Fire Emblem

Fire Emblem (?????????? , Fai? Emuburemu) is a tactical role @-@ playing video game franchise developed by Intelligent Systems and published by Nintendo . First produced and published for the Family Computer (Famicom) , the series currently consists of fifteen games , including remakes , across multiple game systems . Described by its creators as an " RPG simulation " , the gameplay revolves around tactical movement of characters across grid @-@ based environments , while incorporating a story and characters similar to those in a more traditional role @-@ playing video game . A noted aspect of gameplay is the permanent death of characters in battle , removing them from the rest of the game should they be defeated . The series title refers to the titular object , the Fire Emblem , usually portrayed as a royally treasured weapon or shield , representing the power of war and dragons , a recurring element in the series . Development of the first game began as a d?jin project by Shouzou Kaga and three other developers . Its success prompted the development of further titles in the series . Kaga headed development of each entry until the release of Thracia 776 , when he left the company and founded his own game studio to develop Tear Ring Saga .

No games in the series were released outside of Japan until two characters , Marth and Roy , were included as playable characters in the 2001 fighting game Super Smash Bros. Melee . Their popularity eventually convinced Nintendo to release the next game , The Blazing Sword , in western regions under the title Fire Emblem in 2003 . Many games in the series have sold well , despite a decline during the 2000s which resulted in the series ' near @-@ cancellation . Individual entries have generally been praised , and the series as a whole has been praised for its gameplay , and it is cited as the origin of the tactical role @-@ playing genre . Characters from multiple games have also been included in crossovers with other franchises . On April 27 , 2016 , Nintendo showed off plans for a new mobile game based on the series that is set for release in Fall 2016 . Nintendo also announced that Fire Emblem is now considered as a " Major IP " for the company .

Titles

Games

According to a developer interview with the developers of Fire Emblem Fates , there are currently fifteen games in the Fire Emblem series , including remakes of earlier titles . The official Fire Emblem World portal lists thirteen games , excluding Fates . Counting only original titles , there have been twelve games in the series including Fates . A game was initially in development for the Nintendo 64 and its peripheral 64DD . Originally codenamed Fire Emblem 64 , it was first revealed by Shigeru Miyamoto in 1997 . Ultimately , due to poor sales for the 64DD and internal structural changes at Intelligent Systems , Fire Emblem 64 was cancelled in 2000 and development shifted to what would become Fire Emblem : The Binding Blade . It was speculated , and later confirmed by staff , that the work done for Fire Emblem 64 was incorporated into Binding Blade . A different title for the Wii was planned , but after some trial and error , in addition to an unfocused development schedule , the project was cancelled . No original Fire Emblem title is currently planned for the Wii U , and Nintendo producer Hitoshi Yamagami said such a game would need to sell 700 @,@ 000 copies to be profitable .

Main series

The first entry in the series , Shadow Dragon and the Blade of Light , was released in 1990 for the Japanese Family Computer , introducing the basic series mechanics . A second title for the Famicom set during the events of the first game , Fire Emblem Gaiden , released in 1992 . In 1994 , Mystery of the Emblem was released for the Super Famicom , containing both a remake of Shadow Dragon and the Blade of Light and a sequel continuing the story of the first game . Two more games

were released for the Super Famicom in 1996 and 1999 respectively : Genealogy of the Holy War and Thracia 776 .

The next entry released was Binding Blade in 2002 for the Game Boy Advance , originally announced as Maiden of the Dark . A prequel to Binding Blade , The Sword of Flame , was released for the Game Boy Advance the following year . This entry was released overseas under the title Fire Emblem . It was released in 2003 in North America and 2004 in Europe . The final entry for the Game Boy Advance , The Sacred Stones , was released in 2004 in Japan , and 2005 in North America and Europe .

The next entry in the series , Path of Radiance , was released on the GameCube worldwide in 2005 . It was the first Fire Emblem to feature 3D graphics , voice acting , and full @-@ motion animated cutscenes . A direct sequel to Path of Radiance , Radiant Dawn was released for the Wii in 2007 in Japan and North America , and 2008 in Europe . The next entry in the series , Awakening for the Nintendo 3DS , was released in 2012 in Japan and 2013 in North America and Europe . The second entry for the 3DS , Fates , was released in June 2015 in Japan , February 2016 in North America and in May 2016 for Europe and Australia . It comes in multiple versions : two physical versions titled Birthright and Conquest , and a third route titled Revelation released as downloadable content .

= = = = Remakes and spin @-@ offs = = = =

An expanded remake of the first game , titled Fire Emblem : Shadow Dragon , was released for the Nintendo DS in 2008 in Japan and Europe , and 2009 in North America . Restoring content cut from the first game when it was remade in Mystery of the Emblem , the game makes use of the DS ' gameplay functions and includes additional story elements . A second remake for the DS was released in 2010 . Titled New Mystery of the Emblem , it was an expanded remake similar to Shadow Dragon , and did not receive a western release .

In 1997 , an episodic prequel to Mystery of the Emblem titled BS Fire Emblem were released through Satellaview . The events of Archanea Senki were included in the remake of Mystery of the Emblem . Characters from the Fire Emblem series have been included in multiple entries in the Super Smash Bros. series , beginning with main protagonists Marth and Roy in Super Smash Bros. Melee . Characters from Awakening also appeared in Intelligent System 's strategy game Code Name : S.T.E.A.M. as optional characters . A crossover with the Shin Megami Tensei series , titled Tokyo Mirage Sessions ? FE , was released in December 2015 in Japan and worldwide in June 2016 .

= = = Related media = = =

A short original video animation series based on Mystery of the Emblem was created in 1997 . These anime episodes were released in North America , six years before The Sword of Flame was localized . Amiibo figures based on Fire Emblem characters were produced , which are compatible with Fates , Code Name : S.T.E.A.M. and Super Smash Bros. for Nintendo 3DS and Wii U. Manga based on the games have also been produced , including Binding Blade and Awakening . A trading card game based on the series is also available in Japan , featuring character artwork by old and new artists .

= = Common elements = =

= = = Setting = = =

The Fire Emblem games takes place across multiple unrelated settings within a Medieval or Renaissance @-@ themed time period , with the story general focused on the main protagonist , usually a member of royalty , caught in the conflict of two or more countries across a continent and

fighting for their cause before having to defeat the game 's final boss , who is either an evil dragon , tyrant or dark god hell @-@ bent on destroying the main character 's homeland if not the world and humanity itself . The continents of Archanea and Valentia are the settings of Shadow Dragon and the Blade of Light , Gaiden , Mystery of the Emblem and Awakening , with Awakening taking place several millennia after the other games . It was also the planned setting for Fire Emblem 64 . Genealogy of the Holy War and Thracia 776 are set in the land of Jugdral , while Fire Emblem and Binding Blade take place in Elibe . The Sacred Stones is set in the land of Magvel . Path of Radiance and Radiant Dawn are set on the continent of Tellius .

A recurring element in the series is the titular Fire Emblem , an object with magical powers . In Shadow Dragon and the Blade of Light , it is a shield inset with five magical gems . Its name derives from its connection to dragons and weapons of war , being the " emblem of flame " . It also appears as a family crest in the continuity of Genealogy of the Holy War , a family seal in The Binding Blade storyline , a magical gemstone in The Sacred Stones , and and in the Path of Radiance world it takes the form of a bronze medallion holding a goddess of chaos . Other magical elements , including feuding gods and conflict with mystical species such as dragons and shape @-@ shifters are also recurring elements in the series .

= = = Gameplay = = =

The Fire Emblem series has been described by its developers as an " RPG simulation " , combining tactical simulation gameplay with the plot and character development of a role @-@ playing game , creating a sense of connection with characters in the field not present in previous tactical games . Battles in the Fire Emblem series play out on a grid @-@ based map , with the player controlling a set number of characters across maps tied to both the game 's story and optional side stories . Each character has a specific character class , giving them set abilities and affecting how far they can move across the field . Some character classes have innate skills unique to them , and each character has its own class and stats . Depending on the series entry , a character 's class can be changed or upgraded with or without special items . During battle , each character gains experience points by performing actions , such as attacking an enemy , healing an ally , and slaying a foe (which typically offers the most experience points) . When a certain level is reached , the character levels up , and new skill points are awarded randomly to a character 's attributes , be they the character 's maximum health , agility or strength . The more a character is used in battle , the more experience that character gains .

A key element in combat since Genealogy of the Holy War is the Weapon Triangle , a system governing the strengths and weaknesses certain weapons and types of magic have against each other in a Scissors , Paper , Rock fashion . For weapons , lances are stronger than swords , swords are stronger than axes , and axes are stronger than lances . In magic , fire is stronger than wind , wind is stronger than thunder , and thunder is stronger than fire . For Fates , the Weapon Triangle relationships add other weapons in the following way : swords and tomes are stronger than axes and bows , axes and bows were stronger than lances and shuriken , lances and shuriken are stronger than swords and tomes , and so on . Several games use a Weapon Durability system : after being used a certain number of times , a character 's weapon will break . Different entries have various systems related to character weapons : in Genealogy of the Holy War , weapons can be repaired at special shops ; in Path of Radiance and future games , weapons can be bought and upgraded , while the durability system is replaced in Fates with a system where more powerful weapons weaken some of a wielder 's stats .

Both inside and outside battle , characters ' relationships can be developed through interactions on and off the battlefield . As the strength of their relationships grow , certain abilities in battle are also strengthened . A feature introduced in Genealogy of the Holy War and used in later titles was an aspect of relationships . A man and woman who fall in love will have a child , and that child will inherit certain skills and stats from them . One of the recurring features in the series is permanent death (more frequently referred to as " permadeath ") , a function where units defeated in battle are permanently removed from the rest of the game with a very few exceptions (the main character , a

character pivotal to the main story) . Up until Fire Emblem : New Mystery of the Emblem : Heroes of Light and Shadow , there was no option to disable permanent death . In New Mystery of the Emblem , a new Casual Mode was added , where characters that died were revived at the end of a battle . Fates also added Phoenix Mode , where characters slain during one turn are revived on the player 's next turn . Another inclusion from Fates includes ' My Castle ' , a customisable castle that serves as the player 's base of operations throughout the game .

= = Development = =

The first Fire Emblem title , Shadow Dragon and the Blade of Light , was originally never intended as a commercial game , defined by creator Shouzou Kaga as a d?jin project with three other job @-@ holding students . As it turned out , the game was successful , prompting the development of more games in the series . The game was developed at Intelligent Systems , whose previous notable game was the strategy game Famicom Wars . Kaga would work on the Fire Emblem series until Thracia 776 , when he left Nintendo and began development on Tear Ring Saga for the PlayStation . After Thracia 776 , the Fire Emblem series had several releases on portable devices . At this time , Marth and Roy from Shadow Dragon and the Blade of Light and Sword of Seals appeared as playable characters in Super Smash Bros. Melee , prompting western interest in the Fire Emblem series . The positive reception of the characters made Nintendo decide to localize The Sword of Flame under the title Fire Emblem . Due to its overseas success , it was decided to return the series to home consoles for Path of Radiance for the GameCube . Despite it arriving late in the GameCube 's life cycle , it provided a late boost to sales , reaffirming Nintendo 's faith in the series . By 2010 , the series was suffering from declining sales and Nintendo told Intelligent Systems that if their next Fire Emblem failed to sell above 250 @,@ 000 units , the series would be cancelled . This prompted Intelligent Systems to include lots of features new to the series , intending to make it the culmination of the series . The game 's reception and sales ended up saving the series from cancellation , convincing Nintendo to continue production .

The series ' original music was composed by Yuka Tsujiyoko . As the only music composer at Intelligent Systems when Shadow Dragon and the Blade of Light was in production , she acted as both composer and sound director , up until Thracia 776 , when she left the company to freelance after completing the score for Paper Mario . She has worked on later Fire Emblem games , alongside other composers including Saki Kasuga , Hiroki Morishita , and Rei Kondoh . The series includes several other notable staff members : Tohru Narihiro , who was involved in every Fire Emblem since the original ; Masahiro Higuchi , who began as a graphics designer for Genealogy of the Holy War ; and Kouhei Maeda , who wrote the scenarios for every game since The Sword of Flame and became a director for Awakening . Multiple artists are associated with the series . The characters for the first game and the remake of Mystery of the Emblem were designed by Daisuke Idzuka . The characters of Mystery of the Emblem and Genealogy of the Holy War were designed by Katsuyoshi Koya , who later worked on designs for the Fire Emblem Trading Card Game . Katsuyoshi , who was unsatisfied with his work on the series , stepped down for Thracia 776 . The designer for Thracia 776 was Mayumi Hirota , whose brief tenure with the series ended when he left Intelligent Systems with Kaga after the game 's completion . Nevertheless , his art for the series was described by Kaga as his favorite up to that point . Other artists involved in later games are Eiji Kaneda (Binding Blade) , Sachiko Wada (The Sacred Stones) and Senri Kita (Path of Radiance , Radiant Dawn) . For Shadow Dragon , the character artwork was redone by Ghost in the Shell artist Masamune Shirow . Awakening 's character designers were Toshiyuki Kusakihara and Y?suke Kozaki , who were brought on to give a new look to the series . Kozaki returned as character designer for Fates .

= = Reception = =

The first five Fire Emblem games were highly successful in Japan , selling 329 @,@ 087 , 324 @,@ 699 , 776 @,@ 338 , 498 @,@ 216 and 106 @,@ 108 copies respectively . As of 2002 , total

sales had reached over two million copies . Sales of the series went into a decline beginning with Radiant Dawn , but Awakening topped the total sales of both Radiant Dawn and the Mystery of the Emblem remake in its first week . It went on to sell 1 @.@ 79 million copies worldwide and become the best @-@ selling Fire Emblem title in western territories .

The Fire Emblem series is highly popular in Japan . In 2007 , a Japanese public poll named Mystery of the Emblem as one of the country 's All Time Top 100 video games . Speaking to USGamer , Massive Chalice creator Brad Muir commented on how Fire Emblem had influenced the game , referring to it as " [a] venerable strategy series " , making positive reference to its gameplay and character relationships . In her review of Awakening , IGN 's Audrey Drake said that " Far too few people have played the Fire Emblem series " , calling it " [a] darling of the hardcore strategy RPG crowd - and one of the shining gems of the genre " .

Several journalistic sites have cited its low notoriety in the west as an effect of Nintendo 's sporadic localization efforts , along with its place in a niche game genre . At the same time , they have praised the series ' gameplay , regularly noting its high difficulty and relationship mechanics . Game Informer and Gamasutra both cited the series as an inspiration for later popular tactical role @-@ playing games , with Gamasutra naming Tactics Ogre : Let Us Cling Together , Final Fantasy Tactics and the Disgaea series as being influenced by its design . Destructoid writer Chris Carter , writing in 2014 , praised the series ' mechanics , at the same time listing the five best games in the series : among those he chose were Mystery of the Emblem , Radiant Dawn , and Awakening . Awakening is generally cited as having brought the series more publicity and player attention .

= = = Tear Ring Saga lawsuit = = =

After Kaga left Nintendo , he founded a studio called Tirnanog and began development on a game titled Emblem Saga , a strategy role @-@ playing game for the PlayStation . The game bore multiple similarities to the Fire Emblem series , and Nintendo filed a lawsuit against Tirnanog for copyright infringement . The first suit failed , but the court ruled in Tirnanog 's favor . Nintendo filed a second lawsuit , and this time was awarded a cash settlement of ￥ 76 million . Nevertheless , Tirnanog and publisher Enterbrain were still allowed to publish the title , though they changed its name to Tear Ring Saga , and eventually developed a sequel . Nintendo attempted taking a third lawsuit to the Japanese Supreme Court in 2005 , but the second ruling was upheld .