nintendo
Wi-Fi
connection

NINTENDO DS™

FIRE EMBLEM™
Shadow Dragon

INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

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WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.
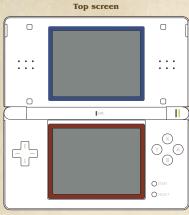
NINTENDO Wi-Fi CONNECTION
THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

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Thank you for selecting the FIRE EMBLEM™: SHADOW DRAGON Game Card for the Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

Top screen

In this instruction booklet, the top screen is framed in **blue** [ ], and the Touch Screen is framed in **brown** [ ].

Touch Screen

Contents

Story

Long ago, the continent of Akaneia was conquered by the Dolunian Empire and its people subjugated under the talons of the dragonkin tyrant, Medeus.

However, a lone hero rose from the ashes of the continent, wielding the divine blade Falchion.

Anri, a young man from the Altea region, stood against the terrifying power of Medeus and struck him down.

Akaneia was rebuilt and the world ushered in a new era of peace.

A century later, Medeus was reborn. He forged an alliance with Gharnef, a cruel king with a thirst for power, and once again darkness threatened to engulf the land.

The notorious General Camus led the armies of the evil alliance to victory time and time again.

When Nyna, princess of the Holy Kingdom of Akaneia, was deposed, only one hope remained.

It fell to King Cornelius of Altea, direct descendant of Anri the Great, to take up Falchion, ride into battle and fulfil his blood destiny.

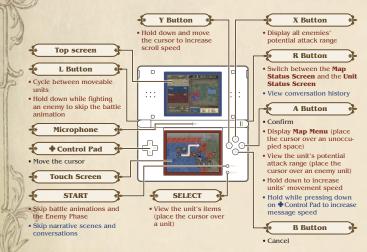The King's only son, Prince Marth, remained at home with his mother and sister, applying himself to the ways of the pen and the sword...

Marth

Prince of Altea. His fallen kingdom lives in the shadow of Doluna.

Shiida

Princess of the remote island nation of Talys which provided sanctuary for Prince Marth in his hour of need.

Controls

FIRE EMBLEM™: SHADOW DRAGON can be played using the Nintendo DS stylus or the ✚ Control Pad and buttons. This instruction booklet will explain how to play the game using the stylus.

Red text shows controls used on the **Map Screen**, blue text shows controls used in conversations, and black text shows general controls.

Top screen

L Button
- Cycle between moveable units
- Hold down while fighting an enemy to skip the battle animation

Microphone

✚ Control Pad
- Move the cursor

Touch Screen

START
- Skip battle animations and the Enemy Phase
- Skip narrative scenes and conversations

Y Button
- Hold down and move the cursor to increase scroll speed

SELECT
- View the unit's items (place the cursor over a unit)

X Button
- Display all enemies' potential attack range

R Button
- Switch between the **Map Status Screen** and the **Unit Status Screen**
- View conversation history

A Button
- Confirm
- Display **Map Menu** (place the cursor over an unoccupied space)
- View the unit's potential attack range (place the cursor over an enemy unit)
- Hold down to increase units' movement speed
- Hold while pressing down on ✚ Control Pad to increase message speed

B Button
- Cancel

- Press L Button, R Button, START and SELECT together to reset the game and return to the **Title Screen**.

- If you close the Nintendo DS™ system during gameplay, the system will go into energy saving **Sleep Mode**, except when communicating via Nintendo Wi-Fi Connection or DS Wireless Communications. If the Nintendo DS system is opened up again, **Sleep Mode** is cancelled and gameplay is resumed.

- If you are playing the game on a Nintendo DS (NTR-001) and not a Nintendo DS Lite (USG-001), please refer to the Nintendo DS Instruction Booklet.

Tiki

A divine dragonkin princess, manipulated by the malevolent Gharnef.

Getting Started

Before you begin, make sure your Nintendo DS system is turned off, and then insert the FIRE EMBLEM: SHADOW DRAGON Game Card into the Game Card slot until you hear it click into place.

1. When you turn the power on, the **Health and Safety Screen** will appear. Once you've read and understood the information, please touch the Touch Screen.

> ⚠ WARNING - HEALTH AND SAFETY
>
> BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
>
> TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/
>
> Touch the Touch Screen to continue.

2. From the **Nintendo DS Menu Screen**, touch the FIRE EMBLEM: SHADOW DRAGON Panel to start the game.

NOTE: You will not have to go through this step if you have set your Nintendo DS system to **Auto Mode**. Please see the Instruction Booklet of your Nintendo DS system for details.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Instruction Booklet of your Nintendo DS system.

Playing for the First Time

If you're playing FIRE EMBLEM: SHADOW DRAGON for the first time, select NEW GAME from the **Main Menu** to display the **Select a Difficulty Screen**. From here, you can choose between two difficulty levels: NORMAL or HARD. For newcomers to the Fire Emblem series, NORMAL is recommended.

Restarting

If you have save data for FIRE EMBLEM: SHADOW DRAGON, you will be able to select from the following options:

CONTINUE	You can choose to continue from a Chapter Save or a Map Savepoint. Switch between the **Chapter Save Screen** and the **Map Savepoint Screen** by touching ▣.
SUSPEND POINT	If you selected SUSPEND during a battle, select SUSPEND POINT to resume from that point.
NEW GAME	Start a new game from the beginning.
COPY DATA	Copy save data into another file.
ERASE DATA	Delete a save file.
EXTRAS	Perform functions such as erasing all saved data, setting up a wireless connection using DS Wireless Communications and playing using Nintendo Wi-Fi Connection. Additionally, after completing the game, various bonus features will become available in this section. **NOTE:** Be careful, as erased data cannot be recovered.

Saving

There are three ways to save your game.

Chapter Saves

Chapter Save data is created when you choose to save after clearing a chapter or when you select SAVE from the **Battle Preparation Screen**. Select CONTINUE from the **Main Menu** to resume your game.

Map Savepoints

Create Map Savepoint data by moving a unit onto a glowing Map Savepoint during a battle and selecting SAVE. Select CONTINUE from the **Main Menu** to resume your game.

	Map Savepoint	Each savepoint can only be used once before it disappears.

Suspend Point

Select SUSPEND from the **Map Menu** to temporarily save your progress and quit the game. Select SUSPEND POINT from the **Main Menu** to resume your game.

NOTE: Resuming any saved game will cause your Suspend Point data to be erased. You cannot keep retrying from the same Suspend Point.

To resume a saved game, select CONTINUE or SUSPEND POINT from the **Main Menu**.

NOTE: You can have up to three Chapter Saves, two Map Savepoints and just one Suspend Point.

Basic Rules

Fire Emblem: Shadow Dragon is an epic fantasy role-playing game set in a vast, richly-detailed world. Command your units in order to achieve your objectives and seize victory.

Game Flow

The game is divided into chapters. Each chapter moves from an introductory story section to Battle Preparation, then to the battle itself. Fulfil the victory condition on each map to advance to the next chapter.

NOTE: Battle Preparation appears from Chapter 4 onwards.

Map Screen

The **Map Screen** displays the field of battle. Touch the edge of the screen with the stylus and keep it held down to scroll in that direction.

MENU

Displays the **Map Menu**.

DANGER

Displays the potential attack range of all enemies. If there are any staff-wielding enemies present (p. 18), their range will be displayed in green.

TOGGLE

Switches the top screen between the **Map Status Screen** and the **Unit Status Screen**.

Turns

FIRE EMBLEM: SHADOW DRAGON is a turn-based game. Play alternates between the Player Phase, in which you can move your units, and the Enemy Phase, in which enemy units move. When the enemy units have finished moving, the turn ends.
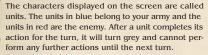
Units

The characters displayed on the screen are called units. The units in blue belong to your army and the units in red are the enemy. After a unit completes its action for the turn, it will turn grey and cannot perform any further actions until the next turn.

NOTE: The bar underneath each unit represents that unit's remaining health, or Hit Points (HP).

Your Units	Enemy Units	Action Complete

Losing Units and Game Over	When a unit's HP reaches 0 after suffering enemy attacks, that unit will be lost. Be careful, as lost units cannot be recovered. If Marth is lost, the game is over.
Recruiting	There are some enemy units who may join your cause if you speak to them. Try moving a particular unit next to them and selecting TALK (p. 19) from the **Unit Menu**.
Restoring HP	There are three main ways in which a unit's HP can be restored during a chapter: • Using a restorative item known as a Vulnerary. • Starting the Player Phase on certain terrain features. • Through the use of healing staves wielded by some units. In addition, all units' HP will be fully restored after completing a chapter.

Controlling Units

Follow these steps to move your units and engage the enemy.

1. Highlight a unit by touching it with the stylus. The unit's movement range will be displayed in blue; select a square within the blue area to have the unit move to that spot. Alternatively, to choose a specific path for the unit to follow, slide the stylus to your chosen location. If you want to keep the unit where it is, touch the square the unit is standing on. The red area represents the unit's potential attack range.

   NOTE: Movement range is affected by unit class (p. 36) and terrain.

2. When the unit has moved to the chosen square, the **Unit Menu** will be displayed. Choose an action to perform. When a unit has completed its action for the turn, it becomes greyed-out and cannot be used until the next Player Phase.
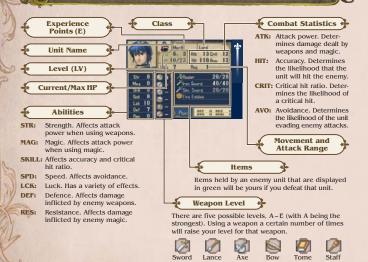

   NOTE: Touch an enemy unit within the blue or red area to move directly into combat with that unit.

3. Once you have issued commands to all of your units, the Player Phase ends. If you want to end the Player Phase without using all your units, select END from the **Map Menu**.

Unit Status

Touching switches the top screen display to the **Unit Status Screen**. You can use this to check the status of both your units and enemy units.

The Unit Status Screen

Experience Points (E)

Class

Combat Statistics

ATK: Attack power. Determines damage dealt by weapons and magic.

HIT: Accuracy. Determines the likelihood that the unit will hit the enemy.

CRIT: Critical hit ratio. Determines the likelihood of a critical hit.

AVO: Avoidance. Determines the likelihood of the unit evading enemy attacks.

Unit Name

Level (LV)

Current/Max HP

Abilities

STR: Strength. Affects attack power when using weapons.

MAG: Magic. Affects attack power when using magic.

SKILL: Affects accuracy and critical hit ratio.

SPD: Speed. Affects avoidance.

LCK: Luck. Has a variety of effects.

DEF: Defence. Affects damage inflicted by enemy weapons.

RES: Resistance. Affects damage inflicted by enemy magic.

Movement and Attack Range

Items

Items held by an enemy unit that are displayed in green will be yours if you defeat that unit.

Weapon Level

There are five possible levels, A–E (with A being the strongest). Using a weapon a certain number of times will raise your level for that weapon.

Sword　Lance　Axe　Bow　Tome　Staff

Classes

A unit's class determines the weapons it can use and its strengths and weaknesses in combat. See p. 36 for a list of different classes.

Class Change

Most units can be promoted to a stronger class by using an item called a Master Seal when they have reached level 10 or higher.

NOTE: The Master Seal becomes available as the game progresses.

Reclassing

Once the **Battle Preparation Screen** becomes accessible, you have the option to change the class of most units. This is called reclassing. Each unit has a range of other classes that it can turn into. Units can be changed back to their original class in the same way. If a unit switches back to a previous class, it will retain weapon levels gained for that class's weapons.

Current/Maximum Number

You are only permitted a certain number of each unit class in your army.

Gaining experience and levelling up

When a unit reaches 100 experience points, it levels up. Ways to gain experience include dealing damage to enemy units or using a staff (p. 18). Winning a fight in the Arena (p. 19) will also yield experience points.

Unit Menu

After a unit has moved, the **Unit Menu** is displayed. Select a command for the unit using the stylus.

Commands

Available commands differ depending on the class of unit and the circumstances. For more information on individual commands, select GUIDE (p. 22) from the **Map Menu**.

Basic Commands	
ATTACK	Select this command to engage an enemy unit in combat (p. 20). There are three types of combat, depending on weapon type: Direct Combat, using swords, lances and axes; Indirect Combat, using bows and some special weapons; and Magic Combat, using magic tomes. Each kind of attack has a different range.
STAFF	There are many kinds of staff available, with varying functions and effects. They have non-combat abilities such as restoring lost HP or warping units to other areas of the map. The range of a staff is displayed in green.
ITEMS	Equip, use or discard items. Items displayed in grey cannot be used.
TRADE	Trade an item with an adjacent ally.
WAIT	Complete the unit's action for the turn.

Context-Specific Commands	
TALK	This option sometimes appears when units are standing adjacent to each other. Depending on the situation, additional units may join your force, or you could gain valuable information.
VISIT	Visiting houses and villages can yield unexpected rewards. Only Marth is able to visit villages.
ARMORY and VENDOR	Visit armories and vendors to buy and sell items. Items you cannot carry are automatically sent to the Convoy.
ARENA	Fight in the Arena to win money and experience, but remember that you will need to have some money to wager with. Any units defeated in the Arena will be lost for good (p. 14).
DOOR, CHEST and BRIDGE	If you have the appropriate key in your possession, you can open doors and chests and lower drawbridges. Thieves can do this without the need for a key.
SEIZE	Select this command when Marth is standing on a glowing yellow square to clear the map and proceed to the next chapter. Seize Point
CONVOY	Marth or units standing next to him can access the Convoy to store items or retrieve stored items. You can also access the Convoy by selecting INVENTORY from the **Battle Preparation Screen** (p. 24). **NOTE:** The Convoy is accessible from Chapter 1 onwards.
SAVE	When standing on a savepoint, you have the option of creating Map Savepoint data (p. 12) to save your progress.

Combat

Selecting ATTACK from the **Unit Menu** engages the enemy in combat as outlined below. Reduce the opposing unit's HP to 0 in order to defeat it.

1. Choose Your Weapon

After selecting ATTACK, an item menu will be displayed (see below). Touch the desired weapon to select it.

Items

Selectable items appear in white. An E is shown next to your currently equipped weapon.

Durability

The Weapon Triangle

Attacking Unit's Combat Statistics

Weapon Stats

Maximum Usage

Once you have used a weapon the maximum amount of times permitted, the weapon will break. Avoid this by merging identical items. Select INVENTORY on the **Battle Preparation Screen**, choose a unit and select MERGE (p. 25).

2. The Combat Forecast

When you have chosen a weapon, a window like the one shown below will be displayed. Here you can see information for the attacking unit and the defending unit in the top left and bottom right respectively.

Current Terrain

Damage (DMG)

Indicates how much damage the unit will inflict. If Bonus Damage will be dealt, the number will flash green.

The Weapon Triangle

Some weapons are weak or strong when used against certain other weapons. This is represented by 🟢 and 🔴.

Switch Weapon

Touch (🔄) to switch weapons.

Double Attack

Indicates whether or not the unit will be able to attack twice.

3. Attack!

Beginning with the attacker, each unit makes one attack. Sometimes it is possible for a unit to strike twice. When both units have made their attack, combat ends.
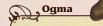
HP Bar

Map Menu

Select [A] with the stylus to display the **Map Menu**. Familiarise yourself with this menu, as understanding it is vital to progressing in the game.

Map Menu Options

The **Map Menu** offers many important functions and allows you to access useful information and adjust the in-game settings.
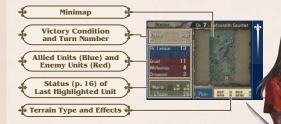

UNITS	Information about the units you are currently commanding. The data can be sorted by selecting fields such as NAME, EXPERIENCE or WEAPON. Selecting NAME will sort the units by the order in which they joined your army.
GUIDE	Review game basics and information about moving, attacking, etc.
OPTIONS	Game options and settings.
SUSPEND	Create a Suspend Point (p. 12).
END	End the Player Phase (p. 14).

Ogma
A mercenary working for the kingdom of Talys. Stalwart protector of Princess Shiida.

Map Status Screen

Touching [R] switches the top screen display between the **Map Status Screen** and the **Unit Status Screen**. The **Map Status Screen** displays information about victory conditions and provides an overview of the whole battlefield.

- Minimap
- Victory Condition and Turn Number
- Allied Units (Blue) and Enemy Units (Red)
- Status (p. 16) of Last Highlighted Unit
- Terrain Type and Effects

Nabarl
An adept swordsman currently hired as a bodyguard by a notorious ring of mountain bandits.

Battle Preparation

From Chapter 4 onwards, you will have the opportunity to prepare before each battle. Ready yourself for the coming challenge by purchasing weapons, reclassing units and scouting out the battlefield.

Battle Preparation Menu

The following options will be displayed:

PICK UNITS	Select the units you want to deploy.
VIEW MAP	Take a look at the battlefield and view the status of units, terrain features and enemy unit placement. To switch the placement of two of your units, use the stylus to select one unit and then the unit you want to switch it with. Marth must remain in position.
INVENTORY	Organise and redistribute the items in your units' possession.
RECLASS	Change a unit's class. Select the unit you want to reclass and scroll through the available options with ⬅️ ➡️. Touch 🛡️ to change the unit's class (p. 17).
ARMORY	Buy, sell and forge weapons, staves etc.
OPTIONS	Adjust game options and settings.
SAVE	Create a Chapter Save or overwrite a previous Chapter Save (p. 12).
FIGHT	End Battle Preparation and proceed to the map.

🐚 The Inventory Screen

Select INVENTORY from the **Battle Preparation Screen** and choose a unit to display the following options:

TRADE	Select a trade partner and the items to be traded to change ownership of the item.
ITEMS	Equip, use or drop items.
CONVOY	Store items in the Convoy or withdraw previously deposited items.
LIST	View a list of all items in your possession. Touch an icon to view items of that type. Select an item to open the **Trade Screen** between that item's owner and the currently selected character.
MERGE	By merging two identical items, you can increase durability by combining their remaining uses (p. 20). Select the item and then the item you want to merge it with. You cannot increase uses beyond the maximum limit for that item.
UNLOAD	Move all items held by the selected unit to the Convoy.

🐚 Forging

Selecting FORGE from the **Armory Screen** allows you to spend gold to upgrade and rename your weapons. Select the unit and the weapon you would like to forge, adjust the variables with 🔲🔲, and select OK. You will then be able to rename your improved weapon: touch the letters on the screen and select DONE when you are finished. You may only visit the forge once per Battle Preparation.

Wireless Multiplayer

FIRE EMBLEM: SHADOW DRAGON allows two players to connect wirelessly to play against each other. To play, select EXTRAS from the **Main Menu** to bring up the **Extras Screen** and then select PLAY WIRELESSLY. You will be presented with two options.

NOTE: Before connecting, read about how to use DS Wireless Communications on page 29.

Wireless Battle

Battle against a friend using your own units.

Wireless Battle Menu	
SQUADS	Create a squad of units to send into battle. Select NEW and an empty slot to display the **Chapter Save Screen**. Loading Chapter Save data will allow you to create a squad from any units you had access to at that point in the game. Choose units by selecting PICK UNITS, then touch either 🔲 to return to the previous screen or 🔲 to select a name for your team and assign it a Card, if you have one. If you win a Wireless Battle, you will be rewarded with a Card. Cards increase units' abilities and can be equipped by selecting CARD from the **Squads Menu**.
BATTLE DATA	Review information about your performance over the last 20 wireless matches.
PRACTICE	Play a mirror match to get to grips with the rules of Wireless Battle.
PLAY WIRELESSLY	Connect wirelessly to do battle with another player.

Wireless Battle Setup

1. Select the squad you want to deploy. You can create a squad by selecting SQUADS from the **Wireless Battle Menu**.
2. Select CREATE ROOM and wait for your opponent. To join another player's room, touch their team name instead.
3. When someone joins your room, touch 🅰.
4. Set the game rules and touch 🅰 to start the battle.

Loan Units

You can borrow units from other players and use them in the single-player game. These are referred to as loan units. Loan units are added to your army and replace any units of the same name you may have. They are useful when you are outmatched in battle and need stronger units.

- You can borrow up to 10 units.
- You can only lend units which are in your save files. You can only use one loan unit per save file.
- You can borrow any units you like, however you may only use loan units if there is a character with the same name already present in the save file.
- During the loan, any increase in the abilities of the loan unit will not be reflected in the original unit.

- The original unit and the loan unit cannot be deployed together.
- If a loan unit is lost in battle, the original unit will be lost as well, so be careful!
- If you loan units to another player, those units will not be lost from your game.
- A loan unit's name on the **Unit Status Screen** (p. 16) is displayed in blue.

Loan Unit Setup

1. Select CONNECT from the **Loan Units Screen**, then select CREATE ROOM. To join another player's room, touch their team name.

2. Choose a save file and any units you want to send, then confirm by selecting 🔲.

3. Select the units you want to receive from the other player and move them across to the list on the right. When you have finished, touch the 🔲.

4. To use your loan units, select USE LOANS from the **Loan Units Screen**, then choose a save file and the units you want to use.

NOTE: To get rid of a loan unit, select USE LOANS from the **Loan Units Screen**, choose the appropriate save file and then select DISMISS.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system . . . . *One for each player*

Fire Emblem: Shadow Dragon Game Card . . . . *One for each player*

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.

*2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.*

3. Touch the FIRE EMBLEM: SHADOW DRAGON Panel.

4. Now, follow the instructions on page 26.

Guidelines for Communications

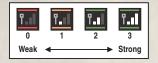***For best results when using the wireless communications feature, follow these guidelines.***

*The 🖥 icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.*

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.

Within 10 metres

The 📶 icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

| 0 | 1 | 2 | 3 |

Weak ← → Strong

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

• Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
• Keep the maximum distance between systems at about 20 metres (approx. 66 feet) or less.
• The systems should face each other as directly as possible.
• Avoid having people or other obstructions between the Nintendo DS systems.
• Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo Wi-Fi Connection

By selecting NINTENDO WFC from the **Extras Screen**, you can battle and swap units with other players over an internet connection.

Nintendo Wi-Fi Connection allows multiple FIRE EMBLEM: SHADOW DRAGON owners to play together over the Internet – even when separated by long distances.

• To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS system.
• To complete Nintendo WFC setup, you need wireless Internet access (such as a wireless router) and an active broadband Internet account.
• If you only have a wired Internet access for your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
• Nintendo Wi-Fi Connection game play uses more battery power than other forms of game play. You may prefer to use the Power Supply to prevent running out of power when using the Nintendo Wi-Fi Connection.
• You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
• The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the separate Nintendo Wi-Fi Connection Instruction Booklet or online at support.nintendo.com

For additional information on the Nintendo WFC, setting up your Nintendo DS system or a list of available Internet hotspots, visit support.nintendo.com

Connection Error

If the connection is interrupted during play, you will be disconnected. When you see a message like the one on the right, please set up your connection again from the beginning.

Wi-Fi Battle

You can battle against other players, even if separated by long distances. Except for the following options, the basic rules and menu options are the same as for a local Wireless Battle (p. 26).

PLAY ANYONE	Play against anyone using Nintendo Wi-Fi Connection.
PLAY A FRIEND	Play against someone from your Friend Roster (p. 34).

• When using Nintendo Wi-Fi Connection, your player name and squad name will be visible to many other players. Never reveal your own or anyone else's personal information in these names, or use language that other users might find offensive.
• Your player name is the same as your Nintendo DS User Name.

How to Use Mic Chat

After selecting PLAY A FRIEND from the **Wi-Fi Battle Menu**, you can enable Mic Chat by selecting USE MIC CHAT. Hold down the L Button to speak.

Mic Chat Icon

🎙 Whilst holding down the L Button, this icon will change to 🎙 to indicate that you can use Mic Chat.

❌ Mic Chat disabled.

• Please do not use language that other users may find offensive when using Mic Chat.
• To protect your privacy, do not give out personal information such as last name, phone number, age, e-mail or home address when communicating with others.

Loan Units

You can exchange units with players on your Friend Roster. The procedures for using loan units are outlined on page 27. It is also possible to upload and download loan units to a central server using Nintendo Wi-Fi Connection.

UPLOAD	Add units to the server. This is done in the same way as sending loan units to a Friend via DS Wireless Communications.
DOWNLOAD	Borrow units that have been uploaded to the server. This is done in the same way as borrowing loan units from a Friend.

Register Friends

Add players to your Friend Roster. This enables you to battle them by selecting PLAY A FRIEND from the **Wi-Fi Battle Menu** (p. 32). Your own Friend Code will be displayed on the top screen.

ADD	You can register up to 64 Friends. Touch the numbers on the number pad with the stylus to input a Friend Code. When you have finished inputting the code, touch OK to confirm.
EDIT	If you entered a Friend Code incorrectly, you can edit it here.
DELETE	Delete registered Friend Code.

• Your Friend Code is a 12-digit number that is automatically assigned to you the first time you connect to Nintendo Wi-Fi Connection.
• Players that you've battled using Wireless Battle are automatically added to your Friend Roster.

Shop Online

You can purchase and sell weapons and items at the online Armory. After selecting ONLINE SHOP, choose a save file for which you wish to buy and sell weapons or items and then select either BUY or SELL. The online shop is updated daily, so check back often to see what weapons and items are for sale.

NOTE: Weapons and items are purchased using the in-game currency.

Mic Test
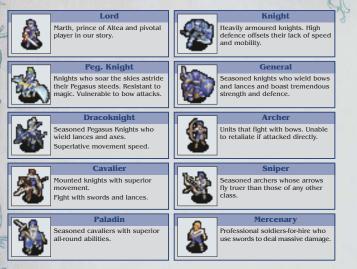
Test the mic that will be used for in-game Mic Chat (p. 33). Test the sensitivity and volume of the mic by speaking clearly into it.

Mic Status

Mic Status Info

Minerva

Princess of Medon, a kingdom allied to the tyrannical Dolunian Empire.

Unit Classes

Usable weapon types and movement styles differ according to each unit's class. Take a look at this handy guide and utilise your troops to their maximum effectiveness.

Lord
Marth, prince of Altea and pivotal player in our story.

Knight
Heavily armoured knights. High defence offsets their lack of speed and mobility.

Peg. Knight
Knights who soar the skies astride their Pegasus steeds. Resistant to magic. Vulnerable to bow attacks.

General
Seasoned knights who wield bows and lances and boast tremendous strength and defence.

Dracoknight
Seasoned Pegasus Knights who wield lances and axes. Superlative movement speed.

Archer
Units that fight with bows. Unable to retaliate if attacked directly.

Cavalier
Mounted knights with superior movement.
Fight with swords and lances.

Sniper
Seasoned archers whose arrows fly truer than those of any other class.

Paladin
Seasoned cavaliers with superior all-round abilities.

Mercenary
Professional soldiers-for-hire who use swords to deal massive damage.

Hero
Seasoned mercenaries and consummate swordsmen who deftly deal critical hits.

Myrmidon
Swift and skilled warriors who specialize in the blade. They often deal critical hits.

Swordmaster
Seasoned myrmidons who strike with critical hits as sure and as quick as lightning.

Fighter
Axe-wielding clansmen from outlying kingdoms. Strong, but vulnerable to attack.

Warrior
Seasoned fighters with unparalleled strength and stamina.

Hunter
Nimble bow wielders in light armour who fight best in the wild. Not well protected, but strong.

Horseman
Seasoned hunters who race across the battlefield armed with swords and bows.

Camus
The infamous "Sable Knight", commander of the armies of the kingdom of Grust.

Nyna
Princess of the Holy Kingdom of Akaneia. Her empire has been crushed into the ground by the might of Doluna.

Linde

A young mage, missing daughter of Pontifex Miloah.

Merric

A childhood friend of Marth's and an adept wielder of magic who studied in the City of Magic, Khadein.

Pirate

Freebooters who carry axes, like fighters. Can move through water.

Berserker

Seasoned pirates who fare well in mountains or on water and often deal critical hits.

Dark Mage

Sinister conjurers who wield dark tomes. Higher defense than mages.

Sorcerer

Seasoned dark mages capable of wielding tomes and staves alike.

Mage

Magic users who wield tomes as weapons. Susceptible to attack due to their weak defence.

Sage

Seasoned mages capable of wielding tomes and staves alike.

Curate / Cleric

Men and women of the staff who come to the aid of allies. Unable to attack.

Bishop

Seasoned curates and clerics capable of wielding tomes and staves alike.

Thief

Organised rogues who raze villages. Poor at fighting, but talented with locks.

Manakete

A legendary race said to be able to take dragon form. They ruled the world in ancient times.

Ballistician

Powerful long-range attackers with high defence, but their ballistae slow them down.

Chameleon

Units with little combat skill of their own, but who can assume a comrade's form.

Fire Dragon

A Manakete who has used a Fire Stone to change form.

Divine Dragon

A Manakete who has used a Divinestone to change form.

Gharnef

A malignant sorcerer who hungers for power. Ally of Doluna's feared and terrible dragonkin king, Medeus.

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