

A Land Plunged into Darkness...

Long ago, the Shadow Dragon Medeus and his Imperial Army swept through the continent of Archanea, leaving fear and despair in their wake. The Dolbr Empire's fearsome might brought the Kingdom of Archanea to the brink of annihilation.

Just as hope seemed extinguished, one ray of light shone upon the faces of the people... An Altean youth, Anri, grasped the holy sword Falchion, hard-won after a perilous journey, and defeated Medeus.

The Archanean forces rebounded after Medeus's defeat, and his empire, too, soon collapsed. The land once again found peace, and Archanea was rebuilt. The Kingdom of Altea was established, with Anri as its first king. Other countries rose on the continent.

But now that 100 long years have passed, Medeus wakes...

Medeus rebuilt his empire by allying with Grust and Macedon. Seeing a chance to further his schemes, the Dark Pontifex, Gharnef, lent Medeus his aid, and together the two launched an attack on the Kingdom of Archanea. Medeus had bolstered his strength with that of Grust's most famous general, Camus, and soon Archanea's castle was lost.

Altea's King, Cornelius, himself a direct descendant of the hero Anri, set out with Falchion in hand and Medeus in his sights. Betrayed by his allies in Gra, however, Cornelius fell, and Falchion was lost.

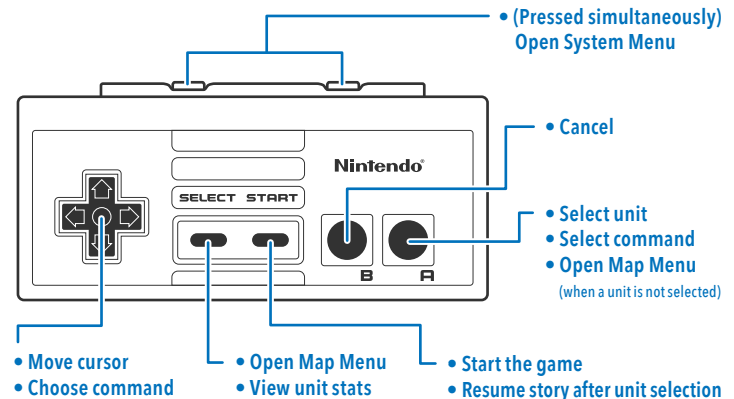
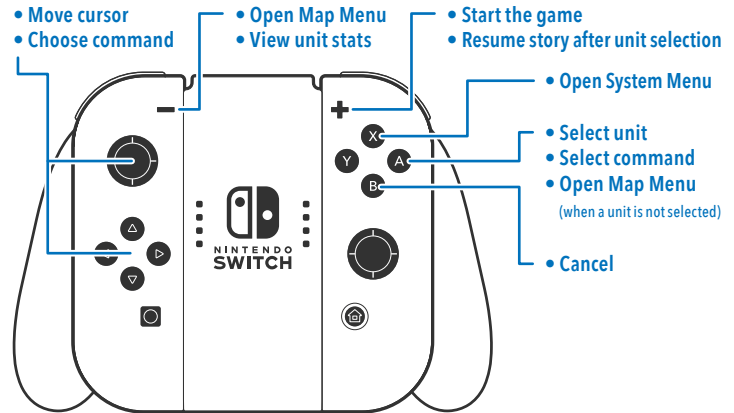
Aided by his sister, Elice, the young prince of Altea, Marth, was able to flee to the island kingdom of Talys with his guardian Jagen and others. Princess Caeda and her people welcomed him warmly, but soon Marth's dreams turned to liberation for Altea...

Just as Marth turned 16, pirates from Galder who had aligned themselves with Dolbr landed and captured the castle at Talys. Caeda fled the castle to seek Marth's aid. With the few remaining Altean soldiers at his side, he set out toward the castle—and destiny.

IMPORTANT! Read the Nintendo Switch Health & Safety Information before setup or use of your system. The operation instructions are located in the system settings. The use of an unauthorized device or software that enables technical modification may render this software or your Nintendo Switch system permanently unplayable. A game or system update (or both) may be required to play.

Every journey begins with a step. The only way Marth will prevail is if you gird yourself and take that step...

HOW TO USE THE CONTROLLER



STARTING THE GAME

THE FLAMES OF WAR ENCROACH...

As the game begins, you'll be treated to a demo of the units that will join your forces over the course of Marth's adventure.

TO BATTLE!

From the title screen, press either **START** or the **A Button** to begin.

Note: After you start a new game, you can save your data and continue your adventure where you left off. For info on that, see the Continuing Your Campaign section of this manual.

RULES OF ENGAGEMENT

Understand these precepts and master the battlefield.

THE GAME'S SCOPE

The tale of the **Fire Emblem: Shadow Dragon & the Blade of Light** game is told across 25 chapters, each featuring one map where you will do battle.

THE TWO SIDES

The Archanean League's units will appear blue, while Imperial forces—Medeus's army and its allies—will appear red. Everyone fighting on the continent of Archanea falls into one of these two groups.

Please note that when a unit from either side has completed an action, it will appear gray.



ACHIEVING VICTORY

Every map in the game contains either a castle or a throne. If Marth enters the castle or sits upon the throne, he and his army will be victorious, and the story will continue to the next chapter.

If Marth is defeated, Medeus and his forces will claim victory, and the continent of Archanea will fall under his sway.

TURNS

Allies and foes will attack each other in turns. Each chapter begins with the Archanean League's turn. During a turn, you may move, attack, and perform other actions. A unit may move and perform one other action during a turn. Once a unit has performed this action, it will turn gray and be unable to act or move again until the next turn.

After you have issued commands to all of your units, the Imperial Army will get its turn to act. When its turn ends, **PLAYER** will be displayed on-screen. That is your cue to act once again. Turns will continue to switch back and forth as the battle progresses.



Units cannot move during their opponent's turn. For example, during the Imperial Army's turn, an Archanean League unit will remain in place and can only defend against attacks. Of course, the situation is reversed during the League's turn.

TAKE COMMAND

To proceed with battle, you must command your units. Your units will carry out the orders you issue to them.

Once you select an Archanean League unit (blue in color), the cursor will change color and the unit can be moved. The cursor will not select enemy units or impassable terrain. After the unit has moved, a menu will appear and the unit will await your command.



Note: If you press the **A Button** before moving, the unit's stats will be displayed.

ATTACK

Issue this command when you want to attack a foe. This command is available only if a foe is within range of your unit's attack.

Once you select Attack, you'll see your unit's inventory. Press the **A Button** to select the weapon or item you want to use.





If multiple enemy units are in range, first use the cursor to select the foe you wish to attack and then press the **A Button**.

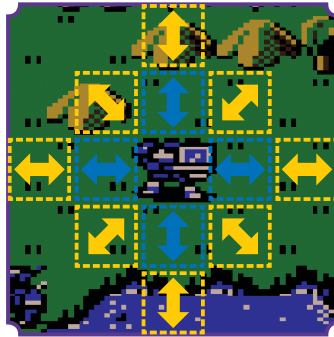
Once the attack is launched, the combat animation will begin.

ATTACK RANGE

Weapons are divided into three range types: close, distant, or those that can attack foes both close and distant.

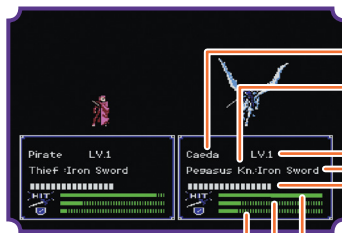
 Blue arrows indicate close range: one space away from the unit.

 Yellow arrows indicate distant range: two spaces away from the unit.



COMBAT SEQUENCE

1 Combat information appears



For allies, the character's name is displayed; for foes, their affiliation

Unit type

Level

Equipped weapon

Hit points

Weapon accuracy

Strength

Defense
(If attacked by magic, Resistance is used instead)

2 Terrain effects are displayed



3 Both sides attack



4 Units receive experience points after fighting



ITEMS

If the Items command is selected, a window showing the unit's possessions will open. Units can carry up to four items at a time. The item at the top of the list is currently equipped by the unit. Select an item and a window with further commands will appear. Note that available commands may vary depending on the situation.



- **Equip** – You can change which item the unit has equipped. During the Imperial Army's turn, the unit will use this item to defend.

- **Drop** – Discard an item.

- **Trade** – Swap items with another unit in an adjacent space in one of the four cardinal directions. You can select the unit to trade with by pressing the **A Button**. If the unit does not accept the item, it is because they already hold four items.

Gordin — Marth



If the unit you choose is holding multiple items, you can Drop or Trade any or all of them. Cancel by pressing the **B Button**.

- **Use** – Open a door with a key, use special items to increase unit stats, and more. If you attempt to use an item where it cannot be used, there will be no effect.



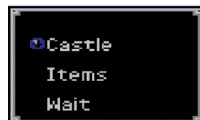
A thief uses a Master Key in front of a door to open it.

OTHER COMMANDS

- **Wait** – Select this command if you do not wish your unit to take any action after moving.
- **Visit** – Enter a village or a house.
- **Talk** – Rarely, you'll be able to speak to enemy units. Be sure not to miss your chance!
- **Arena Duels** – Defeat your foe and earn rewards in these one-on-one battles! Note that units must fight only with their equipped weapon. If after five rounds of combat neither unit is victorious, the battle will end in a tie.
- **Convoy** – Up to 40 items can be stored in the convoy.



- **Castle, Throne** – Select these commands to have Marth enter a castle or sit upon a throne. These actions will end the current battle in victory, and you can proceed to the next chapter of the story.



- **Staff** – A command exclusive to curates and bishops. Certain staves have long-distance effects. In these cases, the cursor will be displayed.

Curate

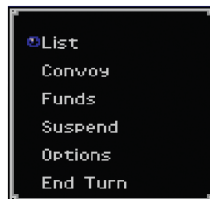
Cursor



THE MAP MENU

GET THE INFO YOU NEED

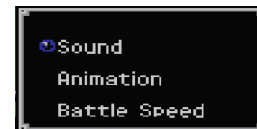
To open the Map Menu, press the **SELECT Button**. Alternatively, press the **A Button** when the cursor rests on a space with no unit in it.



- **List** – Displays a list of the units on the current map. If you select a unit in the list and press the **A Button**, the cursor will move to that unit. If you press the **B Button** to close the list window, the cursor will return to its original position.

To see what items a unit is carrying, press the **SELECT Button** or press left or right on the **+Control Pad**.

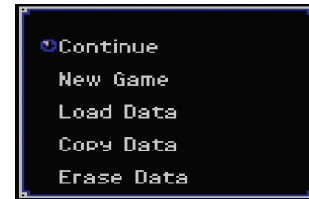
- **Convoy** – Displays a list of stored items.
- **Funds** – Displays both funds possessed and the number of turns that have passed on the current map.
- **Suspend** – Select this command to suspend your game. You can later continue playing from the point you suspended it. For further details, see *Continuing Your Campaign*.
- **Options** – Select Options to change sound, animation, and battle speed settings.
 - Sound** – Set to Off to turn the game's music off.
 - Animation** – If you would like to proceed with battle more quickly, you can turn combat animations off.
 - Battle Speed** – There are five speeds to choose from. If set to M (manual), the combat animations can be sped up by pressing the **A Button**.
- **End Turn** – Once you have issued commands to each unit you wish to move or to perform an action during this turn, select this command to end your turn and begin your foe's turn.



CONTINUING YOUR CAMPAIGN

YOUR DEEDS WILL BE RECORDED IN THE ANNALS OF TIME...

After claiming victory on a map, you'll be offered the chance to save your progress. There are two save files to choose from. If you would like to retry a map while playing, load your save data from before that battle and start again.



- **Continue** – If you end your turn by selecting Suspend from the Map Menu, you'll be able to continue from the point where you suspended.
- **Load Data** – Select this option to load your save data.
- **Copy Data** – If there is an empty save slot, you can copy your save data by selecting this option.
- **Erase Data** – Select this option to delete an unneeded file.

THE SYSTEM MENU

This menu allows you to create and manage suspend-point data and access other advanced functions not available in the original version of this game.

- **Continue** – Select this option to return to the game.
- **Create Bookmark** – Select this option to create bookmark data. You can later resume gameplay from this point.
- **Load Bookmark** – Resume the game from your previously created bookmark data.
- **Fast-Forward Settings** – Select this option to open a menu where you can choose to play at normal speed, speed up enemy turns only, or speed up the entire game.
- **Turn Rewind** – Select this option to return to the beginning of a prior turn.
- **Change Display** – Choose between Normal and Pixel Perfect display modes.
- **Reset Game** – Select this option to return to the game's title screen.

UNIT STATUS

To view information on an individual unit, place the cursor on that unit and press the **A Button** or **SELECT Button**.



STR (STRENGTH) – The higher a unit's strength, the more damage an attack can do to a foe. Maximum of 20.

SKILL – The higher this number is, the more proficient this unit is with weapons or magic. This stat governs hit rate and critical hit rate.

WPN. LV. (WEAPON LEVEL) – Each weapon has a level. To use that weapon, the unit's weapon level must be greater than or equal to the weapon's level.

SPD (SPEED) – The higher the speed stat, the easier it is to dodge enemy attacks. Units with high speed may even be able to attack twice. Maximum of 20.

LUCK – Luck is the wind at a warrior's back. A high luck stat allows for critical attacks and boosts evasion of a foe's strikes! Maximum of 20.

DEF (DEFENSE) – The higher this stat, the less damage a unit receives from foes' attacks. This stat has no effect against magical attacks. Maximum of 20.

MOVE – The unit may move this number of spaces on a map. However, certain terrain can impede a unit's movement, so be mindful of that. Maximum of 12.

RES (RESISTANCE) – This value indicates the unit's resistance against magical attacks. Maximum of 7.

EXP (EXPERIENCE) – EXP is granted both for successful attacks and when a foe is defeated. When earned experience points reach 100, the unit's level will increase by one.

When a unit levels up, its stats will increase dependent on its individual characteristics. For example, a unit may receive a +1 in Str with every level up, but no increases in Luck.

Note: Res and Move never increase for any unit.

UNIT SELECTION

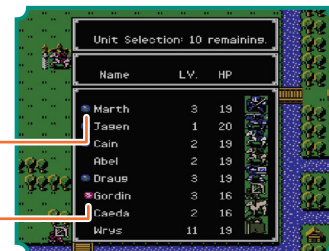
A PLAN FOR BATTLE

When beginning a battle, you can select which units to deploy. As the story progresses, you will obtain more recruits. Though the number of units that can be sent into battle may vary from chapter to chapter, the maximum is 15. If your army has more units than can be deployed on a given map, you must choose which you'd like to send into battle at the outset of the chapter. Take a look at the terrain and the enemy forces, and choose wisely.

The number of remaining units to deploy is displayed here. When that number reaches zero, press the **START Button** to begin the chapter.

Selected units are marked with this blue dot.

Cursor



UNIT TYPES

UNDERSTAND THE PURPOSE OF EACH UNIT AND FORM YOUR BATTLE PLAN!



Cavalier

Horse-mounted, armor-clad knights with high movement.



Knight

Their heavy armor protects them well but slows them down.



Hunter

Bow-wielding fighters in lightweight armor. Best in forests and mountains.



Ballistician

Special unit armed with a ballista. Movement is limited.



Horseman

Archers on horseback with high speed and movement.



Pegasus Knight

Knights that fight atop a pegasus. Can fly, but weak to bows.



Paladin

A cavalier that has been promoted to a new class.



Wyvern Knight

A pegasus knight promoted to a new class—now riding a wyvern.



Sniper

Archer that has been promoted to a new class.



Freelancer

Unit that can mimic an ally.



Manakete

Unit that can transform into a dragon to do battle.



Mercenary

A professional warrior. Skilled at getting critical hits.



Fighter

Fights with an axe. Strong but lacking defense.



Pirate

The only unit capable of fording the sea.



Mage

Magic users who wield tomes as weapons.



Curate

Unit that uses a staff to heal allies. Unable to attack.



Bishop

A mage or curate that has been promoted to a new class.



Thief

Poor at fighting but talented at picking locks.



Hero

Mercenary that has been promoted to a new class.



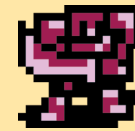
Archer

Armed with bows, archers have high defense.



Lord

Marth, the prince of Altea.



General

A commander of the Dolhr Empire's armies.



ALL ABOUT TERRAIN

Terrain not only affects the movement of units, it can also change their defense. Knowing the impact of the terrain in battle is necessary to executing your strategy!



Castle



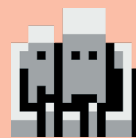
Throne

Entering the castle or throne is your ultimate goal in any chapter. If Marth enters either of these special pieces of terrain using the associated command, the chapter ends in victory. You may even be rewarded with money or new allies. Waiting here will recover 3-10 HP.



Village

By visiting a village, Marth may gain information, gold, allies, or even rare weapons. Once visited, a village's gates will close. Enemy thieves can destroy villages, so be careful.



Fortress

Waiting here will recover 3-10 HP. Enemy reinforcements may appear from fortresses.



Shop

Items, staves, tomes, and more are sold here. The gentle Larabel is the shop's owner.



Chest

Gold and treasures are hidden inside. Only thieves and others with knowledge of locks can open them. Watch out for enemy thieves who may steal the contents before you have a chance to claim them.



House

All units may visit houses to gather useful information. Be sure to stop in when you see them!



Convoy

Store items here, and retrieve them at any convoy. The convoy has a capacity of 40 items, and it costs 10G to store each one.



Door

Cannot be opened unless a Door Key or Master Key is used. Once opened, it cannot be closed.



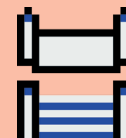
Armory

These shops sell weapons. The proprietor may not look too friendly, but he'll be happy to tell you whether your unit can wield a weapon or not.



Arena

If you defeat your opponent, you will receive EXP and a reward. You never know who you'll face, so only those confident in their abilities should dare to enter.



Drawbridge

Can be lowered with a Bridge Key or Master Key.

STAFF FOR NINTENDO SWITCH VERSION

PRODUCERS

Masahiro Higuchi 樋口 雅大
INTELLIGENT SYSTEMS CO.,LTD.

Toyokazu Nonaka 野中 豊和
Nintendo Co.,Ltd.

Akira Kinashi 木梨 玲
Nintendo Co.,Ltd.

CO-PRODUCER

Genki Yokota 横田 弦紀
Nintendo Co.,Ltd.

DIRECTORS

Osamu Yamauchi 山内 修
INTELLIGENT SYSTEMS CO.,LTD.

Kazuyoshi Toriyama 鳥山 和良
Nintendo Co.,Ltd.

Kenta Nakanishi 中西 健太
Nintendo Co.,Ltd.

PROGRAMMERS

Osamu Yamauchi 山内 修
INTELLIGENT SYSTEMS CO.,LTD.

Takafumi Kaneko 金子 貴史
INTELLIGENT SYSTEMS CO.,LTD.

COORDINATOR

Kenji Yamada 山田 賢治
INTELLIGENT SYSTEMS CO.,LTD.

TECHNICAL SUPPORT

Shotaro Iwanaga 岩永 翔太郎
Nintendo Co.,Ltd.

QUALITY ASSURANCE

Masaharu Shima 嶋 政治
Mario Club Co., Ltd.

Takuya Inoue 井上 拓也
Mario Club Co., Ltd.

DEBUG

DIGITAL HEARTS Co., Ltd.

NORTH AMERICAN LOCALIZATION

(Nintendo of America)

LOCALIZATION MANAGEMENT

Nate Bihldorff

Reiko Ninomiya

Rich Amtower

Dan Owsen

NOA LOCALIZATION

Michael Benedetto
Billy Carroll

Marjolaine Drouin
Raymond Elliget

Matthew Niemi
Christian Nutt

Karen Ressler
Ludovic Tientcheu
Thaddée Wiseur

SPECIAL ITEMS ART LEAD

Dave Pauls

NOA PRODUCT TESTING TECHNICIANS

Kentaro Nishimura
Kirk Buchanan
Tomo Ishiyama

Q Dequina
Tomoko Mikami

Zac Evans
Robert Jahn

Makiko Szolas
Tom Hertzog

Michael Sahlín
James Dillon

Josh Yagi-Stanton
Andrew Gawlowski
Rose Tupczia

SPECIAL THANKS

Jeff Miller

Kiyo Yoshiwatari 吉渡 貴代
INTELLIGENT SYSTEMS CO.,LTD.

GENERAL PRODUCERS

Tohru Narihiro 成広 通
INTELLIGENT SYSTEMS CO.,LTD.

Shinya Takahashi 高橋 伸也
Nintendo Co.,Ltd.

Katsuya Eguchi 江口 勝也
Nintendo Co.,Ltd.

Keisuke Terasaki 寺崎 啓祐
Nintendo Co.,Ltd.

EXECUTIVE PRODUCERS

Toshiyuki Nakamura 中村 俊之
INTELLIGENT SYSTEMS CO.,LTD.

Shuntaro Furukawa 古川 俊太郎
Nintendo Co.,Ltd.

Based on the Work of the
Original Development Staff