

Fire Emblem: Monshou no Nazo (Import) FAQ/Walkthrough

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Fire Emblem Monshou No Nazo
by archayanami
Version 4.0

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UPDATE! *Whew* Just got the Secret Shop information data in Chapter 13,
as it seems that they do have one. Also provided the Shop data (In Book II)
information to the Final Chapter: Dragon Valley. As well as the site
Serenes Forest providing me the information to that you will NOT go beyond
Chapter 20 in Book II if you do not get the Sealed Shield.

0. Legal Stuff

This guide is under copyright protection. You cannot copy it. You cannot use it
in your site. You cannot distribute it to anyone, certainly you cannot rip off
and use this as your own guide or generate any profit from this.

e-mail me if you have any questions

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General Tips to making you into a pro in no time

-- Have a character stand on a fort/throne to heal him/her
3-10 Hp.

-- You can finally see yours and the enemy's movements. The
original version you could'nt.

-- If Marth dies the game is over automatically.

-- When a character dies they cannot come back to life.
If a character kicks the bucket you should probably
restart the chapter.

-- Only Marth can visit the villages.

-- Dragonstones do not have infinite uses like in the original
NES version.

-- The Arenas have a withdraw button finally. Better jam the B
button if you think that they may die in the heat of battle so
that your unit doesn't die.

-- You can finally see the chances that you have by getting
criticaled from enemies as well as showing % chances rather
than meters that the original version had.

-- Armor Knights and Hunters can now finally promote. Which in
the NES game you could'nt.

-- If the thieves plunder the villages restart the chapter if it
has anything important in it.

-- When thieves plunder treasures the rule is that they don't get
destroyed anymore now you can get them back by killing them.

-- The stat up items have some changes.

-- The Weapons/Items are more expensive now.

-- This game has a preparations menu while the NES version didn't.

1. Walkthrough (BOOK I)

Chapter 1

Starting Characters

Marth (!)

Jeigan

Sheeda (!)

Gordon (!)

Doga (!)

Abel (!)

Kain (!)

New Characters

None.

Treasure

Villages

East- 5000G

West- Salve

WARNING: Do not use Jeigan he is an EXP eater.

It starts as Marth flees from Arteia to Talis with Sheeda. As you see Sheeda flying to Marth out of Talis Castle with her cute little sky horsie. *Cute* I love that. Sheeda, Jeigan, Gordon, Doga, Abel, Kain all comes to assist Marth on his adventure to reclaim his home from the evil army of Dolua that took it over.

Okay now start this chapter by picking off the thief with Sheeda to get her some Easy EXP. Now start by picking off the pirates as they come to you. But be careful not to put Gordon in a dangerous situation where he will be attacked again. Okay divide the easy EXP with your troops so that they get leveled up evenly. Now pick off the boss with Doga then finish off the boss with whomever else that you want to get them some EXP. Buy an Iron Sword for Marth after he liberates the 1st village to get 5000G. 2nd village to get a Salve.

No storage tent well Marth is your storage in this game. Awesome eh I know. Now begin by buying at least 2 Hand Spears handing one to Doga and one to Sheeda. And oh yeah take Jeigan's Silver Spear and hand it over to Sheeda if you haven't already. Buy Jeigan an Iron Spear then have Marth reclaim Talis to get out of here. The king of Talis talks about Oguma and his compatriets go to dragontier.akaneia.com/ for further details of the translation of this wonderful game.

Warning: Do not move Sheeda anywhere near the hunter. As a matter of fact Don't move any flyer near a bow user unless that they can finish the bow user off. Otherwise have them steer clear of the bow user!

Chapter 2 Garuda Pirates

Starting Characters

Oguma (!!!)

Maji

Saji

Barts

New Characters

Kashim- Have Sheeda talk to him.

Treasure

Village

Lone One- 3000G

Boss- Steel Sword (Give this to Marth!!!)

Select everyone and *sigh* yes even Jeigan. Use him to soften up opponents. That is just about the only use that he has. Try not to net him any kills though. Anyway after Oguma and his compatriots joins you start this chapter by blocking the bridge with your Social Knights. Nooot Jeigan. In fact don't ever bother to use him because he suks. He hardly ever grows any stats whatsoever.

Just let him rot if you want. He suks anyways. Okay block the upper bridge with Doga. As soon as he softens these axemen up have Oguma get some of these kills, because he's just badass. No I don't recommend using Saji, Maji and Barts here, because they are at a good enough level already. Should level up your soldiers at Lv 1-2 to 3 which should hopefully happen by the end of this mission.

When the blue haired portrait guy comes after you have sweet Sheeda talk to him. Kashim is siding with the pirates to try and earn some money for medicine for his mother. Aww how sweet! =) Anyhoo sweet Sheeda tells him that he can earn the money by fighting alongside Marth's' army Ariteia. After this pure hearted guy joins you have Marth (Rapier) pick off the 1st Social Knight and have whomever that you want to that is at LV1 or 2 pick the other one off. Now have Marth visit the village to receive 3000G.

Pick off the 2 pirates by the fort then defeat the boss the same way as last chapter. Watch out and don't send your Archer or hunter to fight him because this time the boss has a Hand Axe that attacks 1 or 2 spaces away. Buy Steel Axes for your Axemen only if nessesary. Visit the towns if you want. Whenever you're ready have Marth reclaim the castle to get out of here.

Weapon Shop

Iron Sword 420

Iron Spear 380

Iron Bow 330

Iron Axe 430

Steel Axe 600

Hand Axe 450

Chapter 3 Devil Mountain

Starting Characters

Julian (!!!)

Rena (!!!!)

New Characters

Navarre

Have Sheeda talk to him.

Treasure

Brigand- Salve

Boss- Relieve Staff

Village

Lone One- Devil Axe

Castle(Clearing the Chapter)- 10000G

Well well well...it seems that Julian has stolen something and Rena is going to escape with Julian her boyfriend. But watch out because Navarre isn't happy at all about this of his treasure getting stolen. Select all of your troops even Jeigan. But still don't have him kill any enemies. Or don't use him at all. Now start by moving Julian and Rena down as far as you can. Okay now End Turn. Navarre should be getting close to you right about now in 2 turns.

Be sure to have Sheeda talk to him to convert him to your side. Sheeda says during the conversation that she won't allow him to harm her friends that she isn't afraid to die. Yep he'd have to go right through her in order to do that. ^_^ Well it seems that Navarre doesn't like to harm women or children. He lays down his arms and then he joins you. Pick off the hunter if you can. If you can't then otherwise block the roadway so that Sheeda doesn't get sniped. Would'nt want for that to happen.

Now pick off the remaining brigands with whomever you want. Level anyone but Barts here because he is at a high enough level already. Everyone should hopefully be at Lv3 by the end of this chapter. Visit the villages if you want for some information that is in Japanese anyway. With a translated ROM this feature would be rather more useful. Go to the left area and pick off the remaining foes. Pick them off 1 or 2 at a time with Julian. 1 with Julian actually. You really want to put Julian to work as HE IS A REALLY good unit. One of the brigands will drop a Salve when killed. Boss time now. Slay him the same as you did last chapter. He will drop a Relieve Staff when killed. Give this to Rena pronto.

Have Julian kill off the 2 thieves in the upper path to get him some easy EXP. Buy some Iron Axes then whenever your ready simply have Marth step on the castle and liberate it to get out of here. The nice king rewards you with 10000G before heading out of here. NEXT.

Weapon Shop

Iron Sword 420

Iron Spear 380

Iron Bow 330

Iron Axe 430

Steel Axe 600

Hand Axe 450

Chapter 4 Orulean Palace

Starting Characters

Hardain (!)

Roshe (!)

Viliak

Ulf

Zagaro

New Characters

Maric (!!!!!)

Secure the northern village.

Machis

Have Rena talk to this idiot.

Treasure

Thief- Silver Sword

Armor Knight (Right One)- Armor Knight

Thief- 1000G

Boss- Knight Killer

Villages

Left One- Fire Dragon Stones

Upper One- Maric (!!!!!)

Ookay now begin by bringing Oguma, Navarre, Sheeda, Abel, Kain and whoever else that you want except Barts because he is already at a good enough level still, and as for Jeigan finally you do not have to bring him now. Now simply begin this nice battle by moving Hardain in front of the pack up enclosing in between the gap in the mountains or have Roshe do that. But be careful not to move into Machis' range unless you want to kill him which some folks actually do that. Oh well you can kill him if you want he's a rather worthless unit anyway. But if your a profesionist or something then keep out of his range. Otherwise kill him he's 2nd sukiest next to Jeigan anyways.

Okay be sure that the thieves are being blocked by the bridges, so that they can't get to the villages and destroy them. However, if one of the 2 villages does get destroyed. RESTART! Okay have Marth liberate the bottom village to get some Red Dragon Stones from some villager who has found it in Perady. Even though the chapter of Perady has been taken out of this version in Marth's' first adventure. Okay liberate the 2nd village to recruit Maric. (YAY!) =) Have Marth store this until I tell you to take it out.

Now go and recruit Machis with Rena, so she can talk some sense into this fool. Anyway after this annoyance of a conversation is over or if you've already killed him either way block the upper forts with a troop so that the reinforcements doesn't come out. Now start by having either Marth (with Rapier) or Maric (Freeze) kill off the Iron Clads. One of them drops an Armor Killer. But be sure to keep the boss alive, so that the reinforcements can come and trust me you will really want to fight them. Especially units like Zagaro, Machis, and Viliak. But if you don't want to waste the EXP on them then otherwise level up your more favorable units.

Tip: Okay surround the forts after your troops get healed by NOT using Rena's Relieve Staff. Trust me you WILL really need this next chapter. Surround the fort on all sides kill the foe with whomever that you want to level up then have the injured unit/units stand on the fort to allow themselves to get healed then rinse, wash, and repeat is what they call it.

The Priest will drop a Live Staff when you kill him. Give this to Rena and try not to use this until next chapter. The right reinforcements are Social Knights and the ones on the left are Pegasi's. Have your weaker units especially bow users fight off the Pegasus reinforcements and have your other units fight off the Social Knight reinforcements. Repeat this until they are gone. Hopefully some (your favorable ones) should be at LV 4-6 by now. Except Hardain, because he is already at a good enough level for right now. You could...but it's not recommended because your other units REALLY needs this EXP. The boss shouldn't be any trouble. Maric will kill him rather easily as the boss should drop a Knight Killer upon killing him. About the Thieves they should've dropped a Silver Sword and 1000G.

Anyway replace any weapons that are below 15 uses and buy the troops some Steel Swords. Be sure not to blow too much of your gold here hee hee. And be sure to give Hardain the Knight Killer and Oguma/Navarre the Armor Killer. Now whenever your ready have Marth liberate the castle to get out of here.

Chapter 5 Fire Emblem

Starting Characters

None.

New Characters

Wendel

Have Marth/Maric talk to him.

Ricardo

Have Julian talk to him.

Treasure

SW One- Angel Clothes (Recommended to give to Sheeda.)

1st NW One- Reblow Rod

2nd NW One- Armor Killer

NE One- Kill Sword

Theif (by the Kill Sword treasure)- 1000G

Boss Marionesu- Steel Spear

Ooh this chapter is mildly frustrating. Deploy Julian definitely and Rena too. And deploy anyone else that's below LV4. Now when your ready start this battle by having Julian open the door or use a Door Key. First come and will open it if you can't read Japanese. Next start off by warping Doga at the cranny by the north treasure. See this way the thieves cannot bolt off with the treasure because Doga is in the way of their only getaway.

See this way they cannot bolt off with the treasure that they have taken. The exit is blocked by Doga hah hah. Now pick off the the archers with whomever you want and be sure that Doga has a Salve, because he will likely need it. Have Doga pick off the soldiers as they come to him. Next start by having Julian speak to Ricardo. (His Godbrother)

Now have either Marth or Maric speak to Wendel to convert him. Now if the Armor Knights comes to you either have Maric (Freeze) or Wendel (Thunder) pick them off. Well anyhoo leave the Priests and Thief that Doga is blocking to your weaker troops. Next begin by having Ricardo collect the Kill Sword, or kill any thieves that took it if they are still alive.

Note: If Doga is blocking the cranny by the Kill Sword treasure you don't really have to kill the thieves. Do not worry they are not going anywhere otherwise.

Now go and have your weakest troops pick off the thief that Doga is blocking as he will drop 1000G when you defeat him. Next begin by killing the Armor Knights SW if you haven't took care of them yet. Pick off the remaining enemies by the boss Marionesu 1 by 1. They should'nt really pose much of a problem this way. However don't rush as they will just make sport of you otherwise. Watch for Doga if you sent him down there because the magician can be quite deadly to him.

Now for the boss Marionesu either use Maric (Excalibur) or have him use Freeze and have Wendel use Thunder. Anyway after defeating him either way you receive a Steel Spear by killing him. Conquer the throne to get out of here. Nina thanks Marth for saving her kingdom as she hands Marth the Fire Emblem (that allows him to open the treasures). Chapter Cleared. Now that wasn't so hard right? Next Chapter.

Starting Characters

None

New Characters

Bantou

Secure the village.

Well this will be an on going experience for your bow users. Send them in. At least 3 is what I recommend or send in all 4 of your bow users if you want. Send in anyone else that is at LV4 or 5. Hardain if you want too. Now send in Barts if you'd like, as most of your squadren should already be at LV5 by now. Now it seems the tables have turned that Minerva is told that if she doesn't follow orders otherwise her sister will be killed. Her younger sister. I know that he's using her as a shield but that's why that your stopping him. Now start this semi tough battle starting on Turn 2 Minerva orders her squad Paola, Kachua, and Est to retreat.

Hah it serves him right. These pure hearted girls would never do such things as this. Play FE2 and see what I mean. Anyhoo start by blocking the door 4 forts after you have sniped off the fliers with your bow users. First start by going to the village. The lone thief will start heading for the village when you open the door. Be sure that you kill him with any unit that is in need of some extra EXP. When killed he will drop a Door Key upon defeating him. Have Marth save the village to recruit Bantou. He will tell Marth that he is in search of his granddaughter Chiki and that she is Princess of the Mamkute Kingdom and of the Narga Kingdom.

Okay after he is recruited as you go down by the boss base don't go too far because there is an invisible trip wire. (Is what the arthor Vengeance called it!) The trip wire is by the mountain by the bush after the second fort. So do not go beyond this area until you have blocked the 3 forts. Have Sheeda block the western fort and have any mounted unit block the other 2 forts. Now an enemy should come out of the fort by the boss and there is absolutely no way to prevent this either. Defeat that foe block that fort next turn. Now surround a fort on all four sides and do the fort trick to level up your units much easier.

Rinse, wash, and repeat until they are all gone. Hopefully your units will now be at least at LV5-7 by now. Now kill the boss the same way as from last chapter. He will drop a Silver Spear upon killing him. Replace any weapons needed and simply have Marth conquer the castle to get out of here. Now you get to see a story about the Mamkutes. If you don't know what is going on, otherwise go to http://members.tripod.com/prince_marus/ to know what's going on in this game! Next!

Note: Make sure to give Bantou the Red Dragon Stones that I've already told you to restore 2 chapters ago. You can have him take care of the reinforcements if not for the fort trick though I seriously do not recommend this, as your other characters REALLY needs this EXP. He is just going to gobble up your EXP.

Weapon Shop

Iron Sword 420
Steel Sword 760
Steel Spear 560
Hand Spear 600
Thin Spear 450
Iron Bow 330

Chapter 7 Port City Warren

Starting Characters

Shiza
Raddy(!!!)

New Characters

None.

Treasure

Pirate- Silver Axe
Boss Goddess Statue

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Wow this will be a tough battle. Definitely send in Bantou definitely. Trust me you will really need him here. Definitely send in Sheeda and Doga. You'll need them too. And send in whoever else that is in need of some EXP. This is the first chapter to have an Arena in it. Be sure to jam the B button if they are about to die, because if that character falls in it that character will perish and be gone from you party FOREVER just like in actual combat!!

This is going to be your toughest chapter yet. Your squad should at least be at LV5-7 by now anyway. Well anyway Shiza says that he and his compatriot Raddy will accompany Marth on his quest. Start this tough battle by moving Bantou and everyone else forward. Have you Magician Maric and your Priest Wendel go and buy some spells and healing rods. Yes, this is a chapter where you can finally start buying these things. Immediately equip your Clerics with the bought heal rods and your spell users Maric and Wendel the spells.

Have Doga and Bantou defend the cranny and have everyone else one space behind him. Have Sheeda kill off the Silver Axe Pirate. She should have no difficulty in defeating him if she had been fed the Angel Clothes and that she is at least at LV5. Otherwise is very likely that she will be killed in a single blow. Have her use a Silver Spear to ensure that this Pirate dies instantly.

Have Bantou use the Red Dragon Stone to transform him into a dragon. BOF (Breath Of Fire anyone.) Now have Doga pick them off. Heal him with Libro uses, because these enemies are rather quite brutal. Attack them with distant attacks with Magic. Because bows are rather weak against them. Have Sheeda 3 spaces away from the archers by the bridge, so that they will be distracted and go after her making this a much easier time. Distract them fly away at the ocean if they get too close by the boss.

When they move away, repeat this until the remaining enemies down south are no more.

There is actually 2 ways to do this battle and here they are...

Method #1

Do the following strategy and block those forts up north, because it won't be long until they come out. Rinse, Wash, and Repeat until all of the reinforcements are dead. But be sure to have Raddy get ALOT of this EXP, because he is rather a very good unit. Hopefully you can get him at least to LV7 this way.

Method #2

Keep by the towns area and let the reinforcements come and pick them off with your higher defensive units until that they are no more.

I would highly highly recommend the Method #1, because not only will you have a MUCH easier time fighting them off but you can also get Raddy some well needed EXP. Raddy and Shiza needs ALOT of EXP right now. As well as you can level up some of your other troops some more. That's why that this method is most preferred. Anyway once the reinforcements have met their makers. *Sigh* Another boss to do the same strategy as the previous 2. He will drop a Goddess Statue upon killing him. Feed this to anyone that is in need of some extra Luck.

Hopefully most of your units should be at least at LV7 by now. Train in the Arena if you want. Jam the B button if they are close to dying. Now remember now if they aren't retreated in time they may get cut down.

Tip: I recommend not to use the Arena though, because not only will it take the joy out of the game, but it'll mess up your characters' growths anyways. The growths aren't as natural as they should be in actual combat. Hey it's true. Without the orbs the growths in these will generally suk in it. If you need some extra cash go ahead and battle in it a little, but be sure not to grow them a level or to just grow them 1 level in it. Use savestates if your playing this on an Emulator, because the battles in it are rather tough.

Tip: At the Arena try not to do any bets above 750G because any other bet aside from the thieves will otherwise will just be a money eater. But be careful when you train them in it because many enemies in there will carry Silver Weapons. And that of course equals BAD! Use heal rods to heal them. NOT the Relieve Staff because it will be awhile before you can get more of these.

I would recommend to buy at least 3 Fire and Thunder spells and to replace any weapons that are close to breaking. Now whenever that you are ready have Marth step on the castle & liberate it to exit this chapter. Kachua comes by to ask Marth for a favor.

Weapon Shop

Steel Sword 760
Kill Sword 1100
Steel Spear 560
Silver Spear 1600
Thin Spear 450
Steel Bow 560
Steel Axe 600

Item Shop

Salve 300
Door Key 500
Live Staff 1000
Fire 500
Thunder 630

Chapter 8 Princess Minerva

Starting Characters

None.

New Characters

Maria

Have Marth talk to her.

Minerva

After Maria is recruited allow her to talk to Marth. She will not join if Maria isn't recruited first.

Treasure

Boss Harmain (Jeekofu)- Speed Ring (Tip: Give this to Doga or sell it if you haven't used the Arena. It should sell for 5000G. This is currently the only other way to make some gold in this game without the use of an Arena.)

Archer- Steel Bow

Hero- Hero Proof

Treasures

Top One- Dragon Killer

Left One- Thunder Sword

Right One- Libro Staff

Wow this can be one of my favorite chapters in the game. Marth's' 2nd game. This is about that if Minerva betrays Macedonia then Maria will be killed. Anyway Minerva has no choice but to fight you. =(Using a child as a shield this is indeed as low as he ever sunk. And that's why your here to save her from the evil General Harmain. Anyway first off begin by warping Marth to the treasures then have him kill the thief inside the treasures room.

Have Marth take care of the Armor Knight with the Rapier. Now have your other troops snipe off those pesky flyers that gets to you. Now watch out for one of the Dragon Knights as one of them is Minerva. Do not worry about Minerva she will not attack you. She's too softhearted for that. ^_^ But be sure that YOU do not attack her either. Have Bantou transform and have him take out the Sniper enemy unit. Have him take out the Archers too. If you don't want to feed him any EXP then otherwise have any highly defensive unit battle them.

Surround the Sniper on all 4 sides and kill him. One of the Social Knights will drop a Steel Spear and an Archer will drop a Steel Bow. Open the door and have Marth talk to Maria. Careful not to attack and kill her by mistake. If this happens then Minerva will not join you and that would mean time for the reset button. And besides THIS IS NOT RECOMMENDED TO BEGIN WITH! Anyway once Maria joins you clear the cranny area so that Minerva can get through and allow her to talk to Marth.

Anyway once this pure hearted warrior joins you have Minerva use a Silver Spear or just have her use the Hand Spear that she has on her. Anyway after the Hero's defeat he will drop a Hero Proof. My recommendations would be to promote either Oguma or Raddy with this. Navarre is also another good choice for this. But wait until one of them is around LV13+ before class changing them. Have Doga and Bantou go into the castle cranny way having everyone else get into the castle, because some extra enemies are going to come soon.

Pick them off with Doga,Bantou and your ranged attackers until that they are no more. DO NOT send Minerva to battle them, because she will be shot by bowmen down there. Until there are a few enemies left have any of your other units that you want to level up get that particular EXP. Have a Magic or a Sword user with a Thunder Sword defeat Harmain. Harmain will drop a Speed Ring upon killing him. Give this to Doga right now or just sell it for 5000G right now otherwise. Replace any weapons/items needed and be sure to buy some Steel Bowswhile you are at it. Grab the treasures if you haven't already. After clearing the chapter, Nina tells Marth about Linda being captured in a slave market and that she is Miroa's Daughter. She indeed has inherited her father's Aura Magic skills.

Weapon Shop

Iron Sword 420
Steel Sword 760
Steel Lance 560
Thin Spear 450
Silver Spear 1600
Steel Bow 560

Item Shop

Salve 300
Door Key 500
Live Staff 1000

Fire 500
Thunder 630

Chapter 9 Norda Slave Market

Starting Characters

None.

New Characters

George

Secure the upper village.

Linda (!!!!!!)

Secure the bottom village.

Treasure

Social Knight- Hand Spear

Sniper- Steel Bow

Boss- Power Ring

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

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: Ahhhhhh! 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.

Ooh this is a really easy chapter. To tell you the truth there is not much strategy to discuss here, as there are barely a few enemies here. This is a perfect time to level up any of you units that are underleveled. The enemies are quite weak here except for the Red Dragon Boss (the dragon from Perady) and the Sniper. Bring in Bantou and everyone

else that you want to level up. Bring Maria and Minerva also.

Now start by moving back waiting for the flyers to get to you and then that is your cue to snipe them off. Now go and pick off the mercenaries with Minerva and pick off the Thief & Social Knights and bowmen when they come to you. And trust me you really will want to save both of those villages as they have characters in them both. The Thief should'nt be difficult to catch and slay here. If 1 village does get destroyed RESTART! One of the social knights will drop a Hand Spear. Have Marth visit the villages to recruit George and Linda. Make sure to give a good swordfighter the Dragon Killer and defeat the boss here with it. Watch out this is one boss that actually MOVES. He drops a Power Ring upon killing him.

You can go ahead and sell this Power Ring if you don't feel like or don't want to train in the Arena here. Be sure to heal your swordfighter with Libro uses. You should have 2 of these staves now. Trap the Sniper after he attacks you making sure to kill him by the end of the turn. Have Linda kill the Sniper after you have trapped the Sniper in all 4 directions to get Linda some well needed EXP making sure to dispose of the shooters as you do this, because the shooters can be quite deadly on Linda, because of her rather low defense. Train in the Arena if you wish. Buy whatever you need and whenever you are ready have Marth liberate the Akaneia Castle to get out of here.

Weapon Shop

Steel Sword 760
Armor Killer 1000
Thin Spear 450
Knight Killer 700
Silver Spear 1600
Steel Bow 560

Chapter 10 Akaneia Palace

Starting Characters

Medeia (!)
Thomas
Thomth
Michelean
Boa

New Characters

None.

Treasure

1
X2
X3
X4
X5
X

1. Orion Arrow
2. 10000G
3. Manual
4. Silver Sword
5. Goddess Statue
6. Boots

Thief- Rapier
Magician- Thunder
Magician- Elfire
Priest- Relieve Staff
Soldier- Knight Medal

Begin by bringing whoever you want to. Yes, they only allow you to bring only 10 units here and Marth happens to be one of them. Okay begin this chapter by moving everyone except Marth and your Warp Staff user. Warp Marth or anyone strong to the doorway by the treasures, so that the thieves don't get to them first. Kill off the thieves with whomever you want to gain some easy EXP. Now next thing to do before ending the turn is to move Medea, Thomth, Thomas in this diagram...

Diagram tables

M-Medeia
TO-Thomas
TH-Thomth
MI-Michelean
B-Boa

Diagram

```
XBXTHMI X
X XMTO X
X X
XXX^XXXXX
```

END TURN. Now have Marth or whomever you have warped to the area by the treasure area keep that character at the door, so that the thieves does not open the door and try to bolt off with your treasure. Now then keep Medeia and her squadren in this diagram to keep them alive. Now next begin by picking off the thieves, as one of them will drop a Rapier when killed. Give this to Marth pronto. Now next pick off the other thieves by the door with your weakest characters. The Mages with the Thunder and Elfire spells should have already reached your location by

now.

Have Linda pick off some if not most of the enemies here as she WILL need ALOT of EXP right now. And trust me you will want to seriously level her up as she is a really good unit. Kill the remaining enemies up north and unlock the door and let Medeia and the others out. Give them some of your extra equipment as they begin with no equipment whatsoever. Okay after the thieves are dead now kill the General in the treasure room. I would seriously recommend using a good defensive unit to open the door instead of one of your Thieves, because it has a Sniper down there that will kill them rather easily.

Try to pin the Sniper if you can, so that he doesn't attack you again. I would recommend having a Magic Staff user raise your best sword user's' Mag Def, because the boss Boozen is quite deadly as he has a Bolganon Book in his possession. Use a Kill/Silver Sword and he should go down easily. If your character got hit by the spell and the boss hasn't died yet heal him/her with Libro uses, so that Boozen doesn't kill that character. Anyway, once Boozen has died, lure the Red Dragon with a good unit, because this dragon can deal 20 DMG per hit (DMG cannot be neglected).

Kill this dragon with Bizzard/Dragon Killer. It drops a Salve upon killing it. In the treasure room SE the soldiers are quite deadly as they are armed with Silver Weapon. Better get a good defensive unit to defeat them. One of them drops a Knight's Medal upon killing that unit. Get the treasures now if you haven't done so already. Whenever your done simply have Marth conquer the throne to allow Princess Nina to present Marth with another nice gift which is the Partia (Best Bow in the game!!!).

Chapter 11

Starting Characters

None

New Characters

Paola (!)

Allow her to talk to Marth.

Kachua (!!!)

Allow her to talk to Marth.

Treasure

Thief-Salve

Thief-Salve

Boss Jioru-Silver Spear

Left One-Silver Card (GET THIS!)

Right One-5000G

Wooh send out your bow users definitely, because this is a very good

chapter to level them up. Send in Medeia and Sheeda and anyone else that you want that's below LV7. Start by moving everyone up, so that the Sniper and the Hero (Astoria) does not attack them. Do not attack the Pegasus troops up north. Yup, that's Paola and Kachua. ^_^

Move Marth by them, so that they can talk to him quickly, so that they will become your squadren. Keep out of the Sniper and Astoria's range. Next turn have Medeia talk to him to make him one of your squadren. Immediately have Astoria hurt or kill the Sniper. If the Sniper hasn't died, otherwise trap him and kill him. Have Linda kill the Armor Knights. She should be able to take care of them easily with just about any spell. Use a Thief key or Bridge Key to open the bridge to allow your squadren to advance down south later. Warp someone down south, so that the thieves down south doesn't get your treasure. Kill them and the Dragon Knights that are heading north towards your other squadren. They should'nt be too tough to defeat with Magic or Bow Users.

Wait by the start of the chapter, because some Pegasus squadren will be coming. Have Paola, Kachua and your bow users kill them until they are no more. Heal them if they get hurt too much. Have a high defensive unit use a door key to open the door with the Sniper in it. Kill him and get the treasure. Do not buy anything yet until you get the Silver Card, so that you don't go throwing away your extra gold. Anyway the other treasure has 5000G in it. Pick off the Archers and Priest with whomever needs some EXP.

You will want to kill the enemies by the boss 1 at a time, as they are quite deadly. Kill the boss with Magic/Thunder sword users and he should go down in a flash. The boss drops a Silver Spear upon killing him. Have Marth visit the village to see a mysterious blonde guy who will give Marth a Torron Spell specially crafted by Nina. He leaves and now buy at least 3 Silver Spears, Steel Axes, and whatever else needs replacing. Use the Silver Card to do this. Have Marth conquer the throne to begin the next chapter.

Weapon Shop

Iron Sword 420
Steel Sword 760
Silver Sword 2000
Thin Spear 450
Silver Spear 1600
Steel Bow 560
Steel Axe 600

Item Shop

Salve 300
Door Key 500
Live Staff 1000
Fire 500
Thunder 630

Chapter 12 Magic City Khadein

Starting Characters

None

New Characters

None

Treasure

Left One- Magic Armlet

Right One- Secret Book

Mage- Thunder

Thief- Recover Staff

Mini Boss- Bolganon

Wooah this chapter is quite easy. Okay, surely you will want to bring your flyers Paola, Kachua, and Sheeda. And surely you will want to bring at least 2 bow users. Not Horsemen unless you dismount them. Bring at least 2 healers and whoever else that you want. Take out the enemies as they come to you. Now this isn't like the NES version when Garnef will wait by the treasure room for you to attack him. This time he will come after you along with some reinforcements that are under his evil control.

And trust me YOU DO NOT WANT TO FIGHT THIS GUY. There is no way to defeat him right now. If your in his range whenever he starts coming by you he will just have fun picking off your characters. So, just back away until he leaves. Once the evil wizard leaves now you can start charging full force!

Doesn't he look much like Ganondorf in this game? Oh well start by having Paola and Kachua going after the thief. And as for the reinforcements they are nothing to worry about with Pegasus Knights or with characters with raised Mag Def. Fight them off until they all disappear.

Kill the remainig enemies and snipe off the Recover Staff Priests with Gordon, Thomas, Ulf, or Zagaro snipe each priest, but don't kill them. Let them heal each other then repeat the process until one of them gets criticalled and killed. Kill the other one. Give the Magic Armlet to Marth (Most Recommended). Give the Secret Book to Maric or Linda or just sell it for 5000G. The mini boss requires the same strategy as the one 2 chapters ago with Boozen. He drops a Bolganon when you kill him.

Buy at least 3 Silver Bows, 7 Elfires, 3 Relieve Staves, 3-5 Pure Waters, 5 Treasure Keys, and 2 Bridge Keys. (This is all you need really!) But be sure to use your Silver Card to buy all this. As a matter of fact...ALWAYS use this card whenever you buy anything from now on. This isn't like FE1 (NES) where you earn more than enough gold throughout the game. And plus the stuff is ALOT more expensive in this game anyway.

Anyway, once that you are ready, have Marth conquer the castle and Gato explains that he must have the Star and Light Orbs in order to make something to neglect Garnef's' evil magic Maph.

(Mafuu) is what it says in the Japanese writings anyways.

Weapon Shop

Steel Sword 760
Silver sword 2000
Steel Spear 560
Silver Spear 1600
Steel Bow 560
Silver Bow 2200

Item Shop 1

Fire 500
Thunder 630
Freeze 690
Elfire 900
Live Staff 1000
Relieve Staff 1600

Item Shop 2

Salve 300
Pure Water 1200
Door Key 500
Treasure Key 500
Bridge Key 1000

Chapter 13

Starting Characters

Alan

Secure the left village.

Samson

Secure the right village.

Chainey

Have Marth talk to her.

Treasure

Hero- Thunder Sword
Hero- Hero Proof
Boss- Dragon Shield

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Wow this will be kind of a tough chapter. Surely you will want to bring Astoria, Medeia, a Warp Staff user, 1 healer, and surely you'll want to bring in anyone that your planning on training in the Arena here. If you don't feel like using the Arena here, then otherwise bring in anybody that is in need of some leveling.

Okay once your ready to begin the battle, start by warping Marth to the village and choose whomever character that you want, because you cannot get both of them. Once you decide on whom you want the other villager will close it's gates. On next turn, move a bow user 1 space away from a Hand Spear Dragon Knight, so that when the Dragon Knight comes to you on the enemy phase he should commit suicide and snipe himself off automatically. Start by sniping off the other Hand Spear Dragon Knight.

That's 2 flyers down. Snipe off the last Dragon Knight with Steel Spear. You can also defeat the Dragon Knights with Dragon Killers or Magic users. When the Social Knights and Paladin comes watch out as 1 of the Social Knights has a Knight Killer. The Paladin can easily be dealt with Marth (Rapier). Anyway, once that they have been dealt with be sure to get to the forts quickly and block them, because the reinforcements are quite powerful. Anyway, once that you have blocked the forts some other reinforcements will come out of the forts by the boss area but they aren't even worth discussing. Take them out as they get to you.

They are not difficult to defeat. Anyway, after that you have killed them, do the fort trick and level up anyone who is in need of some EXP. After that's settled next kill the General and Priest by the boss area. Now about those Hero's in the doorway into Chainey's cell, I would highly highly not recommend opening the door, because these 2 Hero units will just about total any character instantly if the both team up to attack that same character at once.

I would recommend not opening the cell door and just killing the Silver Sword Hero with just Bow/Magic attacks. But be sure to raise Mag Def before you open the door to kill the other Hero enemy. His Thunder Sword should not do any DMG to you. Next turn finish him off to claim his Sword. The other one will drop a Hero Proof. Now have Marth talk to Chainey to have her join you. She says that she won't give in easily to join the forces of evil just because of her transformation powers.

Take out this boss with Magical attacks. Elfire would be a great choice for this. Thunder Swords should work well also. DO NOT attack this boss up close. IT IS STRONGLY NOT ADVISED as he has a Kill Lance. After defeating him he should drop a Dragon Shield upon killing him. Give this to Chainey or to anyone else who is in need of some extra Def. Battle in the Arena if you want. I know that this will mess up your characters growth. If you need some money then just have characters battle in it for those that you aren't really going to plan on using much.

Prepromos would be good for this. (Characters that start out in the 2nd class rather than the first.) Now then buy at least 7 Kill Lances, and 7 Kill Swords with your new gold. Be sure to buy more Pure Water if needed. Clear the chapter as Marth will give thanks to himself and his army for restoring peace to the land.

Weapon Shop (South)

Kill Sword 1100
Silver Sword 2000
Hand Spear 600
Kill Lance 1200
Silver Spear 1600
Silver Bow 2200

Weapon Shop (North)

Iron Sword 420
Steel Sword 760
Iron Spear 380
Steel Spear 560
Iron Bow 330
Steel Bow 560
Steel Axe 600

Item Shop (South)

Salve 300
Pure Water 1200
Door Key 500
Treasure Key 500
Bridge Key 1000

Item Shop (North)

Fire 500
Thunder 630
Freeze 690
Elfire 900
Live Staff 1000
Relieve Staff 1600

Chapter 14 Starlord Marth

Starting Characters

None

New Characters

None

Treasure

1
2X3
X4X5 6
X X X
7
X

1. Warp Staff
2. 7500G
3. Devil Sword

4. Orion Arrow
5. Knight Medal
6. Secret Book
7. Dragon Killer

Thief- Door Key

Left Priest- Reserve Staff (!!!)

Right Priest- Member Card (!!!!)

Moses- Speed Ring

Well this is something you don't see everyday. Dragons. Yes, this chapter has one of them. Send in Maric and Linda definitely. Wendel if he's not at a good level yet. Send in anyone else you want. I would split the team into 2 groups. Have a Dragon Killer user go to the upper route to take out the Red Dragon up there. And be sure to send in a few more units up there, so that they can intercept the thieves that are trying to get away with the treasure.

And be sure to have Linda and Maric go the west route, so that they can kill the Hero enemy with Aura/Excalibur as well as the Armored Knights. Send a healer in each group and be sure that they have some Libro uses as that will really help here. And and be sure to have some Iron Cutters here, because you will need them for the enemies later in this chapter. Thunder Swords will also do nicely here as well.

Oh and about the Sniper, I'll tell you how to defeat this foe shortly. Sit any good Mag Def unit by the wall, so that a Magician will be after that unit keeping that Magician away from the others. Lure the Sniper with a high defensive unit and kill him. Careful not to get into the Dragons' range. Lure the Dragon with your upper group with any unit that has above 21 HP, because this dragon can deal 20 DMG per hit (DMG cannot be neglected).

Kill the Dragon with your Dragon Killer user, or just bean it with some Blizzards. Back your other units away, so that the Sniper doesn't devastate your weaker units. Trap him and kill him. Kill the remaining enemies then either collect the remaining treasure or just leave them and collect them after you have cleared the chapter. Block the narrow passageway up north, so that the thieves doesn't get away with the treasure. Kill them and now don't get hasty when going to Moses's' chambers, because there is a Worm Priest that will deal 11 DMG per hit without any Mag Def.

Anyway, raise their Mag Def, then open the door. The Armor Knights are easy to deal with. Do not go to far up, because a Sniper with a Silver Bow will be coming after your units. Yes, Snipers can cross water. Kill him, then take out that Worm Priest. I would recommend it, because not only will you put a stop to him from picking off your characters, but some reinforcements are going to be coming anyway. When they do come have your Archers/Magic users, stand by the wall, so that the Archers can go after them allowing them to get some easy EXP. Moses will attack that character, but hopefully that character will survive the attack. Heal that character, then get out of his range on your phase.

Now, as for the Armor Knights, wait for them to come to you block the cranny on the left side of the moat by the throne with your high

defensive units (that have Armor Killers and Magic.) If they are hurt too much, heal them, then keep them in the back row as they are getting healed then put in another highly defensive unit to hold them off. Then put your healed characters back and repeat the process. This is pretty much all that it takes to hold them off. Once that the reinforcements are dead, kill the Priests to claim the Member Card and Reserve Staff. Do the LV up trick with your bow users if you want or just kill them off.

Have Marth equipped with the Dragon Killer and let Moses attack him so that Marth retaliates and hits him. This is so that you can heal him as you move him away next turn. Repeat this until he dies. This is why I would recommend this strategy to kill him. But DO NOT CONQUER THE CASTLE YET. Open the door from behind the throne and have a character with the Member/Silver Cards get to the spots just beyond that door to locate a secret store. Yep the save goddess Anna runs these shops! YUP! Buy at least 9 Libro Staves. These are what you would want to buy most here than anything else. Be sure to buy what you can here, because this is the only shop in the game that will sell any of this stuff!!!!

Once that you are done buying what you need now collect the remaining treasure if you haven't already. Now afterwards have Marth reclaim his home. Congrats on him becoming the warrior "The Prince Of Light". Yup, our little Marthie is growing up!!!! ^_^

Secret Shop

Location: Found behind the door behind the throne room. Must have Member Card in order to find it and enter it.

Rapier 3000
Thunder Sword 1400
Shaver 1500
Bolgannon 1940
Libro Staff 2400 (BUY THIS!)
Magic Staff 9600

Chapter 15 Mamkute Princess

Starting Characters

None

New Characters

Chiki (!!!!!)

Have Bantou speak to the cute princess.

Treasure
12
XX

X X S

H 5 6
X X X

7 8
X X H

H 9 10
X X

1. Star Orb (GET THIS VERY IMPORTANT!)
2. Light Orb (GET THIS VERY IMPORTANT!)
3. Dragon Whip
4. Power Ring
5. Earth Orb!
6. Angel Clothes
7. 10000G
8. Bolgannon
9. Pure Water
10. Priest's Ring

Thief- 1000G
Hunter- Steel Bow
Thief- 1000G
Thief- 1000G
Hero- Silver Sword

Select any of your units that is in need of some leveling, because starting next chapter will begin the real thing. And oh yeah definitely send in Bantou. You will need him to recruit Chiki here. Now it starts as Garnef is telling Chiki that there are intruders on the premises and that she must burn those invaders to ashes. And that Chiki wasn't born from the Narga Kingdom or isn't any way related to Bantou.

What an evil sick fetish man taking advantage of an innocent child's mind this is indeed the lowest that he has ever sunk. Well it's time to show Chiki that Garnef is just a big fat liar. Ooh, this is an easy chapter. There will be some Mercenaries and Hero with some Steel Swords. They should'nt be much difficult to defeat. Be sure to kill them quickly, because some thieves are going to bolt off with the Light/Star Orbs and THIS IS VERY IMPORTANT that you catch them on guard.

Kill these Thieves quickly also because you want to absolutely catch that Thief with the Light/Star Orbs. NO I AM DEAD SERIOUS. If this thief gets away with these orbs then it is SILLY TO CONTINUE FROM HERE. REALLY! Watch out as a Sniper up north will open a door to go after you when you get close enough to the upper right side of the door. Raise Mag Def and send your melee fighters to take out those

damned Mages and Priests. Have good melee fighters and Magic users take out those damned Hero enemies. Now then, have Bantou talk to his granddaughter Chiki to recruit her. Nope, no boss battle, because Chiki was the boss here. And NO I AM NOT GOING TO PROVIDE A STRATEGY ON how to defeat her because doing this is not only a completely souless thing to do and bottom line is that THIS IS NOT RECOMMENDED TO BEGIN WITH. If for some crazy reason that you are doing this then your on your own. JUST don't do this OK.

A hunter will drop a Steel Bow upon killing him. Kill the hidden enemies for some EXP and grab those treasures. For the Priest's Ring promote Linda/Maric or any Cleric immediately right now with this. Don't worry if they are not at LV20. The level that they are on should be good enough for this book anyway. Do the same for the Dragon Whip. If you want to promote Est with this then wait until next chapter to do this as you do not get her until then anyway. Sit on Chiki's throne with Marth to clear the chapter. Saying conquer is rather too mean for Chiki's throne. Well time to begin the next chapter already.

Chapter 16 Black Knight Camus

Starting Characters

None

New Characters

Est(!!!!!!)

Secure the village. She comes with the Miracle Sword the best damned sword in the game!!!!

Lawrence (!!!)

Have Sheeda talk to him.

Treasure

Thief-2000G

Paladin-Knight Medal

Camus- Gladius (Best spear in the game!)

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Wow this will be a frustrating chapter. Definitely deploy Sheeda as you need her anyway to recruit her dad Lawrence. LV20 STILL DEPLOY HER. You can promote her with the Dragon Whip right now if you want to continuing leveling her here. Actually, I would recommend this, because you need her to battle someone here anyway. Go ahead and promote her

right now if she is at LV15. If not then level her here to that level then promote her. You will want her promoted by the end of this chapter. And deploy anyone else that you are going to plan on training in the Arena here.

Start the battle with Chiki and have her kill 1 or 2 Paladins at a time, because you do not want all of them to gang up on her at once as this is just a good way to get you to start the mission all over again. Heal her with Libro uses and believe me you will want to kill them quickly, because not only will more be coming, but that Thief in the west will destroy that village quickly if you don't save it in time. Send fast units such as Paladins and flyers down south so that you can block the village in time so that the Thief doesn't destroy it. The thief WILL destroy it by Turn 5. So get to it quickly, so that you don't have to do the mission all over again.

AND TRUST ME, you want to keep that village safe from harm as it has a REALLY good character in there. If the thief does somehow get ahead of you. RESTART! The horse is a horse of course of course it's famous Mister Dark! Anyway, lol xD have Chiki dispose of the other 3 Mister Darks. Be sure to block those upper forts and the SW ones quickly, because shortly some reinforcements will come out of there and just have fun picking off your characters. They are quite lethal.

Have Chiki kill the top Balliste from having her being placed on the bottom one in the south direction, so that Lawrence doesn't attack her. A Hand Spear General WILL come after her, but she should be able to take care of him easily. Have Chiki destroy the other Balliste with the Elephant Gun by 2 spaces from south. She should be able to destroy them easily. You WILL want these gone, so that they don't have fun picking off your characters as you are trying to do the fort trick.

Because these things are just headaches and they are just there to frustrate the hell out of you. They are quite deadly. that's why you will want them exterminated immediately. Have Chiki dispose of the remaining enemies including the Paladins by Camus. These Paladins do not move. Have her attack a space away to get her some very easy EXP. Do the fort trick and level up any of your favorite units evenly. Once that they are gone Sheeda should hopefully be at least at LV15 by now. Arena or not.

Promote her right now!!! Now then have Sheeda talk to Lawrence to convert him. It seems that Lawrence was being used by Dolua and yes he is Sheeda's father. Now comes the hardest part of any boss fight in the game. Surely you will want Sheeda to do this with the Miracle Sword since she is just about the ONLY unit in the game that will max out in Speed and Luck. Yes this WILL greatly help out in this battle. Put Marth 3 spaces from the boss to initiate a conversation. Go to http://members.tripod.com/prince_marus/ for more information.

Now then put Marth right next to her to give her a 10% support bonus. Now have her battle him and hopefully she WILL be able to defeat him. Once he is down he says his last words about Nina then he disappears from the map. Poor Camus. =(Do not worry he will be back in Book II. *Sigh* I honestly think that you should train in the Arena here until you at least get 75,000G. NO I AM DEAD SERIOUS this task cannot be ignored at all whatsoever, I mean you want to promote most if not everyone don't ya. Plus you have the orbs anyway to neglect the bad growths in the Arena. Use the Star and Light Orbs and train them as much as you want. The Light Orb will prevent criticals in the Arena and the Star Orb will increase their growths by an extra 30%.

There is absolutely no excuse not to train in it now, so go ahead and get leveling. Once that you have earned enough EXP and Gold to your liking buy at least 5 Recover Staves with your new gold. If you are going to use your Axe users after this chapter then be sure to buy some Iron Axes because THIS IS THE LAST CHAPTER THAT YOU WILL GET TO BUY THEM AT ALL. (Use your Silver Card to buy everything. Remember that!) Anyway, once that you are ready to move, simply have Marth conquer Camus's' castle.

Nina says that she knew that this would happen, because the same thing happened to Anri's lover because of him owning the Fire Emblem. Just like Marth having it in his cool possession. *Nina loved Camus* I feel sorry for her that her lover had to go =(Well Camus isn't really gone. Play Book II and see what I mean.

Weapon Shop (Left)

Kill Sword 1100
Silver Sword 2000
Kill Lance 1200
Silver Lance 1600
Kill Bow 1000
Silver Bow 2200

Weapon Shop (Right)

Iron Sword 420
Iron Lance 380
Iron Bow 330
Iron Axe 420
Steel Axe 600
Hand Axe 440

Item Shop

Fire 500
Thunder 630
Freeze 680
Elfire 900
Live Staff 1000
Recover Staff 2400

Chapter 17 The Knights Galloping in the Sky

Starting Characters

None

New Characters

None

Treasure

Michael- Aiote Shield
Dragon Knight (by castle exit)- Dragon Whip


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NO I AM DEAD SERIOUS neither of these tasks CANNOT be ignored at all whatsoever. First start off by having Marth visit the village with the Light/Star Orbs to get the Starlight spell. If not then he won't.

Note: If he doesn't give you the Starlight then battling the next boss WILL be impossible and battling the last boss WILL be about 10X harder and Marth will not be able to battle him which will suck of course. This is HIS game, so therefore he deserves the last battle because of this.

Okay getting the Starlight or not next begin by taking the Member/Silver Cards and go to the rocky mountain terrain (green) by the SW corner to find a Secret Store. Now to promote everyone you will need.....

- 6 Knight Medal
- 2 Hero Proof
- 1 Orion Arrow
- 2 Dragon Whip
- 3 Priest's Ring

Grand Total with Silver Card 70,000G without Silver Card 140,000G

Ack! I hope that you have trained in the Arena last chapter, because this is a Chapter where you will need this kind of gold. Because it WILL really suck if you don't. With the free Dragon Whip promote any other Pegasus Knight with this. Now hopefully the Arena/Arena's should've hopefully made all this more or just financial enough. Buy these promote your remaining characters right now!

Go ahead and buy at least 7 Dragon Killers and 5 Pure Waters and anything that you need replacing before finally getting done with the most important tasks in the game. Now it's time to begin the next chapter as Gato Warps Marth and his friends to the Tower Of Thebes!!!!

Secret Store

Location: Go to the rocky mountain terrain (green) by the SW corner. Must have Member Card in order to find it and enter it.

- Knight Medal 10000 (BUY THIS!)
- Hero Proof 10000 (BUY THIS!)
- Orion Arrow 10000 (BUY THIS!)
- Dragon Whip 10000 (BUY THIS!)
- Priest's Ring 10000 (BUY THIS!)

Chapter 18 Evil Priest Garnef

Starting Characters

None

New Characters

Ellis

Clear the chapter.

Treasure

Left One- 10000G

Right One- Dragon Shield

Fake Garnef (by throne)- Priest's Ring

Real Garnef- Falchion (!!!!!) (Have Marth equip this immediately!!!!)

Now comes my 2nd most favorite chapter in the game. Now bring in all of your new Priests/Priestesses (Maria/Rena/Maric/Linda). BRING LINDA definitely because the murderer of her father is here. Yes, Garnef killed her father. Yep, it's time for her to make her comeback. Now surely you'll want to bring anybody that is under LV10 and for those that haven't class changed yet. Let me simply tell you this right now, but this is the absolute last chapter that you have of leveling up any of your weak units.

Your only allowed to bring only 12 troops and Marth has to be one of them. I don't really know what Garnef says. The only thing that I know what he says is that he claims to be invincible and that not even Medeus himself can stop him now. Now that he has the Maph and Falchion in his possession. Go to http://members.tripod.com/prince_marus/ for more information. Start raising your characters Mag Def for those that you are going to plan on leveling up.

Lure the Snipers with a high defensive unit. Trap them if you can and take them out. Lure 1 Hero enemy at a time, because 2 out of the 3 of them carry Kill Weapons. Oh great, just hope and pray they don't total your unit by criticalling you. I would use Maric (Excalibur) as that is probably your best bet to killing them. The last Hero enemy holds a Dragon Killer. Kill him then reinforcements will be coming but they are nothing to worry about. This is now the chance to start leveling up your weakest units that you have brought here.

Raise their Mag Def to keep their magic from harming you much. Anyway, once that you have taken them all out start promoting your remaining troops right now. You can possibly lure the Snipers by the throne by going to the side of the wall by the reinforcement areas. Have Maric kill them with Excalibur to make the throne area more easier. BUT the Meteo Garnef (the throne one) may attack Maric with the spell, so be sure to have his Mag Def raised before you lure these Snipers to take them out.

Lure the Fake Garnef on each side. But be careful as they have Torron spells. Marth should be able to easily take them out with raised Mag Def KEEPING OUT

of range of the Real Garnef until that you are absolutely ready to battle him. Have Linda equip the Starlight and raise her Mag Def. As she starts battling him you get to see cosmos space as the battle engages with Dark Souls that Garnef summons out of his Maph spell. This is enough to mesmerize you into dreamland right here. After she defeats him Garnef says at the end of his speech that he'll see Marth in hell. That's about it.

Anyway after his humiliating defeat he drops the Falchion and give this to Marth pronto. Let the Prince Of Light awaken shining upon his now Shining Blade. I almost said Shining Force. YAY! Marth will now battle SSBM style. Now this part of the mission will be alot easier if you took out the Snipers that I told you earlier in the mission. Otherwise this will be alot harder. Surely you will want a highly defensive unit with raised Mag Def to take out those Silver Spear Generals and Snipers. (If you haven't killed them that is.)

Vanquish the throne Garnef to put a stop to him pelting your troops with Meteo's.

Grab the tresure as they have 10000G and a Dragon Shield. There isn't really anything to do after this except if you want to admire the castle and lava view. =P Clear the chapter to save Ellis (Marth's' sister) YAY! ^_^ She explains that she has got kidnapped by him because of her revival powers. Could Garnef forced her to revive Medeios or did Garnef do that with his own revival magic. They say that Garnef has done that though however. Even if Ellis did do it by force it isn't her fault. ^_^

Chapter 19 Mamkute Kingdom

Starting Characters

None

New Characters

None

Treasure

Priest- Reserve Staff (!!!)

Thief- Devil Sword & 500G

Lone Treasure- Red Dragon Stones (Give this to Chiki!)

Send in anybody else who still hasn't class changed yet and your newly promoted units with the Miracle, Gladius, Partia, and the Falchion of course IF YOU have it. Use the Partia, Miracle, and Gladius to give them 2x the EXP than usual.

Note: Have Rena repair them when they or if they nearly break down during your fight.

Surely you'll want to bring in Chiki. Bantou if your planning on feeding him some stat up items otherwise let him rot. Definitely bring in Maria

and Rena as well as Maric and Linda. I would recommend waiting for the enemies to get to you and pick them off rather than trying to cross the mountain way down south. Warp Marth to the thief when he gets close by the treasre area and have him kill that thief. Be careful, as this Thief has a Devil Sword. He drops his Devil Sword upon killing him.

A wave of reinforcements will be coming out on Turn 8. Too bad that this isn't thrilling as it was in the NES version of this adventure. They shouldn't be too difficult to defeat. Heal with Libro/Reserve Staves if they are harming you too much. Level up your promoted troops evenly and promote everyone else if you haven't done so already. As for Zemzel, defeating him is the same as defeating Moses. Anyway give this final set of enemy EXP to a troop that really is in need of it.

Use Recover Staves as the staff users will gain 30 EXP each use. You can level up your Magic/Staff users up as much as you want this way. Level Ellis 20/20 this way. Promote her after she reaches LV20 then repeat this staff trick until she reaches LV 20/20 (LV40). This should be enough to get her to par with the rest of your Magic users. Start by heading to the Secret Shop which is located in the SW mountainous area. Buy stat up items a enhance whoevers abilities that you want to. I would recommend your Priests/Priestesses, because they seem to have the lowest HP and DEF than anyone else. Anyway, once that you are done enhancing their stats to your liking, be sure to save a little money for 5 Recover Staves, which I recommend buying. It is also advised to buy 3 Door Keys for the next chapter. You will need them. Seriously!

Note: To revive a unit if you lost one have Ellis stand by the altar and have her use her Oum Wand to revive your lost ally.

Buy whatever else needed being sure to blow all of your remaining gold because you will not need any gold after this chapter. Once you clear the chapter it shows as Medeiuis welcomes you to his domain. Well you'll soon show him. ^_^

Item Shop

Door Key 500
Fire 500
Thunder 630
Freeze 680
Elfire 900
Live Staff 1000
Recover Staff 2400

Weapon Shop

Kill Sword 1100
Dragon Killer 1600
Silver Sword 2000
Knight Killer 700
Silver Spear 1600
Silver Bow 2200

Secret Store

Location: At the Sw Mountainous area. Must have Member Card in order to find it and enter it.

Power Ring 10000

Manual 10000
Speed Ring 10000
Goddess Statue 10000
Angel Clothes 10000
Secret Book 10000
Dragon Shield 10000

Chapter 20 The Choices Of Many

Starting Characters

None

New Characters

None

Treasure

Hero- Dragon Killer

Hero- Silver Sword

WARNING: If all of your troops are alive after beating the first half of the game either don't decide to continue to go to Book II or do not save on accident after the ending, because IT will erase you Book I data completely clean. It is best to copy an extra save file using the 3rd option at the title menu before beginning this Chapter.

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.

Now hopefully, MOST if not EVERYONE should be promoted by now. Yes even Ellis. Now bring in your most favorite and durable units here. FINALLY a different music track for a change. Once that your preparations are finished have fun with this battle you have certainly incredibly earned it. ^_^ Now starts the battle as Medeiuis turns into an Earth Dragon coming out of the ground. This scene is mesmerizing I know. =) This is the most mesmerizing scene in all of Book I.

Now you will want to hurry and defeat these enemies, because soon the door is going to close in on you. *Sigh* I just hope that you have some Door Keys, because this is a chapter where you will really need them. For the west group have go NW to rejoin the others. And for the other groups use your highest defensive units to take out the melee fighter with Mag Def raised. A Hero will drop a Dragon Killer and a Silver Sword. They do have a Priest with a Torron Spell just like one of Garnerf's clones or a Priest (Torron) from an Arena. Do the same raise Mag Def and defeat him.

This battle will be alot harder without the stat up items just so you know. Come on now you should'nt really have much weak units anymore. Heal with Reserve/Libro Staves if it gets too hellish out there. After taking care of the enemies, some Time Dragon reinforcements will be coming out. Have Dragon Killers and Devil Swords (Only if their luck is at 15 at the very least) ready to take them out when they get to you and hopefully everyone should've already gotton out of the dooways. If not then your going to have to let them out.

Kill the Time Dragon in the left corner with either Gordon/George with the Partia with Mag Def raised, because a Meteo Priest will be attacking your troops constantly. The Partia should take out that Time Dragon easily. Anyway, once you have dealt with the Time Dragons lure out the Snipers and kill them. Kill the Meteo Priest to put a stop to the Meteo's for good. Kill those Libro Priests if you can, because this boss battle will be a real pain with them around. Hopefully you should have Door Keys for this. Otherwise you will need a Thief to do this.

Attacking Medeus

Medeus: All you rebels have disturbed my sleep! I will let you taste the flames of Hell and watch them burn you all!

After killing Medeus

Medeus: Damn it! Although my body has been destroyed, my spirit is still here. You so-called Prince of Light, listen up! At any time, when man has evil thoughts, I gain more and more strength. And at the right time, I will be able to come back again! Remember, as long as there is Light, the Darkness will never die.....

Warning: This Boss can saw all attacks by half.

Hopefully Marth should at least be at LV12 by now. This is all that is needed to defeat Medeiuis. Now have Marth start whacking him SSBM style with his mighty Falchion Blade. Medeiuis Sprews Dark Breath at Marth dealing 22 DMG per hit. (DMG cannot be neglected) Heal with Libro Staves whenever he gets hurt by his Dark Cold Flames Of Death. Now continue to whack the evil lizard until he dies. After this mesmerizing battle ends, have Marth sit on the throne to wrap up this Book. Now the credits will roll. If you have kept everyone alive you will go to Book II if you choose to. Otherwise if everyone hasn't been alive or if you choose not to you will otherwise will have to create a new file and Start Book II. Either method doesn't matter the outcome is still the same either way.

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!

TO BE CONTINUED.....

THE END or is it?

Book II Walkthrough

Story

It begins 5 years later after the evil Dark Dragon was slayed by Marth's hand. YAY, as everyone cheers until one day darkness and terror starts to spread across the land of Akaneia as the Emperor Hardain marries Princess Nina and all of a sudden he starts to turn mad. Men are getting killed. Women and Children are being slaved. And girls above the age of 10 are being kidnapped. Marth gets furious at Hardain's actions and he would like to know what exactly is going on with his friend. So he assembles a new squadren and goes to seek answers as the Dark War history yet again is repeating iteslf.

Chapter 1

Starting Characters

Marth (!)
Rodie (!)
Cecil
Ryan (!!!)
Luke
Doga (!!!)
Alan

New Characters

Marissa (!!!)

Treasure

Brigand-Salve
Brigand-Salve

Warning: DO NOT give Alan any EXP here, because
he will just be wasting it.

AWW YEAH! New music baby. You'd be driven off the wall if they actually kept the old music. Now start by giving Alan his Steel Sword to Marth,

so that he doesn't have to waste his valuable Rapier uses here. I would recommend backing up your troops taking out 1 or 2 at a time because the enemies here can be quite a handful if they gang up on one character. Do not worry about the Thieves they will not get to that village before you.

I would recommend giving all this EXP to Rodie, Cecil, Ryan, and Luke, because they are very good units and they right now need ALOT of EXP. No one else really needs it anyway because Doga and Gordon are already at a high enough level already. And Alan will just be wasting it. Now have Marth go to the village to recruit a 10 year old gifted child named Marissa having the ability to heal sick and injured people. Anyway after the little girl greets Marth and now when she joins you and yes she comes with a Live Staff. =D

Now have her heal your troops that got hurt. Anyway, once the thieves comes out of cave, have Rodie, Cecil, Ryan, and Luke kill them for some easy EXP. Now when the thieves are gone after a few turns later next have Ryan take out those Brigands around the fort. Anyway, after the cute little boy takes care of them next have go and have Luke or Rodie take out the 1st Hunter on the fort. Now Lawrence says something and now the upper remaining troops will now start to attack you. Now be sure to keep Cecil away from them, so that they have a lesser chance of criticizing you.

You do not want criticals when several troops are there awaiting to get a piece of your squadren. Now retreat whoever got hurt and put in the other. Now pick pick them off 1 by 1 or just have Marth fight them all off on the fort to get him some EXP. He should be able to take care of them pretty easily. After they have been taken care of next buy Luke an Iron Spear, Doga a Hand Spear, Cecil an Iron Spear, get Ryan an Iron Bow, Get Alan an Iron Spear or just hand him Doga's Steel Spear and buying Doga an Iron Spear otherwise. Take Alan's Silver Spear and save it. You will need this, so save it for now.

Go visit the villages. If you cannot read Japanese, I'll fill you in on what happens. This information WILL not be found on http://members.tripod.com/prince_marus/. Luckily I'm quite competent in Japanese. Okay here it goes. The upper house says that Princess Yumina and Prince Yubello are the 13th century dynasty kids from the Gra of royalty. Ahem when your ready have Marth speak to Lawrence. For those of you who haven't played Marth's NES game or Book I Lawrence was a General of Grunia that betrayed the country after his daughter Sheeda's consent. And yes he is also Sheeda's father. And he absolutely kicked ass in those games. Especially the NES one. Have Marth speak to him to see quite a sad scene. *Sniff* This part may make you cry.

Lawrence sacrifices himself in the process saving Yubello and Yumina. Poor Lawrence. =(Afetr that sad scene is finished. Oh Lawrence =(. Oh well whenever that you are ready have Marth conquer the castle to get out of here. You could fight him with Marth's Rapier, but why do that when your Rapier will be just about be all used up and most likely if you've played one or both of Marth's other games you really would'nt bring yourself to do that anyway.

Weapon Shop

Iron Sword 420
Iron Spear 380
Hand Spear 600
Iron Bow 330

Chapter 2 The Macedonian Rebellion

Starting Characters

Kachua (!!!)

New Characters

Warren

Have Kachua talk to him.

Linda

Clear the chapter.

Treasure

Thief- Lady Sword and 500G

Boss-Knight Killer

Select all 9 of your troops provided that you've kept them alive. When Kachua comes, yes she is a character from Marth's' first 2 games that's a Pegasus sister from Macedonia. Begin this chapter by giving Doga's Steel Spear to Alan if you haven't done that already. Begin by Alan move up north as far as he can. Ugh! This is actually a time to actually Lady Sword.

Now comes the cool part of the battle, as the Social Knights charges at you with full force. Alan should be able to easily take care of the Social Knights. Now about the Silver Spear hand that to Kachua right now. She is much more suited to use this than Alan is. Move Kachua and Alan west being careful of the ranges of the Dragon Knights. Have Kachua fly at the corner on the of the beautiful river. I know that this chapter is beautiful. Now as Warren gets to you surely you will want to trap him, so that he doesn't attack you on every turn. As THIS IS HIGHLY RECOMMENDED.

Finish off the remaining enemies and having Kachua and Alan go after that Thief. Use the Silver Spear on the Thief to kill him instantly critical or not. The thief drops a Lady Sword and 500G upon killing him. Kachua and Alan will get attacked by the Dragon Knight, but they should be able to handle him easily. Heal Kachua and Alan with Salves whenever that they are seriously hurt. Have Kachua talk to Warren untrap him once that you can get her in range to talk to him.

Have your Bow users kill off the other 2 Dragon Knights taking out 1 at a time of course. Careful not to get in range of the middle Dragon Knight as this one (the boss) has a Knight Killer. He drops it upon killing him. Go ahead and clear this chapter as this is 1 chapter to have no shop in it. As for Linda she will hand Marth the Fire Emblem and will join you again. YAY!

^ ^
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Chapter 3

Starting Characters

Paola (!!)

Automatically joins. She is HOT.

Julian (!!)

Secure the NE village.

New Characters

Machis

Have Julian talk to him. Kill him if you get too annoyed.

Treasure

Thief-1000G

Dragon Knight-Knight Medal

Dragon Knight-Silver Spear

Boss-Orb 1

NE Village- Julian (!!)

SE Village- Silver Axe (Sell this for 5000G)

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Start selecting everyone then it begins as Paola starts talking to Julian. Paola was another Pegasus Knight from the first 3 of the FE games. Julian is a thief from Marth's' first 2 games that is a pure spirit/drop of light and a super heroic Thief and that he also has a crush on Rena. Rena was a great staff user from Marth's' first 2 games.

Start by moving Paola on the fort, so that she gets healed on every turn. Do not worry about her dying as she can pretty much handle herself here just watch her kick butt. But make sure that she has a Salve or 2 just in case she gets hurt too much. Now begin by having Doga or Alan lure each and every Dragon Knight one at a time the have 1 of your bow users snipe them off until that there are none of them left.

Have Linda fight them some too as dragon knights are also effected by magic. Have her use the Thunder, not the Aura. Because you will be wasting it right now. Well for everyone else have them head west. But watch out for the shooters though.

Warning: I'm going to simply tell you newbies right now, but keep flyers away from them, because of having the extra DMG bonuses that can be inflicted upon them. And it's very likely that they can be killed in a single hit making you have to do the mission over because of it. Keep flyers away from them at all costs, keep that in mind.

If you need Kachua to go nearby otherwise dismount her, so that she doesn't get sniped off by those arches. Continue to head west, so that your other troops can have some of the EXP as you certainly do not want Paola to hog all of it unless that you want her to be promoted earlier. Hopefully she will at least be at LV12-15 by the end of this chapter. Have Kachua take out those dragon knights up on the mountains along with Paola with the Silver Spears. Take out the Silver Spear dropper first, so that you can get another Silver Spear as your first one will most likely run out of uses by now.

Anyway, have them kill the dragon knights keeping them by each other to give 10% support bonus as 1 of them will drop a Knight Medal. Heal them with Salves if they get hurt too much. For some reason these dragon knights won't attack you. Have Marth go to the village to get a worthless Silver Axe. Seriously, you will want to sell this as this will not have any other use. Head NE with your squadren and recruit Julian in the NE village. Marth will be delighted to see him again as he says "Julian!" in the Japanese text. Now head SW to battle some Macedonians by the bridge. Watch one of them have a portrait that is Machis.

For Machis fans out there, yes, he does get a return in Book II. Have Julian talk to him to recruit him. But, if you get too annoyed with recruiting him, otherwise kill him for some EXP. He's about the only plaging part to this wonderful game. Go ahead and kill him if you want as he is a worthless Social Knight and that Rodie, Luke and Cecil are alot better anyway. Anyway, doing either option next destroy the lone shooter by the boss. Have Linda attacck the boss here with Aura as the boss will go in a couple of turns or 1 if the critical activated. Anyway, once the boss says his last words he will drop an orb upon killing him.

Train in the arena if you would like as you can use the lone orb to increase the growths a bit. Use the castle to heal them, or you can just skip it as it will have another one after the next chapter anyway. Buy a Steel Sword for Julian. Buy Steel Spears for Paola and Kachua. And also if your going to plan on using Machis then buy him an Iron Spear before you go, otherwise let him rot in the bleachers next chapter.

Note: Have Julian search the castle to find an Aiote's Shield as Michael has already hid it here anyhow. =P

Weapon Shop

Iron Sword 420
Steel Sword 760
Iron Spear 380
Steel Spear 560
Hand Spear 600
Iron Bow 330

Chapter 4

Starting Characters

Oguma (!!!!)

Yubello (!!!)

Yumina (!!!)

New Characters

Kashim (!!)

Secure the NE village.

Sirius (!)

Allow him to talk to Oguma.

Sheeda (!!!)

Clear the chapter.

Treasure

Thief-Armor Killer

Thief-1000G

Thief-Devil Sword

Boss Gairu-Silver Axe (Sell this for 5000G)

Now this is an easy chapter. Bring everyone into battle, then it starts as Oguma has been hired for another duty to protect the Gra of royalty. You should have 15 characters right now unless you let one of them go. Which is mostly not recommended. Otherwise you should have 15 squadern right now. About Oguma, he was a Mercenary captain of Talis. He also had 3 compatirets Barts,Saji,and Maji which they are not in this game. Nope, no axe users are available in this Book. Yup! He's back and ready to kick some ass again. And mainly he is just cool lookin.

Now this guy is the total opposite of Machis in terms of coolness. Now about Kashim he was a pure hearted Hunter who was looking for a way to get some money for his sick mother until Sheeda convinced him on the right path. Give the Relieve Staff to Marissa and move everyone else to take out a few Brigands. As for Oguma, have him sit by the bridge beach strip area being careful not to have him go into range of too many Pirates. Because he cannot get healed right now and it won't be long before he gets killed.

Move Yumina and Yubello behind the village and DO NOT have Yumina use the Rescue Staff, because in this game you WILL really need it. I'll tell you the five points of the game when to use this, because you will NOT be getting another one of these. Have Yubello use the Fire spell to kill the Devil Sword Thief. This Thief will try to destroy the village if you don't. Defeat the Thief down SW to receive a Steel Sword upon killing him. This is so that

the village down there doesn't get demolished.

Starting next turn Sirius will come by to speak to Oguma as Oguma gets a familiar face that he has seen this guy quite some time ago and wonders that he is that guy. This is what the Japanese writings says pretty much here. Try to destroy the Hunters first before the Pirates. Leave Yumina & Yubello where they are. Continue to pick off the Brigands down south using ranged attackers as you quickly want to get to those forts, so you can cover them up as some reinforcements will be coming out of there shortly. Have Oguma and Sirius continue to take out the Pirates as they get to you. Having Paola and Kachua going down by the upper fort to block it.

Surround a fort on 4 sides and kill that enemy. Heal on fort if needed and Rinse, Wash, and Repeat until they are no more. Divide this EXP evenly, I am dead serious, because they will need to come prepared for the next chapter as it will be very difficult. Hopefully most of your squadren will be at LV6-8 by now. Heal oguma, as he probably is close to dying right about now. Lure the Pirates with Oguma, Doga, and Sirius and have them kill them. Have Linda use Aura on this boss, as she should be able to defeat him easily. The Boss Gairu will drop a Silver Axe upon killing him. Sell this next chapter. When you clear the chapter an ol comrade gets a new face sprite this time just like Linda did. Yup, that's Sheeda, she comes to greet Marth yet again.

Note: About Sheeda, she is Marth's' fiancee and that she is another troop from Marth's' first 2 games.

Chapter 5 The Liberation Of Grunia

Starting Characters

None

New Characters

Ricardo

Have Julian talk to him.

Treasure

Thief-1000G

Thief-Knight Medal

Priest-Libro Staff

Boss Toraasu- Orb 2

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Wowersers! This will be a difficult chapter. Surely you'll want to send out everyone except Paola, because she is already at a very high level. And Machis because he suks. Bring in Alan and Sirius. Have Sirius give him either Sheeda's Killer Lance or a Silver Lance. Select Julian, Yumina and Marissa definitely. And bring in whoever else that you want. Oh and bring in Doga and give him the Knight Killer that you have got 3 chapters ago. Now you should be just about all set.

Start this very hard battle by moving troops such as Sirius, Alan, and Sheeda up NW mountainous area. And have Rodie, Luke and Cecil block the bridge down south. But being careful not to move too close to George and his Sniper trio. Do not worry they will only attack you if you get close enough. Have Sheeda kill the thieves being careful as one of them is Ricardo. And yes he has the Member Card. Have Doga block the bridge next turn and having the gifted little girls Marissa and Yumina stay out of harms way.

Continue to move Sheeda NW to try to block the upper bridge area, so that Ricardo doesn't get away. And surely you will want the Member Card as you CANNOT enter secret stores without it. The remaining enemies shouldnt pose much of a problem to Doga. Have Marissa heal him if he gets too beat up. Get her out of the way next turn, because some Social Knights carry some Hand Spears. If Marissa gets hurt have Yumina heal her. Have Julian talk to Ricardo to have him rejoin Marth's' army. I love that heart in the conversation.

This soundtrack is also heard from SSBM too. =D Next have Marth (Rapier) take out the Armor Knight that is guarding the bridge. Or have any other sword user use the Armor Killer otherwise to take him out. Have Sirius take out each of the Dragon Knights 1 at a time preying that he doesn't receive a critical from 1 of them. Have Linda finish them off with Thunder to get her some EXP. Eventually they will all die.

Note: Do not have Linda waste her Aura or Rizaia spells here.

As for the boss Toraasu, he's so pathetically easy that there is no need for discussing any startegy here. He drops another Orb upon killing him. A few thieves will come from the bushes SW. Have Sheeda kill them to get her leveling started. Have Marth visit the upper village to receive a Harmain Staff. Give this to Marissa as she is the only one that can use it. The villager says that Marissa has inherited some of Rena's stavery skills. YAY! ^_^

Rena must've taught the skills to Marissa I suppose. This handy staff repairs any Weapon or Spell book. SAVE IT. This cannot repair staves however as this is rather disappointing. Train in the Arena with the 2 Small Orbs to increase the growth a little bit as this shop has LIVE STAVES that you can use to heal your units in this Arena. Train in this Arena some I AM DEAD SERIOUS because it will be a VERY long time before you can use this service again. As some of this money will be needed for this adventuring anyway.

Don't leave just yet give the Member Card to a flyer then go to north by the Harmain Staff village to find a Secert Store that sells PROMTIONAL ITEMS. =o Buy the Priest's Rings especially. But you will be spending ALOT of time here in the Arena in order to get enough promotion items to promote most or everyone.

Everything needng now

Knight Medal 7
Hero Proof 3
Orion Arrow 4
Dragon Whip 4
Priest's Ring 6

Total 240,000G

or

Needing just enough

Knight Medal 4
Hero Proof 1
Orion Arrow 2
Dragon Whip 1
Priest's Ring 4

Total 120,000G

And yes this is ALOT of scratch to cover all of this, so go ahead and get leveling. ^_^ But be careful that they don't die in it either. You can have built up oguma get the Libro Staff as he should be able to kill him in 1 turn. Otherwise forget it, because unless you have been building him up like heck with promotion build up he will easily get shot to death by these Snipers and THEY ARE VERY DEADLY. But be sure to buy at least 5 Fire books and 5 Live Staves. Then try to get the Libro Staff. Conquer the castle to get out of here. As for the Libro Staff if you have gotton this, SAVE IT! NEXT!

Weapon Shop

Iron Spear 380
Steel Spear 560
Hand Spear 600
Thin Spear 450
Iron Bow 330
Steel Bow 560

Item Shop

Salve 300
Door Key 500
Live Staff 1000
Fire 500

Secret Store

Location: Must have the Member Card, then you find it north by the bush straight up from the Harmain Staff village.

Knight Medal 10000
Hero Proof 10000
Priest's Ring 10000
Dragon Whip 10000
Orion Arrow 10000

Chapter 6

Starting Characters

None

New Characters

Ricardo

If he wasn't recruited last chapter. (NOT A RECOMMENDED WAY TO RECRUIT HIM)

Samuto

Have Oguma or Sheeda talk to him. (Also has Orb 4)

Wendel

Clear the chapter.

Treasure

Left One-Magic Staff

Right One-Orb 3

Armor Knight-Door Key

Priest-Secret Book

Priest-Live Staff

Priest-Live Staff

Magician-Elfire

Boss General Lang-Orb 5

Wow you should deploy both Julian/Ricardo. Yes, deploy them both and deploy anyone else that's below LV8. Bring the Armor Killer as the Rapier will also be a big help. If you haven't recruited Ricardo which is recommended to do so, because you would otherwise miss out on a chance to buy some promotional items. Well anyway start the battle by putting Marth (Rapier) by Sheeda for 10% support bonus. Oh if Ricardo wasn't recruited last chapter you would otherwise would have to spring him out of the slammer.

Hopefully the Armor Knights will be defeated taking out a few at a time or you can have someone with the Armor Killer take them out. I would advise to block the forts down south as they will come really quickly and they are quite enough to deal with. Let one out and kill that foe. Repeat this until they stop coming completely. Hopefully your units should at least be at LV8 or 9 right now. Have Julian go get the treasures by the Priests making sure to have a Magic Staff user use the Magic Staff round to raise Julian's' Mag Def, so that the Worm Spell doesn't deal much DMG to him and have him grab the 3rd Orb from the treasure.

You don't want to use the Magic Staff no more than one use as this is the only free one in the game. And no you cannot buy them like you can in Marth's' other 2 games at least I don't think so. These can possibly be sold in a Secret Store, but this is yet to be confirmed. Kill these Priests with ranged attacks as there is no other way to hit them. A Libro Priest will drop a Secret Book upon killing him. Give this to Linda right now or just save it for another Magic user that you will get later in the game.

Now be ready when you open the left door after having Oguma or Sheeda nearby, because they will have a recruitable character in there with the orb fragment. Have Oguma or Sheeda talk to Navarre. SURPRIZE! He's really Samuto in disguise. The real Navarre has already really have gone to the Grunia capitol. Anyway, once Samuto joins your army he will come with the 4th Orb. It's important that you DO NOT kill him, as he comes with an Orb piece. I'm just telling you this so that you don't get a messed up game. Getting these orbs is INCREDIBLY IMPORTANT.

Kill the Elfire mage on the other side of the door to receive an Elfire. The Armor Knight by the throne can be easily taken out a few at a time with (Rapier/Armor Killer/Magical Attacks). This boss General Lang to defeat him use Magical attacks. Linda would work best with this fight using her Aura spell. After General Lang bites the dust and says his last words he should drop Orb 5. You should have 5 of these by now. After conquering the throne Wendel says that Maric is on a trial of being excuted by the Thor Hammer judge as Wendel talks about some legend of the orbs and the Fire Emblem that Marth has been collecting.

Warning: If you have recruited Ricardo in Chapter 5 (which is most recommended) and if you have him talk to Julian again the game will be over. Extremely weird indeed.

Chapter 7

Starting Characters

Navarre (!!)
Fina (!)

New Characters

None

Treasure

Thief-5000G
Thief-Dragon Shield
Thief-Angel Clothes
Thief-Orion Arrow
Thief-Hero Proof
Thief-Orb 6 (IMPORTANT!)
Thief-Steel Sword
Thief500G
Thief-500G
Red Dragon- Red Dragon Stone
Thief- Thunder Sword

Oh great, prepare for another onslaught against powerful Hero's including Astoria (Miracle Sword). You would want fast and durable units. Flyers will work great here. Bring in Paola so you can promote her. Definitely bring in Yumina (Rescue Staff). Yes, bring in Doga and anyone else that you would want. Kachua and Sheeda would be great for this chapter. Do not use your Libro Staff if you have gotten it from Chapter 5. Now it starts as Navarre is trying to save a common Dancer named Fina. As Navarre gets a bit annoyed by Fina's charms on him. Maybe she likes you Navarre. ^_^

At the end of the conversation Fina says "Thank You" to Navarre. For Navarre you will want him to get another turn from Fina, so that he can kill the thief with the Angel Clothes. Surely have Yumina use the Rescue Staff on Fina, so that she doesn't get killed. She will be killed in 2 hits from them. Kill the thieves that are trying to run away as they have some REALLY good stuff. Seriously, you will want to catch the one with the Orb 6. The ones that have nothing will try and get a piece of your troops. They shouldn't pose a problem. Have your flyers catch the ones that have the valuable goodies staying out of the Hero's' ranges. Especially Astoria.

Go by the cave to lure out a Red Dragon. Have Linda with Aura do this as she should be able to take care of it easily. The Red Dragon should die in 3 hits or 1 critical. The Dragon will drop some Red Dragon Stones. YES! Ut oh some reinforcements should come by now. But they are quite weak. As they are vanquished this is rather perfect for leveling up your lower leveled troops. Have your Pegasus squadren take them Elfire Mages out. Have Sheeda take out the boss. She should be able to do this easier with Marth by her. Daaruu (Daryl) should drop a Thunder Sword after his defeat. Store this with your other weapons.

Buy any weapons needed replacing and as Marth liberates Daryl's' castle as Jeigan will tell the story about the Khadains, I think. Well after a brief conversation with Marth and Jeigan now it is time to begin the next chapter.

Weapon Shop

Iron Sword 420
Steel Sword 760
Iron Spear 380
Steel Spear 560
Iron Bow 330
Steel Bow 560

Chapter 8

Starting Characters

Kain (!!)

New Characters

George

Have Gordon talk to him.

Treasure

General-Manual

Thief-Orb 7 (IMPORTANT!)

Sniper-Silver Bow

Okay, now you got yourself a really tough bittersweet battle here. Hardain and his boys George and Astoria are out to get you. Oh great, a battle with 3 characters carrying each of the best weapons in the game. Not only that, but the enemies are quite powerful here that you may have to redo this chapter a few times. I would highly suggest to bring some of your most durable units here. Sirius would be great to bring here as well. Select Gordon definitely as he is needed to recruit someone here. Whenever that you are ready it starts as Kain is greeted again by Marth. Marth says "Kain!" in the first part of the Japanese writings.

Start by moving Marth by the village in the east having Fina giving Marth another turn. This is a must if your going to expect to get all this done in time as these reinforcements will be coming quickly. Marth should be very close to the village by now. You do not want to bring any weak units here any that can be downed in a hit or 2, because this is just a great way to cause frustration. Next begin by having Kain kill the thief with the orb. Kain should be able to kill this thief instantly. Once you have received the orb have Sirius defeat the other thief making sure that someone buys from the Weapon Shop now as you will NOT get another chance to do this.

Buy at least 3 Armor Killers and 3 Silver Lances. Now all of this should be done before your first turn ends. NEXT TURN have Marth go to the village to recruit Bantou. He is Chiki's' grandfather and that he is looking for her. Yes, he is another character from Marth's' first 2 games. Move Bantou and have Fina dance to give him another turn then move him again and transform him. Have Paola pick off the Silver Spear Generals. She should be able to pull this off. Having Linda from behind Sirius & Paola picking them off with Elfire.

Bring in Bantou to have a crack at them. He can get critted though so be careful. Once the General have met their match reinforcements will now likely will start coming by now and they NEVER stop coming. I am dead serious. Having Sheeda and Paola fight off the Elfire Mage reinforcements. But only for 2 turns. Astoria and his gang will be coming after you to along with Hardain on the 3rd turn after the reinforcements have started coming. O_o

When they start coming after you surely get what you can done because it won't be long before they start totaling your army. If you want the Manual you will want to try to kill the General either before the reinforcements comes or after Hardain is out of range. Neither of these tasks will be easy either. Quickly have Gordon talk to George to have him join Marth's' army yet again. He should have an Orb along with him making this No.8. Kill the Sniper next to George and get his Silver Bow as his spoil if Marth is by the castle exit have the other troops get a shot at some enemies to get them

some EXP. Have Marth conquer this throne to call it a day. Phew!

Weapon Shop

Armor Killer 1000
Steel Sword 760
Iron Spear 380
Silver Spear 1600
Iron Bow 330
Steel Bow 560

Chapter 9

Starting Characters

None

New Characters

Minerva

Secure the village.

Treasure

Thief-Dragon Whip
Thief-Thief Staff(!!!) =D
Thief-1000G
Worm Priest(Left)-Relieve Staff
Worm Priest(Right)-Speed Ring
Boss Yodel-Priest Ring

Left One-Secret Book
Right One-Orb 9

New soundtrack way to go Nintendo & Intelligent systems. Now begin this chapter by selecting any magic/staff users as they can wade through this terrain more easily. Your Pegasi are also great to have here. The chapter begins as Michael tells Minerva that he has kidnapped her sister and is telling her why. But that is pretty much it. Don't really know if Minerva forgives him or not but by saying Michael in the end of the speech guessing that she does. Send your Sky Horse troops after the thieves sending the other troops North and East into 2 groups.

Send Julian/Ricardo or both to open the treasures that contains a Secret Book and the other one contains another Orb piece making this number 9. Do not waste your Thunder Sword now as you will not be getting another one of these like you could in a Secret Shop in Book I. Now begin by taking out the Fireball Mages with any characters that is in need of some EXP. Preferably the one that you are going to seriously planning on using. Kill the remaining thieves making sure to tread Sheeda some of this EXP, because she is a REALLLY good unit and she starts out quite weak. Have Marth save

the village to meet Minerva again for the 2nd time as she should come with the 9th Orb.

Minerva is the princess of Macedonia and she loves her sister Maria very much. She was from the first 2 of Marth's' games and now she is thrown into exile from her own country, because she could'nt run it as well as Michael could of. Anyway, once this lass joins your army, NOW then for the western enemies lure them one at a time and take them out. Have Minerva do some of this. Or you can just have George use Kashim's Kill Bow and watch him clean up the mess.

But be careful when doing this as they have several Worm Priests that will love to start picking off your most vurnable troops. Keep Fina away, because she can be killed quite easily due to her low level. Buy Pure Waters and have units like George use a Pure Water then snipe off those Worm Priests. Oh one more thing, this won't be an easy picnic as Astoria and some Hero and Sniper squadren will be after you and they are 100% DANGER. Hurry as they have Silver Weapon. So you will want to do this chapter quickly as this dedly trio will be catching up to you quickly.

Yodel is cake just raise Magic Def and have one of you Pegasi take him out. This is one surefire way to defeat him without taking serious amounts of DMG from his Bolgannon Spells. He drops a Priest Ring upon defeating him. I would advise to buy at least 3 Pure Waters, 1 Relieve Staff, and 5 Kill Swords. Don't buy any Silver Swords now, because you can get them half cheaper after the next chapter. Buy at least another 2 Silver Spears, 3 Thunders, 3 Freezes, and 5 Elfires. If Marth has reached in range of the exit you can go ahead and kill off some of Astoria's men for EXP if you want. But as for Astoria DO NOT KILL him, because he is recruitable. BUT NOT NOW. Whenever that you are ready have Marth conquer the castle to begin the next chapter.

Item Shop (Left)

Fire 500
Thunder 630
Freeze 690
Elfire 900
Live Staff 1000
Relieve Staff 1600

Item Shop (Right)

Salve 300
Pure Water 1200
Door Key 500
Treasure Key 500
Bridge Key 1000

Weapon Shop

Iron Sword 420
Kill Sword 1100
Silver Sword 2000
Thin Spear 450
Silver Spear 1600
Steel Bow 560

Chapter 10

Starting Characters

Maric (!!!!!!)

New Characters

Elren (!!!!)

Have Wendel speak to him.

Treasures

Elren-Orb 10

Hidden Thief(will appear after Turn 10)-Silver Card (!!!)

Mercenary-Kill Sword

Left-Silence Staff

Right-Airlock staff

By throne

Left-Watch Staff

Right-10000G

This chapter is smooth sailing for once. This is probably the easiest chapter in the game. Seriously! Select Yumina and Marissa definitely and Wendel definitely. As for everyone else pick your lowest leveled troops here as this is now the perfect time to catch them up with everyone else. Maric is going to get executed. Ut oh! -_-

start by having Yumina use the Rescue Staff once again to get Maric out of the way. Move everyone down the stairs and have someone in range of the Worm Priest, so that Elren can come down to go after you. As soon as he gets by you be sure to wait until Turn 10 so that the thief with the Silver Card will appear. The thief will not show up if you do this glitch trick too early. If Elren stops coming preferably have gotten out of the Worm Priest' ranges of the Worm spells then this glitch trick will not work and you will have to begin the chapter all over again to try this again.

Anyway once eventually Elren gets to Wendel keeping out of his range next Turn have Wendel speak to him to have him realize the errors of his ways. Once that he joins your cause the troops mysteriously will come after you without attacking you, because of Elren being recruited. They may be good guys now but go ahead and begin picking off these enemies with your weakest units as this will be some of the easiest EXP that you will ever get. Kill the Thief with the Silver Card with Maric/Elren. This thief needs to die. Seriously, because you really will want that item that he is holding as YOU REALLY WILL WANT TO GET THIS.

Anyway, once that the card is yours kill the remaining squadren then collect the treasure and have Marissa use the Thief Staff to collect the treasures that are not attainable without it otherwise. Having Marissa using the Thief Staff makes some really cool music the same that it does when you use these

other staves that you get here! This is in fact one of the juiciest tunes in this wonderful game. GO NINTENDO & INTELLIGENT SYSTEMS GO. Anyway back to the victory music now. Once that you are finished collecting the treasure have Marth conquer the Khadain throne to hear a story Gato tells then the next chapter shall begin now.

Chapter 11 Anri

Starting Characters

None

New Characters

None

Treasure

Berserker- Master Sword

Mini Boss Rapps Dragon-Manual

Desert Items

Power Ring- By upper rock exit.

Manual- By side of rock to the right by the castle.

Silver Axe- By NW rock corner.

Silver Axe- By skeleton south of castle tower.

Goddess Statue-By skeleton south of castle.

Dragon Shield- By NE corner by cobblestone.

Silver Axe- By small cobblestone south near the western cobblestone by the starting area.

Secret Book- By the Power Ring

Angel Clothes- South of the Power Ring below rocky way.

Speed Ring- SW corner of the map.

Now, it seems that Marth is on a mission to follow the path that his ancestor Anri took. Now seeing this civilization will probably have you imagine none of Nintendo's' games that you've played has this feature. Desert with blood thirsty Axemen & Flying Dragons as well as a sword user posing yeah I'm cool with that helmet of his on. Now select any character but your archers and Doga. Unless you want to have a really slow battle. I would recommend bringing in your magic users and your flyers.

Well now this chapter shouldn't require much strategy to finish. Just lure in one at a time and take them out. This is all that it is needed to finish this chapter. Now for the Berserker taking him out surely you will want either Maric (Excalibur) or Linda (Aura) to take him out. But watch out for the Rapps Dragons' ranges as they move alot farther than the Savages do. Elren with Torron may work as well. The Rapps Dragon Mini Boss will drop a Manual upon killing it. Give this to Julian, Warren, or Ricardo, since no one else really needs this.

Search for the hidden items that I have listed. Once that you have found them her is whom I would recommend giving these too and they are...

Power Ring= Chainey or Sheeda
Manual=Julian,Ricardo,or Warren
Goddess Statue= Sirius
Secret Book= Linda,Maric,Elren,Chiki,or Bantou
Dragon Shield= Linda,Maric,Elren,Marissa
Angel Clothes= Yumina
Speed Ring= Doga or Sheema

Now, wait don't LEAVE the chapter just yet. Yes, there is a Secret Shop here. Pull out your Member and Silver Cards and see the cobblestone just on top of the chapters' desert map. Way North as possible. Go there with the Member and Silver Cards to find it. Buy at least 3 Rapiers (this is all that you really need.) Buy another 2 or 3 Armor Killers ESPECIALLY buy the Dragon Killers as this certainly will make the next few chapters ALOT easier. Buy 3 or 4 Silver Bows and buy 7 Knight Killers. Silver Swords here can now be bought at half price. Buy as much as needed for these. After that you are done buying from Anna's' secret shop ohh she's so cute. ^_^ Now you can clear the chapter.

Two familiar faces will show as this is Chiki and Chainey. YAY! ^_^ About Chiki, she is Bantou's' granddaughter and yes she was controlled by Garnef's' mind control and that she is also princess of the Narga kingdom. About Chainey, she is a wandering female ninja that has the ability to transform into anyone doing their techniques. Marissa and Yumina hopefully should be promoted by now Arena or not. Seriously you will want them out of that Sister class right about now.

Secret Store

Location: Must have Member Card and that it is found at the Cobblestone far up north at the top of the map.

Rapier 3000
Armor Killer 1000
Dragon Killer 1600 (BUY THIS!)
Silver Sword 2000
Knight Killer 700
Silver Bow 2200

Chapter 12

Starting Characters

None

New Characters

None

Treasures

Lone One- Orb 10

Red Dragon (by fort)-Orion Arrow

Wooah, your inside a volcano as you can see Nomadic Axemen living there with Dragons. Creepy. And yes they have Devil Axes. Oh great, you surely do not want to use anyone that has really low defense as these Savages will just about total any of them in a single hit. Surprizing that this doesn't backfire on them due to them having pretty low luck. Bring in at least 2 Bow Users, your Magic users, Julian, because he just rocks. Pick anyone else of your choice. Now it starts as Chainey as she talks about some legendary Orb being found in this cavern.

Marth doesn't really want to do this, but this as Chainey says that he can either find it or allow it to get lost and to him getting killed. Of course the goodhearted Marth really has no choice but to find this orb. You'll want to move back as these Rapps Dragons are plenty to deal with due to the fact that dragon attacks cannot be neglected. The Dragons should be taken out with Dragon Killers that you have got from last chapter. Watch out for those Savages as they can deal 30DMG per hit. THEY are deadly. Just kill them with Magical attacks as they have almost no Mag Def whatsoever.

Just don't have more than one attack you, because 2 of these guys hitting you will kill any troop outright. I would advise to block those forts down SE, because the enemies will come out of there shortly and they are deadly. Do the fort trick leveling up your troops evenly until that they are all gone. Grab the Orb. Kill the remaining enemies by the fort by luring them one at a time then kill the Red Dragon by the fort to receive an Orion Arrow upon killing it. Conquer the fort to get the heck out of here. Chainey explains about the connection with the Dragons and of Dolua.

Tip: Use the Thunder spell/Thunder Sword(Not Recommended) here as in here you get to see a cool scenery in this red clouds of hell.

Chapter 13

Starting Characters

None

New Characters

None

Treasure

Ice Dragon(by fort)-Hero Proof

Middle One-Dragon Killer

NE One-Boots

SE One-10000G

Honestly, this is easier than the last chapter. Because they have Savages that only carry Silver Axes this time. *Sigh* You may want to send in Bantou as he is somewhat useful here. But be sure to give him some Orbs to get him to grow some stats during his level gains here. Definitely send in anyone else that is under LV10 here. Because you want to get their levels going, so that they don't end up useless later in the game. Chainey talks about Gato and Chiki as well as the dragon legends as well as Dolua that is involved with them.

Start by fortifying your troops in positions having highly defensive movable units taking out those Silver Axe Savages. Dragon Knights will be perfect for this chapter. Have your Magic users take care of them as well. You will want to defeat them quickly as they will have a Thief that will try to take the 10000G treasure. The Ice Dragons will get to you in no time at all. Watch out as they can cross rivers. Hit the Savage by the riverbank to try to get him to run to the fort. This will get him to block the fort preventing Ice Dragons from spawning out. The Silver Axe Savages can deal 26 DMG per hit just keep note of this. They may be less deadlier than the last chapter ones, but do not take them lightly though however.

Lure the remaining enemies and kill them. Defeat the Ice Dragon at the fort to receive a Hero Proof. Grab the treasures then go to a Secret Shop which is located at the spot where the Savage was that ran to the fort to heal. I don't know what they sell here but e-mail me and let me know what they sell if you know. Once your done buying from this Secret Shop if you've found it conquer the fort after Chainey talks about Gato and Chiki now begins the next chapter.

Secret Shop

Location: The secret shop is located in the southwest of the stage, on a grassy area where a bandit is standing.

Killer Lance 1000
Killer Bow 1200
Shaver 1500
Bologonone 1950
Reblow 2400
MShield 9600

Chapter 14

Starting Characters

Chainey

New Characters

Chiki (!!!!!)

Enter the building on the right as soon as Gato opens it.

Treasure

Thief-Warp Staff
Thief-Priest Ring

Thief-1000G

Left One-Again Staff
Middle One-Sword Killer
Right One-Magic Armlet

Now, this is another relaxing chapter. Send in anyone that is at least at LV10 here. Bring at least 1 staff user. Bring at least 1 flyer. Pick anyone else that you would like. Start this chapter by having a flyer kill the Thief with the Warp Staff. YOU will really want this. Keep everyone else below the castle, because they have thieves in their that will love to have a piece of you. They can deal 23 DMG per hit. Kill each of these thieves as they get to you keeping out of range of the Ice Dragons. Lure the Ice Dragons and kill them. Step in the middle of the doorway to finally see Gato for the first time in this Book.

After a long conversation with him have your troop go to the right door to reveal Chiki's' apperance. She calls Marth "Big Brother" many many times. This is rather cute. ^_^ Tape this if you own the actual cart, because this is just too cute to see only just once. After this cute conversation ends now go to the left chambers and grab it's treasure and DON'T LEAVE JUST YET. Okay here is the location of ANOTHER SECRET SHOP. Okay warp your flyer at the cracked ice left of Gato's' chambers making sure to have the Member and Silver Cards to find this Secret Shop. And yes it SELLS DRAGONSTONES HERE. BOF mania baby.

Buy at least 1 of each stone then listen up fellas I am about to tell you something VERY

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No I really do mean it. But I hope that you have got the yellow colored Orb called the Light Orb if you haven't got this then I am afraid that you will have to start the entire game all over. =/ I know, but I REALLY do mean it, because you will NOT BE ABLE TO FINISH THIS GAME WITHOUT IT. *Sigh* You are supposed to have all 12 orbs by now. If you don't and don't have the Light Orb you will have to end your adventure right here. If you have gotten all 12 Small Orbs then you will get both the Light and Star Orbs. WHICH IS MOST RECOMMENDED!

Anyway, once that you have got the Light and Star Orbs or just the Light Orb, now that this WARNING has been cleared up now conquer the castle throne to get out of here.

Secret Shop

Location: At the cracked ice in the left side of Gato's' chambers.
Must need Warp Staff and the Member Card in order to find it.

Red Dragon Stone 18000 (BUY THIS!)

Flying Dragon Stone 18000 (BUY THIS!)
Ice Dragon Stone 18000 (BUY THIS!)
Time Dragon Stone 18000 (BUY THIS!)

Chapter 15

Starting Characters

Est (!!!!)

Better use the Rescue Staff if you are to have any hope of saving her.

New Characters

Abel (!)

Have Marth or Est talk to him.

Villages

Left One-Dragon Shield
Right One-Power Ring

Horseman-Silver Bow
Paladin-Knight Killer
Paladin-Steel Spear
Paladin-Silver Spear
Thief-Rapier
Thief-Silver Sword
Thief-Silver Sword
Magician-Freeze
Magician-Elfire
Magician-Elfire
General(Inside Cell)-Silver Spear
Thief-1500G
Reinforcement Thieves-200G
Priest-Libro Staff
Boss Beru General-Silver Spear

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

This is going to be your toughest battle yet. Many enemies here are going to be armed to the teeth with powerful weapons. And three cheers for new music. *Applauses* And wait there's more this chapter has an Arena in it too. Really it has been a LOOOONNNG time that you have battled in one of these things. Bring the Light and Star Orbs or just the Light Orb. If you have none of these items in your inventory IT IS SILLY TO CONTINUE THIS GAME FROM HERE ON.

I MEAN IT if you do not have the Light Orb end your quest RIGHT NOW and start all over. -_-

Bring several healers here as these enemies here are quite brutal. Also bring in your Silver Card too. Bring in your leftover promotional items to continue to promote anybody by the end of this chapter. For now give these orbs to Marth to grow him some extra stats. Pass the Star Orb whenever your troop is close to leveling up, so that they can gain some extra stats including a chance to grow them some permanent Mag Def. Move everyone west except Chiki, because she can rather handle herself with the Time Dragon Transformation. Transform her into a Time Dragon and have her take out those eastern enemies. Laugh out loud as no one can stop her.

The eastern enemies will drop Horsemen Silver Bow X2, Paladin Knight Killer, Paladin Silver Spear. Pick off the Armor Knights (Hand Spear) and Sniper with Marth (with the Light and Star Orbs). Make sure to take care of that Sniper especially. As well as a Freeze Magician that will drop a Freeze upon killing him. Once that you have saved Est have her destroy the Ballistas mounted. Do not worry she won't get effected by the Thunder Cannon Ballistas. Have her destroy the Balliste on the right. watch out for that Sniper though.

Now would be a good choice to choose whatever village that you want. I would recommend the Dragon Shield as that is a better prize anyway. Well what's important is what you decide. Whatever you choose is completely up to you. After that give this stat up item to

Here are my recommendations

Dragon Shield-Linda, Marissa, Yumina
Power Ring-Chainey or Sheeda

Kill the thieves and block those forts because starting on Turn 19-24. Anyway have Marth/Est move south and out of Abel's range because most likely he will be close to you right now. Have Chiki finish off the remaining enemies east to receive 2 Elfire from the Elfire mages at the east. Do the fort trick and level up any units with the Star Orb to grow them some extra stats. Start using these Orbs now that you have them. As well as taking out those thieves as they should drop a Rapier, Silver Sword X2, and 1500G. Pick off the Sniper and the right Thunder Balliste with whomever that you want that has rather good defense.

Some thieves will come out of those forts by the boss. They should be killed with your weakest units as this is another great time to level them. Kill the Priests as one of them should drop a Libro Staff upon defeat. Open the door and have Est kill the Silver Spear General with an Armor Killer. She should be able to do this if you have leveled her up a few times. Heal her each turn and repeat this until the General dies. This should get her ALOT of EXP by killing him as the General should also be dropping a Silver Spear upon defeat. Kill the boss with magical attacks and he shall kick the dirt in agony upon defeat. As he should be dropping a Silver Spear upon defeat. Wow these foes are surely loaded with all of these spoils of goodies.

Use the Arena with the Light and Star Orbs to give them a MUCH easier time in it. The Light Orb prevents criticals in it as the Star Orb should be able to increase them some extra stats. Level them to promotion or as much as you wish as this will grow them some extra stats and some Permanent Mag Def. Buy some Kill Swords, Kill Lances, Pure Waters, and some Live and Relieve Staves with your new gold. Conquer Marth's' courtyard and as a brief conversation with Marth and Jeigan begins the next chapter will begin to start. NEXT!

Weapon Shop (Up)

Iron Sword 420
Steel Sword 760
Iron Spear 380
Steel Spear 560
Iron Bow 330
Steel Bow 560

Weapon Shop (Down)

Kill Sword 1100
Silver Sword 2000
Hand Spear 600
Kill Lance 1200
Silver Spear 1600
Silver Bow 2200

Item Shop (Up)

Fire 500
Thunder 630
Freeze 680
Elfire 900
Live Staff 1000
Relieve Staff 1600

Item Shop (Down)

Salve 300
Pure Water 1200
Door Key 500
Treasure Key 500
Bridge Key 1000

Chapter 16

Starting Characters

None

New Characters

Astoria

Treasure

1
2X3
X4X 5 6
X X X

7

X

1.Speed Ring
2.Dragon Whip

- 3.10000G
- 4.Jeibaa
- 5.Goddess Statue
- 6.Knight Medal
- 7.Secret Book

Send in anybody that are Sword/Magic users and definitely George. Send in Chainey if you would like. Certainly you would want to send in Chiki. Transform Chiki into God/Time Dragon and have her move to the left side of the screen. Now remember to pass the Star Orb to anybody who is close to leveling up, so that the character will gain some extra stats. Warp a troop to the Thief with the Earth Orb and it is VERY important that you get this orb. Est would be a good example of getting this Orb.

After that is settled have the others go north. NEXT TURN, move the person that you've Warped by the Thief to get the Earth Orb west along the courtyard. Form a position in between the cranny with Chiki having your Magic users Linda, Maric, Elren, or Yubello pick them off from behind Chiki. Have George by as well. Now have Chainey, Julian, Ricardo and your western troop continue going in their directions, so that they can intercept the oncoming thieves that have got some of your goodies.

The treasures that they took will be dropped upon killing them either by looking at their inventories or by what is explained on the chart here. But be sure not to attack the blonde guy as he can now be recruited by having George talk to him. Only do this once that you have just a couple of Hero enemies left. Once that he has switched sides with you one of these Hero enemies should drop an Armor Killer upon defeat. If the enemies on the right side of the map have came out the door you'll have to take them out quickly, because they are quite deadly or otherwise you would have to open the door. Either way you'll have to raise their Mag Def or if they have gained enough permanent Mag Def, because there are going to have enemies that will be having Worm spells.

You will want to take out those Kill Bow Snipers quickly, because they are alot deadlier than those Wrom Priests are. Kill the Worm Priests and Priests as the Priests should drop a Libro Staff and a Reserve Staff. The boss Wiroo should drop a Recover Staff upon defeat. But wait that's not all, collect the remaining treasure if you haven't already. Otherwise just clear this chapter right now and call it a day.

Chapter 17

Starting Characters

None

New Characters

Sheema (!!!!)

Must keep all of Gra's' soldiers alive then have Marth

Speak to her.

Samson (!!)

Have Sheema speak to him.

Treasure

Opened- Nothing!

Not Opened- Dragon Whip

Thief- Rizaia Book (!!)

Select your lowest leveled troops here as anyone else that you want to level up. Move your troops by the Dragon Knights then take them out. Do not warp anybody by the Rizaia Book Thief until Turn 3, because you want to wait for the Dragon Knights to move away from the southern coastline area. If you're unsure on whom to keep alive and/or whom to save then do not harm any units that have Iron (Brown) colored weapons and that are at a rather very low level and they will not attack you either. Yup, those are Gra soldiers.

The ones with the Silver Weapons and are at LV20 are your enemies (Green) colored weapons yeah those are the Akanians. When the Dragon Knights comes to you Jeibaa/Excalibur are the most effective ways of taking them out. Surround the Silver Bow archers and kill them. Now you can Warp someone like Linda/Chainey to take out the Thief with the Rizaia Book. Be sure to Warp them in a place where the Thief cannot get away and be careful when entering the doorways as they do have some Akanian troops in them areas. The bad guys are the ones that are attacking you, because any Gra soldiers will not attack you.

When you get by Sheema and Samson keeping out of Samson's' range be sure to have Fina by, so that she can dance to give Marth another turn, so that he can talk to Sheema. Now, have her talk to Samson to recruit him as well. Now you can kill the Gra soldiers. I would recommend this EXP to your lowest leveled troops now. This is some of the easiest EXP that you will ever get, so go for it. Grab the treasure then move out.

Item Shop

Salve 300
Door Key 500
Relieve 1600
Thunder 630
Freeze 690
Elfire 900

Weapon Shop

Silver Sword 2000
Hand Spear 600
Thin Spear 450
Silver Spear 1600
Kill Bow 1000
Silver Bow 2200

Chapter 18 The Battle Of The Pass

Starting Characters

None

New Characters

None

Treasure

Village-Life Orb (IMPORTANT!)

Oh my, =O Now you see that this will be a tough battle. Definitely send in Chiki, Sirius, your Magicians/Priest/Priestess Maric, Elren, Yubello, and Linda. And send in Paola, Kachua, Est, Sheeda, Minerva (if you want, and anyone else that you would want.) Surely you will want to bring in a Warp Staff user, Member Card, and Silver Card and yes, there is a Secret Shop here. Now you should be just about all set.

Now it begins as you see four familiar faces named Ulf, Roshe, Zagaro, and Viliak. Yes, they were from Marth's' first 2 games. If you haven't played them I'll tell you who they are. They're Akanian soldiers loyal to Hardain and it seemed that they only fought alongside of Marth's' army for the good of Akaneia. But still why has Hardain gone mad. Hmm...Well anyway, Roshe is questioning Akaneia as he says that he does not want to fight Marth.

But Ulf, Zagaro, and Viliak would have to disagree with Roshe on this one. NO they cannot be recruited, so do not e-mail me about it. Because if they could they would have a Luck stats like a real recruitable character would. They disagree with Roshe as for the sake of Akaneia's word that Ariteia has been labeled traitor to all of Akaneia.

Start by warping Marth by the village and have him visit it to meet the former king of Oruleans. After this conversation ends as he tells Ulf's' squadren to retreat. You can possibly do this battle without having to do this. But I will not provide a strategy for this one. Mainly most likely you will not bring yourself to do that anyway. But by retreating them will cause a fleet of Dragon Knights to come after you and they are DEADLY. Also Marth should receive the Life Orb.

I would recommend having Chiki taking out those Dragon Knights. Have her transform into either a Time/Flying Dragon. The Generals should be taken out with any troops highly defensive because you are having Chiki taking out those Dragon Knights. It can take some luck to this part of the battle. Wind Magic will be effective on them Dragon Knights as well. Lure one General at a time and take them out with Chiki. Do not fight the Generals by the castle until the Dragon Knights stops swarming the screen.

Kill the Reserve Priests and some Thief reinforcements will be coming out of the cavern in the west but they are nothing to worry about. Kill them with any troops that is in need of promotion. Because you will want to start promoting by the end of this chapter. Yubello, Elren, and Maric should be at least at LV15 right now. Go ahead and promote them now. If you don't have the Priest Rings from way back in Chapter 5 not to worry, because a Secret Shop here will sell some of these anyway.

You find it at the edge top of the waterfall. Buy any promotional items now using the Silver Card this time. You should be able to afford these, so go ahead and buy the amount needed to promote anyone else if you didn't feel like buying them in chapter 5. Now, time to begin the next chapter.

Secret Shop

Location: At the edge of the top of the waterfall. Must have Member Card in order to find it.

Knight Medal 10000
Hero Proof 10000
Orion Arrow 10000
Dragon Whip 10000
Priest Ring 10000

Chapter 19

Starting Characters

None

New Characters

Roshe

Secure the village and he must be alive from last chapter in order to be recruited.

Treasure

Thief-1000G
Paladin(Silver Spear)-Dragon Shield
Chapter Clear-Torron (!!!!)
Chapter Clear-Libro Staff (!!!!)

Arena

Battle in it for Money and Experience. Jam the B button if it looks like that they are going to die in the heat of battle or else you will have yourself a dead unit!!!

Wowzers, this has to possibly be the 2nd hardest battle in the game. PERIOD! Ack! I hope that your troops are promoted. You will want to send in anyone else that is in need of class changing. Make sure to send in Sheema, Samson, Astoria, and Warren. Send in your newly promoted

Priests. This is vital that you start promoting your troops now if your going to expect to survive here. It seems that Hardain will stop at nothing to take down Ariteia.

Move your troops east. There is an Arena, yes, but do not battle in it right now, because these enemies here are likely going to defeat your troops outright. This part of the battle is won by luck basically. They are going to get blasted by a few Worms and Elephants. You can lose a character just from this alone if your not careful. Try to keep out of their ranges with the weaker troops by having them go east through the bushes mountain path. Kill the Iron Sword Thieves as they will try to destroy the town here.

Now position Chiki, Sirius, and Marth or another highly defensive unit. Now, whenever your ready move someone far north by the enemy base territory, but NOT to far west. This will lure the Paladins and a few Bolgannon Mages after you. Now just hope and prey that your 3 troops will survive. Do not move anyone else to kill them until that there is only just a few of them left. They will have a chance, but very little. Pelt them with distant attackers behind your 3 most powerful troops so with Maric (Excalibur), Linda (Aura), Elren (Torrion). If one of your defenders didn't make it, RESTART and try again!

Well once that this wave has eventually been eradicated now then have Chiki by the castle area. One of the Paladins should've already dropped a Dragon Shield. Have Chiki in Time Dragon form take out those Elephant shooters as they are the deadliest among the rest keeping away from the castle. KEEP AWAY FROM THE CASTLE! I really do mean it, because you certainly do not want to be swarmed with Paladins with Silver/Kill Weapons. Kill the remaining enemies staying out of the castle range. Now then when they are all gone NO enemies should be coming out of those forts, because if they have it is very likely that you will suffer some casualties.

Train in the Arena now with the Orbs. You do not have to heal them unless your Sisters (Clerics) needs EXP for promotion. Otherwise let the Life Orb heal them. Buy whatever is needed then cover the forts up then as for the Boss just kill him with any Magic User or just have Chiki kill him. Anyway, after Neiryng dies have Marth conquer the throne and it seems that Hardain has already awaited for Ariteia's' arrival. As for Boa he will reward Marth with a Torrion and a Libro Staff.

WARNING: I would highly recommend to cover those forts up before battling the boss, because these enemies will likely have fun tearing your squadren to pieces.

Item Shop

Salve 300
Door Key 500
Relieve Staff 1600
Thunder 630
Freeze 690
Elfire 900

Weapon Shop

Silver Sword 2000

Armor Killer 1000
Dragon Killer 1600
Knight Killer 700
Silver Spear 1600
Silver Bow 2200

Chapter 20 The Emperor Of Darkness

Starting Characters

Medeia (!)

Use the Rescue Staff to save this hottie.

New Characters

None

Treasure

Hardain- Gladius and Dark Orb (!!!)

NW One-Lady Sword

NE One- Devil Sword

1

X2

X3

X4

X 5

X

1.10,000G

2.Orion Bolt

3.Knight Proof

4.Dragon Whip

5.Priest's Ring

The Rest-Has Promotion Items

Here is who I would recommend giving these weapons to and they are.....

Characters

Marth-Rapier/Light Orb

Est-Miracle Sword

Any Hero-Sword Killer

Sheema/Doga-Silver/Killer Lance

Ryan/Gordon/Kashim-Partia

Marissa-Thief Staff

Yumina-Rescue Staff

Linda-Aura

Maric-Excalibur

Fina-Rapier

Paola-Lady Sword/Silver Sword

Kachua-Lady Sword/Silver Sword
Chiki-Time/God Dragon Stone
Any-Star/Earth/Life Orb

Wow it's now finally time to show Hardain what he is made of. *Sigh* If you don't have the Light Orb then this is where your wonderful adventure will end. If you don't have the Light Orb as Jeigan already warns you about then you will have to start all over. No I am dead serious, but without the Light Orb you will not be able to proceed beyond this chapter. Now it starts as the evil emperor Hardain talking with Medeia to commit her execution. This will be the toughest chapter in the game. Time to make a full explanation of this chapter.

Ack! I hope that you have saved your Libro/Reserve Staves, because this is a chapter when these will start becoming useful. You will surely need a Warp Staff as well. Bring your Again Staff, because this is one of these times to start using it. Beware here as every enemy here is at an elite caliber where they have been training for years and years waiting to get a piece of any army. This is Hardain's' most elite co of Akaneia. Yes, they are each at LV20 ready to get a piece of Ariteia. But you'll soon show them.

Warp someone to the LV20 Thief and kill him as he is the only Thief here. Have Yumina use the Rescue Staff to rescue Medeia. Have a good melee fighter such as a Hero take him out. This is so that you can get the treasure here. Next kill the Silver Sword Hero with a Hero with the Sword Killer as he should go down in a flash. No need for rushing here as the enemies here can total any unit here if you are not careful. NO.1 rule, never rush in RPG's as you don't really want to miss anything.

Raise Mag Def or have some Permenent Mag Def units proceed to the west watching out as they have Priests that will blow you away with Meteo and Worms if you get within ten spaces of their ranges. Have Chiki in God/Time Dragon form take out the Meteo Priest that is hanging against the wall. As for the Sword Killer Hero defeat him with your own Sword Killer Hero user. Don't send Fina west, because of her lone HP she will get killed rather easily. As for Medeia (if you rescued her) do not have her go west as she will just get easily get picked off by the long distant Magic attackers.

Warning: If Medeia hasn't been rescued then you will have to save her the hard way as Hardain will not order the soldiers to kill her just yet. But, when you engage the combat scene with Hardain that's when he will begin to order his bodyguards to kill her.

The Meteo Priests do 21DMG per hit (DMG can be neglected with Mag Def). If Chiki has transformed into a Time Dragon then the Meteos will only deal 1HP of DMG to her. Bring Sheema/Doga up by the Bolgannon Mage with Mag Def raised then they should'nt take much damage from them. Have Sheema/Doga kill the Silver Bow Sniper (with Silver Spear). Finish the Hand Spear General with someone like Est. Have her kill him with the Miracle Sword or an Armor Killer.

Now send in your Partia Bow user to kill those damned Priests in the

locked room up northwest. Now have Chiki kill the Meteo Priest that's hugging the wall. That's already 2 pests swatted outta the way. But next turn a Hand Spear General and a Sniper will attack Chiki, but she should be able to handle them easily without any instructions. Now, after they are finished off next begin by collecting the treasure. The NW one contains a Lady Sword give this to Paola/Kachua whomever didn't get one at the start of the battle.

You can do this part of the battle in two ways either take the treasure room route or the Earth Dragon route. Either route isn't going to be easy just keep note of that. I would recommend the route in the treasure room, because not only will you have an easier trip but it is certainly better than having to battle that nasty Earth Dragon down there. No that is not Medeus. Yep, surprize now that they are regular enemies this time!!

If you take the Earth Dragon route then you would want to kill those Meteo and Worm Priests first before battling the Earth Dragon. But oh no this time you don't have the Falchion either. Don't try Dragon Killers on it, because they won't be affected by it. Yep, have a Sword and Bow user with 20 Strength with the Miracle/Partia nail this dragon with it. Use the Star Orb on one of these weapons, so that it doesn't run out any uses on that particular weapon, because they have Priests down there that may heal the Earth Dragon and yes, this can be a problem.

Anyway, repeat this until the Earth Dragon dies. Congradulations, now you've just defeated an Earth Dragon that's a regular enemy. This Dragon can saw attacks by half don't forget that. This is awesome indeed if you did defeat it, because this used to be the last boss in Marth's' first 2 games except then you had the Falchion. But this time you don't. Now if you took the other route instead, oh great, they have a Drain Book Priest down there that will Drain any character' HP down to 1 HP if hit by it.

The best way to killing this enemy would be to have Chiki kill this foe. This foe if he hit her with his sinister magic spell heal her with Libro Staves, so that the Silver Bow Sniper doesn't kill her. Afterwards grab the remaining treasure as they each have promotion items of evey kind except the Hero Proof. Quickly give the Light Orb to Linda, Maric, or Marth then open the door and or walk through the narrow passageway to the throne room if your at the south route in the end instead of the treasure room route. Either way Hardain has been expecting your arrival.

After the conversation, enemies now starts the REAL thing. LOTS OF SILVER WEAPON HEROS AND SNIPERS will be coming from SE and they are VERY DEADLY, so be sure to defeat Hardain quickly. Have Marth (Miracle Sword) with (Light Orb) or have Linda (With Aura) Maric (with Excalibur) and both with the (Light Orb) quickly take him out. If you don't have the Light Orb then this is the end of your adventure right here, because you cannot defeat him without this. Now then after Hardain eventually gets defeated after he says his last words quickly have Marissa use the Thief Staff to grab the treasure SE as it contains a Devil Sword.

This will be more useful as by now your troops should be having some good luck stats by now anyway, so go ahead and get this. After Hardain's' defeat he says that he isn't all that bad as he says that he was and that Medeus has been inside of him. And that he also gives Marth the Dark orb and that he drops the Gladius upon defeat and that Nina's' marrage with him was forced. He shows Marth to Nina and the others Ellis, Rena, and

Maria but as they are safe and sound suddely out of the blue a Priest out of the blue comes and takes them away. Oh no :/

Yep it's Garnef ut oh. :/ And he calls out to Marth and says that if he ever wants to see them again he tells Marth to meet him at Dragon Tier. Yeah he is the evil wizard who has the ability to control anyone' minds that has such negative thoughts such as hatred,greed,and jealousy. The pure hearted Marth cannot stand to see this as his friends and his sister gets kidnapped AGAIN. Medeios has possed Hardain, figures. There is no way that Hardain can come up with a plan as evil as this. (Provided if you have already played Marth's' first 2 games.) Anyway, after a brief chat with Gato, now it's time to wrap up this wonderful game.

Note: If you need another turn when fighting Hardain use the Again Staff to get another turn.

Note: I've just found out from the site Serenes Forest that if you do not have all of the orbs, you will not go beyond this chapter.

Dragon Valley (Part I)

Starting Characters

None

New Characters

None

Treasure

Village (Michael) -Starlight(!!!) (IMPORTANT!)

Wowers, new music, I know. *Applauses* Now then select Marissa,Yumina, Linda,Maric,and Sirius(If you can),Minerva,Julian,Fina(If you can) Medeia (Definitely) and select anyone else that hasn't class changed yet. Because the last chapter wasn't really a chapter to do that. This is now the chance to level up anyone to promotion once again. Because there won't be any point in gaining any EXP past this chapter. Oh and don't forget to bring your Member and Silver Cards as there is another shop here that sells stat up items. Relax, I'll tell you where it is after you have cleared up this chapter. Seeing the Savages with wild hair with this music can really give you a bit of a scare. This music goes perfectly with this. Nice job Nintendo/Intelligent Systems.

Start the chapter by going to the villages if you want. Watch out for those Flying Rapps Dragons. Lure one of them at a time and take them out as having your flyers go to the left mountain side being careful not to get in several of the Savages' ranges, because some thieves will come out of the cavern up north as they are armed with Devil Swords. Because they will try to destroy the village on the right

because in that villaage which is very

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as it has Michael with the Starlight which is needed to defeat a boss next chapter. Michael is hiding from Macedonia for the regrets of his awful past as he beholds the Starlight spell and it is absolutely vital that you get this. Don't worry it will take time for them to get to that villaage. By then you will have them there. But deal with the Devil Axe Savages one at a time as they can deal 33DMG per hit. (Lessned by Def of course) as they are at LV10 and they are there to plan to chop up your units with those Devil Axes the keywords are "Don't let them." Plummel those Flying Rapps Dragons with Steel,Silver,Killer,and the Dragon Killers as well as the Gladius,Miracle Sword,and the Partia.

When the reinforcement Rapps Dragons comes and without killing the Drain Book Priest they will NEVER stop coming. But you can use this to your advantage to get them unlimited EXP. Watch out for those Devil Sword thieves as they can deal 23 DMG per hit (Lessened by Def of course). Send Chiki/Bantou east to kill those eastern Savages past the fort east. But be careful not to move them too far as they have Meteo Priests down east. One should've been by the fort, but you should've already have killed him by now.

Some flyers will be coming down south mountainway, but they should be great EXP using Libro/Reserve Staves to heal them as you fend off the reinforcements. Save some uses, because you will need them for the upcoming chapters to achive until you are ready go ahead and kill the Drain Book Mage. Okay after the remaining enemies are defeated down east okay now for the Secret Shop location. It is located one space up from the left side Item Shop as the Member Card is needed in order to find it and enter it. Enhance your characters' stats with this and be sure to have everyone get at least 45HP by the end of this chapter.

Buy new equipment with this and be sure to blow all of your remaining cash, because you won't need it after this chapter. Anyway, once that you are done buying everything that you need as you clear the chapter Gato explains on how to defeat Medeiuis again as now comes the best part of all THE FINAL CHAPTER!!!!

Secret Shop

Location: One space up from the left side Item Shop.
Must have the Member Card in order to enter it.

- Power Ring 10000
- Manual 10000
- Speed Ring 10000
- Goddess Statue 10000
- Angel Clothes 10000
- Secret Book 10000

Dragon Shield 10000

Vendor (Left one)

Fire 500

Thunder 630

Freeze 690

Elfire 900

Live 1000

Relive 1600

Vendor (Right One)

Salve 300

Pure Water 1200

Door Key 500

Treasure Key 500

Bridge Key 1000

Armory (Left)

Kill Sword 1100

Dragon Killer 1600

Silver Sword 2000

Knight Killer 700

Silver Spear 1600

Silver Bow 2200

Armory (Right)

Silver Sword 2000

Hand Spear 600

Slim Lance 450

Silver Lance 1600

Kill Bow 1000

Silver Bow 2200

FINAL CHAPTER (Part I)

Starting Characters

None

New Characters

None

Treasure

Left-Pure Water

Right-Door Key

This is it, now it is time to put an end to Garnef and Medeiuis' madness.
Start by selecting Julian, Sirius, Minerva, and Maric, Marissa, Yumina you will

need them. Select anyone else of your most favorite characters. After Gato and Jeigan the advisors finishes speaking now begin by moving Julian and someone with the treasure Key to obtain those treasures. Have those characters defeat those Drain Book Mages. Heal them if they got hit by them. There should be 3 of them in this area. They do have some Meteo mages by but kill them quickly, so that you don't get blasted by their moon comet of deaths.

You will want to take out the Drain Book Mages first before anyone else. Watch out for those Savages as they can now deal 38 DMG per hit. O_o Oh my. =o These enemies are at LV20 except the Time Dragons. Kill them Time Dragons with Dragon Killers/Devil Swords that are by the treasures. Open the door or use the Watch Staff to see the enemies inside the room. Be careful as they have a Drain Book Mage in there awaiting to try to kill a character instantly. Kill those Meteo Mages that are lurking on the walls with distant attackers. This is by far the best way to take out the Drain Book Mage that is in there.

Kill the remaining enemies in the throne room with your most durable units. Conquer the throne to begin Phase II of this sinister battle.

Note: Use Thunder Sword/Thunder Spell as it is REALLY cool to see it here in this purple clouds of darkness.

Final Chapter (Part II)

Starting Characters

None

New Characters

None

Treasure

Garnef-Falchion!!!!!!

Left-Oum Wand

Right-Harmain Staff

Now then Garnef coldly welcomes you to your doom. Now it's time to show him who's boss again. Have your highest Mag Def users go kill the side enemies as they are armed to the teeth with powerful Moon Magic and the quinstince spell of death. Kill the Drain Book Mages on the sides of the room first before killing the other mages. Some have Bolgannon spells as well. Have Marissa use the Thief Staff to grab the treasure as that is about the only way to get them.

Have a staff user use the Silence Staff as this will silence those

deadly sinister mages with Drain spells especially. Kill them while they are silenced. Have Marth give Linda the Starlight.

Note: This will not silence Garnef.

Garnef will be coming after you. Have Linda beat the daylights out of him with it as you see cosmos space as this spell is generally being used. Quite a scary scene with Garnef using his Dark Souls of Invincibility spell in this purple darkness. Once that Garnef kicks the bucket after he says his humiliating last words now Linda should receive the Falchion upon killing him. Quickly have her hand this to Marth and say hello to Marth SSBM style again!!!! Quickly conquer this throne as some enemies will be coming if you take too long here. Some Savages with Devil Axes and Time Dragons will be coming. So hop to it. Conquer the throne to begin the final phase.

Final Chapter (Part III)

Starting Characters

None

New Characters

Rena

Have Julian talk to her. ^_^

Nina

Have Sirius talk to her. ^_^

Maria

Have Minerva talk to her. ^_^

Ellis

Have Maric talk to her. ^_^

Treasure

None

Okay, now you see 4 Priestesses aside Medeus now in his finest form. Now your going to have a really tough fight here as you will very likely suffer some casualties. Okay just hope and prey that you have the Again Staff. Pass the Oum Wand to Yumina now as she is the only one who can use this. Repair anything needed with the new Harmain Staff as only Marissa can use this. DO NOT move too far up as some Earth Dragons will be sprouting out of the ground. Hopefully Marth will at least be at LV15 right now which this is the recommended level to

defeating Medeios.

In FE1 (NES)/This Game Book I you only battle only one of these dragons which was the last boss Medeios himself when in this you battle an army of them this time. No doubt that this kicks ass. Now then time to stop Medeios once and for all. Be careful that Marth doesn't get killed by these Earth Dragons because you will have to begin the entire chapter all over again if this happens. =(

As the Earth Dragons sprouts out of the ground Luck of the attack generator is all that is really going to save you here. Have Julian,Minerva,Sirius, and Maric convert the girls then get them out of the way. Sirius does admit to Nina that he is actually Camus.

Nina knew it all along though =P Because she loves him. Julian says Rena san and he is delighted to see her safe. As for the other 2 conversations that is unknown, because of the amount of Kanji writings. These will be known sooner or later. Because they will be killed in a single hit from these dragons. Have Marth battle Medeios with the Falchion as it shows his void breath of darkness and that in his Ark form he looks just like Bahamut from FF. I AM DEAD SERIOUS. This dragon can saw all attacks in half just keep note of that.

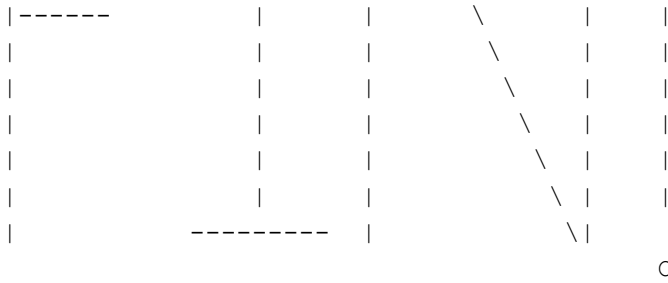
Note: If you've lost one/many of these characters needed to recruit the girl/girls here Medeios will otherwise after losing all of his health he will leech their healths and eat them up. -- This is the true dragon of darkness indeed. *Sigh* Seeing this will make even Garnef seem gentle.

Medeios' Dark Breath looks like dark purple mist with a purple misty screen in the skies of darkness. This attack deals 32 DMG per hit and the Earth Dragons Dark Breath attacks deals 22 DMG per hit and no DMG cannot be neglected at all from these attacks. Keep hacking at him using the Falchion then using the Again Staff to get another turn to make this battle much easier. If you want a more challenging fight then don't use the Again Staff otherwise. Either way, have Marth keep whacking the evil beast into oblivion. Once that Medeios dies, now have Yumina use the Oum wand to anyone that has died here, so that they can get good endings. That's just about all this staff' purpose serves anyway. Thankfully, it has 5 uses this time when in FE1 (NES)/This Game Book I it had only 1 use.

Have Marth sit on the throne to call it a day. If any of the Priestesses died from Medeios, because of losing a character/characters don't be sad that's what you've been through for to stop him and his evil ambitions. Never imagined Nintendo would ever make games like this but they have and seeing this alone will most likely change your outlook on them forever as it has for me. ^_^

Have Marth sit on the throne to end this cool game. Gato and Sheeda rejoices as well as Marissa. Well, enjoy the ending if you've kept all 45 troops alive or whoever is alive. Well, you see Chainey as she is standing in the misty outer castle while seeing Ellis marrying Maric as it shows pure hearted Marth standing on a cliffside then it says

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I hope that you've enjoyed this wonderful game. Because I have. And thanks for playing one of the top 10 of the greatest games ever made PERIOD! Thanks for playing and I'll see ya later then. =D

I Love you Nintendo for creating such a wonderful series such as this YAY!

Cries with tears of joy.

2. Character Growth Information

Book I Characters

	HP	Str	Skill	Speed	Luck	WPN	Skill	Defense	Mag	Def
Marth	90%	50%	40%	50%	70%	40%		20%		3%
Jeigan	10%	10%	10%	10%	0%	0%		0%		3%
Kain	60%	30%	60%	60%	50%	90%		20%		3%
Abel	70%	40%	50%	50%	40%	70%		20%		3%
Doga	60%	20%	40%	40%	20%	20%		10%		3%
Gordon	40%	30%	30%	30%	40%	50%		10%		3%
Sheeda	50%	20%	70%	90%	70%	80%		20%		3%
Oguma	80%	40%	20%	30%	40%	70%		30%		3%
Barts	60%	50%	50%	50%	70%	30%		50%		3%
Saji	90%	50%	50%	10%	30%	20%		50%		3%

Maji	100%30%	20%	40%	40%	50%	40%	3%
Kashim	70%60%	40%	20%	40%	20%	20%	3%
Julian	80%70%	50%	50%	80%	40%	30%	3%
Rena	10%20%	40%	20%	70%	40%	10%	3%
Navarre	90%50%	40%	50%	60%	30%	20%	3%
Hardain	50%30%	50%	60%	30%	70%	20%	3%
Zagaro	90%30%	20%	10%	10%	30%	20%	3%
Ulf	70%40%	10%	20%	50%	60%	20%	3%
Roshe	80%40%	50%	40%	50%	30%	30%	3%
Viliak	50%30%	10%	20%	20%	10%	10%	3%
Machis	50%40%	30%	20%	20%	70%	20%	3%
Maric	80%20%	30%	50%	50%	80%	20%	3%
Wendel	60%10%	30%	20%	40%	70%	10%	3%
Ricardo	50%50%	20%	60%	40%	30%	20%	3%
Bantou	10%0%	0%	0%	10%	0%	0%	3%
Shiza	80%30%	30%	20%	10%	30%	10%	3%
Raddy	90%50%	40%	70%	40%	50%	20%	3%
Maria	10%10%	10%	30%	30%	70%	0%	3%
Minerva	40%30%	50%	40%	40%	70%	20%	3%
Linda	40%20%	70%	60%	80%	70%	10%	3%
George	60%20%	10%	20%	10%	50%	10%	3%
Medeia	80%30%	50%	50%	10%	50%	20%	3%
Tomth	70%30%	40%	50%	10%	70%	20%	3%
Michelean	50%30%	10%	20%	10%	40%	10%	3%
Thomas	50%20%	20%	30%	10%	50%	10%	3%
Boa	10%10%	10%	10%	10%	10%	10%	3%
Paola	70%50%	80%	20%	10%	30%	30%	3%
Kachua	70%40%	80%	80%	40%	70%	30%	3%
Astoria	90%50%	40%	20%	50%	40%	10%	3%
Alan	50%50%	30%	40%	40%	50%	10%	3%

Samson	70%	30%	10%	20%	50%	70%	20%	3%
Chainey	50%	30%	10%	40%	30%	30%	20%	3%
Chiki	80%	50%	90%	90%	90%	0%	0%	3%
Est	50%	70%	70%	70%	60%	70%	20%	3%
Lawrence	70%	50%	70%	20%	50%	50%	20%	3%
Ellis	50%	10%	50%	60%	80%	90%	10%	3%

Book II Characters

	HP	Str	Skill	Speed	Luck	Wpn Skill	Defense	Mag	Def
Marth	90%	50%	40%	50%	70%	40%	20%	3%	
Alan	10%	10%	10%	10%	10%	0%	10%	3%	
Cecil	50%	30%	60%	60%	30%	70%	10%	3%	
Luke	90%	30%	30%	40%	10%	40%	20%	3%	
Rodie	70%	40%	50%	50%	40%	60%	20%	3%	
Gordon	40%	30%	30%	30%	40%	60%	10%	3%	
Ryan	60%	40%	70%	40%	30%	40%	20%	3%	
Doga	60%	20%	40%	40%	20%	40%	10%	3%	
Marissa	40%	30%	20%	50%	30%	70%	10%	3%	
Kachua	70%	40%	80%	80%	40%	70%	20%	3%	
Warren	70%	50%	50%	10%	20%	20%	20%	3%	
Linda	40%	20%	70%	60%	80%	70%	10%	3%	
Paola	70%	50%	80%	20%	10%	30%	20%	3%	
Julian	80%	70%	50%	50%	80%	40%	30%	3%	
Machis	50%	40%	30%	20%	20%	70%	20%	3%	
Oguma	80%	40%	30%	30%	40%	70%	30%	3%	
Yumina	30%	20%	30%	40%	40%	60%	10%	3%	
Yubello	50%	50%	30%	40%	50%	60%	20%	3%	

Sirius	80%50%	50%	40%	30%	40%	30%	3%
Kashim	70%60%	40%	40%	20%	20%	20%	3%
Sheeda	50%20%	70%	90%	70%	80%	20%	3%
Ricardo	50%50%	20%	60%	40%	30%	20%	3%
Samuto	70%20%	20%	60%	10%	40%	10%	3%
Wendel	60%10%	30%	20%	40%	70%	10%	3%
Navarre	90%50%	40%	50%	60%	30%	20%	3%
Fina	40%60%	70%	80%	70%	80%	20%	3%
Kain	90%30%	60%	60%	50%	60%	20%	3%
Bantou	10% 0%	0%	0%	10%	0%	0%	3%
George	60%20%	10%	20%	10%	50%	10%	3%
Minerva	40%30%	50%	40%	40%	70%	20%	3%
Maric	80%20%	50%	50%	50%	80%	20%	3%
Elren	90%10%	30%	40%	10%	70%	30%	3%
Chainey	50%30%	10%	40%	10%	70%	30%	3%
Chiki	80%40%	30%	60%	60%	0%	0%	3%
Est	50%70%	70%	70%	60%	70%	20%	3%
Abel	70%40%	50%	50%	40%	70%	20%	3%
Astoria	90%50%	40%	20%	50%	40%	10%	3%
Sheema	60%60%	70%	50%	60%	60%	20%	3%
Samson	70%30%	10%	20%	50%	70%	20%	3%
Roshe	80%40%	50%	40%	50%	30%	30%	3%
Medeia	80%30%	50%	50%	10%	50%	20%	3%
Maria	10%10%	10%	20%	30%	70%	10%	3%
Ellis	10%10%	50%	60%	80%	90%	10%	3%
Nina	10%10%	10%	10%	10%	30%	10%	3%
Rena	10%10%	10%	20%	40%	30%	10%	3%

Note: The Star Orb will add 30% to every stat gains to their totals.

3. Characters Bio Book I

Marth

Class Lord

Rating 7/10

An allstar Nintendo character from SSBM. He was forced into exile and has started his adventure as soon as Sheeda's kingdom has been attacked by Pirates. He seem to hold a league of his own for awhile. But you may have to watch out for him at times, because if he dies. GAME OVER! Until he's at LV20 that's where he pretty much unravels his usefulness.

Jeigan

Class Paladin

Rating 1/10

Marth's' mentor and bodyguard and Abel and Kain were also his pupils. Bah! this guy isn't even worth mentioning.

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

Promoted to General

Rating 9/10

YESSS!!!! This guy is absolutely awesome. NO I REALLY DO MEAN IT. This time he shines. Train this guy and you won't be disappointed. But other than suffering at low Luck he will hold a league of his own at the endgame. Definitely the best Iron Clad in Book I.

Gordon

Class Archer

Promoted to Sniper

Rating 9/10

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. He is more awesome in this SNES version of this adventure. No I really do mean it. Train him till the endgame and just watch. Partia baby buh hwa ha ha ha ha haaaaa.

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.

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 compatriets 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
Promoted to Bowman
Rating 9/10

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 user. He is even more awesome in this version too, because he can PROMOTE, YES! Another great user for the Partia indeed.

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. Better give him a Manual 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 shouldn't 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 4/10

Commander of the Orleans squad. A loyal soldier to Hardain to the bitter end. Ack, this guy gets worse in this version. I really do not recommend using this guy unless that you are a perfectionist.

Roshe
Class Social Knight
Promoted to Paladin
Rating 7/10

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. He does perform a bit better in this version of this adventure too.

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 embarrassment to the entire field.

Wendel
Class Priest

Rating 5/10

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 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 15 if you'd like. He's another Jeigan.

Shiza

Class Mercenary

Promoted to Hero

Rating 5/10

A guardian for the Port City of Warren. Friend to Raddy. He does start at a rather good level. NOOO! He gets worser in this adventure. WHY? I don't really recommend leveling him up much, because he almost grown no WPN LV whatever.

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 simularities 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.

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 Gordon 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 most likely. 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

The 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 Well, she will grow alot 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. too.

Linda

Class Magician

Promoted to Priestess

Rating 10/10

Daughter to Miroa. And Princess Nina's student. Gotton kidnapped by slave sellers. She hid her idendity 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 will 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 squadren throughout the game. Having the ability to use staves upon promotion. Training her in every playthrough is a DEFINITE MUST. Bring her to Chapter 18 to have her get revenge on her father. Always have her fight Garnef this IS her fight anyway. Use her or weep.

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. She still has it all. Just as good as the Original NES version. And that she's still HOT. ^_^

Thomth

Class Armor Knight

Promoted to General

Rating 7/10

A bodyguard of Medeia's'. He does get good weapon growth to start out with though. He gets a better rating because he can promote. But, he may almost get on par with Doga. Oops not quite. =P

Michelean

Class Armor Knight
Promoted to General
Rating 5/10

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. Even though he can promote he still won't turn out good at all. I would'nt put much work into him because of this.

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 hugher 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. You don't have to bother with this guy at all if you don't want to because he is another disaster.

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 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. She does perform a little worse though. Too bad though, because she is HOT.

Kachua
Class Pegasus Knight
Promoted to Dragon Knight
Rating 9/10

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.

She performs a tad worse in this version of this adventure, but she is great enough anyway for this Book anyhow.

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 overally 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 9/10

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. She's a tad worse in this game because she grows less HP. But other than that she still has her lust from the Original NES game of this adventure.

She will max out in most stats most likely by LV 20/5 (LV25). Seriously!!!! Use her in the arena in Chapter 16 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. In this game SHE IS HOT!! *Swoon*

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! She does perform ALOT better in this adventure too. YAY! ^_^ Watch them as she burns them to cinders starting at Chapter 17 Muh hwa ha ha haaaaaa.

Lawrence
Class General
Rating 9/10

A soldier that is loyal to Grunia. But betrays the country after his daughter Sheeda's' consent. He does perform a tad worse in this adventure but he can hold a league of his own enough anyway.

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 however. Level her 20/20 with the staff trick and she will get good enough stats on par with your other Magic users She always ends up an awesome character for me. Too bad that you get her at the endgame though. She can also revive a fallen troop too. YAY! ^_^

Character Bio Book II

Marth
Class Lord
Rating 9/10

The hero of this game that is back to claim what Hardain is up to. One of the Nintendo characters of SSBM. He is back to seek pursue upon Hardain. You are forced to use him in every map, so be sure to keep this guy alive at all costs to avoid having a Game Over. Level him up with the Star Orb to make him rather more useful.

Alan
Class Paladin
Rating 1/10

Now he is officially a knight of Ariteia itching to be Marth's' new bodyguard after Jeigan retired and became an advisor for Marth. Seriously, throw this guy to the wasteland of the bleachers. He is rather useful for the beginning of the game, but ditch him in the bleachers after chapter 5.

Cecil
Starting Class Social Knight
Promoted Class Paladin
Rating 7/10

A Knight of Ariteia after Abel's' disappearance. Willing to follow Marth's' orders to the end. She does excel at growing excellent speed in everything. Use this class as she will gain great stats in everything except HP. Better give her some Angel Clothes to make her invincible.

Luke

Starting Class Social Knight
Promoted Class Paladin
Rating 6/10

A Knight Of Ariteia after Abel's' disappearance. Willing to follow Marth's' orders to the end. He does grow some good stats except that he suffers greatly at growing Luck. Only use this guy only if you want him to have support with Rodie and Cecil. Level him with the Light/Star Orbs in the Arena to make him more useful.

Rodie
Starting Class Social Knight
Promoted Class Paladin
Rating 9/10

A Knight of Ariteia willing to follow Marth's' orders to the end. (Looks juust like Leif, I AM DEAD SERIOUS.) Just look at his hair and face exactly the sam as Leif's'. YESSS! Not only will this guy end up very awesome in the very end, but he is a great replacement fo Abel's' disappearance.

Ryan
Starting Class Archer
Promoted Class Sniper
Rating 10/10

A bow user of Ariteia and he is also Gordon's' little cute brother. YEE HAW! This guy is no doubt the best bow user in Book II. No I am not kidding his abilities will exceed in everything as he is also the only bow user to have no negative stat gains. This is the reason why I give him the perfect 10/10 rating as he is just about the only good bow user in Book II. Once he becomes a Sniper he becomes practically invincible. And as an added bonus he so cute ^_^.

Gordon
Starting Class Archer
Promoted Class Sniper
Rating 7/10

A bow soldier of Ariteia and he is also Ryan's' big brother and Marth's' best friend. Ugh! This guy gets worse over the years of relaxing when the Dark War ended after 5 years. Seriously, tomake this guy like before better level him up with the Light/Star Orbs.

Doga
Starting Class Armor Knight
Promoted Class General
Rating 8/10

A Knight of Ariteia. Hmm...this guy does seem to get worser stat gains slightly than before. Honestly, unless you level him up enough times, Sheema is going to pwn him in every way.

Marissa
Starting Class Sister
Promoted Class Priestess
Rating 10/10

A healer that heals sick and injured people of Ariteia. Ever since Rena's' disappearance she has took over her duties. She is also only 10 years old by

the way. She is one of the most important characters in the game. She is the only one who can use the Thief/Harmin Staves. Use her for these purposes as she can hold a league of her own during promotion. She also has good HP growth. She's so cute!^_^

Kachua

Starting Class Pegasus Knight

Promoted Class Dragon Knight

Rating 10/10

She was patrolling Macedonia until it was under Hardain's' control. My my this lass can really become awesome after a few level gains. She has flawless growths in everything. There is absolutely no reason to bench her. Aww, but her invincibility has disappeared after FE2. In FE2 she is one of the most powerful characters in FE history.

Warren

Starting Class Hunter

Promoted Class Bowman

Rating 3/10

A soldier patrolling Macedonia. Tricked by Macedonia after Macedonia has gone evil again. Ugh, I hate to say this, but he is just about the worst bow user ever devised. Seriously, he will get attacked twice alot of times and he will get critted alot. But honestly, until he gets the Stat up items or the Star Orb' growth he is just going to suck so bad that you may just want to kill him. Kill this guy if you'd like as he is just a nuisance to this army anyway.

Linda

Starting Characters Magician

Promoted Class Priestess

Rating 10/10

A Magician seeking to hand Marth the Fire Emblem ever since the war repeated itself again. YAY! She is the greatest magic user in this Book. She also has a new face sprite and that she is ready to kick ass again. Just as great as before you bet.

Paola

Starting Class Pegasus Knight

Promoted Class Dragon Knight

Rating 8/10

A Pegasus Knight seeking for her sisters' disappearance. Wow! She stats at LV10 and not only that, but she is so awesome that you can possibly promote her by the end of Chapter 5 from LV20. In FE2, she was alot more powerful, but why is it that she became worser now? Hmm?

Julian

Class Thief

Rating 9/10

A Thief that is looking for his godbrother Ricardo also traveling with Paola to find him. The pure hearted super hero is back and he is ready to show his crime fighting tactics. Now then use this guy actually this is a must if you want the perfect ending.

Machis

Starting Class Social Knight

Promoted Class Paladin

Rating 1/10

For you Machis fans out there he does get a return in this game and that he has been tricked by Macedonia again after his sister Rena's' disappearance. AAARRRGHH! Why WHY WWHHHYY is he back. WHY? Really he is so annoying to recruit again. Okay, I know many of you folks would kill him rather than recruiting him, so go ahead. He just ruins the genere of this wonderful game anyway. Slaughter him with extreme pleasure if you don't want to look at his ugly face. Feh! Worthless unit!

Oguma

Starting Class Mercenary

Promoted Class Hero

Rating 10/10

OOH YEEEEAAHHH! The badass sword fighter is back and he is in for hire for pieces of gold to protect Yubello and Yumina after Lawrence disappeared. Okay he will end up badass in the end. YES, he is BACK and ready to set right from worng again!!!!

Sirius

Class Paladin

Rating 8/10

A mysterious masked man forced into exile after Grunia was invaded. Can you guess who this guy really is? Well he suffers at rather low luck. Better give him Goddess Statues to make him perfectly useful.

Yumina

Starting Class Sister

Promoted Class Priestess

Rating 10/10

She is a dynasty kid from the Lin chinese clan. Not only is she incredibly important because Of her only being able to use the Rescue Staff and the Oum Wand. Upon promotion she'll do great enough for a Priestess. Better give her some Angel Clothes to make her alot more useful. She's so cute.

^_^

Yubello

Starting Class Magician

Promoted Class Priest

Rating 10/10

A chinese kid of the Lin family. He is destined to protect his sister Yumina from the war. OOH HH YEEAH! This is a Mage that I don't mind using in every playthrough. No seriously he pwns every enemy having the ability to have the highest critical of any mage in the game second to none next to Maric. Having the ability to use staves upon promotion. And he is just so cute. ^_^

Kashim

Starting Class Hunter

Promoted Class Bowman

Rating 8/10

A bow soldier hiding in his home because of the war happening again. Well to tell you the truth he won't ever grow much luck but he will grow the most strength than any other bow user. Well he just may be the 2nd best

bow user in the game.

Ricardo
Class Thief
Rating 3/10

He was in solitary confinement before for stealing Macedonia's' treasure. Broken out of prison and stole the Member Card and now he is just itching to escape with his life now until Julian convinces him. Even though his story is cool, but he just suks at fighting though. You can bench this guy if you don't want to be bothered with him. His only usefulness would be having the Member Card. That's about pretty much it. =P

Samuto
Starting Class Mercenary
Promoted Class Hero
Rating 7/10

Okay this guy has hid his real identity to allow Navarre to escape to the east of Gra. Well this guy won't turn out that great unless you level him up with the Light/Star Orb. But overall, a moderate character to use on the battlefield.

Wendel
Class Priest
Rating 6/10

Well he is on a mission to give Marth the news of Maric's' execution. He joins to set things straight with Maric's' execution sentence. He will overall get moderate stats of a magic user. Nothing much is said about him after this.

Navarre
Starting Class Mercenary
Promoted Class Hero
Rating 8/10

The Crimson Fencer Of Death returns. He is saving a lady in distress this time. Now then, this guy may be Raddy's replacement. Seriously, this guy just may turn out as good as Raddy in this book. It's too bad that Raddy doesn't get a return though. Should've replaced Machis with him. Bah!

Fina
Class Dancer
Rating 9/10

A dancer traveling in the east of Gra. Also has a crush on Navarre. Okay, she is the first dancer to set foot in the series and not only that, but she has the ability to give any unit another turn. She is very useful to use in most if not all maps.

Kain
Starting Class Social Knight
Promoted Class Paladin
Rating 8/10

A Knight Of Ariteia looking for his brother Abel. This guy just maybe the 2nd best horse rider in the game. Okay, upon promotion he shall get more than assertive enough for the endgame. Glad that he has a return. YES!

Bantou
Class Mamkute
Rating 2/10

Anyway, he is out to look for his granddaughter Chiki again after her disappearance. Okay, he is useful for a couple of chapters the ones with the Ice Dragons in it, but other than that unless he gets his stats enhanced with Stat up items he is just going to suk.

George
Class Sniper
Rating 4/10

An elite sharpshooter looking to question Astoria's' change. Brother to Astoria. Okay, you really do not have to bother with this guy, because unless you level him with the Star Orb he is just going to suk.

Minerva
Class Dragon Knight
Rating 7/10

She ran Macedonia after Michael's' death. But, she was forced into exile after her country protested, because she could not run the country as well as her brother Michael could of. Now she is hiding from her country. Ahh yes, she does make a comeback. It is crucial to use her if you want the perfect ending. She is just as good as before.

Maric
Starting Class Magician
Promoted Class Priest
Rating 10/10

He was set on trial for execution. Until Wendel convinced Maric of his innocence. Okay, the Air fighter of death is back and he is just as awesome as before. With his signature spell Excalibur he shall dust even the toughest enemies with ease. Having the ability to use staves upon promotion. There is no reason not to use him as he is the only one who can use Excalibur and you need him for the perfect ending anyway.

Elren
Starting Class Magician
Promotion Priest Priest
Rating 9/10

Well now he is the judge of Khadain and he is ordering Maric's' execution. But, until Wendel comes to change his mind he will stop at nothing to carry out Maric's' death sentence. Having the ability to use Torron (Thor Hammer) well he may just be as powerful as Maric because of this. Another standout asset to the army indeed.

Chainey
Class Commando
Rating 5/10

Yes, she is back and now she is questioning what the evil Dolua army is up to. Well she helps out Marth in many ways to find the Orb pieces as well as protecting Chiki from this war. Well she starts at a better level and her performance is just like in Book I. Nothing more.

Chiki
Class Mamkute
Rating 10/10

The cute Mamkute princess is back and now having new changes in her transformation of Shinryuu (God Dragon). Now having the ability to transform into different dragons. Because of the Time Dragon transformation she just may be the best character in the game.

Est
Starting Class Pegasus Knight
Promoted Class Dragon Knight
Rating 9/10

She was kidnapped when she was in question of the Miracle Sword. This is actually how Astoria gets this. Okay this hot lass will strike again with some uber stats upon promotion. Max her out in the Arena with the orbs to get her insane stats. Not as good as FE2's' though. In FE2 she just may be the most powerful character in the series. No doubt about it. Humph! >_>

Abel
Class Paladin
Rating 8/10

Abel goes awol after Est gets captured. He goes against Ariteia and he will stop at nothing to kill even his own close friend Marth. After Marth talks some sense into him. *Sigh* He loses his lust than the previous games of Marth's'. But if you level him in the Arena with the Orbs he just may get as powerful as Kain. Even so, Abel gets all the girls Paola and Est and not Kain. =P

Astoria
Class Hero
Rating 7/10

For reasons we don't know why Astoria is your enemy now due to the game being in Japanese, but he has been hired by Akaneia to take down Ariteia. Joins after his brother George convinces the turth of his brother' ambitions. Ok, he will get overall great enough stats once leveling him in the Arena with the Light/Star Orbs.

Sheema
Class General
Ratings 10/10

Commander of the Gra army. Her kingdom was taken over by the evil Akanian empire. Princess of Gra. She may be Samson' sweetheart. Wow, this lass will prove to be the best by leveling her up enough times in the Arena with the orbs. No, there is no doubt not to use her, as she is one of the best characters in the game. PERIOD!

Samson
Class Hero
Ratings 7/10

Okay, he is Sheema's' personal bodyguard. Also has a crush on Sheema. He just maybe on par with Astoria. I wonder who would win when these 2 tough guys fight each other. They both kick ass by leveling them enough times in the Arena. What more can I possibly say.

Roshe
Class Paladin
Ratings 7/10

A soldier from Orulean ordered to follow Hardain's' orders. He's the only one to sense something wrong with Akaneia because Hardain used to be a kind commander, but wondering why he has gone insane now. He is the only one who sees the truth and the light obviously. *Sigh* No amount of leveling will save this guy from becoming a good enough asset to the team. But, go ahead and power him up in the Arena with Light/Star Orbs to make him more useful.

Medeia
Class Paladin
Ratings 6/10

Eek, a beautiful woman getting captured by Akaneia. I'm sad. =(Better use the Rescue Staff to save her. Put her by Astoria to give them both a 10% Support bonus. Enhance her stats with Stat up items to make her more helpful. =P Girlfriend to Astoria.

Maria
Class Priestess
Rating 1/10

A servant of Medeiuis. Controlled by the evil dragon. Convert her and get her out of the way, so that she doesn't get killed. *Sigh* You get her just before the game is ready to end that you really cannot use her any other way.

Ellis
Class Priestess
Ratings 1/10

A servant of Medeiuis. Controlled by the evil dragon. Convert her and get her out of the way, so that she doesn't get killed. *Sigh* You get her just before the game is ready to end that you really cannot use her any other way. Also has a crush on Maric. Sister to Marth.

Nina
Class Priestess
Ratings 1/10

A servant of Medeiuis. Controlled by the evil dragon. Convert her and get her out of the way, so that she doesn't get killed. *Sigh* You get her just before the game is ready to end that you really cannot use her any other way. She also was a Paladin from FE2 and she kicked ass in that game. Becoming a Priestess now is questioning beyond understanding.

Rena
Class Priestess
Ratings 1/10

A servant of Medeiuis. Controlled by the evil dragon. Convert her and get her out of the way, so that she doesn't get killed. *Sigh* You get her just before the game is ready to end that you really cannot use her any other way. Girlfriend to Julian.

Weapons and Items Information

I. Swords

Iron Sword

Accuracy 90%

MT 5

Weight 2

WPN LV 1 or higher

Steel Sword

Accuracy 80%

MT 8

Weight 4

WPN LV 2 or higher

Silver Sword

Accuracy 90%

MT 12

Weight 3

WPN LV 9 or higher

Kill Sword

Accuracy 100%

MT 8

Weight 2

WPN LV 7 or higher

Bonus: Adds 20% to critical

Armor Killer

Accuracy 100%

MT 6

Weight 4

WPN LV 3 or higher

Dragon Killer

Accuracy 80%

MT 10

Weight 4

WPN LV 7 or higher

Devil Sword

Accuracy 80%

MT 18

Weight 10

WPN LV 1 or higher

CAUTION: This can backfire depending upon the users
Luck.

Thunder Sword

Accuracy 90%

MT Varies

Weight 5
WPN LV 8 or higher

Lady Sword

Accuracy 100%

MT 12

Weight 5

WPN LV 1 or higher

Bonus: Only Female Sword users can use this.
Chainey cannot use this though in normal state
however because she seems to be a tomboy. =P

Sword Killer

Accuracy 80%

MT 8

Weight 4

WPN LV 8 or higher

Bonus: Use this on any melee fighter with a
Sword to increase the Damage.

Master Sword

Accuracy 100%

MT 12

Weight 5 or higher

WPN LV 12 or higher

Miracle Sword

Accuracy 100%

MT 20

Weight 4

WPN LV 12 or higher

Bonus: Best Sword in the game!

Rapier

Accuracy 90%

MT 5

Weight 1 or higher

WPN LV * (Only Marth and Feena can use this)

Falchion

MT 10

Weight 10

WPN LV * (Only Marth can use this)

Kowareta Tsurugi (I don't know what this means
my booklet.)

Accuracy 20%

MT 0

Weight 20

WPN LV 1 or higher

II. Spears

Hosumi No Yari (I don't know what
this means from my booklet.)

Accuracy 100%
MT 5
Weight 2
WPN LV 1 or higher

Iron Spear
Accuracy 100%
MT 7
Weight 6
WPN LV 1 or higher

Silver Spear
Accuracy 90%
MT 14
Weight 7
WPN LV 7 or higher

Knight Killer
Accuracy 90%
MT 5
Weight 4
WPN LV 4 or higher

Hand Spear
Accuracy 70%
MT 8
Weight 20
WPN LV 3 or higher
Bonus: Can be thrown also

Kill Spear
Accuracy 100%
MT 9
Weight 4
WPN LV 6 or higher
Bonus: Adds 20% to critical

Gladius
Accuracy 100%
MT 20
Weight 8
WPN LV 12 or higher
Bonus: Best spear in the game! Can be thrown also.

Kowareta Yari (I don't know what this says from my booklet.)
Accuracy 20%
MT 0
Weight 20
WPN LV 1 or higher

III. Bows

Iron Bow
Accuracy 100%
MT 6
Weight 4
WPN LV 1 or higher

Steel Bow
Accuracy 90%
MT 9
Weight 7
WPN LV 3 or higher

Silver Bow
Accuracy 100%
MT 13
Weight 6
WPN LV 7 or higher

Kill Bow
Accuracy 100%
MT 8
Weight 3
WPN LV 6 or higher
Bonus: Adds 20% to critical

Partia
Accuracy 100%
MT 20
Weight 7
WPN LV 12 or higher

Kowareta Yumi (I don't know
what this means from my booklet.)
Accuracy 20%
MT 0
Weight 20
WPN LV 1 or higher

IV. Axes

Iron Axe
Accuracy 80%
MT 8
Weight 7
WPN LV 1 or higher

Steel Axe
Accuracy 70%
MT 11
Weight 9
WPN LV 2 or higher

Hand Axe
Accuracy 60%
MT 5
Weight 9
WPN LV 3 or higher

Silver Axe
Accuracy 90%
MT 15
Weight 7
WPN LV 10 or higher
Bonus: In Book II this can be sold for 5000G.

Devil Axe

Accuracy 70%
MT 20
Weight 20
WPN LV 1 or higher
CAUTION: This can backfire depending on the users
Luck.

Kowareta Ono (I don't know
what this means from my booklet)

Accuracy 20%
MT 0
Weight 20
WPN LV 1 or higher

V. Spells

Fire

Accuracy 100%
MT 5
Weight 0
WPN LV 1 or higher

Thunder

Accuracy 90%
MT 6
Weight 2
WPN LV 3 or higher
Bonus: Adds extra critical!

Freeze

Accuracy 90%
MT 6
Weight 2
WPN LV 5 or higher

Jeibaa

Accuracy 100%
MT 5
Weight 0
WPN LV 4 or higher
Bonus: Adds high Critical rate!

Elfire

Accuracy 80%
MT 9
Weight 5
WPN LV 8 or higher

Bolgannon

Accuracy 70%
MT 16
Weight 15
WPN LV 14 or higher

Torrion

Accuracy 100%
MT 12
Weight 3
WPN LV 12 or higher
Bonus: Adds high critical rate!

Rizaia
Accuracy 90%
MT 12
Weight 10
WPN LV 1 or higher

Excalibur
Accuracy 100%
MT 12
Weight 3
WPN LV * (Maric Only)
Bonus: Adds high critical rate!

Aura
Accuracy 90%
MT 20
Weight 6
WPN LV * (Linda Only)
Bonus: Best speall in the game!

Starlight
Accuracy 100%
MT 12
Weight 5
WPN LV 9 or higher
Bonus: Nuliffies Immunity. Have
Linda use this!

Drain

Drains down to 1 HP. Enemy Only.

Meteo

Can attack from 3-10 spaces away.
Enemy Only.

Worm

Can attack 3-10 spaces away. Enemy Only.

Maph

Immunity. (Garnef Only)

VI. Staves

Live
WPN LV 1 or higher
Heals 10+ HP.

Relieve
WPN LV 2 or higher
Heals 20+ HP

Recover
WPN LV 3 or higher
Heals ALL HP.

Libro

WPN LV 7 or higher

Heals 10+ HP at any distance

Reserve

WPN LV 8 or higher

Heals 10+ HP at any distance

ALL characters.

Warp

WPN LV 5 or higher

Warps a character to any given location.

Magic

WPN LV 8 or higher

Raises a characters Mag Def by 7.

Effect goes down by each turn.

Asorokku (I don't know what this means)

WPN LV 8 or higher

Silence

WPN LV 10 or higher

Silences a unit.

Watch

WPN LV 11 or higher

Can see enemies into an unlocked roofed up room.

Again

WPN LV 20 MAX

Can give every unit another turn

Rescue

WPN LV * (Yumina Only)

Can transport a unit to Yumina at any distance.

Thief

WPN LV * (Marissa Only)

Can take a treasure at any distance.

Harmain

WPN LV * (Rena and Marissa Only)

Oum Wand

WPN LV * (Ellis and Yumina only)

Can revive a unit Book I. In Book 2 can revive 5 units.

VII. Items

Salve

Heals a character 10 HP.

Door Key

Opens a door.

Bridge Key

Repairs a broken a bridge.

Treasure Key

Opens a treasure.

Pure Water

Raises a characters Mag Def by 7. Effect goes down by each turn.

Power Ring

Raises a characters Power permanently by 4.

Dragon Shield

Raises a characters Defense permanently by 3.

Secret Book

Raises a characters Skill permanently by 5.

Speed Ring

Raises a characters Speed permanently by 5.

Magic Armlet

Raises a characters Mag Def permanently by 3.

Angel Clothes

Raises a characters HP permanently by 7.

Goddess Statue

Raises a characters Luck permanently by 5.

Manual

Raises a characters WPN LV permanently by 5.

Boots

Raises a characters Movement permanently by 4.

Knight Medal

Promotes a Social/Armor Knight LV10 or higher.

Hero Proof

Promotes a Mercenary LV10 or higher.

Priest's Ring

Promotes a Priest/Priestess LV10 or higher.

Dragon Whip

Promotes a Pegasus Knight LV10 or higher.

Orion Arrow

Promotes an Archer/Hunter LV10 or higher.

Aiote Shield

Neglects extra DMG from Bows to a flyer.

Silver Card

Reduces Prices in any shop by 50%

Member Card

Allows a character to enter a Secret Store.

Light Orb

Prevents critical hits to the wearer. Pierces the Dark Orb' power.

Star Orb

Gives unlimited uses to a weapon and adds 30% growth to every stat to the wearer.

Earth Orb

Deals 3~10 damage to all targets on the map.

Life Orb

Fully restores health every turn to the wearer.

Dark Orb

Grants invincibility to the wearer. Same effect as Maph spell. Weakness of this is the wearer of the Light Orb.

Fire Emblem

Allows Marth to open treasures and becomes the Sealed Shield.

Sealed Shield

Drives Earth Dragons away.

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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