This document will record all the strats used in the Fire Emblem 11: Shadow Dragon Blindfolded Speedrun. By Bubzia.

# Run

## Prologue 1

skip

1R, A,2D,A(options),R,D,L,D,2R,D,2R,5D,R,B

L,A, U, RB, 2A(items),D,A(iron sword),2A(equip),B,D,A

skip

A,R,6up test, if not R,D,2D(hold) wait

Skip

UB R/2R dependend, UB(2),wait

Skip

UB, 2A for attack, mash skip

UB,2A(seize),left A(confirm)

Skip

A left A (save)

## Prologue 2

Skip

L,U,A(frey),D,A,D,A(trade),A(marth),D,4A(iron sword+vulnerary),B,A(items),2A(deequip lance),B,wait

R,A(marth),LB,R,D,A,wait

end, skip

A,DB,L,D,A,wait,end, skip

A,DB,2A(attack), check if dead( if no then atk = 5)

end,skip //if he dies here reset for stats

A,D,2A(seize),left A(confirm)

Skip

A,L,A (save)

## Prologue 3

Skip

U,R,A(Jagen),D,A,D,2A(trade marth),2D,2A(vulnerary),B,wait

L,A(marth), DB,A,wait,end

LB,DB,A,wait,end

LB(as far as possible check enemy 7),A wait,end

LB,UB, items, vulnerary(last),2A,end

2L,UB, items, vulnerary(last),2A,end

L,UB,D, items(1down), vulnerary(last),2A(use),end

Check up enemy:

If yes reset: atk=5, else up wait(exp farm) into seize (if you die at wait def=7 so reset

## Prologue 4

Skip

A(marth),RB kill (if no kill: atk = 6 reset)

3L1,A(jagen), 7R,DB, wait, end

A(marth), 3R,UB,door(A)

3L1,A(jagen), 2R,UB,2A kill, skip, end

A(marth),UB,wait

3L1,A,(jagen),RB,wait,end

A(marth),UB,RB,wait,end

3L1,A(jagen),UB,2A kill

D,2U,wait,end

A,UB, wait,end

A, UB,2L,items(1down),rapier(1down),2A(equip), vulnerary(last),2A,end

A,L,A,seize

## Chapter 1

A(marth),2R,U,items(1down),iron sword(2down),2A(equip),B,A,skip,end

A(marth),LB,wait

2U,2R,A(cain),4R,wait,end

A(marth),LB,D,wait,end

DB,LB,items,vulnerary(3down),2A(use)

3L1,A(jagen),4U,LB,R,wait,end

A(marth),LB,wait,end

A(marth),L,UB,items,vulnerary(last),2A(use),end

A(marth),L,2A kill,skip, end

A(marth),L,seize,skip

## Chapter 2

2L1,A(jagen),5U,wait

2D,1L,A,(Ogma),3D,1L,trade(1down),A(marth),A,2D,A(steel vs iron sword), wait

L,A(marth),LB,items,2D(steel sword),2A,B,wait,end

A(marth),LB,U,items(1down),vulnerary(3down),2A(use),end

A(marth),L,UB,items,vulnerary(last),2A(use),end

A(marth),UB,D,LB,2A(attack),end //need like 13 speed at this point

A(marth),L,seize //if not dead heal again and end into next round kill(if darros joins end again to kill him

Skip

## Chapter 3

Skip

D,R,A(draug),UB,wait

L1,A(caeda),DB,RB,wait

6L1,A(lena),2R,DB,wait

L1,A(marth),LB,items,D(iron sword),2A(equip),B,wait,end

4L1,A(draug),UB,D,wait

U,A(lena),DB,wait

L1,A(marth),LB,wait,end

A(marth),D,LB,wait

2A(units),U,A,D,2A(lena),DB,wait,end

Try: A(marth),U,4L,2A(attack) //if the axe guys dont die atk=8, end

A(marth),L,UB,wait,end //might kill axe guy in enemy round, drops an vulnerary

If drop: choose iron sword with A left A, else:

//if no drop = iron sword broke and vulnerary in inventory, otherwise do A left A choose iron sword.

A(marth),L,UB,2A(attack),end // weaon lvl might lvl up

Repeat till boss dead and mend drop; U,A,L,A, end

L, seize

## Chapter 4

From now on Preparations! Mash start into B for menu

4down(armory),A,skip,2D(last; forge),2A(marth),D,A(rapier),RB,2L,2A(confirm),skip,A,L,A(confirm),B mash

skip,L,A(start battle)

2R,U,A(cord),D,wait,

D,2L,A(lena),U, 2A on marth, teleport to 5L,LB,UB,3D,R,end

//steel sword might break early, so rapier is equipped if 4 items

A(marth), check right enemy, if no then go there,

Else equip rapier (if not already on) and end,

repeat next turn

A(marth),R,seize

Skip

All the way down, if early steel break, 1up for ridersbane, else 1down for old steel  
//also need to throw ridersbane away if no early steel so last one A,L,A

## Chapter 5

Skip

A(pick units),deselect all besides marth, RARADALALADARARARDA B

Start confirm

A(marth),3L,UB,items,steel sword(2D),2A,wait,end

A(marth),LB,UB,L,wait,

4L1,A(Vyland),D,RB,wait,end

A(marth),D,LB,U,2A kill, end

A(marth),LB,wait,end

A(marth),L,UB,items(1down),rapier(1down),2A(equip),

2D(vulnerary),2A(use),end

Get silverlance, throw it away(last)

Get doorkey, throw it away(last)

A(marth),R,seize

## Chapter 6

Skip,

A(pick units) //if last row 2R; Vyland survived;else reset

2U,A,R,A,R,Astart

4R,A(lena),4L,2A(marth),LB,LB,UB,L,A,skip

L1,A(marth),L,2A kill,

Throw away master key(last), end

A(marth),L,seize

Skip, get fire emblem,2D(vulnerary),throw away

Skip

## Chapter 7

Skip

A(marth),items,D,2A(steel sword),B,wait

D,A(view map),2D,A(draug),4L1,A(lena),B

Start

2D,A(lena),2U,2A(marth),3LB,3R,2D,A,end

Check L for enemy with LB, if yes wait,end else next turn

A(marth),2D,3L,items(1down),D,2A(rapier),B,wait,end

Boss dies; get silver axe, throw it away(last)

A(marth),L,A,seize

Skip

## Chapter 8

Skip,start

3D,2R,A(lena),2L,3U,2A(marth), UB,D,RB,A,skip,end

Boss dies, get levin sword, throw it away(last)

A(marth),R,A,seize

Skip

## Chapter 9

Skip,start

A(marth),items,2U/3D,2A(silver sword),B,wait

4R,A(lena),4L,2A(marth),3DB,A,end

Boss dies, get doorkey, throw it away(last)

A(marth),U,A,seize

Skip

## Chapter 10

Skip,start

3U,2L,A(lena),2R,3D,2A(marth),

2UB,LB,12D,A

2L1,2A(marth menu),D,items,2D(steel sword),A,D,A(drop)

A,D,A(drop/vulnerary),B,A(vendor),skip,A(buy), all the way down(3D/1U)

2A(pure water),3B,end

A(marth),L,UB(1L,6U),wait,end

A(marth),L,UB,A,items(1down),D,2A(rapier),wait,end

A(marth),R,A,seize

Skip

## Chapter 11

Skip,start,

A(marth),A,items,D,2A(silver sword),U,2A(speedwing)

3R,D,A(lena),U,3L,2A(marth),2UB,2L,U,A,end //staff breaks

//get energy drop into inventory last

Boss dies, get javelin, throw it away, last

A(marth),R,seize

Skip

## Chapter 12

Skip,

//TODO big menu

# Notes

Skip: mash start

Wait: all the way down, A

End: A up A on free field