

Right one- 10000G

Left One- Riff

Destroy the thief with whomever then secure the village. Preferably Sheeda or any other Social Knight. As for the rest of these guys standby with Doga. Form a position by the houses and pick off the pirates with whomever. I prefer every EXCEPT Jeigan. Because Jeigan may start off powerful now. But his stat gains suk. DON'T use him. Then secure the village to have Riff join you.

Oh and DON'T move Sheeda anywhere near the hunter or she'll get wasted and you CERTAINLY don't want that. Pick the hunter off ASAP so that Sheeda will be safe from harm. As soon as the hunter is toast go ahead and send Sheeda to get her some EXP. She's a wonderful unit as well as Abel and Kain. Send in Marth to get some as well. But use Doga to soften them up though. Well anyway after all of the pirates are defeated now it's time for your first boss fight.

But be sure to have Marth use an Iron Sword. Not his Rapier. Don't waste this though you'll soon will really need it. Trust Me! And now for the boss snipe him off with Gordon. Take note that you can actually train Gordon to LV5 by doing this. Well anyway after the boss is a goner the baddie will drop a salve. Give this to Marth preferably afterwards buy 3 Hand Spears and whatever else you desire. Well afterwards have Marth conquer the castle after item sorting is finished.

And oh yeah take Jeigan's Silver Spear and give it to Sheeda. Buy a bow too and hand that to Gordon. And buy an Iron Spear and hand that to Jeigan after you've took his Silver Spear and handed that over to Sheeda. After that have Marth exit the chapter by stepping on the castle to finish the chapter. Congradulations

you've just beaten the 1st chapter now on to the 2nd one.

Weapon Store

Iron Sword 320

Bow 400

Bow Gun 950

Axe 360

Spear 450

Hand Spear 600

Chapter 2 Garuda Pirates

Starting Characters

Oguma (!!!)

Saji

Maji

Barts

New Characters

Daros

Have Marth or allow him to talk to Marth.

Kashim

Have Sheeda speak to him.

Treasure

Boss Wil- Steel Sword

Vilages

5000G

And well ready to start this ladies and gentlemen or boys & girls. Good let's give a round of applause to you for restoring peace to the 1st chapter. Well first start of all be sure to keep one thief alive. You'll see why in just a moment. First have Oguma or Doga by the bridge. Preferably Doga so he'll soften them up as they try to have a piece of him. Oh and send Abel and Kain to the left bridge area so they can come for some backup. Send Oguma by Doga so that he can gain some valuable EXP. Oguma is badass level him some. Grow him a few levels and watch him fight. He'll soon tear your enemies limb by limb. Oh and send Gordon for backup so that he'll help by shipping them off. Well for the left side block the side bridges off with Marth and maybe Sheeda. Try picking them off one by one. But be sure to share the EXP evenly so that they'll get leveled

evenly. Oh yeah don't have the Axemen especially Barts fight here because they're at good enough levels already.

Have your level 1 or 2 units fight them off. But like I said before DON'T use Jeigan because he just suks. So does Daros because he gains NO skill whatsoever. Well anyway kill off one of the thieves with whomever you want. And oh yeah send Riff by the fort on the NE map corner and have that lone thief strike Riff so that he'll get ALOT of EXP. Don't worry he won't die. The Thief NEVER criticals. I've played this enough that's it's safe to say that this has never happened before. Well anyway leave him there to get abused till he reaches LV20. Don't assassinate the blue haired portrait guy.

Have Sheeda speak to him to have him join your cause. It seems that Kashim joined the pirates so that he could get money for medicine for his sick mother. Aww how sweet. Well anyway after he gladly switches sides afterwards kill the other hunter. Make SURE that you kill him by any means nessessary. Even *Gasp* Jeigan if you have to. Make sure that this hunter is dead so that Sheeda doesn't get sniped off. Wouldn't want to repeat this whole chapter all over again would ya. I thought so. So anyway after this foe dies next on your hit list is the boss. Make sure to buy 3 Hand Axes, 3 Hammers, 2 Axes.

Don't buy the Steel Axes because they suk. I'd recommend the Axes over the Steel ones because they have much better accuracy than the Steel ones. Yes the Steel Axes are more powerful but they miss alot more. Really what good is it if it doesn't catch your enemy. If you really want these then buy 2 of them. But still I don't recommend it because it's just a good waste of 1100G and plus Daros and Barts already starts with one so buy them if you wish. Ok now to deal with the boss now.

Well have Doga soften him and have Oguma finish him or anyone else of your choice afterwards. When the boss dies he drops a Steel Sword. Hand this to Marth pronto. Sort out your weapons then have Marth go to the village to get awarded with 5000G. This is a promise to save Rena on Devil Mountain it seems. That's what the villager says pretty much if you don't understand Japanese. Ok afterwards have Marth step on the castle to get out of here. But make sure that Riff is at LV20 first then kill the thief with whomever you want for some easy EXP. Have Marth conquer the castle whenever your ready to go.

Weapon Store

Iron Sword 320
Bow 400
Hammer 300
Axe 360
Steel Axe 550
Hand Axe 450

Starting Characters

Julian (!)

Rena

New Characters

Navarre

Have Sheeda speak to him.

Treasure

Axeman- Salve

Boss Haimun-Relieve Staff

Villages

Devil Axe

Castle

15000G

Hopefully nobody's dies I hope. Well it seems that Julian has stolen something from the castle he shouts Rena san. Oh I Love this part. This is in fact my third favorite conversation of all time. Well if you can read Japanese then this is pretty much what this conversation is all about. Julian must escape from Navarre with his girly friend Rena. Well anyway MOVE Julian and Rena down as much as possible so that they don't get wasted. Surely it's recommended to move Rena down by the hunter. DON'T worry she won't die. This will allow her to get a little EXP and so that the hunter isn't by the squad when when you have Sheeda try to recruit Navarre.

The Pirate bros on the left side of the screen will come after you. You can send forth some of your troops after them or wait for them to come to you then pick them off one by one. Well anyway move Julian and Rena down and out of the way and move Sheeda up to speak to him. Don't let him come to her and speak. Have her do this so that Sheeda won't get attacked by him.

But be sure to keep the enemy thief that's after you alive so that Rena can gain some major EXP by having her sitting on the fort. Just make sure that you don't waste this thief yet. Well anyway finish off the pirates that's after you from the NE side and the hunter then have Marth secure the village to get a worthless Devil Axe. Don't use this now as your axemen have low luck now. This WILL most likely backfire on them if you try it now. So for now just store it in your storage tent until later.

Anyway now assault to the western area and move in range of 1 by 1 and pick them off with anyone that is at LV 1 or 2.

You'll want to get these troops built up. It's important. You'll see why soon enough. Anyway after they die defeating the boss is just the same as last time. Waste him. Oh one of the axemen will drop a Salve when you kill him. Oh and as for the thief attacking Rena wait until she is at LV20 first before you waste him with anyone that you want. No the thief isn't a pervert if that's what your thinking.

The thief is just trying to slaughter her nothing more. Okay as I was saying you will get a Relive Staff when the boss Haimun is dead. Well anyway buy an Iron Sword for Navarre so you don't that precious Kill Sword go to waste on these weak sinister fools. And replace any weapons that are below 15 uses then have Marth conquer the castle to get out of here. Phew what a day! Wow and the nice old guy will offer you 15000G as for thanks in saving this land what a nice guy he is. Okay time to saddle on the horse and git. Giddyap!!! ^_^

Weapon Shop

Iron Sword 320
Bow 400
Hammer 300
Axe 360
Steel Axe 550
Hand Axe 450

Chapter 4 Prarie Battle

Starting Characters

None

New Characters

Maric (!!!!!)

Have Marth secure the village NW to recruit him.

Machis

Have Rena speak to him.

Treasure

Social Knight (Armor Killer)- Armor Killer

NE Village- Maric (!!!!!)

SE Village- 5000G

Arena

Battle in it for Money and Experience. But if they lose they die instantly.

Ookay finally you can begin to select your troops hopefully everyone is alive and well. Hmm who to pick who to pick. Well definitely Rena so that she can recruit someone here. And next go ahead and send out either Sheeda/Abel/or Kain to kill the Thief. Next assault your troops in A and B positions like.....

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-----  
|     A   |  
|         |  
|B        |  
|         |  
|-----|
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.....this and wait for the enemies turn to end. THEN pick off the enemies in the A section with whomever you want then afterwards move Rena by Machis and have her speak to him. Of course you may get annoyed by this like I do because many folks including me don't seem to like him. Well he does suk but yes even he will become much better than Jeigan although I like Jeigan alot more than Machis. Sorry to say that but it's true Machis will become much better than Jeigan though. Ahem anyway as the Macedonian troops on the left B area are closing in towards you. The next thing to do is oh as for the other Thief he's going after the other left village. Keep that village safe from harm because a REALLY good character is in there. If your not able to stop the Thief and the village gets destroyed RESTART! Well anyway after you've sent Sheeda to dispose of the Thief next destroy the rest of the Macedonian Squad with anyone of yuor choice.

One of the Macedonian soldiers will drop an Armor Killer. Next secure the villages that will have but take out your Armor Killer Well anyway use this weapon on the Armor Knight and waste him. Then slay the remaining enemies on the NW side of the map with whomever you want. Then secure the SW village for 5000G then secure the other village to recruit Marth's' old friend Maric. Now oh boy time for the boss Benson. Use Marth and his Rapier or your new member Maric to kill him.

But I'd recommend the Freeze spell his 2nd one. The one with 23 uses. DON'T WASTE the Excalibur. Save it!! Ok after the boss dies either secure the castle to get out of here or train people in the collisium. Be careful with using the Arena BE VERY AFRAID IF YOUR PLAYING THIS ON THE ACTUAL CART. But be careful with your bets in there. Use Juigi's Shop Arena FAQ to get the bidding details. Now remember the bets go up by 40G each LV gain. Because you certainly don't want to make any bets with altenate opponents randomly opponent bet in there. Because you can't get them out of there once a bet has been made. If they lose their dead meat. So just be sure to be very careful whenever you train them in it. Use the castle to heal your troops if you're still training people in there.

I highly recommend not training them no further than 3 LV's in it because you never know when an enemy can score a critical in there. And believe me this DOES happen often alot. This would only apply if your playing this on the actual cart. Emulated otherwise use savestates to save them if they die in it. Oh and DON'T send Gordon in there because he gets

killed rather easily by any opponent in there. Although you could but it's not recommended. When you replace any nearly broken weapons with your new gold at the arena or not. Anyhoo afterwards have Marth step on the castle to win this battle. Phew what a day!

Weapon Shop

Iron Sword 320

Bow 400

Hammer 300

Axe 360

Steel Axe 550

Hand Axe 450

Chapter 5 Orulean battle

Starting Characters

Hardain (!)

Roshe (!)

Ulf

Zagaro

Viliak

New Characters

Wendel

Allow him to speak to Marth.

Treasure

Boss Muraku- Silver Spear

Hopefully everyone will still be in one piece I hope. I hope that you didn't lose any of them in the Arena. Start the battle by moving your troops in positions left and north. And as for the Oruleans Ulf, Viliak, Zagaro and Hardain move them towards the bridge to join your group. Anyway now after the enemy's turn ends. Pick off the stragglers with Hardain. Use him to soften or kill these archers. Anyways pick off the remaining enemies on the NE side with anyone of your choice. This battle is actually quite easy especially if you've trained your troops some in the Arena. Next let Wendel talk to Marth. Don't worry he won't attack you. Yeah that lone Priest on the right yeah that's him alright. Actually it maybe a good idea to let the thieves pass by so that way it will get a little easier to move your Orulean team the left side units towards your group.

Or have your right side squad go and help the left side squad (Preferably the Oruleans). Oh and the right Iron Clad by the castle drops a Bridge Key. Anyway keep the boss alive then go

by the forts and wait for reinforcements to come. Pick them off with whomever needs some EXP. Anyway after the reinforcements are dead if your troops are battered badly then have them stand on the fort to heal them and that's just about all there is to it to taking care of the reinforcements. You can of course just defeat the boss and forget about all of this. But it's not recommended because you will be missing out on some EXP. But either option is your choice. I'd choose the reinforcement option. Not only will they be slightly more powerful by the end of this chapter but they will also perform a little better in battle by gaining them some extra statistics. Ookay now it's time for the boss now. Use Maric/Wendel to kill him but still DO NOT USE MARIC'S EXCALIBUR spell book yet. Don't there will unfortunately come a time when you'll really need this. Anyhoo after that is settled buy at this weapon shop some Reinforcements start coming at Turn 11-18 (Boss Muraku).

The Boss will drop a Silver Spear when you kill him. Buy at least 2 Steel Swords and 3 Bow Guns and maybe 2 Spears and 2 Hand Spears. Oh and don't forget to secure the village to retrieve a Red Dragon Stone. Store this in your tent until I tell you to take it out. Well afterwards secure 1 of the 2 castles to get out of here.

Chapter 6 Fire Emblem

Treasures

SE One- 10000G

The second NW one- Reblow Wand

NW one (Top One)- Armor Killer (Iron Cutter)

NE One (Top One)- Kill Sword

NW One (Bottommost One)- Angel Clothes

Starting Characters

None

New Characters

Ricardo

Have Julian talk to his godbrother

Ooh this will be kind of a tough battle definitely deploy any of your units that's below LV4 and definitely deploy Rena (Warp Staff). Trust me you WILL need it. Well whatever thieves pilfer from the treasures they do not take the item and keep it! They destroy it. X(

Well your first priority should be to Warp your troops to the treasures using Rena's Warp Staff and oh yeah definitely send out Doga. Trust me you will need him too. Seriously I perfectly honestly think that you saved your 2 healing rods

considering that this chapter DOES NOT have any forts to heal them. I hope that you've saved enough of these rounds as this is a chapter where YOU WILL REALLY NEED THEM. Deploy Julian as well and whoever else that you want. NOW use Rena's Warp staff to warp Wendel by the chest in the left side of the map's treasure the SW one. Yes the one by the boss. Send Julian by the door. And send everyone except Doga west. Wait Doga by Rena. End Turn. The thieves will be moving towards the treasure now. Ookay the Armor Knights will be after Wendel now. But that's okay ha ha Wendel should quite easily take care of those dummies.

Okay send Julian to unlock the door. Warp Doga to the NE one. Hopefully he should hold his own against those Social Knights. But be careful though. Yes one of them has a Silver Spear but he should hopefully be fine with a Salve. Oh and as for him by the way let the enemies attack him don't attack them Social Knights (Especially the one with the Silver Spear.) See this will allow him to get healed and it makes perfect sense to do so. Ok as for the rest of your troops continue to assault west but NOT too far because you certainly don't want them to get swarmed as that will only stress the living hell out of you. End Turn.

But be sure to send either Marth (Rapier) or any Axemen/Pirate with (Hammer) or Mercenaries with the (Armor Killer) Iron Cutter is what I like to call it though. That's all that it takes to kill that Armor Knight. NEXT TURN start by Warping a good strong unit up towards the top NW treasure this is so that the thieves won't destroy it. Killing that Magician shouldn't really be any problem to defeat with that strong character. Next start by killing those damned thieves. If you can't defeat them yet that's okay they should be meeting their matchmaker soon enough.

Now for Doga use a Salve to heal him if he is dangerously hurt. As for the others have Julian talk to Ricardo (His Godbrother). This conversation says that well Julian is performing some justice speech (Pure justice) ha ha. Super Hero Julian lol. It's no wonder that he wears a cape lol. Anyway after he is recruited move everyone else in towards the left side End Turn. Next Turn continue to pick away at the thieves and enemies if Wendel is close to dying then move in Marth or one of your strong units to help assist him. Get Riff or Rena to heal anyone that got hurt seriously. And as for Doga continue the same strategy. END TURN. Send Marth (Rapier) to kill the upper Iron Clad (Armor Knight).

Well let that Armor Knight come to him. Continue the assault with Marth's' army to kill the rest of the remaining enemies. Hopefully Maric and Wendel should've killed those 2 Armor Knights by now. Hopefully all of the thieves should be dead by now. Repeat the process for Doga till the Social knights are defeated. Everyone else should take care of the remaining enemies. END TURN. Now that the Social Knights should be gone as of right now. And as for the outside thief kill him with anyone that you want for some easy EXP. Now wait by the boss area with everyone else. And oh yeah save those Angel Clothes or feed it to Rena right now if you would like. But someone that I will mention later is who I would highly recommend giving these Angel clothes to. Okay lure the Archers and Thunder Magician 1 by 1 and pick them off.

And as for the boss Marionesu (Silver Spear) kill him with Maric and Wendel. You get a Thief Key for killing him. Give this to Julian or Ricardo as they are the only ones who could use these one of a kind keys. Then finish your item sorting then whenever that you are ready have Marth conquer the throne to begin the next chapter. And as for Princess Nina she will offer Marth the Fire Emblem (That will allow Marth to open treasures throughout the rest of this game.) Yup she does present you this wonderful gift.

Weapon Shop

Iron Sword 320
Steel Sword 500
Steel Bow 560
Bow Gun 950
Spear 450
Hand Spear 600
Hammer 300

Chapter 7

Starting Characters

None

New Characters

Bantou

Secure the lone village.

Send out Doga and anyone else that you prefer. I prefer to send out 3 Bow users and your Magician and Priest. And anyone else that you want. It seems that Minerva the red haired hottie yeah her. She seems bothered by having to go after your team. But the boss Harmain says that if she and her Macedonian Squad Est, Paola, and Kachua doesn't follow orders then his minions will kill their younger sister Maria. =(I'm sorry Minerva. Anyways the pegasi triplets Est (the red haired girl on a flying horse even though she has pink hair in Marth's' SNES games of his.) Paola the green haired girl on a flying horse yes that's her. And Kachua the blue haired girl on a flying horse yup that's her. And as for Minerva the red haired girl on a flying dragon are all forced to go after your teammates. Stupid Harmain using a child as a shield how low he has sunk indeed.

Anyway after your finished moving your troops some up and some down NE. Make sure to keep out of range of the regular enemies by them. And as for Minerva and the pegasus sisters they will not go after you you'll see next turn hee hee. Anyways by the time that

you are done with your turn Minerva tells her sisters to retreat with her as they make a break for it. Ha ha serves him right =P. These pure hearted girls would'nt do such things. Play FE2 as Paola, Kachua, Est are friggin awesome in that game. Hee Hee! Okay snipe off the flyers with bow users when they come by you. As for the archers they can be easily disposed of with any ranged attacks. Next after the archers are out of the picture now lure off the mercenaries and kill them. They really should'nt be difficult to defeat. Have Marth secure the village to recruit Bantou who tells Marth that he is looking for his granddaughter Chiki and she is princess of the Narga kingdom and that he lost some stone in Perady that the villager has found that you have received from him 2 chapters ago.

Now you know the stone that you have stored in your storage tent or had Marth hold on to it. Give this stone to him now. You see this stone will allow him to fight as he can transform into a fire dragon whenever that he uses it. Now it's time to deal with the lower quadrant enemies area's enemies. Destroy the thief with whomever that you want to. He drop a door key when he is dead. When the reinforcements comes they are quite powerful by the way. Dispose of them with your LV3 or higher units till they are all dead. Watch out as one of them will have a Knight Killer.

DO NOT PUT ANY SOCIAL KNIGHTS near them as they will most likely will be killed in one hit as this will only frustrate the hell out of you of having to start the whole chapter all over again because of this. Now as for the boss Ugh this might be a good time to use Maric's Excalibur. Waste him with that and watch that idiot die with extreme pleasure. Now have Marth conquer the castle to simply call it a day. This guy will pretty much talk about the story and the Mamkutes legends and about the legendary weapon the Falchion that Marth's' ancestor Anri used to slay the evil dragon Medeus with it. Yeah the legendary sword of light. *Sigh* Honestly Nintendo should have made a game that stars Anri and shows his army. They should've made a game of that but they didn't. That would've made perfect sense to do so so it can show his adventure as well as seeing his army. But oh well enough I know time to begin the next chapter already.

Weapon Shop

Iron Sword 320
Steel Sword 500
Steel Bow 560
Bow Gun 950
Spear 450
Hand Spear 600

Chapter 8 Port City Warren

Starting Characters

Raddy (!!!)
Shiza (!)

New Characters

Roger

Have sweet Sheeda speak to him.

Treasures

Boss Kanarisu- Silver Spear

Arena

Battle in it for money and Experience but if they lose they die instantly.

Whom to send out. Definitely deploy Sheeda and Doga as well as your LV5 or higher units. But send out a couple of your LV 1-4 units here so that you can train them in the Arena here. And definitely deploy 2 healers. 1 being Wendel definitely and as for the other one either being Riff or Rena. And definitely send out Bantou as well as your Axemen and or Mercenaries. Shiza greets Marth as he tells him that he and his subordinate Raddy will assist Marth in his army. Okay NOW starts the REAL THING. Yes this is going to be your toughest battle yet. This chapter is absolutely the 3rd hardest chapter in the game. Yup! And now start by moving everyone towards the town.

Supply the Magician and Priest (preferably Maric) with some magic tomes/new healing rods that are available to buy here. And equip your Mercenaries preferably Oguma/Raddy with the Iron Cutters (Armor Killers). Oguma should be at LV 5 or 6 by now. And honestly this is a chapter where the Hammers will become very useful. Okay have your highest defensive units form a wall this should be Oguma,Marth,Bantou,Doga. Now comes the hard part. Yes these troops that you currently see now will come after you. They will not wait patiently for you to attack them. Form a wall then wait for the troops to come to you.

Pick them off with those defensive units. As well as hitting them hard with ranged attacks. Magic would be most helpful of course. Hopefully the first wave should be dealt within a few turns. This battle is far from over. Now you will have to be prepared because in moments the map will be flooded with Iron Clads and Social Knights/Horsemen. Starting on turn 11-32 the Iron Clads will start coming out of the right forts.

And starting on turn 13-32 Social Knights and Horsemen will be coming out of the left forts. But if you can somehow get the Horsemen and Social Knights to stay on the forts then this battle will be alot easier. The battle will be tough either way. But it's certainly better to deal with the Armor Knights than the Social Knights and Horsemen. To defeat the Armor Knights use Magic, Iron Cutters,and Hammers. And by the way this is very good EXP for your Axemen,Pirates,Mercenaries, and your Magician Maric and your Priest Wendel.

This is only if the Armor Knights only comes. If not then this will be a little harder otherwise. Now after all of the reinforcements are dead go ahead and train your troops in the Arena if you'd like. But use Juigi's Shop/Arena FAQ to know which opponents that you are going to particularly going to face. Well I do

have some Arena advice to give you so listen up. Have Mercenaries battle Axemen or Magicians. Avoid the bets against the Social Knights. For Axemen have them fight Axemen or Magicians. For your Pirate have him battle pirates. For your Thieves have them battle Magicians. As for Social Knights have them battle Thieves and Magicians.

Armor Knights have them battle Axemen. Archer Don't have them do any fights at all. NO I AM DEAD SERIOUS THEY CANNOT WIN ANY FIGHTS AT ALL IN THERE. Your Hunter have him battle Hunters. Your Pegasi have them battle Pirates and Magicians. Your Priest have him battle Magicians. And your Bowmen don't have them battle in it at all. Well there is one way to train your Archers and Bowmen and that's when you Magic Shield them with Wendel's Magic Staff and have them battle only Magicians. This is the only way that you can train them in it. As a matter of fact this is a great way to level up any of your units in the Arenas. Hopefully making sure that no one dies as you send them in to fight.

Well anyways after you are ready to go buy at least 2 Fire Books, 2 Thunder Books, 3 Salves or any other weapons that you need to replace with your new gold. After that is settled sort out your items and weapons then shallth proceed to thy next chapter. ^_^

Chapter 9 Prady's Red Dragon

Starting Characters

None

New Characters

George

Secure the Lone village here.

Treasure

Far Right one- Dragon Killer (!)

Left one- 15000G

Right one (1st one)- Goddess Icon (!)

Deploy anyone you want it doesn't matter really. Oh and bringing one of your thieves is certainly a must and 1 healer at least. And any other troops that are below LV5. Now start by watching out for the Devil Axe Pirate. I'll show you a diagram of him

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X XXX
X^X XXXX
X X   X
  X   X
  XXX^XX
      XX
      XX
      XX
     XXX
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XX

XX * Devil Axe Pirate

Okay he's @#%* ready to send you there if he hits you. Yeah so first start by watching out for the Devil Axe Pirate. (Watch out he is VERY lethal.) Have Sheeda go south on the southern penninsula and have her defeat the Hand Axe pirates & the Freeze Magician. Secure the village with marth right now or block the village with anyone so that the Thief doesn't destroy it. If the Thief does destroy it RESTART!

Yes this Devil Axe pirate will inflict 27 DMG if he hits you. But if the axe backfires on him and kills him instead then it serves him right for using the damn thing in the first place with absolutely no luck whatsoever =P. Anyways have a good sword fighter or snipe off the hell pirate and send him straight to hell. You get his Devil Axe for killing him. Now have Sheeda finish off those remaining penninsula enemies if she is close to dying then have her fly back up and have somebody heal her. If the hunter gets too close then don't send Sheeda down there anymore.

Just make sure that the Freeze Magician dies because he can be quite deadly considering that he has about a 10% chance of criticalling you. Okay as you deal with the rest of the remaining enemies watch out as one of them has a Bow Gun. When the reinforcements arrives they are rather easy to deal with. Put them in the mountains to increase their evasions and hold them off on the bridges and elsewhere and hopefully they really should'nt be difficult to defeat. Watch out as some of them have hammers. DO NOT PUT ANY OF YOUR IRON CLADS NEAR THEM. They will most likely become Iron filings so don't. Keep them away from these pirates.

The southern first fort are the pirates with the Hammers. The others have Steel Axes and Hand Axes. The Hand Axe one should be killed by your weakest characters or whomever else that you want to. They are among the easiest than the rest. Okay after the reinforcements are dead the far right treasure has a Dragon Killer (This is needed to defeat the boss here.) The top one has 15000G in it and the other one has a Goddess Icon. Kill the boss with the Dragon killer and he should go down rather easily.

After the Perady Dragon dies replace any weapons that are nearly broken and simply step on the castle and conquer it to begin the next chapter. Anyway Kachua the blue haired pegasus knight talks to Marth about that Maria has been kidnapped by thier brother Michael.

Chapter 10 Princess Minerva

Starting Characters

None

New Characters

Maria

Have Marth speak to her.

Minerva (!)

Have her speak to Marth once Maria is recruited first. She will not join otherwise.

Treasures

Right One- Reblow Wand

Left One- Thunder Sword

Hero- (Hero's Proof)

Sniper- (Silver Bow)

Aww time for a really sweet chapter. I love this one. It seems that Minerva is forced to attack you again or else the boss will kill Maria (Her younger sister). Oh Minerva =(

Anyway you're mission is to somehow save Minerva's sister. But of course saving her will not be easy either. Now start deploying 2 or 3 bow users 2 healers at the very least with 1 Reblow Wand if you still have it. And send out your Social Knights definitely as well as sending out Bantou. Now deploy anyone else that is around LV 5 or 6. You want to make everyone or most of them powerful don't you. Now send those troops out and begin the battle by warping Marth to the treasure as the lone thief will try to destroy them. Oh and the Armor Knight by the treasures Marth should be able to deal with him easily with his Rapier!!

Aha ha ha ha but that's why Marth is here. Have him kill the thief when the thief comes to meet his doom muh hu hwa hwa hwa. Anyways after the thief dies the Dragon Knights and Pegasi's and Social Knights and Bowmen will come after you. Next move continue to move your squadren south. End Turn. If the thief hasn't died and that you have took the treasure the thief will otherwise just stand there looking stupid. Either way eventually he will not leave this place alive. The enemies should'nt really be tough to defeat. Snipe off any flyers that comes to you then kill off the Social Knights with any good defensive Characters. Oh and the sad girl portrait be careful not to attack her by mistake.

Don't worry she will not attack you shes oversoft. Let her in the castle. The archers should be lured one at a time. But the Sniper is rather dangerous. This foe should not breathe for long. (Deals 18 DMG) subtracted by defense and having a Silver Bow in his possession. I would have Marth defeat the Sniper enemy. Anyway once that he is dead meat next have Marth speak to Maria to get her to join your cause. DO NOT ATTACK HER BY ACCIDENT. If she dies then Minerva won't join you and she will go awol I've heard and she will start attacking you. BUT DOING THIS IS NOT RECOMMENDED TO BEGIN WITH. This is souless if you do this is all I have to say if you somehow for some crazy reason did this.

And I've also heard that the pegasi triplets will not join you and TRUST ME THEY ARE REALLY GOOD UNITS. If you did this on accident then it would be time for the reset button. Ahem anyway once Maria joins Minerva will start rushing in to speak to Marth and tells him in thanks for saving her sister and she seems happy now. That sad face ruins her beauty. Anyway once she joins she comes with a Thunder Sword. Yep! Open

the door and have Minerva kill that hero enemy. She should be able to handle him rather easily. The hero enemy drops a Hero's Proof upon defeating him. Now when the reinforcements comes on turn 17 by the NE area the starting piont hopefully by then all of your troops should be inside the castle by now.

When the reinforcements damn you bastards just when things are going sweet this has to happen. Oh well time for them to die. When the reinforcements comes have Bantou guard the front and Doga behind him with a Hand Spear. Pick them off 1 by 1 with these 2 till there is only 2 Armor Knights left. Now surly have Maric gets the others from behind Bantou to get him some easy EXP. Now after all of the reinforcements are taken care off the boss royally is a joke as you can just pelt him with any type of Magic/Thunder Sword. Jeekofu should die in just a few turns eventually. After the boss gets defeated he drops a Speed Ring. Go ahead and give this to either Doga or Roger since they are just about the only characters that really needs it. Now after that's settled next buy at least 10 Pure waters in the shop. Store these in your tent.

You'll see why in moments. Now after your item sorting is finished time to close this chapter up ^_^ . Nina will talk to Marth about Linda as she is Miroa's daughter. And that her father was assasinated by the evil wizard Garnef. Even though it says Rinda in the Japanese Katakana writings. YES MIROA WAS LINDA'S FATHER.

Weapon Shop

Iron Sword 320
Steel Sword 500
Rapier 900
Spear 450
Silver Spear 1800
Steel Bow 560
Bow Gun 950

Item Shop

Pure Water 1450 (BUY THESE!)
Ointment (Salve) 600
Door Key 500
Bridge Key 900

Chapter 11 Norda Slave Market

Starting Characters

None

New Characters

Linda (!!!!!)

Save the village.

Jake (!!)

Have Sheeda talk to him.

Treasure

Social Knight- Hand Spear

Enemy- Thief Key

Boss- Power Ring

Villages

Lone one- Linda (!!!!!!)

Arena

Battle in it for Money and Experience. But if they lose they die instantly.

It seems that the tables have turned as Linda gets caught by slave sellers and that it is your job to rescue her from them. Grunia is attacking again just like both Grunia and Macedonia were attacking. This Chapter is so EASY that it is truly rather pathetic to discuss any strategy here. Ok whom to send out. Definitely deploy Minerva, Wendel, Sheeda, Maric, Maria and at least 2 bow users. But surely that you'll want to send out anyone to level up in this Arena. Since this is by far the best time to use this service since this is a rather very short and easy chapter.

Oh and don't forget to bring Oguma or Raddy and level them in the Arena promote one of the two then continue to train that character some more. You can also promote Navarre or Shiza with it. But I recommend Oguma or Raddy since they are ALOT better. Wait until that character reaches LV20 before promoting that unit to ensure them to get the most stats possible. Start by moving your troops towards the capitol town. Snipe off the Pegasi as they come to you. Defeat the remaining enemies and go to the village to recruit Linda. YAY! ^_^

Destroy the Shooter that isn't Jake. (The one with no potrait). Have Sheeda talk to him to have him join your cause. And as for the boss Jorgan he's a mere joke. Send anyone using Magic/Thunder Swords or the Dragon Killer and this joker is as good as gone. Jake he seems to be looking for his girlfriend Anna. Yeah she's the red haired lady who saves your progress. Jake must be a real stud to get a goddess as his girlfriend. There is one village that actually has Anna in it. Surely you don't want to miss this.

Okay the shooter is cake. Just use magic/Thunder Swords and that machine is as good as gone. Yup! That is all that it takes to defeat the shooters so keep this in mind. Now after finishing training in the Arena go ahead and shop for whatever that you need then have Marth conquer the castle to get out of here.

(Tip: Use the Pure Waters that you have bought just last chapter ago to have a much easier and fearless time in the Arena. Have them battle Magicians and NO alternate bets with them and some other opponent.)

Dialouge between Marus and Linda (my 2nd favorite!)

Slave Seller: Need a slave? Right now I only have a small kid, but I can sell him cheaply.

Marth: You even sell children?! Damn it! If you want your life, free them and get out of my sight!

Slave Seller: Ahhhhh! The Aritians! Help!!! (Runs away)

Marth: You must have suffered, but now you are able to go home.

Boy: I have nowhere to go...

Marth: Hey! Aren't...you a girl? Why are you wearing boy's clothes?

Boy: I am Wizard Miroa's daughter, Linda. To escape from Garnef, I had to disguise myself as a boy, but....I ended up getting caught by those slave sellers.

Marth: So you are Miroa's daughter! Am I glad to see you! Princess Nina is worried about you. From now on, you can stay with us and things like this will never happen again.

Linda: Thanks, Prince Marth! I also need to battle. My father has given this Aura magic to me. I can use it if I have Princess Nina's permission. I really want to avenge my father.

Chapter 12

Starting Characters

Medeia (!)

Boa

Thomas

Thomth

Michalean

New Characters

None

Treasure

Thunder Mage- Thunder

Thief- Warp Staff

Thief- Armor Killer

Elfire Mage- Elfire

Left cleric- Live Staff

Red Dragon- Salve

Paladin- Knight's Medal

Nina (Chapter Clear)- Partia (Best bow in the game!!) (!!!)

Diagram

1

X 2

X 3

X 4

X 5

X

6

X

1. Orion's Arrow
2. 20000G
3. Manual
4. Silver Sword

5. Thief Key
6. Boots

Okay this chapter only allows you to bring only 10 units. Yes! Only 10! Bring in Linda definitely as well as Maric. Bring in any of your remaining low level troops into battle as the enemies here are quite weak. Now start by moving Medeia's iron squad by the archers okay here is the diagram on whom to move.

Diagram Tables

PA-Paladin (Medeia)
 P-Priest (Boa)
 A-Archer (Thomas)
 I-Iron Clad (Thomth/Michelean)

Diagram

```
XPAPAI X
X I   X
XXX^XXX
```

Now move everyone else up north to pick off the thieves. One will drop a Warp Staff and the other one will drop a an Armor Killer (Iron Cutter) . Move everyone else west trying to get Linda most of this EXP because right now she WILL need alot of EXP. Next Turn move Medeia's team in this Diagram now

Diagram

```
X P AIX
X PA IX
XXX^XXX
```

Medeia is so cute *Swoon*. END TURN. The Thunder Magician drops a Thunder tome when defeated and the Elfire Magician will drop an Elfire tome when he's defeated. Okay now move Medeia and her squad in this diagram now

Diagram

```
XPAPAI X
XI     X
XXX^XXX
```

Eliminate the mages that are coming to you as well as the archers (Bow Gun). Try to tread some of this experience with Linda as she is rather a very good character. After unlocking the doors and collecting the treasure the General should'nt pose much of a problem with a good magic user with a highly defensive character guarding them. But as for Linda DO NOT USE her Aura right now. Go ahead and grab the treasure then as you defeat the cleric as he will drop a Live staff. The Fire Dragon will drop a Salve upon defeat.

It's recommended to raise your characters' Mag defense before battling the boss. This is to keep his Volcannon spell from harming you too much. He will drop a Volcannon tome when you kill him. Next have Marth take out those Social Knights after you have unlocked the door first. The Paladin enemy will drop a Knight's

Medal when defeated. It is strongly suggested to buy at this shop as they will sell some rather nice things that will help out greatly in the later chapters. You at least want to buy 2 Thunder Swords, 3 Kill Swords, 2 Silver Swords, and 2 Armor Killers. If you've brought Julian into this battle give him the Manual as he will perform much better in battle by allowing him to have the ability to use some better equipment.

You could give it to Ricardo if you'd like though I SERIOUSLY don't recommend it. As Julian and or someone that you'll get later are much better recommendations as Ricardo pretty much suks anyway. But Julian is certainly a MUUUCCCCHHH better choice than Ricardo. Give the Boots to Jake right now as he WILL seriously need them. Okay after that's settled clear a space in Marth's inventory so that he can receive the Partia the best damned bow in the game. Yup ^_^ Nina offers you this nice gift hee hee.

Chapter 13 Grunia's Woodhorse Group

Starting characters

None

New Characters

Beke

Secure the Lone Village.

Astoria

Have Medeia speak to him.

Treasure

Thief- Knight Killer

Thief- Knight Killer

Ooh this can be a tricky chapter. First off bring Medeia as she is needed to recruit someone here. Send anyone into battle that can use Thunder Swords. Magic users are rather good as well. It is strongly advised to use handsome Maric and pretty Linda and not Wendel. First start off by guarding the 3 bridge points waiting for them to come to you before you can start taking them out. It is advised to Warp Marth to the village rather than having him go there on foot. Try to get a thief to attack Maria. This shouldn't be hard to do. This is actually a way to get her some nice EXP. Better give her the Angel Clothes if you've saved it. She WILL need it.

Save the village then take Beke's Thunder Cannon and pass it over to Jake if you've brought him because this weapon will obliterate any shooter in 1 blow. Try it out and see for yourself. Have Medeia talk to Astoria to have him switch sides. He comes with a Dragon Killer too. Lure the Shooters 1 at a time and take them out. Do this to tread Linda some EXP. Remember to keep

7 spaces away from any shooter that you do not want to lure out yet.

You do not want to battle them all at once because this is just a way to get them killed most likely so don't. You certainly do not want to have to repeat the chapter all over again do ya? So anyway try to get Medeia some EXP as she is rather a good unit and she is HOT. *Swoon* ^.^

Kill the thieves to retrieve their Knight Killers (Leave the one alive if you got that one to attack Maria so that she can get some MAJOR EXP. Wait until she reaches LV20 before you kill that particular thief. Heal her with another healer because she will most likely get hurt big time. As for the boss surround him on all sides keeping other characters out of his attack range and then just plummel him into submission until he dies. Too bad that he does not drop the Elephant Gun as this is the best weapon in the game for your Shooters.

Okay buy anything that needs replacing if not then simply exit this chapter by having Marth liberate the castle.

Weapon Shop

Iron Sword 320
Steel Sword 500
Rapier 900
Spear 450
Silver Spear 1800
Steel Bow 560
Bow Gun 950

Chapter 14

Starting Characters

None

New Characters

Paola (!)

Let her talk to Marth.

Kachua (!!!)

Let her talk to Marth.

Treasure

Thieves- Salve
Boss Joru- Silver Sword

Left one- Silver Card (!!!)
Right one- 10000G

Ooh this is rather a nice chapter to bring your bow users. This chapter will provide them with some easy EXP. Send in anyone else that is in need of leveling. Be sure to keep one of the Armor Knights (Hand Spear) alive This is so that this will allow you to level Maria if you haven't done so already from last chapter. The Shooter and Armor Knights should'nt present much of a problem. And any door that has a sniper in it. It is CERTAINLY NOT RECOMMENDED to have a Thief open it because the sniper will most likely kill that Thief effortlessly. Better use Door Keys when opening that door.

Marth is rather good at killing the sniper. If he scores a critical with a Rapier the sniper is as good as dead. Thunder Swords seems to work well against the sniper. Anyway once this deadly enemy is defeated thank goodness Move Marth by the starting area because by now reinforcements should start coming by now. Look at any sky horse troops with portraits. Yep! That's Paola and Kachua.^_^ Do not kill them allow them to talk to Marth this way they will join your army.

Give them any Thunder Swords that you have left over. This will help greatly into leveling them against the reinforcements. Especially Kachua because she needs much more EXP than Paola does. Kachua is a really good character. I highly highly suggest that you start treading her some EXP. These powerful ladies are especially alot more useful in FE2. Play that and see what I mean. In that game they are just about completely invincible. Have Medeia, your bow users and or Paola/Kachua fight off those sky horse reinforcements.

Give Kachua a Thunder Sword and she should defeat those sky horse reinforcements rather easily. Heal with Libro Staff if they are seriously hurt. Anyway once the sky horse reinforcements have been dealt with have Minerva deal with the Armor Knight by the throne room because he is quite lethal having a Silver Lance in his possession. The remaining enemies should'nt be much of a problem to deal with. The thieves will drop Salves when you kill them. The boss Joru is a complete joke. Just use any magical attacks to take him out. He will drop a Silver Sword when you kill him. Kill the clerics with whomever needs some extra EXP. If you haven't fought the archers yet do so now. But watch out as 3 of them have Bow Guns. Defeat these archers first before taking out the Steel Bow ones. Kill the reserve cleric with whomever you want. Buy at least 3 door keys and store these in your tent. Buy whatever else is needed and after your item sorting is finished conquer the throne to begin the next chapter.

Note: If you've saved the Goddess Statue and don't know what to do with it give it to Paola now as she is 1 character of good choice into giving this too.

Weapon Shop

Armor Killer 760
Rapier 900
Kill Sword 1240
Knight Killer 820
Silver Spear 1800
Steel Bow 560
Silver Bow 2200

Item Shop

Ointment (Salve) 600
Door Key 500
Live Staff 680
Fire 680
Thunder 460

Chapter 15 Magic Country Khadain

Starting Characters

None

New Characters

None

Treasure

Thief- Recover Staff

Mage- Thunder

Left one- Magic Amulet

Right one- Power Ring

Ooh this is a pretty easy chapter compared to the last one. Bring some of your weakest units here as this is a perfect chapter to level them up. Definitely bring Paola and Kachua as they will become really powerful overtime. Send out your Axemen as this is a good chapter to level even them up. I seriously don't recommend sending any Horsemen or Social Knights here as they can hardly move through the sand terrain here.

Don't use Boa because he just suks and he will just waste your EXP. So just don't bother with him. Don't really bother much with Daros because he grows no skill whatsoever and he gets attacked twice often by enemies. Characters like these should just rot in the bleachers. You do not have to really bother with them if you don't want to because they are just plain disasters.

Use Maji, Saji, and Barts since they are MUUUUCCCCCHHH beter axe users than Daros is. Daros happens to be the worst axe user in the game. If you thought of that then your right he does suk big time. Now send out your Mercenaries as they too are also very good to level up in this chapter. The Magicians and Dragon Knights should'nt be any problem. But be absolutely very careful when you fight them as you want to stay 8 spaces away from Garnef. Trust me you cannot defeat him right now. Don't get too close or he will just come and have fun picking off your characters!! He will destroy your troops in a flash so don't. Even though his Maph (Mafuu) is what it says in the Japanese writings though his spell is rather cool looking. If you want to see it get in his range and let him come to you though I SERIOUSLY DO NOT RECOMMEND IT. Just forget that I said that in order to see it. You will not be able to defeat him anyway so don't even think about trying it.

Anyway his Fire mage cronies will come from turns 4-11. Raise your troops' Mag defense and they should hopefully not be any difficult to defeat whatsoever. This is as a matter of fact a great way to get your weakest troops some EXP. I would recommend leveling your weakest characters with this EXP. Characters that you haven't had much of a chance to level up yet. This is probably some of the easiest EXP that you will ever get. So do so to take advantage of this. Once Garnef leaves by turn 9 there is nothing to hold you back from getting the treasure.

Level Kachua with some of this EXP as she is quite weak right now as she is an excellent unit. Or will become one later on. Raise their Magic Defenses and they won't be scratched for a couple of turns. As a matter of fact this is just about all that it takes to beat this very easy chapter. The thief will drop a Recover Staff when killed. And a Thunder mage will drop a Thunder Tome when defeated. After all of these mages have been dealt with Kachua should at least be at LV 5-7 by now. And as for Paola she should at least be at LV10 by now. The remaining enemies should be dealt with any of your flyers. Keep 13 spaces away from the Hand Spear Dragon Knight if you are not ready to battle him just yet. Have Paola/Kachua with Kill/Silver Sword kill off the Priest.

Kill the remaining Dragon Knights with Bow users and and the Freeze Magician with whomever you want. If the Dragon Knights have under 7 HP have your bow users finish them off to get them ALOT of EXP. (45+ EXP). Kill the clerics then Raise your magic defense AGAIN because this mini boss can be quite deadly as he has a Worm Tome. This boss should'nt be too hard with raised Mag Def. Buy at least 2 Recover Staves, 2 Relieve Staves as these staves recovers alot more HP than the Live staves do. Replace any Iron/Steel equipment with Silver and Killer Equipment. Buy at least 1 Volcannon Tome and 1 Elfire Tome and store these in your tent. After that's settled and after your item sorting is finished have Marth conquer the castle to get out of here.

Weapon Shop 1

Silver Sword 2000
Silver Spear 1800
Silver Bow 2200

Weapon Shop 2

Armor Killer 760
Rapier 900
Kill Sword 1250
Knight Killer 820
Silver Spear 1800
Steel Bow 560
Silver Bow 2200

Item Shop 1

Fire 300
Thunder 460
Freeze 700
Elfire 1250
Volcannon 1600

Item Shop 2

Ointment (Salve) 600
Relieve Staff 1200
Recover Staff 1550
Freeze 700
Elfire 1250
Volcannon 1600

Chapter 16 Aritia Battle

Starting Characters

None

New Characters

Alan/Samson

Liberate one of the villages. But the other one will close it's gates after choosing one of them.

Chainey

Have Marth talk to her.

Treasure

Hero(Thunder Sword)- Hero's Proof
Boss- Dragon Shield

Arena

Battle in it for money and experience. But if they lose they die instantly.

Well Nina now says to tell Marth to liberate his homeland as now this is his and his army's chance to liberate his homeland. Marth says that him and his troops will now restore peace to his homeland. Okay this is a tough battle. Definitely send in some bow users and Paola and Kachua as well as Michelean and Thomth so that they can get trained in the Collisium as there is 2 of them here. Hmm must be a really rich city into owning 2 of these. 2 of these quite odd.

You do not see this in any other Fire Emblem game. Send in anyone that you will want to train in the arenas here. Start by warping Marth to the village that you want to have this character join you. Alan can be recruited in the left village and Samson can be recruited in the right village. Whichever that you choose first the other one will close it's gates. So choose carefully to who you want. Move the rest of Marth's' squad in the back row waiting for the Dragon Knights to come to them. END TURN.

Now it starts as the enemies the Dragon Knights, the Social Knights, the Paladin and the Bowmen start heading towards you thirst for

slaughtering. But you'll show em ha hah hah hah hah hah lol.
Some say that Chainey is male but Chainey is truely female. I mean
come on look at Sami in Advanced Wars she looks just like Chainey.
By the way Advanced Wars is a REALLY good game series even though
they call it Famicom Wars in Japan. Play these sometime as these
games were developed by the same companies that made the entire Fire
Emblem series so far that Nintendo and Intelligent systems have.
Yep ^_^

Okay ahem back to the game now I know. Next start off by well be sure
to watch out as 1 Dragon Knight has a Knight Killer. 1 has an Armor
Killer and 1 has a Spear (This one is totally nothing to worry about
though.) Silver Bows and Dragon Killers should be most effective on
the Dragon Knights. But I recommend saving the Dragon Killers as you
REALLY will need these for the later chapters. Now start moving
everyone else towards the villages as the Grunians are hot on your
trails. Even though that it says Gurunia Hei in the Japanese writing
^_^.

When the Grunians gets to you DO NOT get so hasty as some of them
have Knight Killers and Armor Killers. After you have taken them out
next have Marth visit the village to whomever that you want to join
your army. Now get ready for 2 reinforcement waves The first wave is
easy. After taking them out the second wave however is pretty
worrysome. 1 has a Knight Killer and 1 has a Silver Lance. If you have
Alan use him or his Knight Killer to take out the Silver Lance one.
But be sure to defeat the Knight Killer one quickly.

I would recommend killing off the Silver Sword Hero with ranged
attacks leaving the door closed. The other one (with Thunder Sword)
may charge at you. Surely you'll want the ranged attacker to have
raised magic defense just before the Silver Sword Hero dies. The
Thunder Sword Hero thought that he was a myth god eh. Hah that'll
show that imposter. Anyway after the cool enemy dies he will drop a
Hero's Proof. The Generals should be dealt with Armor Killers/Thunder
Swords and the like.

Watch out for the right one sitting on the fort and yes this one can
move so DO NOT put any Clerics near this area. The boss suks. Just
pelt him with any magical attacks and he should drop a Dragon Shield
when he is dead. Give this to Chainey if you are planning on training
her in the arena here. If not then give it to someone like Linda. I
honestly think that everyone should level a few times here. Raise their
Mag Def and have them battle Magicians (No alternate bets). Train
Chainey, Thomth, and Michealean to at least LV 7 in the arenas. Anyways
once that you are done buying what needs replacing have Marth conquer
his home to simply call it a day.

Note: Have Chainey battle Commandoes and Magicians. And Have Thomth
and Michelean battle Axemen and Magicians (Only with raised Magic
Defense.) But be absolutely careful with the first Magicians bet as
that one is an alternate one. Use Juigi's Shop/Arena FAQ for more
information.

Starting Characters

None

New Characters

None

Treasure

1 2

X3 X 4

5 X6 X

X X

1.Warp Staff

2.15000G

3.Devil Sword

4.Dragon Shield

5.Knight's Proof

6.Secret Book

Left Cleric- Member card (!!!)

Right Cleric- Reserve Wand (!!!)

Moses- Speed Ring

Ugh this is going to be quite a hard chapter. I would strongly advise to bring some prepromo units. Characters like Astoria are great for this mission. Medeia bring her as well. Do not bring any flyers here because nearly every foe here are bow users. Definitely send out Linda and Maric. Wendel if he hasn't leveled up much. Not Boa though because he happens to be the worst Magic user in the game. And he just suks. I highly recommend not to use him. Send out your Bowmen. And your Mercenary that you going to plan on class changing. Bring at least 1 Cleric with a Warp Staff. Because you will need this if you expect to get the treasures here.

It seems that Moses that little bastard admits that he killed Marth's mother and he claims now that Marth won't be able to stop him now. And that he's Medeius' faithful servant. Medeius has sent his goons to destroy you. Now it's time to start kicking Medeius' army's asses. And definitely defeat Moses. (Have Marth do this) so that he can avenge his mother's death.

Anyway first start off by having your Cleric (Warp Staff) warp Marth to the empty space by the treasures. But surely you will want him to have a Salve and having some Reblow Wand uses. This is a must if you're going to expect Marth to possibly survive. Move everyone else in the NW corridor. END TURN.

Now hopefully Marth will survive. If not try again. ^_^ Okay start by killing off the Sniper with Marth. Yes 2 Fire Dragons are coming to you and they are quite powerful. It's best to use dragon Killers or have Linda use Aura and or Have Maric use Excalibur. Thunder Swords and Silver Swords works quite well on them too. Start off by KILLING THOSE DAMNED MAGICIANS. Yes 3 of them have Elfire tomes and 1 has a Volcannon tome. Yes you have yourself quite a tough battle here. Surely you'll want

to either use your permanent Mag Defensive character and you will want to raise Mag Defense for the others too neglect their deadly tome attacks. The Dragons alone are more than enough to deal with.

Surely you'll want to destroy the thief so that he doesn't destroy your hard earned rewards. Remember now this ain't like the other FE games where the thief pilfers the treasure that you can receive back by killing that thief. But in this game however if a thief touches a treasure it's gone for good. So be sure to save those treasures as they really have some very good items in them. After this powerful wave has been taken care of next start by unlocking the door disposing of the remaining enemies. Now the funnest part of the battle is about to begin. =) Tape this if you own the actual cart. You'll see why in moments.

Start taping this by the end of Turn 9. At turn 10 3 reinforcements will appear and they will continue to come until Turn 50. Start by guarding the left side with your highest defensive units as they come to you hit em hard with everything that you've got with your prepromos and any units that you've been itching to promote for some time now. Use your Armor Knights as well. They are great for this stand off. If Marth doesn't need any EXP the just let him sit and watch his army fight them off. But use him if things gets too hasty. As you pick off the buttload of reinforcements don't be afraid to have your weaker troops to get a crack at them every once in a while.

But only do this only if a couple of them is around. If they get too hurt retreat them from behind your other units and put in another highly defensive unit. See this will buy you enough time to heal them. This is pretty much all that it takes to hold them off. This battle is getting legendary eh? I know this has to be one of my utmost favorite chapters in the series. Yes I never would imagine Nintendo would ever make games such as this but they have and seeing this chapter alone has certainly changed my outlook on them forever! ^_^ If you own the actual cart tape this battle because it's way to cool to just see only once per playthrough. This is definitely one of my top 5 favorite chapters in the entire series. Ahem anyway once that you have defeated the nearly unlimited reinforcements kill the sniper with a high defensive unit. The sniper is a mere joke to all this leveling that you have been getting here.

Kill the LV10 Reserve Clerics as the left one will drop a Member Card and the right one will drop a Reserve Wand. Be sure to have Marth at least at LV10 before battling Moses. Give him a Dragon Killer as this is about the only effective way to defeat him. Magic will NOT work on these dragons. Keep this in mind. Hopefully Marth should defeat him in a few turns. I would recommend letting him attack him so that Marth will retaliate and attack him because he is quite lethal. See this way this will allow Marth to get healed. Hopefully after his humiliating defeat. GOOD! =D The little buzzard deserved it. He will drop a Speed Ring when you kill him.

Speed up one of your Iron Clads with this. Go ahead and collect the treasure if you haven't done so already. Get someone with very high movement preferably a Paladin with the Member/Silver cards and go to the spot behind the door behind the throne to access a secret shop. I'm going to simply tell you right now but this is the ONLY SHOP THAT WILL SELL ANY OF THIS STUFF. No this simply CANNOT be ignored at all whatsoever. Here are my recommendations on what to buy here..... (Yep the save goddess Anna owns these secret shops. ^_^)

1 Thief Key (1 is all that you need. Seriously.)
7-9 Reblow Wands

3-7 Magic Staves
7-9 Torron Spells
5-9 Worm Spells

Hopefully the arena should've scraped you more than enough gold to afford all this. Throw away any unwanted items now and replace them with these. I would advise to leave at least 5 spaces of tent room. Have the other characters such as Bantou (Provided if you've brought him) hold on to some of this stuff. The villager in the village tells you about the Member Card and the secret shop here if you can read Japanese that is. Pretty much that's all that this villager says pretty much. Anyway once your item sorting is finished use Social Knights/Paladins to carry these over to the tent and store them. Surely you'll want to equip your magic users with these as well as your Clerics. Anyway once that your item sorting is finished simply have Marth conquer the throne to reclaim his home/kingdom. YAY! ^_^
And to get out of this very long chapter of course.

Secret Shop (Locaton: Behind the throne room door. Must have Member Card in order to enter it.)

Thief Key 2540
Reblow Wand 2440 (BUY THIS!)
Magic Staff 2500
Torron 1940 (BUY THIS!)
Worm 2280 (BUY THIS!)

Item Shop

Pure Water 1450
Ointment (Salve) 600
Door Key 500
Bridge Key 900

Chapter 18

Starting Characters

None

New Characters

Est (!!!!!)

Have her speak to Marth to get this hottie to join your army.

Treasure

Boss- Knight's Proof

Arena

Battle in it for money and experience. But if they lose they die instantly.

Surely you'll want to bring anyone that's low leveled to train in the arena here. Yes this chapter has an arena in it. Togijou is what it says in the Japanese writings. Definitely bring Doga or Michelean and or Thomth. Bring at least 2 healers. And anyone else that you want. Move your squadren left and watch out for the Social Knights as some have Armor Killers. The enemies by the arena should'nt really be any difficult to defeat. By turn 7 a sky horse will come from the SW corner of the map. It's EST!!! Let her talk to Marth to have her switch sides. Give her a Thunder Sword so that you can try to tread her some EXP. She comes with the Miricle Sword the best damned sword in the game. And she's just HOT.

She's the hottest of the pegasus sisters in my opinion. Even though many say that Paola is the hottest. But the pegasus sisters are MUCH hotter in Marth's' SNES games. Ahem anyway reinforcements will begin to come by Turn 8 and they are quite strong. Watch out as they all have Silver Weapons. Surely you'll want your highest defensive units hold them off. Try to have Est pick them off with a Thunder sword (with no Bowmen around) to try to tread her some EXP. These enemies deals 20 DMG per hit of course lessened by defense. Try to take out the Horsemen first so that Est can get some of this EXP. Watch out for the Thunder Sword Paladin. This enemy sure looks badass but he should'nt be troublesome with raised Mag Def or your permenent raised Mag Def unit.

If any foes are close to dying have Est finish them off to get her the EXP. This is by far the easiest way to level her up. Level her this way for now till she can get trained in the arena because it is pretty easy to lose her now. The boss just pelt him with ranged attacks. If you can get Est to get the finishing blow on him then she will receive ALOT of EXP. Hopefully she should be at level 9 or 10 by now. Now you should have 3 Knight's Proofs and 1 Orion's Arrow and 1 Hero's Proof. I know that you are itchin to promote some of your characters at LV20. I perfectly honestly think that you should train 3 of your Social Knights to LV20 and Est to LV20. Have them battle Magicians and ONLY Magicians (with raised Mag Def.) Whenever your ready by whatever needed.

I honestly would say to by a couple Relieve Staves and store them in your tent. These will be incredibly handy for the next arena. Be sure to buy lots of Thunder Swords and equip them to any Sword user that can use them. But make sure to buy enough weapons/items for everyone as the NEXT CHAPTER has NO Weapon/Item Shops there. Now whenever that you are ready have Marth conquer the castle to begin the next chapter.

Weapon Shop (NW One)

Armor Killer 760
Rapier 900
Kill Sword 1250
Knight Killer 820
Silver Spear 1800
Steel Bow 560
Silver Bow 2200

Weapon Shop (SE One)

Iron Sword 320
Steel Sword 500
Armor Killer 760
Rapier 900
Kill Sword 1250

Thunder Sword 1600
Silver Sword 2000

Item Shop (NE One)

Ointment (Salve) 600
Relieve Staff 1200
Recover Staff 1550
Freeze 700
Elfire 1250
Volcannon 1600

Item Shop (SW One)

Fire 300
Thunder 460
Freeze 700
Elfire 1250
Volcannon 1600

Chapter 19 Mamkute Princess

Starting Characters

None

New Characters

Chiki (!!!)

Have Bantou speak to her.

Treasure

Sniper- Orion's Arrow

Hero(Silver Sword)- Silver Sword

Devil Sword Thief- Light Orb (GET THIS! VERY IMPORTANT!)

		1		
		X		
2	3			
X	X			
		4	5	
		X	X	
6	7			
X	X			
		8	9	
		X	X	

1.Star Orb (GET THIS! VERY IMPORTANT!)

2.Dragon Whip

3.Speed Ring

4.Earth Orb

5.Angel Clothes

6.30000G

7.Volcannon

8.Pure Water

9.Priest's Ring

This is actually one of the few chapters in the game that has no reinforcements whatsoever. Pretty much this is a chapter where you should bring your LV18-19 units so you can allow them to get leveled up to LV20 by the end of this chapter. DEFINITELY bring Bantou as you will need him to recruit the little girl Chiki. Bring anyone else that you really want as in this chapter they only allow you to bring only 10 Characters. Marth has to be one of them of course.

Honestly I would recommend thieves here as there is many doors to unlock in order to get the treasures here. Better get them quickly or the thieves will beat you to it. Okay as you begin the battle as you can see that Garnef says to Chiki to burn everyone to ashes and lies to her and says that she was born from Medeius and not from the Narga Kingdom. Or not in any way related to Bantou. Ambitious he is. Sick fetish taking advantage of a child's mind. This is indeed the lowest that he's ever sunk.

Anyway begin the battle by picking off the enemies one by one. Weaken the Hero enemies with your stronger units then finish them off with your weaker units to get them some good EXP. Now with the Priest's Ring here you can Promote any of your Clerics which allows them to use battle magic in addition to healing. For a Magician this will allow them to use staves in addition to battle magic. Choose whomever you want to promote with this handy item. I would recommend Linda for a reason much later in the game. Maric is another good choice for this. Well when you've finally made up your mind on whom to promote with this go ahead and promote that character now with this. Even if they aren't at LV20.

Raise Mag Def and pick off those damned Magicians. If they aren't finished off then try to have your weaker units pick them off so that they can get the well needed EXP. Because you will want to start promoting people by the end of this chapter. Defeat the thieves one of them should drop a Light Orb when defeated. It is very important that you get this.

Anyway have Bantou speak to Chiki to have her join your army as she will certainly be a great asset to your team. Be sure NOT to attack her by mistake. No I will not provide a strategy on how to fight against her because doing this is not only a soulless thing to do but it's just not recommended to begin with. If so then your on your own otherwise though this is certainly NOT RECOMMENDED.

Have Chiki kill off the remaining enemies to get her some EXP. Do not worry about dragonstone uses as they are unlimited in this game. Hopefully she should be at LV6 or 7 by now. Chiki says at the end of her speech that she doesn't ever want to be alone ever again. *Aww so cute* like Marth and Linda's speech in Chapter 11 promising her that he will never let this happen to her again. As for the Dragon Whip promote any of your Pegasus units with this. I would recommend Est because she just KICKS ASS. Hopefully you've beefed her up from the arena to make this promotion possible. Sheeda and Kachua are other good choices. Promote Paola with it if you'd like. Any of them are good choices it doesn't matter. Est and Sheeda are my recommendations.

Be sure to equip Marth with the Miricle Sword and Star Orb before exiting this chapter and as for the Light Orb store this in your tent. Once your item sorting has been finished have Marth conquer Chiki's throne to get out of here.

Chapter 20 Black Knight Camus

Starting Characters

None

New Characters

Lawrence

Have Sheeda talk to her father to have him join the squadren.

Treasure

Paladin- Silver Sword

Elephant Shooter- Elephant Gun (!!!)

Camus-Gladius (!!)

Arena

Battle in it for money and experience. But if you lose they die instantly.

Okay DEFINITELY deploy Sheeda and Chiki. As well as your new Priest/Priestess and Dragon Knight. And surely you will want to bring anyone else that's low leveled that your itching to promote later on. Bring both of your Shooters as this is now the chance to start leveling them in the arena. Because you cannot really get them much ammo right now and then. I'm going to heed this small warning to you but this is the last chance that you will get to use the arena at all. Making absolutely sure that nobody dies in it either. Because you certainly do not want any dead units at this point in the game.

Oh great prepare to battle some really powerful enemies as the DMG they can deal to you will be more than enough to put your units into pain fast. Surely you will want to have enough Libro Staves to heal them if they get hurt too bad. Just take out 1 at a time if you can. Half of your army should be powerful by now at the very least so hopefully you can take them out. Or you can just use Marth (Rapier) to easily take them out. Only doing this one at a time of course.

You must not dilly around either because a thief will destroy that lone village quickly if you don't get to it fast enough. It is absolutely vital to save that village because you can get a Harmain staff in it used to repair any weapon. Too bad that you cannot repair any Magic books though. =/

The shooters shouldn't really be any difficult to defeat. Pick them off with your new Priest/Priestess to get him/her some EXP to start him/her off with. The Paladin Stooges are ready to run thier blades red with glory. You'll show em soon enough heh heh heh heh heh. The Silver Spear Paladins can deal 22 DMG per hit. (The DMG of course can be reduced from Defense.) And that's rather really painful. Just be absolutely very careful so that this doesn't get too hasty and hectic.

The Silver Sword Paladins can deal 24 DMG per hit 2 points more Power stats. (Reduced from Defense of course.) They are indeed deadlier than their bloody bros. And NO I'm not going to say the Paladin Of Doom/Blood since this is pretty much Vengeance's idea anyway. But that line is rather cool though. Back to the game. Take them out with your highest defensive units. NOOT Chiki because she is rather weak at the moment. Don't worry she will get powerful soon enough. Have your newly promoted Dragon Knight pick them off (Highly Recommended). One of the Silver Sword Paladin's will drop a Silver Sword when defeated.

You may not want to attack the Thief here up close because he has a DEVIL SWORD. Take him out with ranged attacks. Keep flyers away from the left forts area and put Sheeda in the upper mountains so that she can talk to Lawrence. Because alot of bow users will come starting on Turn 7. By now Lawrence should be by the docking area. Try to have Sheeda talk to him right now because you will really want him as he is easily one of the best characters in the game. And he's the only General available in the game because you cannot promote any of your Armor Knights in this game. Bites huh I know. Oh well.

Once this powerful behemoth joins you have him pick off the reinforcements on the left. He should be able to handle them easily and moving Sheeda out of range of the bow users so that she doesn't get killed. Because the Bowmen are quite powerful. Have Lawrence block the bridge area so that those reinforcements cannot get through to your other units. Because you certainly do not want to start the chapter all over again if Sheeda dies. Heal Lawrence if he seriously got hurt. You can give Lawrence the Speed Ring that you have gotten last chapter. Go right ahead as he's one of the top 10 best characters in the game. PERIOD!

Anyway once the reinforcements have been dealt with. Even though that it is only for only a few turns you can start by either taking the left path or by going through the bridge to get to them. I would recommend the bridge since you can pick them off easier that way. But be sure to have a Thief or Bridge Key to open the broken bridge. Do not send your flyers or Chiki over there because these shooters have Elephant Guns and they will be destroyed in a flash if you try it.

You can use Lawrence to defeat the Generals and Elephant Shooters as he can handle them quite easily. Just hope and pray that the Elephant Shooters does not critical Lawrence or else pretty much he's a goner. Restart if he has died. One of them should drop an Elephant Gun when defeated YAY! ^_^ Lawrence should at least be at LV7 by now before or after battling those damned Shooters/Generals. Kill the Clerics with Chiki to get her some well needed EXP. Since she cannot battle in the arena. Now Oh Great prepare for a REALLY tough boss fight. Just hope and pray that Marth scores a critical on him with the Miricle Sword and he should go down rather easily. Marth should be at LV20 by now anyway.

Anyway once Camus says his last words. Don't worry he will return soon enough. You don't receive EXP for defeating him either. Just play FE2 and FE3 Book 2 and see what I mean. Anyway once Camus is down for the count train any remaining characters in the arena for those that are below LV10. Raise Mag Def battle Magicians and have your Shooters battle Archers with the Light/Star Orbs so that their catapult ammo doesn't get used up. This is so that none of your troops will die in it. Hopefully you'll get most/everyone LV10+ by the end of this chapter. Use the stored Relieve Staves that I've told you to store 2 chapters ago. This is now the time that they will become REALLY useful as there is no store that sells healing staves here.

If your still training people in the arena have them use the fort by it to

heal them. (This is when you run out of Relieve Staves.) I would recommend using the Relieve Staves on people that are on foot. But for the horse riding units it's better to heal them at the fort instead since they can move at much greater distances than the characters on foot. Oh and I'm going to simply tell you right now but this is the last chapter that will sell any axes at all. Just buy enough to last for the remaining 5 chapters of this wonderful game. Whenever your ready simply have Marth conquer the castle to get out of here.

Note: Camus will drop the Gladius upon defeating him. Poor Camus. =(

Chapter 21

Starting Characters

None

New Characters

None

Treasure

Sniper-Dragon Shield

Boss-Knight's Proof

Oh great this chapter is certainly going to push your buttons. Definitely send out your Snipers, Bantou, Chiki, All 3 of your Clerics, Daros (Hopefully he's at LV10 by now.), Lawrence definitely send him out. Now send out Minerva and whoever else that you want. Start by moving your squadren into 3 separate groups. Move your bow users, magic users, your 3 Clerics each with a Reblow Wand. Next just wait until they get to you first. Don't move them too far north as you certainly do not want the Paladins to come after you and pound your troops into oblivion.

Snipe off the Dragon Knights with your Snipers/Shooters as they by far do the most damage to them. Some shooters will come after you but they're nothing to worry about except for the one with the Thunder Cannon. Plus it will certainly take alot more time for them to get to you. But by then the Dragon Knights should all hopefully be disposed of by then. The Dragon Knights will certainly be there before the shooters will.

Raise Lawrences's' Mag Def so that the Magicians doesn't have fun picking him off with their sinister magic. Marth with the Miricle Sword (with Star Orb) will prove to be really useful as well. Now keep your Clerics far away from them as the Dragon Knights will just have fun poking them with their weapons. Which will just frustrate the living hell out of you. Hopefully your troops will survive because it may take 2 or 3 turns to finish them all off. If somehow they maim your good troop. Restart and try it again.

Some reinforcements will be coming more Dragon Knights and Shooters. But they should'nt really be tough to defeat. Stay south so that the Paladin trio won't

come after you. Have Lawrence take care of the Paladins. Laugh out loud as they stand no chance whatsoever. If you haven't fed him the Speed Ring then this can present a problem otherwise. You may have to otherwise heal him a few times with some Libro Wand uses. Anyway after the blood lusters die have Chiki or Lawrence take out the boss here. He's a mere joke. This foe will drop a Knight's Proof upon killing him. This boss is much like Camus in terms of his fighting style but he's alot weaker however. This one only has a stinkin Hand Spear. While Camus had the Gladius. Anyways once the boss has been taken care of go get both your Member/Silver Cards as there is a secret shop here.

Go to the lone forest in the NE mountains in order to find it. But that character has to equip with the Member Card. And the Silver Card to prevent Anna's merchandise from being painfully expensive. Enhance these characters with Power Rings, Speed Rings, Mystery Books, and Goddess Statues needed. Max them out to 20 each as this is the highest a stat in this game can possibly go up to. This is what makes all this extra gold from those arena's rather useful. Hopefully you should have more than enough gold for all of this to happen. But be sure to save about 295,000G for the remaining Weapon/Items shops and the Defense set that you'll be able to buy very soon.

Anyway once that you are done powering up Chiki, Bantou, Daros, your 3 Clerics and whoever else you want and of course Marth himself. Be sure to buy 2 Power Rings for Sheeda, 2 Speed Rings for Ellis (That you will have soon enough on your team.), 1 Mystery Book for whomever you didn't give 1 of these too (Maric/Linda). And 3 Goddess Statues for Paola because she almost grows no luck whatsoever. If she's already been fed one then otherwise give the remaining one to your Sword/Axe users so that they can use the Devil weapons with less chance of backfiring upon them. Buy some Thunder Swords replace any dulled up equipment & items then simply have Marth step on the castle whenever you're ready to get out of here. NEXT!

Secret Shop

Location: In lone forest in the North eastern mountains.
Must have Member card in order to enter it.

Power Ring 2540
Speed Ring 2540
Mystery Book 2540
Goddess Statue 2540

Weapon Shop

Iron Sword 320
Steel Sword 500
Armor Killer 760
Rapier 900
Kill Sword 1250
Thunder Sword 1600
Silver Sword 2000

Item Shop

Ointment (Salve) 600
Relieve Staff 1200
Recover Staff 1550
Freeze 700
Elfire 1250
Volcannon 1600

that yes I'm that serious this task certainly cannot be ignored at all whatsoever. You must have both the Light and Star Orbs and they must be in Marth's' possession before you visit that village in order to get the Starlight spell that is needed to defeat the boss next chapter. You cannot get the Falchion without it. Yes Marth's' traditional sword that he used in SSBM! (Super Smash Bros Melee)

Anyway the bottom line is to save that village at all costs. That's if your really going to have any hope at beating this game. You will want to deploy your Sniper trio. Gordon and Thomas should already be Snipers by now! Otherwise deploy your Bowmen. Provided that you've kept them alive. Move your other squadren NE and pick off the enemies by the castle. Most will be after Chiki. But yes now that you have enhanced her Power Stats she should now take care of them rather easily now. This is when she shines. I would advise to start raising your other characters Mag Def as you will see why in moments. Be sure to keep Chiki on that village so that the thief doesn't go after it and try to destroy it.

Have your other troops snipe off the flyers. That's right reinforcements will be coming and they are quite strong. Especially get rid of those Worm Priests they are among the deadliest of them. Try to have Chiki kill them if you can. Heal with Libro/Reserve staves with raised Mag Def and they shouldn't do too much harm to your party. But be careful as some of these Dragon Knights also have Knight Killers. Michael will go after you after the reinforcements are defeated. Just have someone throw the Gladius at him and he should go down rather easily. Because sniping him will not work as he has an Aiote's Shield (prevents sniping bonuses from flyers.) Anyway after Michael kicks the dirt he should drop a Dragon Shield. Too bad that it's not the Aiote's Shield though.

Terminate this thief with extreme pleasure if you haven't done so already. The boss by the exit to this chapter royally is an absolute joke. Just use a Dragon Killer or just hit him hard with the Gladius and he should go down without a problem. He drops a Dragon Whip upon killing him. Promote your Pegasi that you've brought here and promote her right now and have her kill off the clerics to get her some EXP to start off with. Start now by buying 2 Fire, Thunder, Freeze and 3 Elfire, Volcannon books and store these in your tent. It is rather important that you do this as beyond this chapter WILL NOT SELL ANY TOMES AT ALL. Be sure to buy the catapult ammo as this is the only chapter in the game that will sell them.

Have Marth (with both Light/Star Orbs in his inventory) and have him visit that village to get the Starlight Spell. Give this to Linda pronto. YAY! ^_^ IT'S ABSOLUTELY VITAL THAT YOU DO THIS BEFORE EXITING THIS CHAPTER. Anyway once that you have gotton this simply have Marth conquer the Macedonian fort to begin the next chapter.

Chapter 23 Evil Priest Garnef

Starting Characters

None

New Characters

Ellis

Simply finish the chapter.

Treasure

Thief-Door Key

1st Reserve Cleric-Pure Water

4th Cleric-Reserve Staff (!!!)

Throne Garnef-Priest's Ring

Real Garnef- Falchion (!!!)

Left one-10000G

Right one-Magic Armlet(!)

Ooh a very easy and fun chapter. This has to be one of my top 3 favorite chapters in the game. (My 2nd favorite) You'll love this one. Defintely send in Linda and your LV20 units as well as your newly promoted flyer. And yes this chapter has a secret shop that sells Promotional items!!! Bring the Member/Silver Cards definitely. If someone else has these then you will have to bring that character into battle in order to get the card/cards from them. And now you should be all set and ready for battle.

It starts as Garnef claims that he's invincible and that Marth even Medeiuis himself cannot stop him now that he has both the Falchion and Maph in his possession. But you'll show him soon enough. Immediately start grabbing those treasures and use the Magic Armlet on your newly promoted Pegasi. Now have her battle most of these enemies to tread her some very easy EXP. As for the Sniper you will have to try to take him out in 1 turn. So that your flyer/flyers doesn't get endangered. If the Sniper doesn't die then send in another unit to finish him off. Yep your battling Medeiuis's' yesmen (Dolua) yet again along with Kladain mages that are under Garnef's mind control. Lure the other sniper and kill him. Afetr defeating the remaining enemies. But watch out as 1 of the thieves has a Devil Sword on him. Lure Garnef with Linda equipped with Starlight and have her bean him with it. He should go down in a turn or few turns. After Garnef's defeat he drops the Falchion upon defeating him.

Give this to Marth right away and say hello to legendary Marth SSBM style!!!!!! The other 2 Garnef clones should'nt be any difficult to defeat. One of the Clerics by the throne should drop a Reserve Staff and the other should've already dropped a Pure water already as you went up the tower of Thebes. The Throne Garnef clone should've already dropped a Priest's Ring upon defeating him. Promote a Cleric/Magician immediately with this. Go behind the throne with the Member/Silver Cards and buy this amount of promotion items as needed.

2 Knight's Medals

2 Hero's Proofs

4 Priest's Rings

0 Orion's Arrow

2 Dragon Whips

Promote anyone that you've brought here that has not class changed yet. Store your Member/Silver Cards in the tent as you WILL need these next chapter. Store your other promotion items in the tent then simply have Marth conquer the

throne to rescue Marth's' sister Ellis. YAY! ^_^ This young woman that Maric has a crush on will join you along with the Oum Wand. She says that Garnef has kidnapped her because of her revival powers and now she is willing to help out by reviving a troop that you've lost. But anyone else that you have lost are going to remain dead. Just keep note of that. Okay time for the next chapter now.

Secret Shop

Location: Behind the throne. Must have Member Card in order to find it.

Knight Proof 2000

Hero Proof 2000

Priest's Ring 2000

Orion's Arrow 2000

Dragon's Whip 2000

Chapter 24 Mamkute Kingdom

Starting Characters

Ellis

She joins automatically at the start of the battle.

New Characters

None

Treasure

Lone one- Devil Sword

This is going to be your toughest battle yet. Now bring Ellis definitely, bring in all of your newly promoted troops, bring in Linda, the pegasus sisters, Minerva, and surely you will want to bring in anyone that hasn't class changed yet, bring in Jake and Beke, and finally Chiki and Bantou. Now begin the battle by class changing everyone else that hasn't class changed yet. Send in Ellis to feed the Angel Clothes and 2 Speed Rings. She WILL need them if you have any hope of leveling her. Go around the mountain path. I really do not recommend going down south through the mountains as that area is heavily guarded with powerful enemies.

And by now the snipers should be coming from your left and right. Or all left. Anyway once you deal with them send a flyer down to kill the Reserve Cleric. I would recommend doing this as not only will it keep them from getting healed but you'll see why in moments. You really want these pesky clerics to die ASAP. Try to kill both of these clerics keeping out of range of the Thunder Sword Hero. Keep 10 spaces away from him. Be sure to pick off the thief as your trying to kill the right Reserve Cleric. Once the Volcannon Priest comes by have Ellis stand in the forest so that the Priest can start attacking her. But be sure to have 1 of your Priest/Priestesses nearby to heal her. And or just heal her with Libro Staves whenever she gets hurt by the Volcannon Priest. DO

NOT KILL THAT PRIEST. NO I AM DEAD SERIOUS. Because you want to allow Ellis to get leveled up so you can promote her by the end of this chapter.

If the thief is not dead then teleport Marth and have him kill him but watch out as this lone wolf thief has a Devil Sword so watch out. Have Marth kill that thief with the Falchion. Do this so the thief doesn't counter attack. Now get ready now because starting on Turn 8 the field will be scattered with enemies. You can finish this battle in 2 ways.

First Way- Fight off the buttload of reinforcements keeping your magic users on the right side of the map and having your melee fighters on the left side of the map. Because LOTS of Magic Dragons are going to come out of the forts by the Boss Zemzel. Have your magic users pick off the Fire Dragons on the right side of the map. And have your Dragon Killers ready because YOU WILL NEED THEM IN ORDER TO PICK OFF THOSE DAMNED MAGIC DRAGONS. Devil Swords works well on them. (Only with characters with 15+ Luck though) And have Marth use the Falchion on them. This is the only 3 consecutive ways that are just about the only way to defeat those damned Magic Dragons. Keep Magic users away from them. Shooter's Elephant Gun should work well on them too. But don't rely on them much though because most likely they can get defeated rather easily. Try Silver Swords on them but ONLY if that melee fighter only has 20 in Strength.

Be careful if any sky horse troops come because they are armed with Dragon Killers. You know whom to keep away from them. This is pretty much all that it takes to hold them off until Turn 35 which that's when they will stop coming.

Second Way- Around Turn 5 start warping your shooters or anyone that you are not going to plan on using to fight here to the 4 forts by Zemzel. This will prevent those nasty Magic Dragons, Snipers, and Hero's to come out of those forts. But ALOT of sky horse troops will come by doing this though. But you know what to do to take care of them though. Do not worry the boss does not move.

Note: Have Rena use her Harmin Staff to repair the Dragon Killers when they are below 5 uses.

I would recommend the Second Way because not only will you have an easier time just fighting off the Fire Dragons which are far less lethal than the Magic ones but also you can level your characters up more easily this way too. But if you somehow want a more challenging battle then go for the First Way. This battle is going to be tough either way. Anyway after the reinforcements are defeated well after this legendary battle ends. This has got to be one of my top 5 favorite chapters in Fire Emblem history. Now for Zemzel just use a Dragon Killer and he's nothing but pure garbage. >_>

If the alter enemies aren't killed yet they will now start charging after you. That's right fellas come to your deaths muh hwa ha ha haaaa. Dispose of them then have Marth grab the lone treasure as it has a Devil Sword in it. Aww no Fire Dragon stones. =(The SNES version of this game has them though. BUT DO NOT CONQUER THE CASTLE YET. At anytime when Ellis reaches LV20 go right ahead and kill the Volcannon Priest afterwards with a flyer.

Head to the tent and take out your Member/Silver cards once again. Have a flyer go to the lone empty spot in the SW mountains area in order to find the secret shop there. Enhance your legendary warriors with these to max out their HP, DEF, MAG DEF, AND MOVEMENT. Especially do this for your Priests/Priestesses. Kill the Volcannon Priest once Ellis has reached LV20. Go ahead and promote her right now once that she reaches LV20. Anyway once that you are finished enhancing your characters with the Defense Set. I know this is icing on the cake

in this legendary battle. Replace any weapons/items and whenever that you are ready have Marth conquer the castle. Surprize it's Medeius he has been waiting for your arrival. He will welcome Marth and his friends to you get the picture of what Dolua already is. Well it's time to kick his butt now. ^_^

Secret Shop

Location: SW mountains area at empty spot. Must have Member Card in order to find it.

Angel Clothes 2540

Dragon Shield 2540

Magic Armlet 2540

Boots 2540

Chapter 25 The Choices of Many

Starting Characters

Gato

YESS! He joins at the start of the battle.

New Characters

None

Treasure

Dragon Knight-Thunder Sword

Hero (by entrance)-Silver Sword

Magic Dragon (by entrance)- Salve

Priest-Door Key

Paladin-Dragon Killer

Hero-Dragon Killer

Dialogue (My Most favorite!)

Gato: Marth, you have to fight at your best! You are the only hope we have. In the past I used to hate humans, for they seemed so weak and stupid. But after seeing you battle so fiercely, I no longer hate them. They have come at the right time. You are the Chosen One by the gods to subdue the spirit of the Dark Dragon and bring it back to the darkness from which it came.

Hopefully most if not everyone should be promoted by now. Now send out most of your Priests/Priestesses including Ellis. Now pick out whomever else that you want to continue this Holy war. Surely you will want to bring anyone that you've just leveled last chapter. After that you are done selecting the characters that you want next it starts as Gato no longer hates humans and that he says that the humans came at just the right time. And that he has watched your recent trials up to here. He thanks Marth at the bottom of his heart.

Okay pretty much this chapter doesn't really have any strategy. Just

have fun wasting everyone. Have fun you've certainly earned it! Thanks to the Defense Set!! It's possible to finish this chapter in about 6-9 turns. Pretty much the rest of this game is like FFT now. Well the reinforcements will start coming after you as you begin to start to battle Medeius and they NEVER stop coming. With Marth having 20 Strength (with Falchion) Medeius should go down in 3 blows. Let legendary Marth stick it to him. Once he is defeated the game will stop and now the ending begins and the remaining Dolua reinforcements will just now start looking stupid. Well Sheeda asks Marth to go to Talis with her and he of course agrees.

After clearing the final scenario

Sheeda: Marth! At last, we can return to Talis.

Marth: Yes, Sheeda. But I must tell your father goodbye. After sending you to Talis, I must go back to Aritia.

Sheeda: Alright...

Marth: Sheeda, I still can't relax yet. I must help rebuild everything that was ruined in this land durring the war.

Nina: Haha...Marth, you have left out something that is very important, haven't you? Go on....you are a warrior. Avoiding it is pointless.

Marth: (blushing) Nina! I-I have nothing.....! Uh.....Sheeda.....

Sheeda: Yes.....?

Marth: Go with me.....I really want you to return to Aritia with me.

Sheeda: Alright!

THE END

Now he and his friends now start fixing all the damages in this dark war that the evil dragon Medeius has created. Revived by the evil wizard Garnef of course. That's it well ENJOY THE ENDING and thanks for playing one of the top ten of the greatest videogames ever made PERIOD!

2. Characters and their stat growth charts

	Hp	Str	Skill	Wpn	Skill	Speed	Luck	Def	Mag	Def
Marth	90%	50%	40%	30%	50%	70%	20%	0%		
Jeigan	10%	10%	10%	0%	10%	0%	0%	0%		
Kain	90%	30%	60%	60%	60%	50%	20%	0%		
Abel	70%	40%	50%	70%	50%	40%	20%	0%		
Doga	60%	20%	40%	20%	40%	20%	10%	0%		
Gordon	40%	30%	30%	50%	30%	40%	10%	0%		
Sheeda	50%	20%	70%	80%	90%	70%	20%	0%		
Riff	20%	0%	0%	20%	10%	10%	10%	0%		
Oguma	80%	40%	20%	70%	30%	40%	20%	0%		

Barts	60%	50%	50%	30%	50%	70%	50%	0%
Saji	100%	30%	20%	50%	40%	40%	40%	0%
Maji	90%	50%	50%	20%	10%	30%	50%	0%
Kashim	70%	60%	40%	20%	40%	20%	20%	0%
Daros	90%	50%	0%	20%	10%	10%	40%	0%
Julian	80%	70%	50%	0%	50%	80%	30%	0%
Rena	0%	0%	0%	30%	20%	40%	0%	0%
Navarre	90%	50%	40%	30%	50%	40%	10%	0%
Maric	80%	0%	30%	80%	50%	50%	20%	0%
Machis	50%	40%	30%	70%	20%	20%	20%	0%
Hardain	50%	30%	50%	70%	60%	30%	20%	0%
Zagaro	90%	30%	20%	30%	10%	10%	20%	0%
Ulf	70%	50%	10%	60%	20%	70%	20%	0%
Roshe	80%	40%	50%	30%	10%	10%	10%	0%
Viliak	50%	30%	10%	70%	20%	10%	10%	0%
Wendel	60%	10%	30%	70%	20%	40%	10%	0%
Ricardo	50%	50%	20%	0%	60%	40%	20%	0%
Bantou	10%	0%	10%	0%	0%	10%	0%	0%
Shiza	80%	30%	30%	30%	20%	10%	20%	0%
Raddy	90%	50%	40%	50%	70%	40%	10%	0%
Roger	70%	50%	10%	40%	20%	80%	10%	0%
George	60%	20%	10%	50%	20%	10%	10%	0%
Maria	0%	0%	0%	70%	20%	30%	0%	0%
Minerva	40%	30%	50%	70%	40%	40%	20%	0%
Linda	70%	0%	70%	70%	60%	80%	20%	0%
Jake	50%	30%	50%	50%	20%	50%	10%	0%
Medeia	80%	30%	50%	50%	50%	10%	20%	0%
Thomth	70%	30%	40%	70%	30%	10%	20%	0%
Michelean	50%	30%	10%	40%	20%	10%	10%	0%
Thomas	50%	20%	20%	50%	30%	10%	10%	0%

Boa	10%	0%	10%	0%	20%	10%	10%	0%
Beke	10%	20%	40%	70%	50%	30%	0%	0%
Astoria	90%	50%	40%	40%	20%	50%	10%	0%
Paola	70%	50%	80%	30%	20%	10%	30%	0%
Kachua	50%	50%	30%	50%	40%	40%	10%	0%
Alan	50%	50%	30%	50%	40%	40%	10%	0%
Samson	70%	30%	10%	70%	20%	50%	20%	0%
Chainey	50%	30%	10%	0%	20%	20%	20%	0%
Est	50%	70%	70%	70%	70%	60%	20%	0%
Chiki	80%	50%	90%	70%	90%	90%	0%	0%
Lawrence	70%	50%	70%	50%	20%	50%	20%	0%
Ellis	80%	0%	50%	90%	60%	80%	30%	0%
Gato	80%	0%	50%	90%	60%	80%	30%	0%

Marth

Class Lord
Rating 7/10

The prince of Ariteia. He has been forced into exile after the evil empire Dolua took it over. Marth started his adventure at Sheeda's homeland. You are forced into using him in every map. One of the stars of SSBM!!! He really unravels his usefulness once he reaches LV20. Because of this I do not recommend using him too much.

Jeigan
Class Paladin
Rating 1/10

Marth's' loyal bodyguard and also was Abel and Kain's' martial arts teacher. Many use him as the term Jeigan character. Just look at his stat % growth that's more than enough for you not to ever use him. Using him is just only going to eat up your EXP. I SERIOUSLY do not recommend using him under any circumstances. He's definitely the worst character in Fire Emblem history so congratulations. Bah let the old buzzard rot.

Kain
Class Social Knight
Promoted to Paladin
Rating 8/10

Kain a knight of Ariteia. Now this is a character that you would want to use

in every playthrough. It's rather complicated to know who will end up better. The question is either Abel or Kain. Use them both and you have yourself 2 high movement fighting machines.

Abel

Class Social Knight
Promoted to Paladin
Rating 8/10

Abel a knight of Ariteia. Alriiight I know that this guy will end up awesome. Go ahead and use this guy seriously! What more can I possibly say.

Doga

Class Armor Knight
Rating 4/10

A Knight of Ariteia. *Sigh* I will have to say this but he's part Jeigan obviously. He's rather useful in the early going. But you can go ahead and bench him once that you can get some better troops. Suks that he does not promote though. In Marth's' SNES games though that's where he really shines. But unfortunately in this game obviously he doesn't. Use him early then bench him later.

Gordon

Class Archer
Promoted to Sniper
Rating 6/10

A Bow soldier of Ariteia. Obviously he is going to suk until he promotes. Go ahead and use him. Once he becomes a Sniper that's when he will start shining. It's quite difficult to level him as an Archer though. Keep him out of heavy combat though.

Sheeda

Class Pegasus Knight
Promoted Class Dragon Knight
Rating 9/10

A pure hearted Pegasus Knight and princess of Talis. Her home was overrun by pirates. She joins as in thanks for Marth in helping her out. Also Marth's' childhood friend and sweetheart. One of the utmost important characters in the game. You will need her to recruit several characters and that she is quite easy to level especially in the early going. Expect her to max out in Speed and Luck. Her other stats are pretty well balanced. She gets well balanced stats in everything else except Strength. I would highly recommend using her in every playthrough as not only will she become rather awesome in the end but she is after all the daughter of Lawrence. She always ends up being an awesome character for me.

Riff

Class Cleric
Promoted to Priest
Rating 5/10

A wandering Cleric from Talis. He joins you in thanks for saving his village. He's not all that bad of a character as he is very important for healing your units. But once he promotes even so he isn't hardly worth mentioning much. But he's the ONLY 2 Clerics of the game that will have a chance to grow HP.

Oguma
Class Mercenary
Promoted to Hero
Rating 10/10

A Mercenary for hire from Talis. Also Sheeda's bodyguard as well as being captain of his compatriots Barts, Saji, and Maji. SERIOUSLY always use this guy not only will he end up very badass in the end but he will be able to use any sword very fast. He grows better defense than Raddy does. Upon promotion he will become a great asset for the endgame. Always use this guy or else your insane. That's all I have to say on this one.

Barts
Class Axeman
Rating 6/10

A compatriet of Oguma's. Honestly he's the only Axeman that is rather worth using for the endgame. He does start at a rather good LV for the beginning. He won't take long to end up at a good LV. Doh if only he could promote that is. =(

Saji
Class Axeman
Rating 4/10

A compatriet of Oguma's. I really don't recommend using him hardly as he is a rather useless fighter. This character isn't really worth discussing. Really.

Maji
Class Axeman
Rating 4/10

A compatriet of Oguma's. Worthless character. Not even woth discussing.

Kashim
Class Hunter
Rating 8/10

A wandering traveler that has joined the pirates to be able to get gold for medicine. But leave it to softhearted Sheeda to correct his wrongdoings. This guy will most likely max out in Strength. Although he suffers at growing Wpn LV but once he's past LV10 he will start to become a good enough asset for a bow user. Use this guy if you want a good Bow Gun user.

Daros
Class Pirate
Rating 2/10

A Pirate from the Garuda Pirates gang. Officially he's the only pirate in the game. I seriously don't recommend using him at all or hardly. Only use him only if you'd like a axe user to have the ability to walk over water. He NEVER grows any Skill whatsoever. And he almost never grows Speed either. He often gets attacked twice often because of this. Go ahead and let him rot if you'd like. He's just a plague to this army anyway. Feh!

Julian
Class Thief
Rating 7/10

The Thief super hero of justice. A pure spirit and a drop of light. Boyfriend

to Rena. He rescued her from Navarre's' nasty gang. Use this guy always. He is rather an important character as he is the only Thief that is worth using at all. But he grows NO wpm LV whatsoever. Better give him the Manual in Chapter 12 to make him more useful. Level him past 10 and that's when he'll be assertive enough to help you out in needs of opening doors and treasures. He's a character that you always would want to use in each and every playthrough.

Rena

Class Cleric

Promote to Priestess

Rating 7/10

A Cleric from Macedonia. She got kidnapped by Navarre because she refused to marry Michael. Julian saves her from this horrible fate. Girlfriend to Julian and sister to Machis. Always use her because she is the only character in the game that can use the Harmain Staff. She is certainly going to be incredibly useful for the endgame once you can get her the Defense set especially.

Navarre

Class Mercenary

Promoted to Hero

Rating 8/10

A Mercenary known as the title as "The Crimson Fencer Of Death". Kidnapped Rena to follow Micheal's' orders. The pure hearted young woman Sheeda convinces him to join. Navarre absolutely hates to harm women. Nothing else is said about him after that. Well I can say this but he is rather a useful character. Using this guy will only turn out good enough if you level him some without the use of an arena. But overall worthy enough to use on the battlefield.

Maric

Class Magician

Promoted to Priest

Rating 10/10

A Magician studying the arts of Khadain and a student of Wendel's. And old childhood friend of Marth's'. This is one character that you always want to use in every playthrough no matter what. He certainly will be a great asset throughout the game and will have the ability to use staves upon promotion. What more can I possibly say.

Machis

Class Social Knight

Promoted to Paladin

Rating 1/10

A Knight from Macedonia. Tricked by Michael and now he will guard the Macedonian gateway to the bitter end. He is also Rena's dumbass brother. A plague to all 3 of Marth's' games. I seriously don't really recommend using him because he hardly never has much Speed and Luck which means that he will be open to criticals easily and getting attacked twice often.

Hardain

Class Social Knight

Promoted to Paladin

Rating 7/10

Leader of the Orulean squad and an employee of the king of Oruleans. This guy can already hold his own as he joins you and will also end up a pretty well balanced great character. He's someone that you really should'nt

mind using in every playthrough.

Zagaro
Class Bowman
Rating 4/10

A soldier from Orleans. Loyal to Hardain to the bitter end. Gah this guy starts at LV1 when he joins you and in the end he really won't turn out all that great. I seriously do not recommend using him much unless some of your other bow users died.

Ulf
Class Bowman
Rating 5/10

Commander of the Orleans squad. A loyal soldier to Hardain to the bitter end. Well You can go ahead and use him since both him and Zagaro are the only Bowmen in the game. He won't exactly turn out bad either. When he gets the ability to use Silver Bows that's when he will shine up to his ratings that I have given to him! ^_^

Roshe
Class Social Knight
Promoted to Paladin
Rating 6/10

A soldier from Oruleans. Commanded by Hardain and Ulf. Well I can't exactly say much for this guy but he has problems in growing Speed. Better give him a Speed Ring in order to make him rather useful. But at least he WILL end up better than Machis and Viliak.

Viliak
Class Social Knight
Promoted to Paladin
Rating 1/10

A soldier from Oruleans. He will follow Hardain's' orders to the bitter end. *Sigh* Another plague to the field. He is actually worse than Machis. Although he is liked more than Machis because of FE3 Book 2. Let this weakling rot if you'd like. He's an embarrasment to the entire field.

Wendel
Class Priest
Rating 7/10

A master of the arts of Khadain. Teacher to Maric. Although he will be surpassed by his student though. =P He is actually a rather useful character. He's going to be your only good Priest until chapter 19. Use him for this reason. He is actually the ONLY good Priest for 2/3 of the game. He will actually prove rather useful for the endgame if you level him up enough times.

Ricardo
Class Thief
Rating 2/10

A Thief that got locked up for stealing in Macedonia. Rescued by Julian his godbrother. He's not only one of the characters to get low stats. But he doesn't turn out any good at all either unless you enhance him with some stat up items. But he's your only other Thief in the game. Use him to unlock doors and treasures. Useful for that.

Bantou
Class Mamkute
Rating 1/10

A Mamkute that is looking for his granddaughter Chiki. Granddaughter to Chiki. Well he can be rather useful for the first 1/3 of the game. But unless you enhance him with some Stat up items he won't get useful for the endgame. Bench him after Chapter 19 if you'd like. He's another Jeigan.

Shiza
Class Mercenary
Promoted to Hero
Rating 8/10

A guardian for the Port City of Warren. Friend to Raddy. He does start at a rather good level. He's another character that will only end up awesome without the use of the arena much. If your lucky he can grow ALOT of Defense by the endgame. Awesome character you bet.

Raddy
Class Mercenary
Promoted to Hero
Rating 9/10

A guardian for the Port City of Warren. Friend to Shiza. Another character that will totally ROCK for the endgame. He has similarities to Oguma. But even though Oguma WILL grow more Strength and Defense than Raddy will. But this guy should NOT be ignored for training though however. Feeding him a Power Ring and Dragon Shield and he always ends up an awesome character for me. But he does grow more Luck than Oguma does though slightly. Go ahead and use him. He's probably the 2nd best sword user in the game.

Roger
Class Armor Knight
Rating 5/10

An Armor Knight guardian from the Port City of Warren. He will usually become much better than Doga. But since he cannot promote I do not recommend using him all that much. Makes a great roadblock however and he is quite easy to train in the arena too.

George
Class Sniper
Rating 7/10

A soldier from Macedonia. Joined Marth's' army to get back at Dolua for corrupting the minds of Macedonia. Brother to Astoria. Quite good for a prepromo. If you don't feel like using Grodon or Thomas then this guy will be you great back up Sniper. But he's 1 of the 3 Sniper trio though. But still I would recommend using both Gordon and Thomas for this reason. George may need some Power Rings to have him become a much better unit.

Maria
Class Cleric
Promoted to Priestess
Rating 7/10

A Cleric from Macedonia. Kidnapped in order for her sisters not to betray Macedonia. Minerva, Paola, Kachua, and Est's' youngest sister. She is rather

useful for healing your units. She is a very important character because of this. She will need an Angel Clothes in order for you to level her. She isn't too bad at promotion either. Expect her to grow the most Speed and Luck in the game for any Staff user.

Minerva

Class Dragon Knight

Rating 7/10

A beautiful princess of Macedonia. A very softhearted young woman who loves her sister very much. Has a crush on Marth. Although she doesn't know that he has Sheeda. =P Also she is HOT in this game too. Well she will grow a lot of Defense and every other stat but she will rather suffer at having lower HP than any other Dragon Knight. Better give her some Angel Clothes to make her more useful for the endgame.

Linda

Class Magician

Promoted to Priestess

Rating 10/10

Daughter to Miroa. And Princess Nina's student. Got kidnapped by slave sellers. She hid her identity to hide herself from the evil wizard Garnef. One of the 3 great magic users with only Garnef and Gato being the other 2. Got rescued by Marth. YAY! ^_^ Wow now this is another character that you will always want to use. Not only does she behold the best spell in the game Aura but she does get rather good growths in everything. This is another character that will fit nicely in your squad throughout the game. Having the ability to use staves upon promotion. Training her in every playthrough is a DEFINITE MUST. Bring her to Chapter 23 to have her get revenge on her father. Always have her fight Garnef this IS her fight anyway. Use her or weep.

Jake

Class Shooter

Rating 6/10

Boyfriend to the save goddess Anna. Guardian of Norda. Sheeda taught him in his misguided ways to convince him to join the Aritianian army. Well he really won't be all that useful of a character until chapter 20 when you can train him in the arena due to the fact that they DO NOT sell any catapult ammo until chapter 23. He will shine most with the Offense/Defense sets.

Medeia

Class Paladin

Rating 9/10

A bodyguard of Boa and captain of the others and that she is Astoria's girlfriend. Got captured in the Orulean fortress. Got rescued by Marth. Wow this character may be a prepromo but use her I AM DEAD SERIOUS not only does she have very amazing growths for a prepromo but she will end up rather awesome for a Paladin. She's the only female Paladin in the game. Plus as an added bonus SHE'S JUST HOT.

Thomth

Class Armor Knight

Rating 5/10

A bodyguard of Medeia's'. He's probably the best Armor Knight in the game

aside that from Roger. He does get good weapon growth to start out with though. Too bad that he does not promote though or else he would otherwise be one of the best characters in the game. Gah! No promotion suks huh I know.

Michelean

Class Armor Knight

Rating 3/10

A bodyguard of Medeia's'. Starts out with a suky Wpn LV. Honestly I really do not recommend using him much either because not only does he have worst stat growths than Thomth does but he just suks commonly. Let this worthless soldier rot if you'd like.

Thomas

Class Archer

Promoted to Sniper

Rating 5/10

A bodyguard of Medeia's'. Well I'd have to stay that he does start at a much higher LV than Gordon does though. Although that I think that Gordon and George are ALOT better. He doesn't really grow much Luck. Without the use of Goddess Statues otherwise I don't really recommend putting all that much work into him.

Boa

Class Priest

Rating 1/10

Medeia's advisor. He's another pure Jeigan. He's definitely the worst magic user in the game. Although he slightly gets better growths than Jeigan does but using this guy he is only going to eat up your EXP. If you want to level this guy if your playing this on an Emulator then use savestates in an arena. On the actual cart let this old buzzard rot. You don't have to bother with this guy at all if you don't want to because he is another disaster.

Beke

Class Shooter

Rating 3/10

A traveller from Grunia. Brother to Jake. He's another disaster of a character to use. But if you want to make him rather useful better give him the Offense/Defense sets.

Astoria

Class Hero

Rating 8/10

A Hero that has been tricked by Dolua and has worked for Macedonia. USE this guy. His growths are not only astounding like Medeia's but he can hold a league of his own at the endgame if you level him enough times just like Medeia. But he will never be as good as Oguma or Raddy though *Sigh*.

Paola

Class Pegasus Knight

Promoted to Dragon Knight

Rating 9/10

A purehearted Pegasi from Macedonia. Even though she looks rathe young in this game but many folks say that she's the hottest of the pegasus sisters. Favored by many fans she is a character that will attract a large sum of folks. She does rather suffer at growing Luck. But give her some Goddess Statues and she

will be more rather useful. She can also do the Triangle Attack along with her sisters. FE2 is where she most shines though however.

Kachua

Class Pegasus Knight

Promoted to Dragon Knight

Rating 10/10

A purehearted Pegasi from Macedonia. Another character to be favored by many folks indeed. She will pretty much max out in nearly every stat by the endgame. Use her and you won't regret it is all I have to say on this one. Another character that can do the Triangle Attack. FE2 is where she most shines however.

Alan

Class Paladin

Rating 8/10

A soldier from Ariteia. Hid in his house from Dolua and Macedonia. Another character to get rather amazing growths. But not as good as Medeia because she WILL likely grow more Defense than he will. But he will grow more Strength and Luck than she will though. Use him along with Medeia and they make a perfect trio.

Samson

Class Hero

Rating 8/10

Another soldier from Ariteia that hid in his house from Dolua and Macedonia. Looks ALOT like Marth's' father. Another character to get rather well astounding stats. He will grow more Wpn LV and Defense than Astoria will. But he's overallly another nice character to shine in your ranks.

Chainey

Class Commando

Rating 5/10

A wandering ninja that can transform into almost anyone and doing their techniques. Kidnapped and chained by the prison chief from Dolua because she refused to work for Dolua. Her growth suks pretty much but have her transform during the endgame to make her rather useful. And plus she is the only character in the entire series that will get the Commando class and the ability to transform into others.

Est

Class Pegasus Knight

Rating 10/10

A purehearted Pegasi from Macedonia. Another character to be favored by many folks. I think that she is the absolute hottest of the pegasus sisters. Also she is the youngest of the Pegasi triplets. Alright I'll have to put it simply to you bluntly but SHE IS THE BEST CHARACTER IN THE GAME. Seriously! Once you promote her at LV20 with the use of the arena at Chapter 18. She's the character that I would absolutely promote first with the Dragon Whip in Chapter 19.

She will max out in every stat most likely by LV 20/5 (LV25). Seriously!!!! Use her in the arena in Chapter 20 to earn some fearless cash. She will kill any opponent in there with a blow or a couple of blows. She not only KICKS ASS and that she can whip absolute ass in the arena than anyone else. She's the easiest to level in the arena than anyone else. Use her or weep. She is another character that can do the Triangle Attack. In FE2 she is a GODDESS!!!!!!

Seriously!!!! Play it and see for yourself.

Chiki
Class Mamkute
Rating 9/10

Granddaughter to Bantou. Princess of the Narga kingdom. Many folks consider her to be the cutest character in any videogame. Indeed she sure is at that pretty much! In this game sadly she doesn't really perform as well as in Marth's SNES games. But once you can get her some Power Rings/Offense set she should pretty much hold her own league. Watch them as she burns them to cinders starting at Chapter 22 Muh hwa ha ha haaaaaa.

Lawrence
Class General
Rating 10/10

A soldier that is loyal to Grunia. But betrays the country after his daughter Sheeda's consent. This is the only General in the game that is available to your army. No there is no doubt at all not to use him as he is easily one of the best characters in the game period!

Ellis
Class Cleric
Promoted to Priestess
Rating 9/10

Princess of Ariteia and sister to Marth. Kidnapped by the evil wizard Garnef. Marth rescues her. She does possess the greatest growths for a Cleric/Priestess. But you get her so late though that you can't really level her past LV20/1 (LV21). Better enhance her abilities with the Defense set to make her more useful. She always ends up an awesome character for me. Too bad that you get her at the endgame though.

Gato
Class Priest
Rating 9/10

A wise guru of Khadain. Teacher to Miroa and Garnef. He hates humans at first for them being rather weak and stupid. But Marth shows him soon enough of how humans can really be when they fight to defeat evil. He helps you out in many events to getting the Starlight/Falchion. He does come with a Reserve Staff when he joins. But you have him at the endgame though however. And this is the only game of Marth's that he is available to use. His statistics are well good enough to have him handle the endgame.

3. Weapons and Items

* None. No requirements at all to use the weapon.

I. Swords

Iron Sword
Mt 5

Accuracy 100%
Weight 3
Uses 42
Wpn LV requirements 2 or higher

Steel Sword
Mt 8
Accuracy 80%
Weight 4
Uses 38
Wpn LV requirements 2 or higher

Silver Sword
Mt 12
Accuracy 100%
Weight 3
Uses 17
Wpn LV requirements 9 or higher

Kill Sword
Mt 8
Accuracy 100%
Weight 2
Uses 22
Wpn LV requirements 7 or higher
Bonus: Adds 20% to Critical.

Thunder Sword
Mt 7
Accuracy 90%
Weight 1
Uses 20
Wpn LV requirements 8 or higher

Devil Sword
Mt 17
Accuracy 100%
Weight 1
Uses 19
Wpn LV requirements 1 or higher
Caution: This weapon can backfire on the user depending on luck.

Dragon Killer
Mt 6
Accuracy 80%
Weight 1
Uses 16
Wpn LV requirements 7 or higher
Bonus: Effective against dragons.

Armor Killer
Mt 5
Accuracy 80%
Weight 1
Uses 22
Wpn LV requirements 3 or higher

Rapier
Mt 5

Accuracy 100%
Weight 1
Rapier 28
Wpn LV requirements * (Only Marth can use this.)
Bonus: Adds 10% to critical.

Falchion Sword
Mt 10
Accuracy 100%
Weight 3
Uses --
Wpn LV requirements * (Only Marth can use this.)
Bonus: Needed for the last boss. And also effective
against any other dragon and heals Marth fully.

Miracle Sword
Mt 18
Accuracy 100%
Weight 3
Uses 28
Wpn LV requirements * (Only Marth can use this.)
Bonus: Adds 10% to critical.

II. Spears

Spear
Mt 8
Accuracy 80%
Weight 6
Uses 38
Wpn LV requirements 1 or higher

Silver Spear
Mt 12
Accuracy 80%
Weight 7
Uses 20
Wpn LV requirements 7 or higher

Knight Killer
Mt 5
Accuracy 90%
Weight 5
Uses 14
Wpn LV requirements 4 or higher
Bonus: Effective against Social Knights

Hand Spear
Mt 7
Accuracy 70%
Weight 6
Uses 22
Wpn LV requirements 3 or higher
Bonus: Can attack at a distance of another space.

Gladius
Mt 20

Accuracy 100%
Weight 4
Uses 17
Wpn LV requirements 14 or higher
Bonus: Adds 10% to critical and is the absolute best spear
in the game.

III. Bows

Bow
Mt 4
Accuracy 90%
Weight 1
Uses 33
Wpn LV requirements 1 or higher

Steel Bow
Mt 7
Accuracy 80%
Weight 3
Uses 28
Wpn LV requirements 3 or higher

Bow Gun
Mt 5
Accuracy 100%
Weight 2
Uses 37
Wpn LV requirements 2 or higher
Bonus: Adds 20% to Critical.

Silver Bow
Mt 11
Accuracy 80%
Weight 6
Uses 24
Wpn LV requirements 7 or higher

Partia Bow
Mt 17
Accuracy 100%
Weight 4
Uses 17
Wpn LV requirements 13 or higher
Bonus: Casts Mag Def when used. The most powerful bow
in the game.

IV. Caterpult Ammo

Quick Rain
Mt 12
Accuracy 90%

Weight 7
Uses 27
Wpn LV requirements 1 or higher

Stonehenge
Mt 15
Accuracy 50%
Weight 13
Uses 43
Wpn LV requirements 2 or higher

Fire Gun
Mt 12
Accuracy 100%
Weight 10
Uses 23
Wpn LV requirements 5 or higher
Bonus: Adds 20% to critical.

Thunder Cannon
Mt 10
Accuracy 90%
Weight 11
Uses 54
Wpn LV requirements 6 or higher
Bonus: Effective against Shooters.

Elephant
Mt 18
Accuracy 90%
Weight 12
Uses 19
Wpn LV requirements 1 or higher
Bonus: Best Catapult Gun in the game!

V. Axes

Axe
Mt 7
Accuracy 80%
Weight 7
Uses 43
Wpn LV requirements 1 or higher

Steel Axe
Mt 9
Accuracy 70%
Weight 7
Uses 31
Wpn LV requirements 2 or higher

Hammer
Mt 6
Accuracy 70%
Weight 4
Uses 40
Wpn LV requirements 2 or higher
Bonus: Effective against Armor Knights/Generals

Devil Axe

Mt 20
Accuracy 70%
Weight 14
Uses 9
Wpn LV requirements 4 or higher
Caution: Can backfire on the user depending on luck.

Hand Axe
Mt 5
Accuracy 60%
Weight 9
Uses 13
Wpn LV requirements 3 or higher

Mamkute Stones

Fire Dragon Stone
Mt 16
Accuracy 80%
Weight 3
Def Increase +12
Wpn LV requirements --

God Dragon Stone
Mt 12
Accuracy 100%
Weight 1
Def Increase +15
Wpn LV requirements * (Only Chiki can use this stone.)
Bonus: Effective against Dragons.

Magic Dragon Stone
Mt 18
Accuracy 90%
Weight 6
Def Increase +16
Wpn LV requirements --
Bonus: Immune to magic. Only possible to obtain with cheats supposedly.

Earth Dragon Stone
Mt 20
Accuracy 70%
Weight 10
Def Increase +23
Wpn LV requirements -- (Only the last boss will ever use this.)
Caution (because of Last boss): Immune to magic, God Stone, and Dragon Killer.

VI. Spells

Fire
Mt 5
Accuracy 100%
Weight 0
Uses 25
Wpn LV requirements 1 or higher

Thunder
Mt 6

Accuracy 90%
Weight 1
Uses 21
Wpn LV requirements 2 or higher

Freeze
Mt 7
Accuracy 80%
Weight 2
Uses 23
Wpn LV requirements 3 or higher
Bonus: Adds 5% to critical.

Elfire
Mt 9
Accuracy 80%
Weight 5
Uses 18
Wpn LV requirements 4 or higher

Volcannon
Mt 12
Accuracy 70%
Weight 6
Uses 13
Wpn LV requirements 5 or higher

Torron
Mt 13
Accuracy 100%
Weight 3
Uses 21
Wpn LV requirements 6 or higher
Bonus: Adds 10% to critical.

Worm
Mt 16
Accuracy 70%
Weight 9
Uses 25
Wpn LV requirements 7 or higher

Aura
Mt 20
Accuracy 90%
Weight 7
Uses 25
Wpn LV requirements * (Only Linda can use this one of a kind spell.)
Bonus: Most powerful spell in the game!

Excalibur
Mt 13
Accuracy 100%
Weight 3
Uses 33
Wpn LV requirements * (Only Maric can use this one of a kind spell.)
Bonus: 2nd most powerful spell in the game! Adds 20% critical. And is effective against flyers.

Starlight

Mt 13
Accuracy 100%
Weight 5
Uses --
Wpn LV requirements 9 or higher
Bonus: Ignores Maph Immunity. (Have Linda use this.)

Maph
Mt 14
Accuracy 70%
Weight 9
Uses --
Wpn LV requirements * (Only Garnef will use this.)
Bonus: Immunity.

VII. Staffs

Live
Heals 10+ Hp
Uses 20
Wpn Lv requirements 1 or higher

Relieve
Heals 20+ Hp
Uses 16
Wpn Lv requirements 2 or higher

Recover
Heals ALL Hp
Uses 13
Wpn Lv requirements 3 or higher

Reblow
Heals 10+ Hp at any distance
Uses 10
Wpn Lv requirements 7 or higher

Reserve
Heals 10+ Hp at any distance and to ALL characters.
Uses 11
Wpn Lv requirements 8 or higher

Warp
Warps any character to any location.
Uses 7
Wpn Lv requirements 5 or higher

Magic
Temporarily raises Mag Def. Decreases 1 point of Mag Def every turn.
Uses 18
Wpn Lv requirements

Harmain Staff
Repairs any weapon except the Partia, Miracle, and Gladius ones and tomes.
Uses 12
Wpn LV requirements Only Rena can use this.

Ohm Wand
Revives a dead unit! Must use this at the altar in Chapter 24 in order for this to work.

Uses 1

Wpn LV requirements Only Ellis can use this.

VIII. Misc

Door Key

Opens any door.

Bridge Key

Fixes a broken bridge.

Ointment (Salve)

Heals 10 Hp. Has 5 uses.

Pure water

Temporarily raises Mag Def. Decreases 1 point of Mag Def every turn.

Magic Armlet

Permenently raises Mag Def by 7.

Boots

Permentely raises Movement by 4.

Manual

Permenently raises Wpn LV by 5.

Mystery Book

Permenently raises Skill by 5.

Power Ring

Permenently raises Strength by 4.

Speed Ring

Permenently raises Speed by 6.

Goddess Statue

Permenently raises Luck by 7.

Angel Clothes

Permenently raises HP by 9.

Dragon Shield

Permenently raises Defense by 3.

Thief Key

Allows a Thief to pry any door/treasure.

Silver Card

Reduces price down by half.

Member Card

Allows the holder to enter a secret shop.

Earth Orb

All units takes 4-15 damage (Randomly) on the screen.

Star Orb

Has no Wpn uses of ANY weapon of the holder.

Light Orb

Holder neglects enemy terrain boots.

Knights Proof

Promotes a Social Knight into a Paladin LV10 or higher.

Hero Proof

Promotes a Mercenary into a Hero LV10 or higher.

Priest's Ring

Promotes a Cleric/Magician into a Priest/Priestess LV10 or higher.

Orion's Arrow

Promotes an Archer into a Sniper LV10 or higher.

Dragon Whip

Promotes a Pegasus Knight into a Dragon Knight LV10 or higher.

4. Arena Survival Tips

Mercenary- Have them battle Axemen/Magicians. Avoid the Social Knights.

Axeman- Have them battle Axeman/Magicians.

Pirate- Have him battle Pirates.

Thief- Have them battle Magicians.

Social Knight- Have them battle Thieves/Magicians.

Armor Knight- Have them battle Axemen.

Archer- Don't do any fights. They get killed in every bet. Seriously.

Hunter- Have him battle Hunters.

Pegasi- Have her battle Pirates/Magicians.

Priest/Priestess- Have him/her battle Magicians.

Bowman- Have them do no fights at all. They get killed rather easily in every bet in there.

Tip: As for Archers/Bowmen the only official way to train them is to raise their Mag Def and having them battle Magicians. NO ALTERNATE BETS with another opponent that's with the Magician bets.

Commando- Have her battle Commando's (Only if used the Power Ring and Dragon Shield in Chapter 16 otherwise DON'T do this bet for no more than a few level gains otherwise. And have her battle Magicians (with raised Mag Def of course.)

Shooter- Have them battle Archers. Only have them battle Magicians only if their Mag Def is raised. Otherwise avoid the bet otherwise.

Tip: Have them avoid EVERY other bet as those are only death traps so don't.

Tip: Only do the Magician bets only by raised Mag Def by using either a Magic Staff use or a Pure water item use. Otherwise avoid the bets

with them except with Pegasi because they can handle them rather easily.

5. Credits

CJayC Of course for creating and running one of the best gaming sites on the net. And of course for posting this guide!!!!!! Definitely deserves major thanks!!!!!! ^_^

Nintendo/Intelligent Systems

For creating one of the top 10 greatest videogames in the world. Special thanks to SSBM (Super Smash bros Melee) game that got us including me introduced into Fire Emblem series. The SSBM staff definitely deserves major thanks!!!!!!

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You

For reading this. I have worked very hard on this masterpiece. Hope this guide helps you.

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