AGB-BE8E-USA

GAME BOY ADVANCE

FIRE EMBLEM™
THE SACRED STONES

Instruction Booklet

WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

GBA LINK CABLE

EVERYONE
E
CONTENT RATED BY
ESRB

TABLE OF CONTENTS

The War of the Stones Begins

Long ago, the continent of Magvel was plagued by monsters. A band of heroes used five Sacred Stones to restore peace to the land and imprison the source of this evil: the Demon King. Centuries have passed since the capture of the Demon King. Five nations grew from the ruins of Magvel, each housing one of the legendary Sacred Stones as a symbol of hope and peace. Without warning, one of these nations, the Grado Empire, invaded its neighbor, the kingdom of Renais. Unable to defend itself against this sudden attack, city after city in Renais fell to the brutal assault.

Ephraim, prince of Renais, was away from the capital when the fighting began. All contact with him has since been lost. Grado's army rode its momentum to the gates of Castle Renais itself, and in a swift battle, Renais fell beneath Grado's heel. During the siege of Castle Renais, King Fado sent his daughter, Princess Eirika, to the safety of the neighboring kingdom of Frelia, while he remained to defend the castle to the bitter end. Escorted by General Seth, commander of the Knights of Renais, Eirika narrowly escaped Renais and set out for Frelia. For Princess Eirika, this is the beginning of a long and perilous journey.

Controls

This section provides a basic overview of game controls.

L Button

◆ World map: Move the cursor to a base.
◆ Battle map: Move the cursor to a unit awaiting commands.

✛ Control Pad

◆ Move the cursor. (Press and hold **B** to move quickly.)
◆ Select menu items.
◆ Battle map: Move units.

Press START, SELECT, **A**, and **B** at the same time to reset the game.
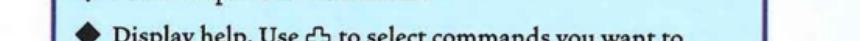
SELECT

◆ World map: Turn the mini map on or off.
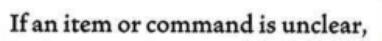
START

◆ Start game.
◆ Skip conversations and opening demo scenes.
◆ Battle map: Turn the mini battle map on or off.

R Button

◆ Battle maps: View unit status.
◆ Display help. Use ✛ to select commands you want to see explanations for.

If an item or command is unclear, press **R** for an explanation!

A Button

◆ Confirm selections.
◆ Open the map menu. (Use on the world map when the cursor is not on a base. Use on battle maps when the cursor is not on a unit.)

B Button

◆ Cancel selections.
◆ Return to previous page.
◆ Close windows.

Getting Started

Insert your Fire Emblem: The Sacred Stones Game Pak into your Game Boy Advance and turn the power on. At the title screen, press START to bring up the main menu. Select New Game and press Ⓐ. Next, select a difficulty and choose a save file (an empty file will say No Data). Finally, press Ⓐ to start the game.

Difficulty

There are three difficulty levels to choose from: Easy, Normal, and Hard.

•You choose the difficulty only when you have chosen a New Game from the main menu.

Easy

This is the ideal starting place for Fire Emblem novices. As you play, you will receive a tutorial describing Fire Emblem's controls and game play.

Normal

Start here if you've already played Easy or you know your way around Fire Emblem. This level features no tutorial.

Hard

Start here if you're looking for a challenge. There are no explanations or hints, and the enemies are more numerous and more challenging.

Main Menu

If you already have saved game data, you will see the following options. See pages 12–13 for more information on saving.

Resume Chapter

Continue your game midchapter.

Restart Chapter

Start from the beginning of the chapter.

Copy Data

Copy an existing saved game.

Erase Data

Delete an existing saved game.

New Game
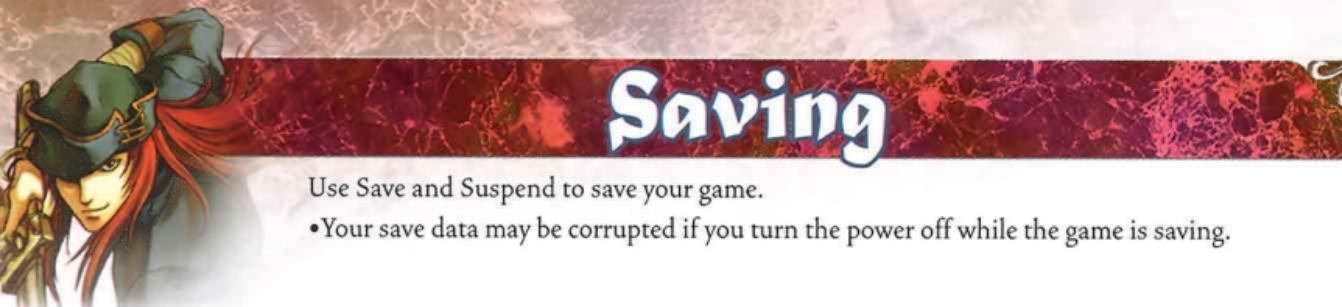
Start the game from the beginning.

Extras

Access the Link Arena and the Sound Room. More options become available as you play.

| Link Arena | In the Link Arena, two to four people can pit their fighting teams against one another (see pages 44-47). |
| Sound Room | Enter the Sound Room to hear music from the game. More music becomes available as you play. |

Saving

Use Save and Suspend to save your game.
- Your save data may be corrupted if you turn the power off while the game is saving.

Save

You can save from the world map, on the combat-preparation screen, and after finishing a chapter.

World Map

Saving on the world map is a three-step process. After you've selected Save on the world map, choose a save file. Confirm your selection with Ⓐ, and then select Save again to record your game. (See page 15.)

Combat Preparation Screen

Select Save on the combat-preparation screen, and then follow the steps described above to save. (See page 17.)

After Finishing a Chapter

Once you finish a battle map, the save screen appears automatically. Save your game by following the same steps described above.
- As long as you don't overwrite a saved data file, you can replay that data as many times as you like.

Suspend

You can save your progress at any point during a chapter. On the map menu, select Suspend (see page 23) and choose Yes to confirm your decision. You can turn your Game Boy Advance off once the title screen appears. The next time you play, choose Resume Chapter from the main menu to continue the suspended game.

About Suspended Data

- Once you resume a chapter, you lose suspended data. You cannot begin a chapter from the same point over and over again.

- If you choose Restart Chapter or New Game, the suspend data is overwritten and lost.

- If you turn the power off during a battle, the game will be suspended automatically.

World Map

Each city, castle, town, or battle site that you've cleared becomes a base on the world map. Battle sites you haven't cleared yet are marked with red flags. Every time you clear a battle site, a new battle site appears on the map.

Key Bases on the World Map

The world map shows the entire continent of Magvel. Once you complete a battle, you can return to the location of that battle. You can also revisit ruins and the Tower of Valni at any time. The type and placement of the monsters that appear on these bases changes with each visit.

Battle Sites

Locations marked with red flags are new battle sites. Move to one of these to begin a new chapter.

•Some battles sites contain armories and shops. Once you've cleared those battle sites and converted them into bases, you can shop there from the world map.

Monster Bases

Even after you've cleared certain battle sites, they might come under attack by monsters. You can visit these monster bases at any time.

Tower of Valni and Lagdou Ruins
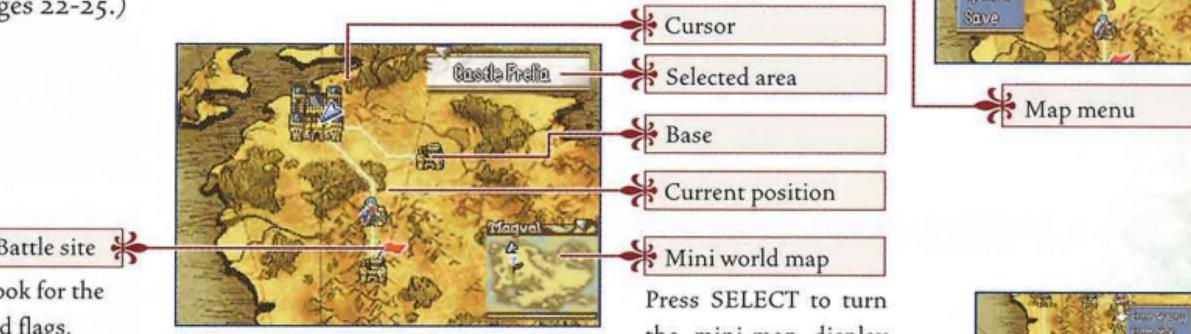
The Tower of Valni and the Lagdou Ruins are not directly tied by the story, but both have been overrun by monsters. All the eight levels in the tower and all ten floors of the ruins must be cleared in succession. You can leave at any time by using the Retreat command (see page 23), but you'll have to start at the first level the next time you enter these bases.

Viewing the World Map

Place the cursor on an empty space and press Ⓐ to display the map menu. (See pages 22-25.)

Cursor

Selected area

Map menu

Base

Current position

Mini world map

Battle site
Look for the red flags.

Press SELECT to turn the mini-map display on or off.

Bases and Commands

Once you are on a base, press Ⓐ to view the command menu. The most basic command is Manage Items, but on bases with armories and shop icons, you can also buy and sell items.

Armory and shop icons

Entering Map Points

To enter a point on the world map, use ✛ to move the cursor to that area, and then press Ⓐ .

Combat Preparations

When you reach a certain point, you will start using the combat preparation screen to get ready for battles. Select the menu item you want to review and press Ⓐ to move forward. Press START on this screen to start the battle.

Selecting Units

Select Pick Units to choose the units you want to use in battle. Press Ⓐ to select and deselect units. Press SELECT to display the unit list.
•Some units are essential to certain chapters and must be selected for those battles. Selected units are in color and non-selected units are in gray.

Managing Items

Select Items to trade, buy, sell, and use items. You can trade items between units or send them to the supply convoy. Once you select a unit, the following menu options appear.
•Items that cannot be used by the selected unit will appear in gray.

Trade	Trade items with other units.	List	Display a list of all items held by other units and the supply convoy.
Use	Use an item.	Give All	Send all items from the selected unit to the supply convoy.
Supply	Manage items using the supply convoy.	Armory	Buy and sell weapons and magic items.

Support Relationships

Check the affinity between units and confirm their support levels.
•This option is not available unless you have a certain unit in your party.

Checking Maps
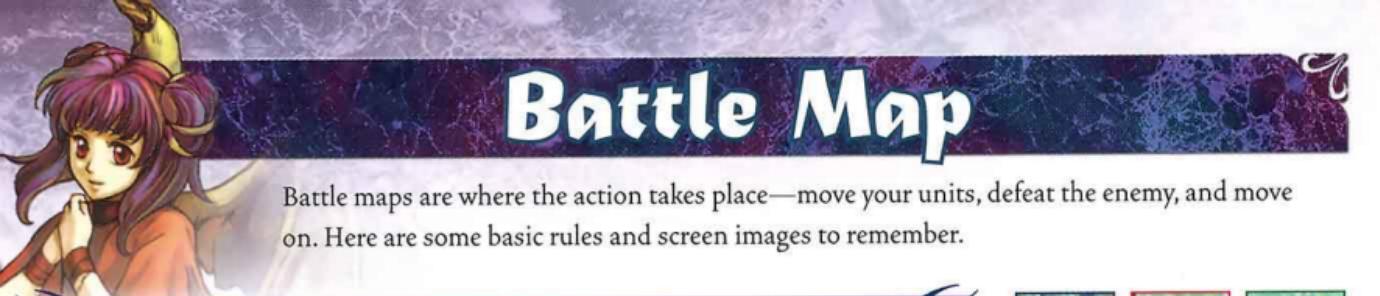
Take a look at the battle map and confirm conditions. The following menu options appear on the Check Map screen.

View Map	Scroll over the battle map to check enemy units and the location of armories and shops.
Formation	Switch the position of deployed units with ✛ and Ⓐ. You cannot change the main characters' starting positions.
Options	This is the same as choosing Options on the map menu. (See pages 24-25.)
Save	This is the same as the Save option on the Preparation screen.

Saving

Once you've selected your units and managed your items, save to preserve your settings.

Battle Map

Battle maps are where the action takes place—move your units, defeat the enemy, and move on. Here are some basic rules and screen images to remember.

Unit Types

There are three different unit types, each color coordinated for easy identification. Your units are blue, enemy units are red, and other units are green. Gray units are those that have already moved for that turn. You control the blue units, and the CPU controls all other units.

Your unit	Enemy unit	Other unit

Taking Turns

You and your enemy alternate taking turns issuing commands to your units. If there are green units on the map, they will take their turn after the enemy army has moved. When it's your turn, use the command menu to issue orders to your troops.

Clearing Battle Maps

Each battle map is represented as a different point on the world map. Each battle map has an objective (e.g., destroy all enemy units, seize the throne, etc.) that must be reached in order to clear it. Once a battle map is cleared, a new battle map will appear on the world map.
- New battle sites appear only after you clear a red-flagged battle site.
- When the objective of a battle map is "Defeat the enemy boss," the target enemy unit will have a flashing shield beside it.

Boss unit

Defeating Units

When units lose all their HP (hit points), they vanish from the map.

Game Over

Your game will end if either Eirika or Ephraim falls or if you fail to meet a chapter objective. If this happens, try playing the chapter again using your last saved data.

Viewing the Game Screen

Adjust the game-screen display by choosing Options on the map menu. (See pages 22-23.)

Cursor

Use ✛ to select units and locations.

Objective
When the objective is to defeat all enemy units, the remaining number of enemy units is also displayed.

Unit

The terrain of the selected square
If the terrain has a high DEF (defense) rating, the amount of damage the unit takes is reduced. If the terrain has a high AVD (avoid) rating, it's harder to strike the unit standing there.

The HP of the selected unit

Mini Battle Map
Display this map by pressing START. You can use this to check the location of units.

The following explains how to move units and fight the enemy on battle maps.

1 Select

Place the cursor on one of your units and press Ⓐ to see movement and attack ranges of that unit. (See page 21.)

2 Move

Choose where you want to move the unit with ✛. Press Ⓐ to move.

3 Attack

After a unit moves, the command menu will appear. Select Attack from the command menu (see pages 28-33) and press Ⓐ to confirm your decision.

4 Select Weapons

Choose the weapon or magic item you want to use. If there are multiple enemies within your attack range, you will have to select which enemy you want to attack.

5 Check Combat Information

See how well your unit matches up to your foe using the combat information window (see page 28), then confirm your decision to attack.

6 Start Combat

Once you've issued the command to attack, the unit's battle animations play. You can adjust the battle animation settings on the map menu. (See page 24.)

7 Finish Combat

Units receive experience points after fighting. (See page 26.)

8 End Your Turn

Once you've finished issuing commands to all of your units, your turn automatically ends, and the enemy turn begins.
• End your turn at any time by choosing End from the map menu. (See page 23)

▶ Repeat steps 1 – 8 until the chapter is cleared.

A unit's movement range is displayed in blue and its attack range is displayed in red. The areas you can affect with staves are green. You can also check the attack and movement ranges of enemy and other units.

Second Movement

Units riding on Pegasus- or horseback can move the remainder of their movement range after they perform commands like Rescue or Trade.

Terrain

Different types of terrain can affect your movement range. Ranges are reduced when units travel through woods and mountains.

Map Menu

To display battle map menus, place the cursor on unoccupied spaces or on units that have completed their actions for that turn and press Ⓐ. On the world map, place the cursor anywhere but on a base. The map menu contains many essential commands.

Units

Select this to check unit data for all deployed units.

Name	Class	Lv	Exp	HP	Max
Eirika	Lord	2	88	17/17
Seth	Paladin	2	10	31/31
Franz	Cavalier	2	40	20/20
Gilliam	Knight	4	23	25/25
Moulder	Priest	2	33	23/23
Vanessa	Pegasus Kn.	1	32	17/17

- Number of pages
- Stats
- Unit names

◇ Turn Pages (There are six pages in total.)
While a unit is selected, press ⬅ ➡ on ✚ to turn pages.

◇ Sort Units
Use the cursor to select a data category and press Ⓐ to sort. You can resort the data by pressing Ⓐ again.

◇ Display the Unit Status Window
Select a unit and press Ⓡ to open this window. (See pages 34-37.)

◇ Find a Unit on the Battle Map
Select the unit name and press Ⓐ. This will bring you back to the battle map, and the unit you selected from the map menu will be highlighted.

Status

The status display contains battle-related information such as the chapter name, the number of units in your army and the enemy army, the chapter objective, the turn number, and funds.

Guide

Come here to check game play information. Additional information is added to the guide after it is explained in-game.

After you select a subject and confirm your choice, a sub menu will display in the right-hand window. Choose a topic and press Ⓐ to view the explanation.

Records

View the best scores and your current ranking.
- You can only access records in the Tower of Valni and the Lagdou Ruins.

Retreat

Withdraw from the battlefield.
- You can only retreat in the Tower of Valni and the Lagdou Ruins.

Suspend

Stop and save a chapter midway through.
- You can only suspend play in battle maps.
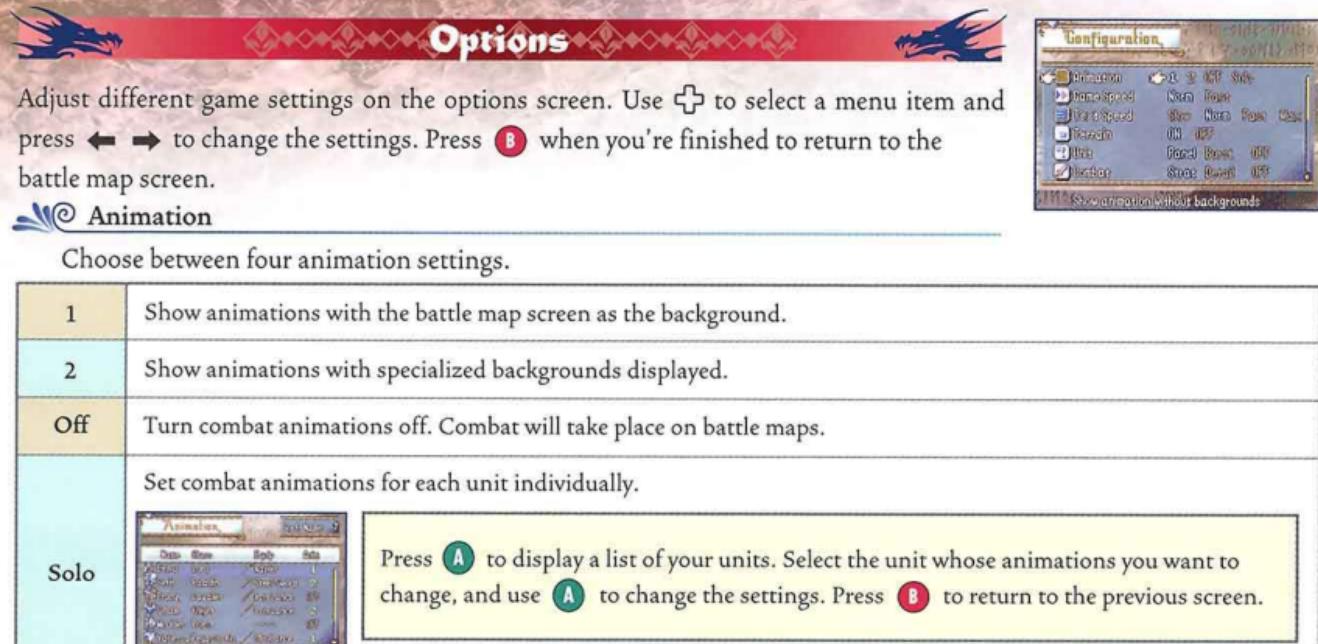
End

End your army's turn and let the enemy army's turn begin.

Save

Save your game progress.
- You can save your game progress only on the world map.

Adjust different game settings on the options screen. Use ✛ to select a menu item and press ⬅ ➡ to change the settings. Press Ⓑ when you're finished to return to the battle map screen.

◄◖ Animation

Choose between four animation settings.

1	Show animations with the battle map screen as the background.
2	Show animations with specialized backgrounds displayed.
Off	Turn combat animations off. Combat will take place on battle maps.
Solo	Set combat animations for each unit individually. Press Ⓐ to display a list of your units. Select the unit whose animations you want to change, and use Ⓐ to change the settings. Press Ⓑ to return to the previous screen.

◄◖ Game Speed

Set the movement speed of all units to either Normal or Fast.

◄◖ Message Speed

Set the speed at which messages are displayed to either Slow, Normal, or Fast.

◄◖ Terrain Window

The terrain information window shows the terrain of the square the cursor is resting on in battle maps. Turn this feature on or off.

◄◖ Unit Window

The unit window is displayed when the cursor rests on a unit on a battle map. Set the display to Panel, Burst, or Off.

◄◖ Combat Information Window

The combat information window appears when you attack an enemy unit. Set the display of the window to Strat, Detail, or Off.

◄◖ Objective Display

Turn on or off the window which shows the chapter objective.

◄◖ Subtitle Help

Turn on or off the scrolling text at the bottom of the screen that appears when items are traded or units are deployed.

◄◖ Auto Cursor

Turn on to place the cursor on your party's commander automatically at the beginning of your turn.

•If this feature is turned off, the cursor automatically moves to the unit that moved last on the previous turn.

◄◖ Auto Turn End

Turn on to begin the enemy turn automatically once your last unit has moved.

◄◖ Music
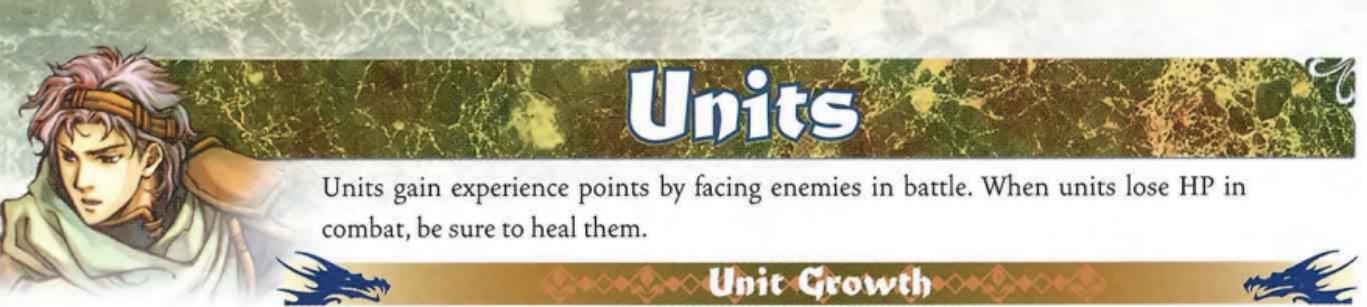
Turn the background music on or off.

◄◖ Sound Effects

Turn sound effects on or off.

◄◖ Window Panel

Select from four different colors for the background color for all windows.

Units

Units gain experience points by facing enemies in battle. When units lose HP in combat, be sure to heal them.
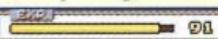
Unit Growth

When units engage in combat or use staves, they gain Exp (experience points). Every time a unit gains more than 100 Exp, that unit gains a level.

◇ Exp Gauge

When a unit gains over 100 Exp and gains a level, the Exp gauge automatically empties and the character begins again with 0 Exp.
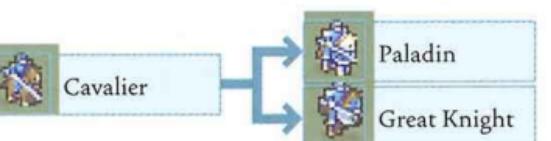
•If combat animations are turned off, the Exp gauge displays on the battle map.

When units gain a level, their attributes such as strength and skill also go up, and they become more powerful. For all units except one, the maximum level they can achieve is 20.

Class Changes

Most units can change classes when certain conditions are met, which makes them stronger in combat. Some units can choose between multiple classes when changing classes. (See pages 40-43.)

Cavalier → Paladin / Great Knight

Recovering HP (Hit Points)

There are four ways for damaged units to regain hit points.

Move units onto fortresses, gates, castle gates, or thrones.

Units waiting in any of these locations automatically regain a few HP at the beginning of your turn.

Use vulneraries or elixirs.

Vulneraries restore 10 HP per use. Elixirs restore all HP.

Heal units with staves.

Clerics, bishops, and troubadours can all use staves in the same way other units attack. (See pages 20-21.) The amount of HP restored to a unit depends on the unit wielding the staff and the type of staff used.

Attack an enemy with Nosferatu.

This spell returns HP to the spell caster equal to the amount of damage it does to an enemy unit.

Unit Commands

After moving a unit, the command menu appears. The commands on the menu vary depending on the situation. Use this menu to issue additional orders to your units.

• Commands in green are commands that do not take a unit's full turn. You will be able to issue further commands after the green commands have been completed.

Basic Commands

Attack

Select your weapon and an enemy unit within your attack range, then confirm your decision to begin attacking. (See pages 20-21.)

• Units will continue wielding the weapon or magic tome they used to attack until ordered to wield something else.

◆ Combat Information Window

This handy breakdown of stats appears when you engage an enemy unit.

HP	The number of hit points the unit possess.
Mt	The amount of damage that can be inflicted by one attack. •x2 indicates that you get two attacks.
Hit	The percentage chance that your attack will hit the enemy.
Crit	The percentage chance that you will score a critical hit for high damage.
⬆	⬆ Weapon advantage. ⬇ Weapon disadvantage. (See page 39.)

◆ Combat Screen Mini Window

This window is displayed when combat animations take place.

HIT	The percentage chance that your attack will hit the enemy.
DMG	The damage your attack will do to the enemy.
CRT	The percentage chance that you will score a critical hit.

◆ Types of Attacks

1 Direct Combat (swords, lances, axes, etc.) >>> Range: 1

Direct-combat weapons and magic tomes can attack enemy units on adjacent squares. An enemy unit will counterattack if it has a weapon or magic tome capable of performing a direct attack.

2 Indirect Combat (bows, magic tomes, etc.) >>> Range: 2

Indirect-combat weapons and magic tomes can attack enemy units one space away. An enemy unit will counterattack if it has a weapon or magic tome capable of performing an indirect attack.

3 Long-Range Combat (bows, etc.) >>> Range: 3+

Long-range weapons can attack enemy units two or more spaces away. As long as enemy units are not equipped with long bows, they will not counterattack. The weapons capable of long-distance attacks are ballistae, for use by archers and snipers, certain special magic tomes, and long bows.

• There are some weapons that are capable of both direct and indirect attacks.

Staves (clerics, bishops, troubadours, etc.)

There are a variety of sacred staves that can be used to heal allies and light dark areas.

Summon (summoners only)

Call forth the spirit of a dead warrior to aid in combat. (See page 42.)

Wait

Stay in the space currently occupied and wait until the next turn.

Steal (thieves and rogues only)

Pilfer an item from an adjacent unit. Weapons, magic tomes, and staves cannot be stolen.

Item

Equip, discard, trade, or use weapons and other items.

Trade

Swap items with adjacent units or a unit that you've rescued. Once you've selected the unit with whom to trade, both units' items will be displayed. Select the items and confirm your decision.

Supply

Units adjacent to Eirika or Ephraim can access the supply convoy to trade items.
- •The supply convoy can hold a maximum of 100 items.
- •The supply convoy travels with the main characters and is not represented on the map screen.

Rescue

You can rescue units in your own army or green units. You can rescue only one unit at a time, and the rescuing unit must have a Rescue that is higher than the Constitution of the unit being rescued. A rescuer carries the unit it rescues until ordered to set the unit down. (See page 31.)
- •The speed and skill of the rescuing unit is reduced by half.
- •Units that are rescued and being carried cannot be attacked.
- •If a unit carrying another unit is defeated, the unit being carried will be dropped into an adjacent space.

Rescued unit

Drop

Place a rescued unit in an adjacent space.
- •Units can only be dropped into spaces they can normally transverse.

Take

Receive a rescued unit from a unit in an adjacent space. The unit taking the rescued unit must have a Rescue larger than the Constitution of the rescued unit, and they cannot already be carrying another rescued unit.

Give

Give a rescued unit to another unit in an adjacent space. The conditions for giving a unit are the same as for taking a unit.

Dance (dancers only)

Dance for units in adjacent spaces who have already moved and allow them to move again in the same turn.

Talk (under specific conditions only)

Speak to units in adjacent spaces. Sometimes, you can also talk to enemy units.

Support (under specific conditions only)

Speak to allied units in adjacent spaces. Support levels increase with each support conversation. (See page 37.)

Commands for Use in Specific Locations.

The following commands only appear if you are standing in specific locations.

Visit

Visiting certain homes and villages is a good way to get items, money, and important information. Villages can be visited only once.
- Villages can be razed by certain enemy types.

Village   House

Armory

Enter armories to buy and weapons and sell items.
- If you purchase something but cannot carry it, you will be given the option of sending your purchase to the supply convoy.

The item name, number of usages, and price will be displayed.

Armory

I deal in all sorts of goods.
►Buy   Sell
                               3000G
Iron Sword   46   460
Slim Sword   30   450
Iron Lance   45   360
Slim Lance   30   450
Javelin   20   400

Shop

Enter shops to buy supplies and sell items.
- If you purchase something but cannot carry it, you can send it to the supply convoy.

Shop

Arena

Send one of your units into an arena to fight for money. When one of the combatants loses all of his or her HP, the battle is over. If you win, you get experience points and prize money, but if you lose, you forfeit your entry fee, and the losing unit is gone for good. Press **B** to give up and retreat mid-battle.
- If you retreat, you lose your entry fee.

Arena

Welcome to the arena!
7830G

Door

Units with door keys or thieves with lock picks can open doors in spaces adjacent to them. Doors can be unlocked from afar with Unlock staves.

Open (rogues only)

This is a special command only for rogues, who can open chests and doors without using keys or lockpicks.

Door

Chest

Units with chest keys or thieves with lockpicks can open chests.

Chest

Seize (Eirika and Ephraim only)

Move either of the royal siblings onto gates and thrones to use this command.

Gate   Throne

Unit Status

To view information on an individual unit, place the cursor on that unit and press ⟨R⟩ .

Unit Portrait

Important characters have a portrait in the unit status window.

Unit Name

Unit Type

Current Level and Experience Points

Current HP / Maximum HP


```
Personal data          1/3
Str  12    Move   4
Skill 3    Con    14
Spd   2    Aid    13
Luck  4    Trv  Joshua
Def  12    Affin 
Res   3    Cond  ---
```

Gilliam
Knight
LV 7 E80
HP 28 / 28

Traveler Icon

This indicates that a rescued unit is traveling with the selected unit.

Status Window
(There are three pages.)

▶ Personal Data
(See page 35.)
▶ Items (see page 36.)
▶ Weapon and Support Levels (See page 37.)

■ Controls on the Status Window

⬦ ⬅ ➡	Turn pages.
⬦ ⬆ ⬇	Display different units in your army.
⟨R⟩	Turn the help window on or off.
Ⓐ	View the status of a rescued unit.

Help Window

Place the cursor on an item or a menu category and press ⟨R⟩ to display the help window.

```
Str  12    Move   4
Skill 3    Con    14
Spd   2    Aid    13
Luck  4    Trv  Joshua
Help
Traveler. The name of the unit
with whom this unit is traveling.
```

View information here on a unit's combat abilities and current condition. The numbers vary depending on the unit, the class, and the abilities themselves. Parameter maximums will differ between units, unit classes, and characteristics.

```
Personal data          1/3
Str   4    Move   5
Skill 5    Con    5
Spd   6    Aid    4
Luck  4    Trv  ---
Def   3    Affin 
Res   2    Cond  ---
```

Str (Strength)	The unit's physical strength.
Mag (Magical Power)	The unit's magical strength. •The range of certain staves changes based on the unit's magic power.
Skill	The unit's ability to use weapons and magic tomes.
Spd (Speed)	The unit's speed.
Luck	The unit's luck.
Def (Defense)	The unit's defensive skill.
Res (Resistance)	The unit's ability to resist damage from magical attacks.
Move (Movement)	The maximum distance the unit can move in one turn. (See page 19.)
Con (Constitution)	The unit's physical size. •The larger this number is, the less effect carrying heavy weapons, magic tomes, and items has on combat.
Aid	This is the maximum constitution of other units that this unit can rescue.
Trv (Traveler)	The name of the unit being carried.
Affin (Affinity)	The unit's elemental affinity, which affects support bonuses.
Cond (Condition)	The unit's current condition.

•All abilities increase when units gain levels.

•Movement and constitution increase when units change classes.

◆ Types of Conditions

Poison	The unit is poisoned and loses a few HP each turn. Cure with an antitoxin.
Sleep	The unit is asleep and unable to move.
Berserk	The unit attacks any nearby units, be they friend or foe. The unit cannot be rescued nor can it trade items or weapons.
Silence	The unit's magical powers are muted, so the unit cannot use staves or magic tomes.
Petrify	The unit is immobilized and is more susceptible to critical attacks.

•To restore a unit to normal condition, either wait a few turns until the effect wears off or use a Restore staff.

This screen displays all of the items a unit is carrying.

Item name

Press R to see help-window explanations of items.

E (Equipped item)

This appears next to the item currently equipped.

Item durability: uses remaining/maximum number of uses

Combat ability

•Enemy items shown in green are items you will obtain if you defeat that enemy.

Combat Ability

This displays the combined scores of the unit's abilities and the weapon, magic tome, or staff it has equipped.

Item Data
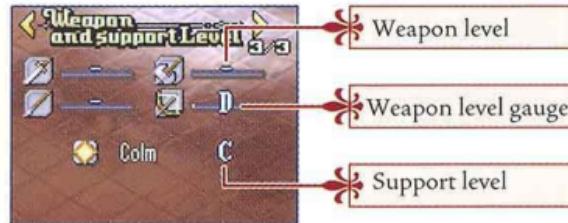
Check item data for weapons, staves, and magic tomes by pressing R to display the help window. (See page 38.)

Atk (Attack)	The unit's attack strength.
Hit (Hit percentage)	The base percentage chance the unit will hit the enemy.
Rng (Range)	The unit's attack range. (See page 27.)
Crit (Critical Hit Percentage)	The percentage chance of landing a critical hit. Critical hits do three times more damage than normal blows.
Avoid:	The percentage chance the unit will dodge enemy attacks.

•The above numbers are affected by support bonuses.

On this page, you can view a unit's skill level with different weapons, as well as its support level with different units.

Weapon level

Weapon level gauge

Support level

Affinity Icons

Sword		Staff	
Lance		Anima	
Axe		Light	
Bow		Dark	

Weapon Level

Weapons, magic tomes, and staves are divided into eight affinity groups. Each group has a corresponding weapon level. The higher the unit's weapon level, the more powerful the weapon that unit can use. The more a unit uses a weapon, the higher its weapon level gets.

LOW   E ▶ D ▶ C ▶ B ▶ A ▶ S   HIGH

•The maximum weapon level for units that have not changed classes is A.
•Once a unit reaches weapon level S for any weapon, all other weapons will stop at level A.

Support Level

This displays the names, affinities, and support levels of all units who can support the unit selected. Support levels increase when units share a support conversation. The higher the support level between units, the higher the support benefits those units can receive during combat.

LOW   C ▶ B ▶ A   HIGH

Items

Items are broken down into two separate categories: weapons and everything else. All items have a set number of times they can be used. Once your reach that number, the item vanishes.

Weapons and Durability

Every time you strike a unit with a weapon, that weapon's durability drops. The number of usages for magic tomes and ballistae drops each time those items are used, whether they hit the enemy or not.

Purchasing Items

You can purchase weapons and other supplies at armories and shops (see page 32).
•Armories and shops can be found on both battle maps and the world map.

Item Data

Press ⓇR when selecting an item to view its statistics.

Weapon Level	The affinity and level of weapons, magic tomes, and staves.
	•Each weapon requires a certain skill level to use. If a unit doesn't have that skill level, it cannot use that weapon.
Rng (Range)	The effective range of the weapon, magic tome, or staff.
Wt (Weight)	The weight of the weapon, magic tome, or staff.
	•If the item weight exceeds the unit's constitution, then the unit's attack and dodge speeds are reduced.
Mt (Might)	The attack strength of the weapon or magic tome.
Hit (Hit Percentage)	The percentage chance the weapon or magic tome will hit the enemy.
Crit (Critical Hit)	The percentage chance the weapon or magic tome will strike a critical blow.
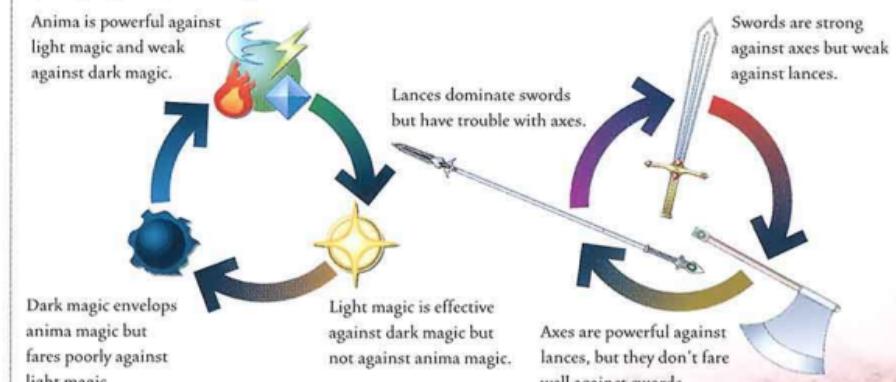
Items and Specific Enemy Types

Listed within the item data are units against which specific weapons and magic tomes are most effective. When fighting these units, the weapons and magic tomes will do more damage than normal.

If your weapon is especially effective against your enemy, the weapon icon will flash.

The Weapon Triangle and the Trinity of Magic

The weapon triangle and the trinity of magic refer to the attributes of weapons and magic tomes and their affinity with one another. Strong and weak affinities affect attack and hit percentages. For example, if you attack an axe-wielding foe with a unit who has a sword equipped, your unit's attack and hit percentages will go up, while the enemy unit's will go down. These affinities and their corresponding numbers appear in the combat information window (see page 28) during battle.

Anima is powerful against light magic and weak against dark magic.

Swords are strong against axes but weak against lances.

Lances dominate swords but have trouble with axes.

Dark magic envelops anima magic but fares poorly against light magic.

Light magic is effective against dark magic but not against anima magic.

Axes are powerful against lances, but they don't fare well against swords.

•Anima is magic made up of fire, thunder, wind, and ice.
•Bows are not affected by the weapon triangle.

Unit Types

To change a unit's class, you will need to use certain special items.

LEGEND:
- Armored infantry units
- Sword-bearing infantry units
- Cavalry units
- Flying cavalry units
- Wyvern units
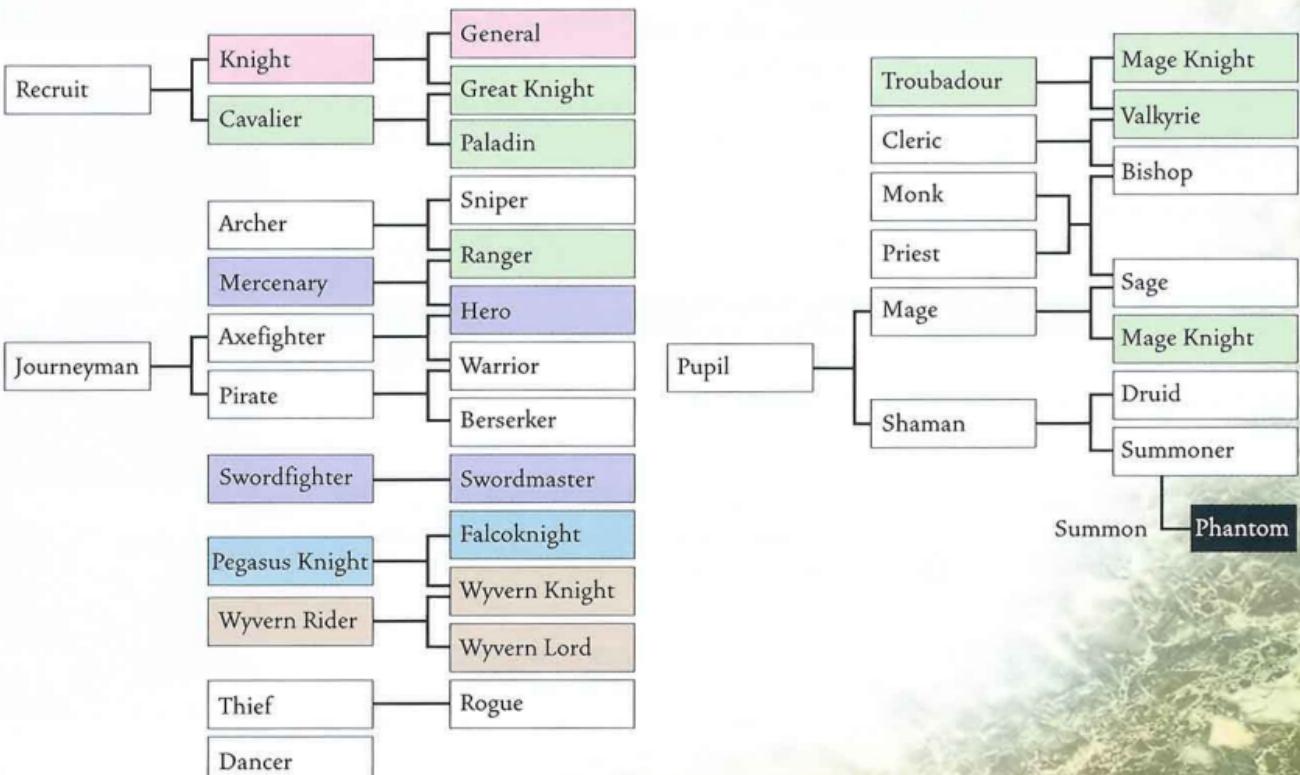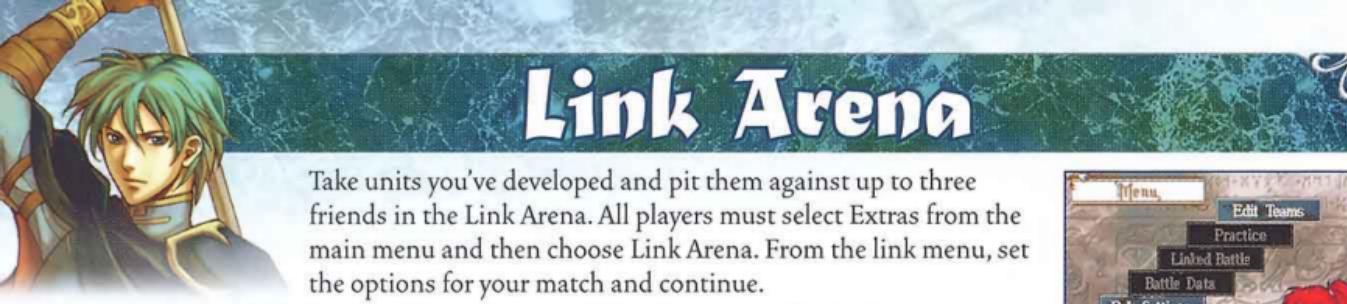
|	Class	Description
	Lord	Eirika, the princess of Renais. Specializes in swords.
	Lord	Ephraim, prince of Renais. Specializes in lances.
	Recruit	A novice soldier who specializes in lances. Changes into either a knight or a cavalier.
	Knight	A heavily armored warrior who specializes in lances.
	General	A knight who has changed classes. Can wield lances, axes, and swords.
	Mercenary	A warrior for hire who specializes in swords.
	Hero	A fighter or mercenary who has changed classes. Can use swords and axes.
	Myrmidon	A warrior dedicated to the art of fencing. Specializes in swords.
	Swordmaster	A myrmidon who has changed classes. Skilled in killing strokes.
	Cavalier	A mounted knight. Can use both swords and lances.
	Paladin	A cavalier who has changed classes. Can use both swords and lances.
	Great Knight	A knight or cavalier who has changed classes. Can use axes, swords, and lances.

	Class	Description
	Ranger	An archer or a mercenary who has changed classes. Can use swords and bows.
	Troubadour	A mounted knight. Specializes in staves.
	Valkyrie	A cleric or troubadour who has changed classes. Can use light magic and staves.
	Mage Knight	A troubadour or mage who has changed classes. Can use anima magic and staves.
	Pegasus Knight	A pegasus-mounted knight. Specializes in lances.
	Falcoknight	A pegasus knight who has changed classes. Can use swords and lances.
	Wyvern Rider	A wyvern-mounted knight. Specializes in lances.
	Wyvern Lord	A wyvern knight who has changed classes. Can use swords and lances.
	Wyvern Knight	A pegasus knight or wyvern rider who has changed classes. Master of the lance.
	Pirate	A warrior who can travel across water. Specializes in axes.
	Berserker	A pirate who has changed classes. Specializes in killing blows.
	Journeyman	An inexperienced axe wielder. Can become either an axefighter or a pirate.
	Axefighter	A robust fighter. Specializes in axes.
	Warrior	An axefighter or a pirate who has changed classes. Can use both axes and bows.
	Archer	A fighter specializing in bows. Cannot engage in direct combat.

	Sniper	An archer of great distinction. Specializes in killing shots.		Shaman	A wielder of ancient magic. Specializes in dark magic.
	Cleric	A magic-wielding priestess. Specializes in staves.		Druid	A shaman who has changed classes. Can use anima magic, dark magic, and staves.
	Priest	A magic-wielding holy man. Specializes in staves.		Summoner	A shaman who has changed classes. Can summon phantoms and use dark magic and staves.
	Monk	A magic-wielding acolyte. Specializes in light magic.		Phantom	The spirit of a dead warrior raised by a summoner. Specializes in axes.
	Bishop	A cleric, priest, or monk who has changed classes. Can use light magic and staves.		Thief	A fighter skilled in stealing. Specializes in swords.
	Pupil	A student of magic. Specializes in anima magic. Can become either a mage or shaman.		Rogue	A thief who has changed classes. Specializes in swords. Can open doors and chests without using keys or lockpicks.
	Mage	A wielder of nature's magic. Specializes in anima magic.		Dancer	A performer who gives others the ability to move again.
	Sage	A monk, mage, or priest who has changed classes. Can use anima magic, light magic, and staves.			

◆ Class Change Chart

Recruit → Knight → General / Great Knight / Paladin
Recruit → Cavalier → Great Knight / Paladin

Journeyman → Archer → Sniper / Ranger
Journeyman → Mercenary → Ranger / Hero
Journeyman → Axefighter → Hero / Warrior
Journeyman → Pirate → Warrior / Berserker

Swordfighter → Swordmaster

Pegasus Knight → Falcoknight / Wyvern Knight
Wyvern Rider → Wyvern Knight / Wyvern Lord

Thief → Rogue

Dancer

Pupil → Mage → Sage / Mage Knight
Pupil → Shaman → Druid / Summoner

Troubadour → Mage Knight / Valkyrie
Cleric → Valkyrie / Bishop
Monk → Bishop / Sage
Priest → Sage
Mage → Sage / Mage Knight
Shaman → Druid / Summoner

Summon → Phantom

Link Arena

Take units you've developed and pit them against up to three friends in the Link Arena. All players must select Extras from the main menu and then choose Link Arena. From the link menu, set the options for your match and continue.

- You cannot select Link Arena until you have saved data from a completed chapter.
- If it's your first time in the Link Arena, you must select Edit Units to build your team.

Edit Teams

Prepare for your Link Arena battle on the set-up screen. If you're playing for the first time, you'll need to create your team with the Build Team option.
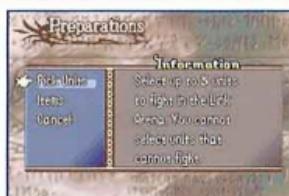
Build Team

Create your team using units taken from your saved data. Choose an empty team slot (one that reads No Data) and press Ⓐ. Select the saved data you want to use. On the Preparations screen, pick the units you want on your team and manage their items.

◆ Pick Units

Choose your units just like you would for a normal mission. (See page 16.) Once you're finished, press START to move to the Name-Entry screen. Name your team and select OK to finish.

◆ Items

You can equip, trade, and manage items here, just like when you're preparing for a standard mission.

Unit List

View all the units you've selected. This is identical to unit selection on the map menu.

Swap

Change the position of teams on the team list.

Disband

Delete any saved team.

Link Menu

Return to the Link Arena menu.

◆ Cancel

Return to the saved-data selection screen.
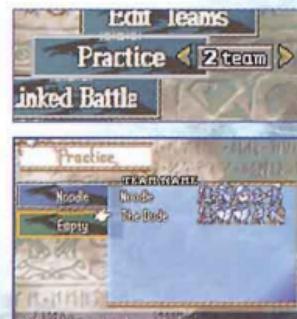
Practice

Practice against the computer with up to four teams in the Link Arena by selecting this option.

- The computer uses a team that you create.
- The computer controls all teams except the one you're controlling.

Select Practice to choose the number of teams that will participate and confirm. When the practice screen appears, select the top box on the left side of the screen and press Ⓐ, then select a team from the window on the right. After you've finished selecting the computer's teams, press START to begin the match.

For more information on Linked Battle matches, see page 44.

Linked Battle

Linked Battle is a mode for two to four players. On the Versus screen, set your options and continue.

Versus

Select the teams to battle and begin Linked Arena Vs. Match. Once players select their teams and confirm those choices, the link screen appears. Once all the players' names are displayed, Player 1 presses START.

•If all participants' names are not displayed, check the cable connections and start the process again.

The player to attack first is chosen randomly. Each player's team appears at the bottom of his or her game screen.

•If a Linking Error Occurs

If an error occurs during the linking process, check the Game Link cable connections and begin again.

◆ How to Play Link Battles

Battles proceed counterclockwise from the player who goes first. First, choose the unit you want to lead off with. Next, choose a unit from any other team that you want to fight, choose the weapon you will use and the battle will begin automatically. If you want to surrender mid-battle, press START and then choose Yes.

◆ Cautions

When a unit loses all its HP, it vanishes from the arena. Note: this does not affect your saved data. Units do not gain experience points from Linked Battles.

46

◆ Linked Battle Results

Teams earn bonus points at the end of the battle. These points are awarded to the last team standing. Press Ⓐ to return to the link menu.

Unit List
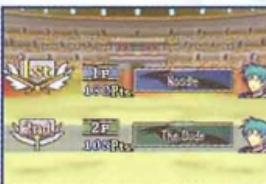
This is identical to the unit list on the Edit Teams screen.

Link Menu

Choose this to return to the link menu.

Battle Data

Units are ranked based on how many points they've earned in a single battle.

Rule Settings

Change the Link Arena rules here. Use ✛ to select menu items and press ⬅ ➡ to choose those items.

Hide Units
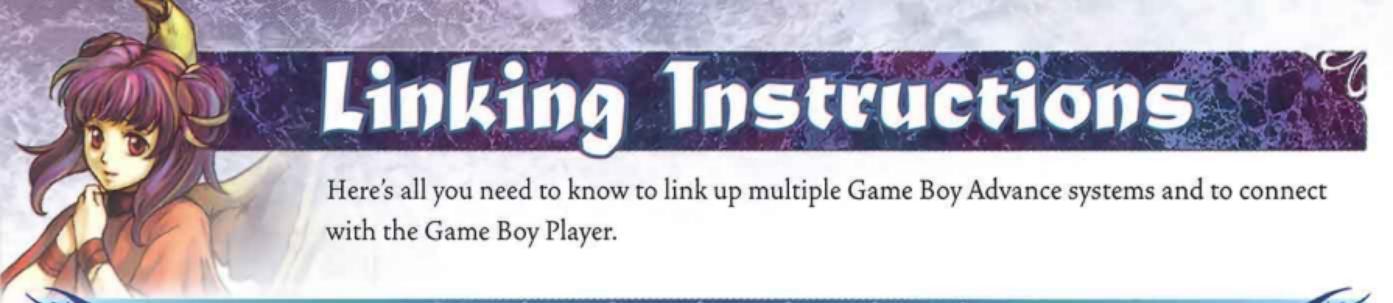
Turn this on to hide your unit types from your opponent.

Victory Cond

Set the victory conditions to either surviving to the end or earning the most points.

Auto Weapon

Turn automatic weapon selection on or off.

47

Linking Instructions

Here's all you need to know to link up multiple Game Boy Advance systems and to connect with the Game Boy Player.

Necessary Items

- Game Boy Advance or Game Boy Advance SP game systems: One per player
- Game Boy Player with Nintendo GameCube Game Boy Advance cable: One per player
- Fire Emblem: The Sacred Stones Game Pak: One per player
- Game Boy Advance Game Link cables: Two players, one cable
  Three players, two cables
  Four players, three cables
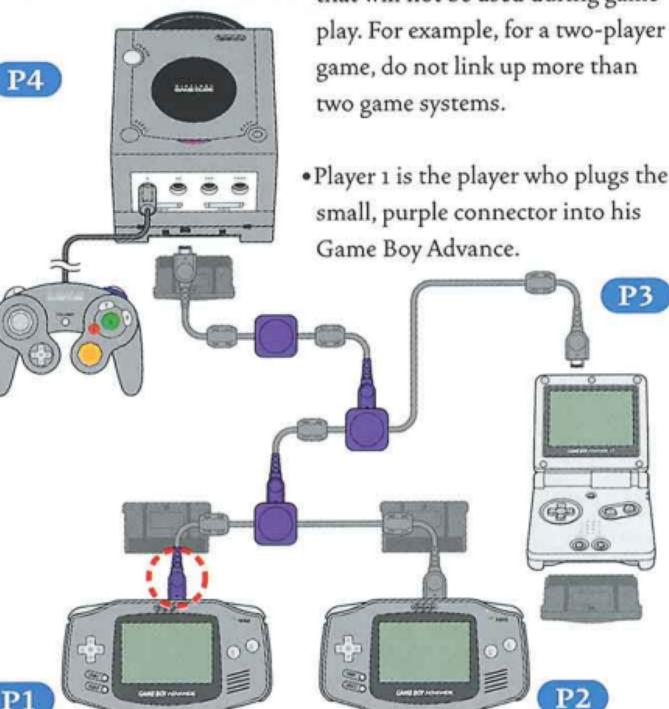
Troubleshooting

You may experience malfunctions or be unable to transfer game data in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

- Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems.

- Player 1 is the player who plugs the small, purple connector into his Game Boy Advance.


P4
P3
P1
P2

◆ Linking Instructions

1. Make sure the Power Switches on all of the game systems are turned OFF, and then insert the Fire Emblem Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each of the game system's Power on.
4. Now follow the control explanations for each game mode on pages 44-47.

Map of Magvel

This map shows some of the characters you will meet and where you will meet them. Other brave companions may be willing to join your cause as well.

🟥 Meeting places in Eirika's tale.

🟦 Meeting places in Ephraim's tale.

Frelia

Carcino

Rausten

Renais

Jehanna

Grado

MAGVEL

Tethys

L'Arachel

Joshua

L'Arachel

Eirika | Seth
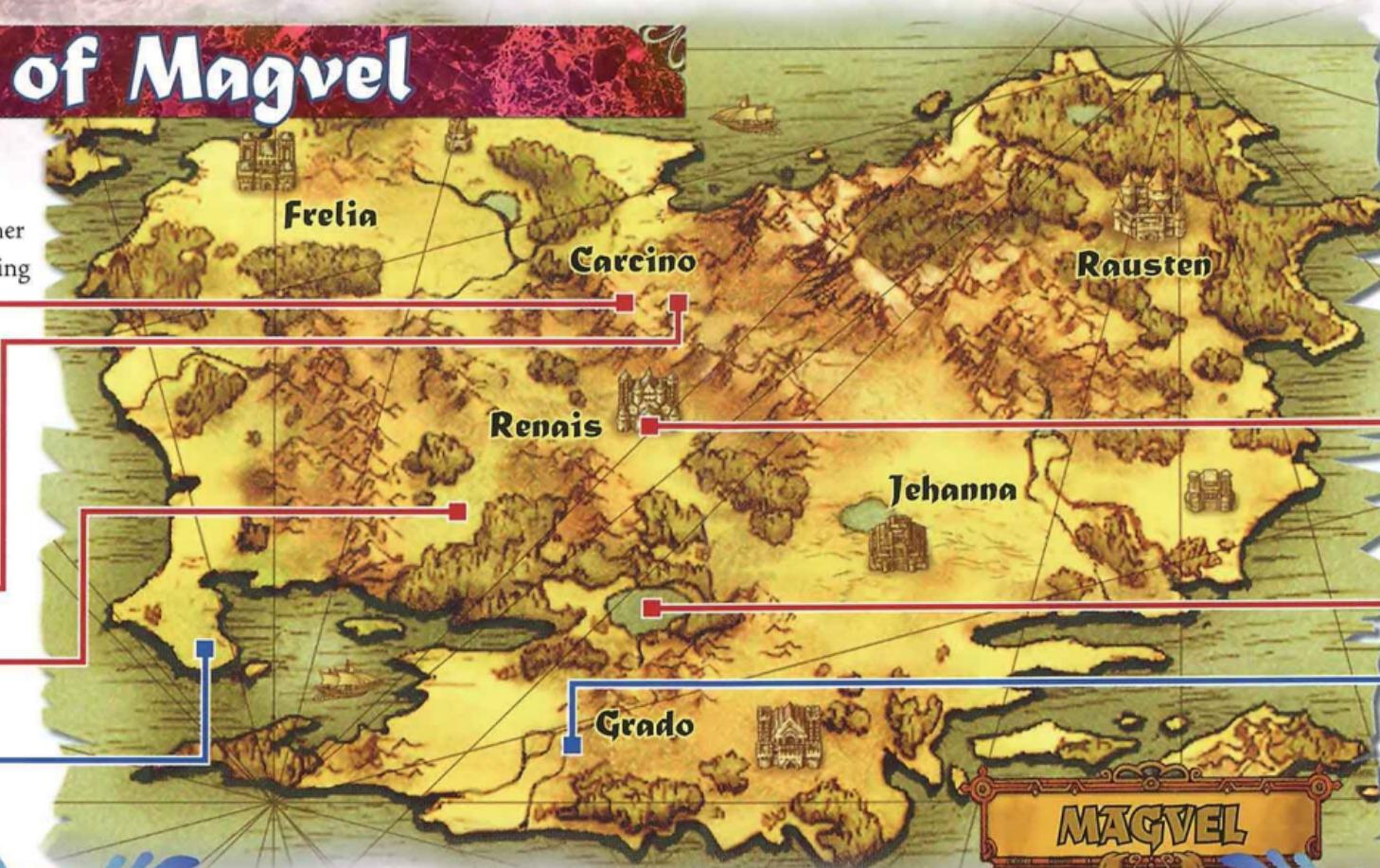
Myrrh | Ephraim

Tethys

Character Introductions
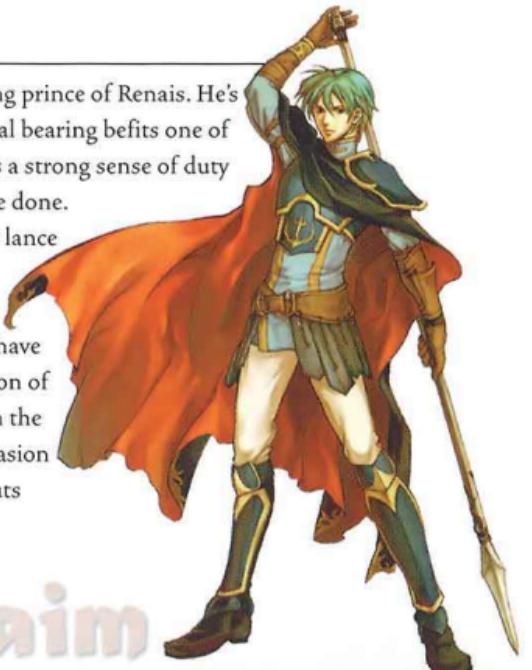
Eirika

The princess of Renais is one of Fire Emblem: The Sacred Stone's main characters. Eirika is a kind and honest young woman who dislikes the violence of war but remains strong and resolute in times of trouble. She may be an inexperienced warrior, but the grace with which she wields her rapier surprises and captivates many. When her homeland is invaded by Grado, she escapes to the kingdom of Frelia.

Ephraim

Eirika's brother, the young prince of Renais. He's Eirika's twin, and his regal bearing befits one of his station. He possesses a strong sense of duty and a desire to see justice done. He prefers to take up the lance himself than to allow others to fight for him. His skill and leadership have earned him the admiration of the Knights of Renais. In the turmoil following the invasion of Renais, his whereabouts became unknown.

Seth

A distinguished general in the Knights in Renais, Seth is assigned as Eirika's personal escort in her escape from Castle Renais. He has set such a sterling example for his fellow knights that they call him the Silver Knight. He is loyal and composed, and if it weren't for his orders, which came from King Hayden himself, he would have fought to the death defending Renais.

Joshua

Joshua is an aloof—and elusive—swordfighter enamored with tests of luck. He's been hired as a mercenary by the Grado Empire, but for reasons of his own, he switches allegiances and joins Eirika.

L'Arachel

This beautiful young woman has been sent on a divine mission to destroy all monsters. Her firm belief in justice and order fill her with righteous fire. She travels across the continent, battling dark forces with the aid of her men-at-arms, Dozla and Rennac. Rumor has it she is of noble heritage.

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