Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the ⚠️ Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.
This software can be used with any of the following controllers once they have been paired with the console.

- Only one Wii U GamePad controller can be used.

**Pairing Controllers**

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.
Connecting your system to the Internet lets you enjoy the following features:

- Purchasing DLC

See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

Paid Downloadable Content

How to Purchase

Select ESHOP on the title screen of the game to go to Nintendo eShop. From there, view the section on "Purchasing DLC and Access Passes." Follow the instructions on the screen.

To view the electronic manual, select My Menu in the menu bar while in Nintendo eShop. Then select Help in the upper-right corner and choose eShop Manual.
4 Parental Controls

You can restrict use of the following features by selecting 🎁 (Parental Controls) from the Wii U Menu.

<table>
<thead>
<tr>
<th>Item</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wii U Shopping Services</td>
<td>Restricts the use of credit cards and the purchase of software through services, such as Nintendo eShop 5.</td>
</tr>
</tbody>
</table>

Access to this game (as well as other games) can also be restricted through the Game Rating item in Parental Controls.
Starting a New Game

After turning on the game, the title menu appears.

**DEBUT**

Begin a new game. After selecting this, select the desired difficulty.

**LOAD**

Continue from a saved game. From here, choose which save data to load.

**ESHOP**

Purchase additional content by using the Wii U console's network features to access Nintendo eShop.
Controls

Either the Wii U GamePad or the Wii U Pro Controller can be used with the following controls.

Button Controls

Basic Controls

- Select
- Confirm
- Cancel
- Switch pages/characters
- Skip cutscene

In the Field

- Move
- Talk/Investigate
- Slash (while in the Idolasphere)
- Open menu
- Adjust camera (only used for this in the Idolasphere)
- Recenter camera (Idolasphere only)
- Zoom in/out (Idolasphere only)

Touch Controls

Touch menu items and information on the Wii U GamePad to select or move them or to view detailed explanations.
Managing Game Data

Select Save from the System section of the main menu to save the game. There are also prompts to save between chapters and at other spots throughout the game.

Deleting Save Data

To delete save data, select 📄 (System Settings) in the Wii U Menu. Then select Data Management and Copy/Move/Delete Data.

◆ Please take care when deleting save data. Once deleted, save data cannot be recovered.
Main Menu

Press \(\bigtriangledown\) outside of battles or event scenes to access the main menu.

**Skills**

Use any available skills. (Inaccessible skills are grayed out.)

**Items**

Use any accessible items. (Inaccessible items are grayed out.) Performa and key items are also viewable here.

**Wardrobe**

View and change equipped weapons, accessories, and outfits.

**Artists**

View the status and profiles of party members. After selecting a character, press \(\bigtriangledown\) to access their skill information and change the order of their skills.

**Casting**

Swap active party members.
Analysis

View enemy details. This information will appear on the GamePad.

System

Save or load data, change system options, or adjust the game difficulty.
Outside of battle, the GamePad displays a social-media service called TOPIC. Tap any of the four categories on the bottom of the GamePad screen to open their respective tabs.

✉️ MAIN STORY

Messages received from other characters relevant to the main story.

 Сообщения от других героев, связанные с основной сюжетной линией.

 Сообщения от других героев, связанные с основной историей.

 Messages received from other characters related to advancing their side stories.

 Сообщения от других героев, связанные с развитием их второстепенных сюжетов.

 Messages exchanged between Itsuki and the other characters in the game.

 Сообщения обменивайтесь с другими персонажами в игре.

 Displays the map. Select Icon Help on the left side to view the map legend.

 Открывает карту. Нажмите на значок Help слева, чтобы просмотреть легенду карты.
**Movement**

**Field**

While in the field, enter into conversations or investigate the area to advance the story.

**Recovery**

To restore HP and EP and remove status effects, either use items and skills or buy beverages from vending machines.

**Tokyo Map**

Used to move between different parts of Tokyo. Exiting from the outer edge of a field map leads to the City Map screen.

◆ In areas where "⑩ Tokyo Map" is displayed, access the Tokyo Map screen by pressing ⑩.

**Requests**

Characters with a 🌴 over their heads have requests. While their request is in progress, the icon above their head will change to 🌴. Fulfilling the conditions of the request will change it to 🌴. Talking to them while this mark is shown will grant a reward.
Enemies will appear during trips into the Idolasphere. Running into them will initiate a battle . Use to strike them first and then run into them when they are down to get an advantage going into battle.
Rounds and Turn Order

Combatants take their turn in the order shown from left to right. Once every combatant has acted, the next round begins.

Session Lineup

Shows the order in which other party members will use their displayed skills, should the currently selected attack trigger a Session.

Target Cursor

Appears when selecting an enemy to target. The top half shows the enemy's level and remaining HP, while the bottom half shows their resistances.

Combat Actions

During battle, choose from the following actions or view more detailed information on the situation.
| **ATTACK** | Attack an enemy with the currently equipped weapon. |
| **SKILLS** | Use a Mirage's abilities. |
| **ITEMS** | Use an item from the inventory. |
| **GUARD** | Adopt a defensive stance to prepare for the enemy's attack. |
| **TACTICS** | Choose combat tactics for other party members. (Only available to Itsuki.) |
| **CHANGE** | Swap out an active party member for an ally in reserve. |
| **ESCAPE** | Run away from battle. |

**SP Gauge**

The SP Gauge rises as the party performs actions in battle. Filling it provides one SP. Use earned SP to activate powerful attacks called Special Performances.

**Party Panel**

Shows the party's condition. If there's any change to a party member's status, it will be shown here as well.

**Support Effects and Status Ailments**

Examples of support effects: ⧫
<table>
<thead>
<tr>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Increased attack power.</td>
</tr>
<tr>
<td>Increased defensive strength.</td>
</tr>
<tr>
<td>Increased Hit and Evade.</td>
</tr>
</tbody>
</table>

Examples of status ailments:

- Poison, which inflicts damage at the start of a character's turn.
- Sleep, which prevents a character from taking action. All attacks against them are automatically critical.
- Confusion, which causes a character to act uncontrollably.
Select from the commands to direct party members in battle.

**Attacking**

Choose whether to deal a regular Attack or use a special Skill. If the enemy is weak to the selected attack's damage type, a icon will show up beside its name. Try aiming for their weak points.

◆ Press to activate auto-battle, causing the party to use only the Attack command and the battle to progress at a high speed. Pressing once more will deactivate auto-battle.

**Viewing Resistances**

<table>
<thead>
<tr>
<th>Wk</th>
<th>Rs</th>
<th>−</th>
</tr>
</thead>
</table>

Wk: Enemy is weak to this attack type (damage increases).

Rs: Enemy is strong against this attack type (damage decreases).

−: Enemy is neither strong against nor weak to attack type.

◆ Enemy resistances are shown as "?" until they are hit with an attack of that damage type. Some enemies will have resistance types other than those listed above.
List of Elemental Types

- Sword
- Lance
- Axe
- Bow
- Fire
- Ice
- Elec
- Force
- Spirit
- Body

Session Attacks

Successfully striking an enemy's weak point with a skill will trigger follow-up attacks by allies with the Session Skill of a corresponding element. These are called Session Attacks. Selecting a skill that will trigger a Session Attack will show the Session Lineup in the upper-left area of the screen.

- Enemies can also execute session attacks, so be aware of the party's own weaknesses.
Defeating all of the enemies will result in victory. In addition to experience points and mastery points that lead to learning new skills, the player also earns money and items. The rewards received after a battle increase with the number of Session Attacks successfully completed, so try to chain together as many as possible.

Learning Skills

After gaining enough mastery points with a weapon on the victory screen, the player will be taken to the skill-acquisition screen, where Mirages can learn new skills or power up the ones they already know. If a Mirage’s skill list is already full, choose whether to overwrite an existing skill or abandon the new one. To exit the skill-acquisition screen without learning any new skills, press \( \Box \) to close the screen without making any changes.

Defeat

If every party member's HP reaches 0, the game is over. The player may continue from a saved game at the title screen.

◆ This applies on all difficulty settings except Easy.
During battle, the abilities, resistances, skills, and other details of party members and their opponents are shown on the GamePad screen. Touch the • in the bottom right of the screen or the • in the bottom left of the screen to switch pages.

◆ During the first encounter with a new enemy, very little information about them is known.

1. **HP and EP**
2. **Resistances**
3. **Stats**

A list of attributes that affect performance in battle.
<table>
<thead>
<tr>
<th>Str</th>
<th>Damage dealt by physical attacks.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mag</td>
<td>Damage dealt by magic attacks.</td>
</tr>
<tr>
<td>Skl</td>
<td>Chances of hitting and scoring a critical hit.</td>
</tr>
<tr>
<td></td>
<td>Chances of dodging enemy attacks, as well as frequency of turns in the turn order.</td>
</tr>
<tr>
<td>Spd</td>
<td>Ability to resist sustaining physical damage.</td>
</tr>
<tr>
<td>Def</td>
<td>Ability to resist sustaining magical damage.</td>
</tr>
<tr>
<td>Res</td>
<td>Ability to resist sustaining physical damage.</td>
</tr>
<tr>
<td>Lck</td>
<td>Affects various things, including the chances of taking a critical hit.</td>
</tr>
</tbody>
</table>

4 **Current attack and defense**

5 **Mirage Details**

Shows the name of the Mirage and their current class.

6 **Current skills**

This list can be scrolled with the stylus. Touching any item on the list will show its description.
<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Command Skills</strong></td>
<td>Skills usable in battle via the Skills command.</td>
</tr>
<tr>
<td><strong>Session Skills</strong></td>
<td>Skills used by allies during Session Attacks.</td>
</tr>
<tr>
<td><strong>Passive Skills</strong></td>
<td>Skills that are always in effect without needing to be activated.</td>
</tr>
<tr>
<td><strong>Extra Skills</strong></td>
<td>Special Performance skills that require SP to activate.</td>
</tr>
<tr>
<td><strong>Radiant Skills</strong></td>
<td>Skills that improve the party members in various ways.</td>
</tr>
<tr>
<td><strong>Enemy Skills</strong></td>
<td>Shows an enemy's skills.</td>
</tr>
</tbody>
</table>

Touch to show the details of other combatants.
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