

Fire Emblem™ Fates

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Important Information

Please read this manual carefully before using the 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 select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed

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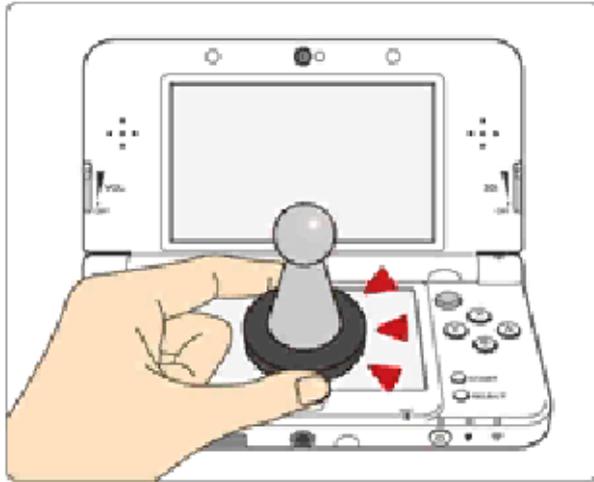
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This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system. If you tap an amiibo™ to your system, the character will appear in My Castle (page 9).

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at <http://www.nintendo.com/amiibo>.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ Fire Emblem Fates does not save

data to amiibo, so you will not need to delete any existing game data when using an amiibo with this software.

- ◆ If you cannot restore corrupted data for the amiibo, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory (sold separately).

Precaution about amiibo

- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

3**Information-Sharing Precautions**

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

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Internet Enhancements

Connecting to the Internet allows you to do the following things:

- Visit other players' castles / upload your own data (page 9)
- Receive feedback from other players (page 12)
- Wireless battle (page 14)
- Purchase DLC (page 15)
- ◆ To connect to the Internet, you will need to go through Internet Settings. Please refer to the Operations Manual for details on Internet Settings.

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or

home address when communicating with others.

- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

5**Note to Parents and Guardians**

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Please refer to your Operations Manual for information on how to set up Parental Controls.
- Nintendo 3DS Shopping Services
Restrict the purchase of downloadable content.
- Online Interaction
Restrict online battles (page 14) and interactions with other users online (page 9).
- StreetPass
Restrict the exchange of data between users via StreetPass.

Button Controls

Navigate	+ / ○
Continue	Ⓐ
Next (dialogue)	Ⓐ
Speed up dialogue display	+ + Ⓐ
Back	Ⓑ
Skip event or animation	START
Previous (dialogue)	Ⓡ

- ◆ To reset the game and return to the title screen, press **L** + **R** + **START** simultaneously. You cannot reset your game during wireless communication.

Battle Map Controls

Display System Menu (no active unit selected)	Ⓐ
Move cursor	Ⓛ

Skip combat animation

Press and hold  when engaging in combat.

Zoom in/out



- ◆ If combat animations have been disabled in the Options menu, pressing and holding  when engaging in combat with an enemy will display the animation.

Touch Screen Controls

Touch the icons displayed on the Touch Screen to navigate and toggle various kinds of information.

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Getting Started

The main menu will be displayed when you start the game.



Select New Game to start the game from the beginning.

- ◆ You can lower the difficulty even after you've started the game. However, you will not be able to raise it.

About Slide Guides

The Slide Guides will be displayed when you start the game on Normal difficulty.



You can also access the Guides on other difficulties by pressing **R** on the preparations screen or by activating them in the System Menu.

◆ If you press **L** on the preparations screen, or if you select Slide Guides in the System Menu, you can check the Slide Guides' content.

Continue

To continue a previous game, select Continue and then a save file to load (page 8).

◆ If you had a bookmark, it will be deleted.

Extras

You can do various things related to

wireless communications and data
management.

Saving Data

There are three kinds of save files:

Normal Save

Save from the assistant menu in My Castle (page 9).

- ◆ You can also save after completing a chapter.

Quick Save

Select Save from the System Menu during a battle to save your current progress.

- ◆ This option is available in Casual and Phoenix modes.

Bookmark

You can save your progress during a battle and suspend the game by selecting Bookmark from the System Menu. When you resume the game, the bookmark will disappear.

- ◆ This option is available in Classic mode.

Data Management

On the main menu, you can copy a

save file by selecting Copy or delete a save file by selecting Delete.

◆ Deleted data cannot be recovered, so be careful.

◆ Save files with  on the right side are saved on the SD Card.

Deleting All Data

From the main menu, select Extras and then select Wipe Data to delete all data.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

My Castle is introduced in the game as your home base. Here you can prepare for battle, build a town, go shopping, and gather materials. You can also use wireless communication to send your My Castle data to other players.



Customizing My Castle

Customizing Buildings and Castles

By pressing **START** or talking to your assistant and selecting Buildings, you can create and rearrange buildings in the area. Selecting Change Style will let you change the appearance of the area, and Change Music will let you adjust the background music.

Editing Your StreetPass Team

Using your Crystal Ball's StreetPass Team option (page 10), you can edit the team and message that you send out via StreetPass (page 11)

or wireless communications.

- ◆ You can edit the team you want to use for Wireless Battles (page 14) via the Extras option on the main menu.

Uploading Data (Wireless Communications)

Using the Crystal Ball's Update Data option, you can share your My Castle settings online and receive the most recent ratings.

- ◆ You cannot use your data on another system or on a system that has been formatted.

Visit Castles (Wireless Communications / StreetPass)

Using the Crystal Ball's Visit Castles option, you can connect to the Internet and visit other players' castles. You can also visit other players' castles via StreetPass (page 11).

- ◆ Once you've visited a castle once, it will take 24 hours before you can make the journey there again.

Presents

While visiting another castle, you can give that player's avatar an accessory by talking to him or her.

- ◆ Don't worry! You're giving the other player an exact copy of your accessory. You won't lose your accessories by doing this.

10 Viewing My Castle

Viewing the Screen



1 Castle Name

You can change your castle's name by pressing **START** or by talking to your assistant and selecting Castle Settings and then Change Name.

◆ Names that contain a lot of numbers or use unpleasant words may not display properly to other players.

2 My Castle Map

! means there is a special event happening.

3 Dragon Vein Points (DVP)

These are used to place or upgrade buildings. You can obtain them by completing battles or visiting other castles.

4 Time of Day

There are four distinct times of day:  morning,  afternoon,  evening, and  night. The time of day will change if you complete battles or after some time has passed.

5 Owned Raw Materials

These are used for weapon forging, cooking, and wagering in the arena. You can obtain them by speaking with characters or by checking on your fields, gardens, mines, orchards, or springs.

6 Toggling Between Screens

You can toggle between screens by tapping the Touch Screen.

 StreetPass Team Information

 Your Calling Card

 My Castle Map

Crystal Ball

By checking the Crystal Ball, you can use wireless communications to update your data, visit castles, use amiibo, and much more.





When you pass by other players who have the StreetPass™ feature enabled, their avatar will appear in your My Castle's Traveler's Plaza. If you speak to them, you can visit their castle or do one of the following things:

Exchange Calling Cards (StreetPass)

Obtain calling cards by selecting Obtain Card.

View your calling cards by checking the bulletin board in Traveler's Plaza or by selecting Calling Cards in the Crystal Ball's Visit Castles menu.

Editing Your Calling Card

Change the content of your calling card by going to the StreetPass Team menu of the Crystal Ball and selecting Edit Card.

My Castle Battles (StreetPass)

You can battle at your own castle or another player's castle.

If you win, you can select one of your opponent's characters to add to your Unit Logbook.

Activating StreetPass

To activate StreetPass for the first time, touch the Crystal Ball in your castle. After activating it, you can go to StreetPass under Settings/Info to activate/deactivate StreetPass and enable/disable automatic saving of StreetPass data. Enabling automatic saving will update StreetPass data each time the game is saved.

- ◆ To stop StreetPass, go to HOME Menu -> System Settings -> Data Management and delete the StreetPass data for this software. If you wish to activate StreetPass

again, please activate it from the
Crystal Ball.

12 SpotPass

Receiving Presents and Evaluations (SpotPass™)

Did you know that you can receive special presents even when you're not playing the game? This is done by putting your system into Sleep Mode. Simply set up your system's Internet connection to automatically connect to an access point (sometimes called a wireless LAN) and check for information. Then activate SpotPass for this game!

- ◆ Data received through the SpotPass feature is saved on SD Cards.

Checking Received Castle Data

Check the data you receive from other players by selecting Inbox in the Crystal Ball menu.

Activating SpotPass

Select SpotPass in Settings/Info from the Crystal Ball to activate or deactivate SpotPass.

- ◆ You can also activate SpotPass by going to the main menu, selecting Extras, and then selecting SpotPass Settings.

13 Local Interactions

Interacting with Other Players (Local Play)

By interacting with other players, you can acquire items and raw materials, visit their castles, and much more.

You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Setup

Select Interact from the Crystal Ball menu.

● Creating a session

Select Create Session. Once a partner is found, the sequence will start.

● Joining a session

Select Join Session to select the player to interact with.

14 Wireless Battles

Local Battle (Local Play)

You can battle other players.

You Will Need:

- One Nintendo 3DS system per player
- One game per player

Setup

From the main menu, select Extras, then Wireless Battle, and then Local Battle.

● Creating a session

1. Select Create Session. Once the opponent team is found, the game will proceed to the team-selection sequence.
2. After selecting a team and rules, the battle will begin.

● Joining a session

1. Select Join Session, and then select an opponent.
2. Select your team, and wait until the battle begins.

Internet Battle (Internet)

Connect to the Internet and battle other players by going to the main menu and selecting Extras, then Wireless Battle, and then Internet Battle.

You can choose to battle a friend or a random opponent. Once an opponent has been found, you must select your units and set some rules before the battle will begin.

Teams Used in Wireless Battles

You cannot choose Local Battle or Internet Battle unless you have at least one team registered. Register a team by doing the following:

1. Go to the main menu and select Extras, then Wireless Battle, and then Create Team.
2. After choosing your team, select the save file to use.
3. Determine the characters to deploy, organize their items, and equip or unequip skills. When you're finished, select OK to register the team.



Purchasing Downloadable Content (Internet)

This game allows you to purchase downloadable content (additional paths and/or content) via the Internet using funds from your Nintendo eShop account. Purchased content can be played from Dragon's Gate or Play DLC.

How to Purchase

Purchasing Additional Paths

New paths can be purchased by selecting Explore Fates on the main menu. These paths can also be purchased at a certain point in the game.

Purchasing DLC

1. On the world map, go to Dragon's Gate and select Purchase DLC.
 - ◆ Dragon's Gate will be accessible after you advance the story to a certain point.
2. Select the DLC you wish to

purchase, and select Buy.

3. Confirm the notes about the content shown on the screen, and then select Next.
4. Select Purchase again, and the download will begin.

About Purchasing DLC

- You can check your purchased DLC in the Account Activity section of Nintendo eShop.
- Purchased DLC is non-refundable and may not be exchanged for other products or services.
- Once purchased, DLC can be redownloaded for free except as described below.
- ◆ You cannot redownload software if you select the Delete Account option or if you erase your Nintendo Network ID.
- ◆ You cannot redownload software if it is an item that has been temporarily or permanently discontinued.
- Purchased DLC will be saved to the SD Card.
- Purchased DLC is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, items you have purchased will not be available on that system.

Adding Funds to Your Account

You must have sufficient funds in your Nintendo eShop account to cover the purchase price of the DLC. If you do not have enough funds in your account, select Add Funds when prompted to add funds to your account.

A Nintendo eShop Card or credit card is needed to add funds to your account.

- ◆ You can store your credit-card information, which lets you add funds to your account, by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing Settings / Other in Nintendo eShop.

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USA/Canada:
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(001) 425-558-7078