

= Fire Emblem : New Mystery of the Emblem =

Fire Emblem : New Mystery of the Emblem : Heroes of Light and Shadow is a tactical role @-@ playing game developed by Intelligent Systems and published by Nintendo for the Nintendo DS handheld video game console in July 2010 . It is the twelfth entry in the Fire Emblem series , and a remake of the Super Famicom title Fire Emblem : Mystery of the Emblem . The story is based on the original story content from Mystery of the Emblem , while including a customizable Avatar as the main character alongside Marth , the protagonist of Shadow Dragon and the Blade of Light . New Mystery of the Emblem also adapts the story content from the Satellaview title BS Fire Emblem into four additional story episodes dubbed the " New Archanea Chronicles " .

Preparations for New Mystery of the Emblem began during development of the 2008 DS remake of Shadow Dragon at the Blade of Light . Instead of building on Shadow Dragon for New Mystery of the Emblem , the staff started over and used the original Mystery of the Emblem as their starting point . Staff included producer Tohru Narihiro , co @-@ director and writer Kouhei Maeda , co @-@ director Masayuki Horikawa , and character designer Daisuke Izuka . Two of the major new elements were the customizable Avatar character and the " Casual Mode " , in which units defeated in missions are revived : the latter element was a point of fierce contention between staff due to the series ' long @-@ standing tradition of permanent death for characters . It was the first Fire Emblem to remain exclusive to Japan since Fire Emblem : The Binding Blade in 2002 . Upon release , it received critical acclaim from Japanese and Western journalists , and went on to sell over 274 @,@ 000 units .

= = Gameplay = =

Fire Emblem : New Mystery of the Emblem is a tactical role @-@ playing game which puts players in the role of a customizable Avatar : their gender , appearance , character class and statistics can be tailored by the player . Missions are split between story @-@ based chapters and optional side chapters : side chapters give access to new playable characters outside the main narrative . Players can save at any time during battles , with the game opening offering a save at the end of each chapter . Outside battles , the player can visit towns to buy supplies and items such as weapons . Characters recruited by the player can also engage in support conversations accessed through the battle menu : these raise a character 's support rank and grant boons during battle . How characters connect through supports is documented using a relationship chart .

Battles take place on a grid @-@ based map , with the battle system employing a turn @-@ based system for the player , enemy units and allied units . The movement and attack ranges of enemies can be optionally displayed to players . While seventy @-@ four units are accessible in @-@ game by completing its chapters , only twelve can be taken into battle at any one time . When two units engage , a separate battle screen activates , and the battle plays out automatically . Enemy resistances to weapons are covered by the Weapon Triangle : lances are strong against swords , swords are strong against axes , and axes are strong against lances . Each unit gains experience points with each action , and when they accumulate 100 points , they level up and their stats are randomly raised . Each unit has a class , which affects their weaponry and movement range : these classes , when at level 10 , can be promoted to a stronger class using a Master Seal item .

In addition to the single @-@ player campaign , limited multiplayer functions are available through the Nintendo DS ' Wi @-@ Fi functionality . When the connection is active , players can battle each other in dedicated maps . Units can also be loaned between players , and an online shop is available to purchase new items and weapons with in @-@ game currency . The game also has a time @-@ based function where , when the game is left idle while characters are in the " unit barracks " , a meter will fill up and the characters will perform limited autonomous actions : these actions can involve leveling up , or crafting new items and weapons . The game can be played with two modes : Classic Mode , which enables permanent death for characters defeated in battle , and the new Casual Mode , which revives fallen units for the next battle . In addition to this are four difficulty levels : " normal " , " hard " , " maniac " and " lunatic " .

= = Synopsis = =

The story of New Mystery of the Emblem remains from the original version : the main difference is the addition of the Avatar . The game is set on the continent of Archanea , a land also featured in the first Fire Emblem title Fire Emblem : Shadow Dragon and the Blade of Light . In Shadow Dragon and the Blade of Light , the land was threatened by the dark sorcerer Gharnef , who summoned the dark dragon Medeus into the world . After becoming a fugitive from his kingdom after an attack on his kingdom , Archanean prince Marth went on a quest to reclaim his kingdom and defeat Gharnef and Medeus . By the events of New Mystery of the Emblem , Marth 's old ally Hardin has ascended the throne , but begins expanding the military and dominating the other regions of Archanea . Marth investigates , and discovers that both Gharnef and Medeus are still alive , and Hardin has been corrupted by them .

= = Development and release = =

The original version of Fire Emblem : Mystery of the Emblem was released in 1994 for the Super Famicom : it was in part a remake of Shadow Dragon and the Blade of Light . Preparations for development of New Mystery of the Emblem began while development was still ongoing for Fire Emblem : Shadow Dragon , the 2008 DS remake of Shadow Dragon and the Blade of Light . The original plan was to release New Mystery of the Emblem close to Shadow Dragon , but the staff decided that they could not make New Mystery of the Emblem using the systems of Shadow Dragon , instead using the original Mystery of the Emblem as a starting point . The staff included producer Tohru Narihiro , co @-@ director Masayuki Horikawa , co @-@ director and scenario writer Kouhei Maeda , and composers Hiroshi Morishita , Takeshi Kanezaki , Sei Murakami . Character artwork was done by Daisuke Izuka , who had worked on revamped character art for Shadow Dragon . The team added to the original narrative with new elements such as support conversations that expanded the personalities of some characters . The game 's subtitle , " Heroes of Light and Shadow " made reference to the player being a " shadow hero " , hidden behind the exploits of the main characters .

The biggest point of contention among the developers was including options allowing for the revival of fallen units in " Casual Mode " , a recurring discussion stretching back to the development of Fire Emblem : Genealogy of the Holy War (1996) . The dispute between Intelligent Systems and Nintendo staff was fierce , but positive comments from playtests with the feature included helped those opposed come round to its inclusion . The four difficulty levels were made separate from the two modes of play , so players could adjust the experience to suit their needs . Another new element was the Avatar character , who was created so players would have an easier introduction , as the developers realized that they might end up creating the game assuming players would know about main protagonist Marth when that might not be the case . Alongside the Avatar was a new tutorial , which the developers needed to balance so it was enjoyable for series veterans while easing new players into the experience . Also new was the element of time passing when the system was turned off and the cartridge still in place . The content grew to the point that the developers contemplated dividing New Mystery of the Emblem itself into two releases .

New Mystery of the Emblem was announced by series publisher Nintendo in May 2010 . Its announcement formed part of the company 's 20th anniversary celebrations for the franchise . Its release date of July 15 , 2010 was announced the following month . New Mystery of the Emblem did not receive a Western release , making it the first title in the series to remain exclusive to Japan since Fire Emblem : The Binding Blade in 2002 . In addition to the original narrative of Mystery of the Emblem , the team remade story episodes from BS Fire Emblem , a prequel to the original game and Mystery of the Emblem originally released in 1997 for the Satellaview . The remade episodes were dubbed " New Archanea Chronicles " . This was the first time content from a Satellaview title had been re @-@ released in any form .

= = Reception = =

Upon release , the game topped Japanese gaming charts , with initial sales of 136 @, @ 000 units . Its debut sales were notably lower than its predecessor Shadow Dragon . In the following weeks , its position and sales varied , going from fourth to tenth to seventh place in the charts . As of 2012 , the game has sold a total of 274 @, @ 000 .

Famitsu was positive on how the new narrative elements and support conversations were incorporated into the existing narrative . RPGamer 's Mike Moehnke felt the additional dialogue unnecessary , as the story 's complexity had not noticeably increased over the original version . He also positively noted how the Avatar was incorporated into the story , with the added chapters revolving around them making them " far more than a throwaway " . 4Gamer.net 's Kojiro Nishioka likewise praised the inclusion of the BS Fire Emblem chapters and the new prologue and side chapters , but felt that those who had not played Shadow Dragon would be unable to understand some of the characters .

Commenting on the gameplay , Famitsu noted that it was rather simple , but approved of the inclusion of Casual Mode and praised the content of each chapter for being just the right size . Moehnke praised the alterations made from the original version , such as not needing to dismount steeds when indoors , but also noted that some elements such as mechanics surrounding Marth showed the game 's age . Nishioka generally enjoyed the gameplay experience , praising the inclusion of user @-@ friendly options , but felt that these same new additions would divide fans .