**F.EXE**

By pwnagekirby

The object of the game is simple: Move your team to the seize point and have Marky use the seize command. If you don’t know how to do that, well, maybe this game is not for you.

Having said that, however, there are many troubles you will come across in the form of Fighters, Mages, Cavaliers(Social Knights), Mercenaries, etc. Despite this, F.EXE contains only obvious traps and lacks ambush spawns, instead using sadistic terrain and unit placement. Well, actually, that’s untrue. There is one archer that “ambush spawns”, but he’s green (NPC). Also, only two saves are encouraged in-game, but you should save your leftover for a truly dire situation, being careful not to trap yourself. ALSO, be wary of rescuing; it’s a tad glitchy, especially near the edges of the screen (especially especially in the forest)

Of course, there may be a few things that could confuse you, so here’s a table of contents:

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So, then, shall we begin? I do apologize for the wait, but I truly hope you’ll find this worth it… Well, in a masochistic kind of way. You’ve compared some other entries to purgatory at times, but I want Arch’s castle to give you a little glimpse of hell.

PAGE 1: Map Overview

I divide the map into four sections: Beginning, Optional, Forest, and Ending.

The beginning is where you begin. Again, these should be very obvious and I don’t know why you’re reading this. Anyway, you start here and should move southward to the zigzagging forest area. Move quickly, as there are turn-based events here.

Alternatively, once you clear the beginning, you can move to the bottom-right and listen to some villagers. They have an item that’s wholly unnecessary, but may be useful, and if for whatever reason you’re low on exp, you can kill some enemies here. HOWEVER, this area of the game is not as heavily-tested as the others. You are allowed to copy a suspend after beating this section, but before one of your units sets foot (or hoof) on the trees.

The forest is boring and tedious, but it exists almost entirely to help you level up your team. Make absolutely sure your whole party is level 10 by the end. You may copy a suspend

The ending is quite possibly the hardest part of the game (after the beginning, where shock value accounts for much of the difficulty). Fortunately, you are allowed to move as slowly as you wish until the game tells you otherwise.

PAGE 2: Game Overs

There are many units necessary to complete this game. However, some of them may or may not cause an immediate loss. As a general statement, if you lose a unit you believe may be necessary for later on, it may be best to restart. Marky, for example, does not cause a game over on death, but must be used to seize the castle. One unit later on tells you to restart if they die, but you are not required to; only suggested to (you know, if you want to win)

You may load from your suspends as often as you like, but only three may be made per full playthrough.

PAGE 3: The One Cryptic Part

This section only applies if you visit the bottom-right optional village. So if you couldn’t guess, this entire cryptic part is completely optional, as well.

The riddle asks you to find a set of coordinates (sqrt(molar mass of iron, rounded up), the same as you’re currently standing)

I was going to have a calculus problem here, but that would take too long and be hard to type.

PAGE 4: Full Walkthrough

ONLY USE THIS AS AN ABSOLUTE LAST RESORT. I highly recommend against using it, but if you’re spending over an hour per turn(except for the first turn when you’re figuring things out.), I guess you can skim parts of this.

I’m not going to tell you when and where to move every unit; that would be silly.

However, in your first little rock alcove, don’t head out right away. Turtle for a turn to set up a good defense, and use some hit-and-run on the next turn. There are some other ways to do this, but this is my preferred. Next, take care of the two most nearby enemies and set yourself up to place either Vera or Mofo on the forest in preparation for reinforcements. Rescue Pat with Ralph and take down the boss who spawns.

The next part involves some hit-and-run with Ralph and Pat. Stay out of enemy range and drop Pat next to yourself and let him do the work. When he’s taken out the most immediate enemies, let him run in on a suicide mission. I think there’s a way to make him survive, but the rescue penalties make that more trouble than it’s worth later on. Have Vera and Mofo take care of the Pegasus Knights and Ralph(and Bennett if necessary) deal with the reinforcements from the north.

STOCK UP ON ITEMS! Use every last bit of money you have! I was going to have an enemy tell you about this, but it’s pretty obvious that there are no more shops from here on out.

The forest is very simple. The Iron Axe Fighters can’t hit an unarmed level 10 Ralph, so try and use him to help Vera get to where she can’t be hit, either, then let her take the whole first column. The second column is trickier: Let Vera take the lead until you reach the block of enemies, then make use of range and the fact that Ralph has a spear to block off the Swordreaving reinforcement.

Marky must take on the invisible assassin. It sounds weird, but trust me on this.

The final part is tough. Make sure Mofo is in the water where he can’t be hit. Use both fighting units to take on the most immediate threats, then let Mofo and Vera team up on the village defenders. Ralph can survive a shot from the Paladin if he has full health. Marth is very boring. Just hit him from a range until he dies. Move cautiously with Vera to take out all the sorcerers from below and the right. When it comes time to fight the one on the top-left fort, use Mofo to draw him in; he’s different from the rest. Once you reach the mountain lip, you have about 5 turns to get to the castle. Don’t even try fighting Arch or Reisen; use Bennett with an Iron Rune to lure Arch away from the castle, then seize with Marky.

Finally, move counterclockwise with Nosferatu equipped to avoid promoted units and get to the throne. Let yourself take a hit with Nosferatu, then attack with Giga Flare and as much heart as you can muster! Then sit back and enjoy the ending scene. You’ve earned it!

PAGE 5: Extra

There’s not much extra in here.

The house and unclosing village have multiple things to say.

The secret spot talked about in the riddle is inside the castle, on 8,10. It’s just credits.

Klokinator has the worst weapon ever.

The shopkeeper doesn’t like you.

Consuming Reisen lowers your stats.