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Thank you for selecting Fire Emblem™: Awakening for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.


Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS™ XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you

have finished, press  to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal or offensive, or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

- ◆ Any content you upload/send may be modified and/or re-distributed by other users.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in

the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch
(Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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which includes the Nintendo 3DS Code of Conduct.

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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2 Getting Started

The Main menu will be displayed when you start the game.



New Game

Select NEW GAME to start the game from the beginning. On the following screens you will be asked to choose the difficulty and game mode, and to create your avatar.

The Guide will be displayed when you start the game on Normal difficulty. You can also access the Guide on other difficulties from the Preparations menu (p. 7) or System menu (p. 15).

Continue

To continue a previous game, select CONTINUE and then a save file to load. If you had a Bookmark (p. 3), it will be deleted.

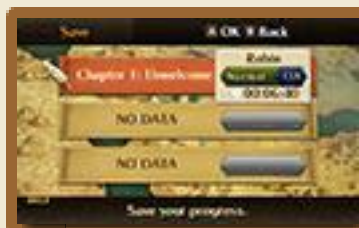
- ◆ To switch between regular save data and battle save data (p. 3), press **[L]**, **[R]** or touch the Touch Screen.

Saving Data

There are three kinds of save files:

Regular Save

Save from the Preparations menu (p. 7) or after completing a chapter. There are three save slots for this kind of save data.

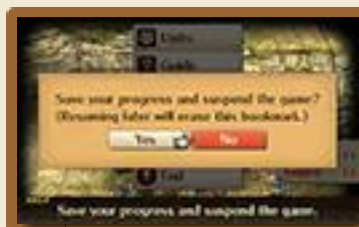


Battle Save

When playing in Newcomer Mode, select SAVE from the System menu (p. 15) during a battle to save your current progress. There are two save slots for battle save files.

Bookmarks

When playing in Classic Mode, you can save your progress during a battle and suspend the game by selecting BOOKMARK from the System menu.



When you resume the game, the Bookmark will disappear.

Deleting Data

There are two ways to delete data:

Deleting Save Data

Select DELETE from the Main menu and then select the save file you want to delete.



Deleting All Data



From the Main menu, select EXTRAS and then select WIPE DATA to delete all data. Add-on maps (p. 20) you have purchased at the Outrealm Gate will not be deleted.

◆ Deleted data cannot be recovered, so be careful.



Copying Data



To copy your save data to a different save slot, select COPY from the Main menu and select the destination. If save data already exists in the specified save slot, it will be overwritten.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



This software supports Nintendo Network™.

You can obtain things such as items via SpotPass™ and purchase downloadable maps using Nintendo Network. Refer to the "Communication Modes" section (p. 16-20) for more information.

About Nintendo Network



Nintendo Network is an online service which allows you to play with other players all over the world, download new software and add-on content, trade videos, send messages and much more!

5 Basic Controls

This section explains the basic controls. For controls specific to certain screens, please see:

- World Map Controls (p. 6)
- Battle Map Controls (p. 9)
- Combat Animation Controls (p. 12)

✂ Button Controls ✂

| | |
|---------------------------|---------|
| Navigate | + / ○ |
| Confirm | (A) |
| Next (dialogue) | (A) |
| Speed up dialogue display | + + (A) |
| Back | (B) |
| Skip event or animation | START |
| Previous (dialogue) | (R) |

- ◆ To reset the game and return to the title screen, press (L) + (R) + START simultaneously. You cannot reset your game during wireless communication.

✂ Touch Screen Controls ✂

Touch the icons displayed on the Touch Screen to navigate and toggle various kinds of information.



6 On the World Map

Navigate the World Map to enter maps where battles await you or where you can visit shops. The number of maps you can access will increase as you progress through the game.

World Map Screen



① Map

- : Completed Map
- : Next Objective
- : Side Story Map

◆ There are also other types of maps.

② Current Location and Chapter

③ Entire World Map

④ Shop Icon

Touch to view a list of items that

can be purchased at the shop.

⑤ Your Money

⑥ Story Icon

Touch to view a story recap.

World Map Controls

| | |
|-----------------------------------|-----------|
| Move | + / ○ |
| Move Quickly (press while moving) | (A) / (Y) |
| Enter a Map | (A) |
| Display the Preparations Menu | (X) |
| Head to Objective | START |
| Show / Hide Shop Item List | L |
| Survey the World Map | R |
| Scroll Map (when surveying) | + / ○ |

Shop

When you enter a map where no battle occurs, you can buy and sell items at the shop.



You can also forge your weapons. Names of forged weapons will be in blue.

World Map Events

As you progress through the game, you will eventually come across side stories. Enter one to start a battle that is separate from the main storyline.

You may also encounter enemies, merchants or other players you have met via StreetPass™ (p. 17). Enter a map where such a character appears to start a battle or to buy special items.



Side Story



Enemy



Merchant

- ◆ Time in the game is synchronised with the time on your system. To prevent problems such as the World Map not updating, Barracks (p. 7) events not occurring or an inability to obtain units via SpotPass (p. 18), do not change the date or time settings on your system.



7 Preparations Menu

Press **X** on the World Map to show the Preparations menu. More options will become available as you progress through the game.



Inventory

Organise your items. Select units to exchange or equip items.

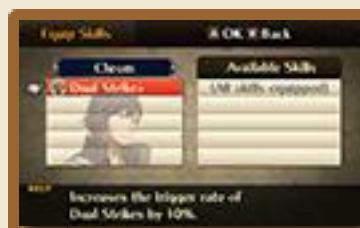


About Units

The characters you control during battles are called "units".

Equip Skills

Equip or remove skills a unit has learned.



Support

Have your units converse with each other to increase their support levels (p. 13).

- ◆ The "Support" icon will change colour when conversations are available.



Barracks



There are three options available in the Barracks. The appearance of the Barracks will change depending on your actions in the game.

Events



| | |
|-----------|---|
| Listen In | Watch event cutscenes. |
| Roster | Get to know a bit about your units. |
| Look | Use to move the camera so that you can look around the whole room. |



Wireless



Play using wireless communication (p. 16).



Save



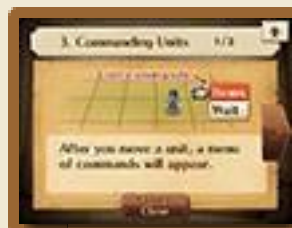
Save your progress.



Guide



Press when in the Preparations menu to view the Guide and learn how to play.



Select a topic to read, and touch the arrow icons to change slides. To close an open slide, press .

Options

Press **R** when in the Preparations menu to check or adjust game options. Navigate



with **+** and change settings with **+**.

When you enter a map where a battle awaits you, the screen will change to the battle screen. Select FIGHT or press **START** when you are ready.



① Preparations Menu (p. 7)

Select the units you want to use in battle. Select FIGHT to start the battle or EXIT to return to the World Map.

② Full Map

Shows unit placement and terrain. The enemy leader is marked with a flashing icon.

- : Friendly Units
- : Enemy Units
- : Other Units


③ Victory Conditions and Turn Number

Satisfy the conditions to win the battle.

④ Number of Units

Blue units are friendly, red units are hostile and green marks other units.

Select Units

 marks the units that are chosen for the battle.



| | |
|--------------------------|-----|
| Select for Battle | (A) |
| Inventory (p. 7) | (X) |
| More Information (p. 15) | (R) |
| Manage Equipment | (L) |

View Map

Change your units' positions or view information about enemy units. Press (B) to return to the Preparations screen.



Move your units on the battle map, engage the enemies and defeat them.



Battle Map Controls

| | |
|---|---|
| Move Cursor | + / ○ |
| Move Cursor Quickly | + + Y / ○ + Y |
| Select Unit | (A) |
| (no active unit selected) Display System Menu | (A) |
| Show / Hide Danger Area | (X) |
| (before engaging unit) Switch Weapon or Staff | (X) / (Y) |
| Point Cursor at Next Unit | [L] |
| Skip Combat Animation | Press and hold [L] before engaging in combat. |
| Zoom In/Out | [R] |

- ◆ If the combat animations have been disabled in Options (p. 7), pressing and holding [L] before engaging in combat with an

enemy will display the animation.

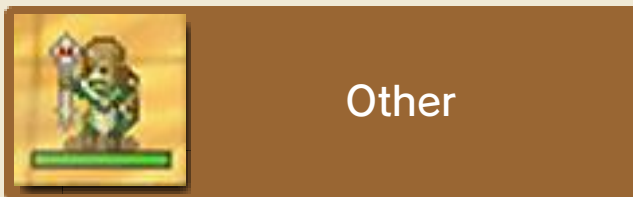
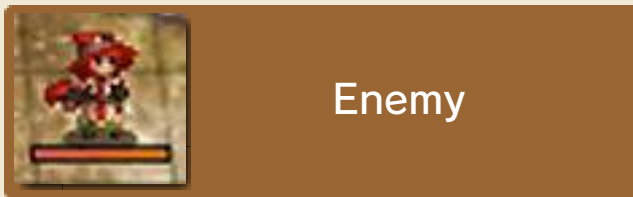
Turns

The battle is divided into turns. A Player Phase, during which you give orders to your units, is followed by an Enemy Phase, when your opponents carry out their attacks.

- ◆ If any other units participate in the battle, they take their turn after the Enemy Phase.

Units

You can tell which faction a unit belongs to by its colour. The bar displayed below each unit shows their remaining HP (Hit Points).



Defeating Units

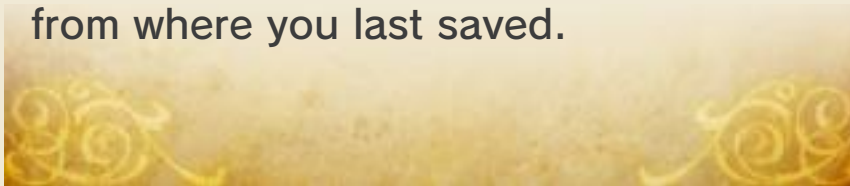
A unit is defeated when its HP reaches 0. In Classic Mode, defeated units will be **lost forever**. In Newcomer Mode, defeated units are only withdrawn from the current battle.



Game Over



Game Over occurs if either your avatar or Chrom is defeated. If that happens, you can restart the game from where you last saved.



10 Battle Screen



① Cursor

② Terrain Info

Shows terrain info for the selected square. Terrain type affects units in certain ways.

③ Unit's Face

Point the cursor at a unit to see their face. Touch it to view the unit's bio.

④ Unit Info

View the unit's skills, status, etc. Touch icons to see their description. To close the description, simply touch another part of the screen.

⑤ Toggle Display

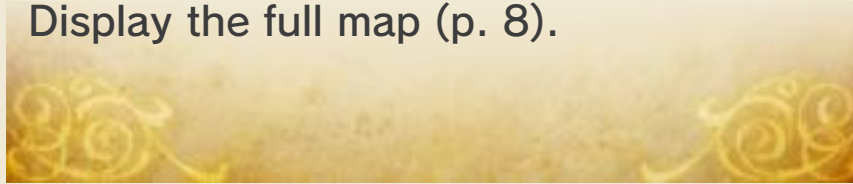
Touch FULL to toggle between regular and detailed information about the unit.

⑥ Paired-Up Unit

When the selected unit is paired up (p. 13) with another one, touch this to display information about the other unit.

⑦ View Map

Display the full map (p. 8).



11 Moving Units

Each unit can be moved once per turn.

Move

Select a unit and its destination. The unit's movement range will be highlighted



in **blue** and the attack range in **red**. For units equipped with staves, the staff range will be highlighted in **green**.

Unit's Actions

Once a unit is in position, select an action. The available actions vary depending on the unit and the situation. Units that have already acted turn grey and cannot be used until the next turn.



- ◆ When the destination is occupied by another unit, the units will pair up if it's an ally or engage in combat if it's an enemy.

12 Combat

Combat begins when you attack or are attacked by an enemy.

Select Weapon

Select a weapon with \otimes or \odot before attacking an enemy.



| | |
|------|---|
| Atk | The damage you will deal to your opponent. |
| Hit | The chance of your attack being successful. |
| Crit | The chance of a critical attack occurring. ◆ A critical attack deals much more damage than a regular attack. |

Number of Uses

Weapons that have a limited number of uses will break after the last use.

Combat Screen

The attacking unit attacks first, and the attacked unit second. In some cases, a unit may attack twice or a support unit (p. 13) may attack as well.



① HP and Equipped Weapon

② Support Unit

③ Attack Info

④ Camera Controls




⑤ Animation Controls

Combat Animation Controls

Camera Controls

| | |
|-----------------------|--|
| Switch to Auto | + / + / Touch  |
| Switch to Unit's View | + / Touch  |
| Switch to Side View | + / Touch  |
| Change Viewpoint | ○ |
| Zoom Out | L |
| Zoom In | R |

Animation Controls

| | |
|----------------|--|
| Speed Up | Hold (A) / Touch  |
| Pause | (B) / Touch  |
| Slow Playback | (Y) / Touch  |
| Skip Animation | <input type="button" value="START"/> |

13 Support & Pairing Up

Allied units can co-operate in battle when they are adjacent or on the same square.

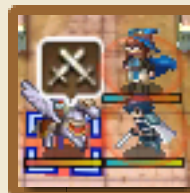
Building Relationships

Co-operating in battle helps build relationships between units. Once units start to get along, they can have support conversations (p. 7), which increase their support level and boost the effect of co-op attacks.

- ◆ Some units simply don't get along and their support level won't increase.
- ◆ The highest support level is "S". A unit can be at "S" support level with only one unit of the opposite sex.

Support Unit

When a unit engages the enemy while an allied unit is on an adjacent square, the following may happen:



Dual Support

Your unit's Hit Rate and Avoidance will be temporarily boosted. The more the units get along, the higher the boost.



- ◆ The effect on the unit's attributes will be greatest when it is surrounded by allies on all four adjacent squares.

Dual Strike

There is a set chance that the adjacent unit will launch a follow-up attack.

- ◆ If there is more than one unit standing next to the active unit, the one with the highest support level will join the attack.

Dual Guard

There is a set chance that the adjacent unit will protect the active unit from damage.

- ◆ If there is more than one unit standing next to the active unit, the one with the highest support level will protect the active unit.

Pairing Up

When one unit moves onto the same square as another allied unit, they will pair up. In addition to the effects that occur when two units stand next to each other, the abilities of the main unit (the one that was on the square before the other joined) will be greatly enhanced.



- ◆ When units pair up, only the main unit can move, attack and defend. When a paired-up unit is attacked, the main unit is the enemy's target.

Paired-Up Commands

Select SWITCH to switch the main unit. The pair will not be able to move in that turn after switching. You can also trade items between the units, or exchange the paired-up unit with another one that is on an adjacent square. To separate the units, select SEPARATE and place one of the units on an adjacent square.

Units become stronger as they gain experience in battle.

Experience Points & Levelling Up

Units are awarded EXP (experience points) for participating in combat or using staves. Once a unit gains 100 EXP, they will level up and get stronger.



Class Change

Units level 10 or higher can use a Master Seal to change to a more advanced class. In addition, units that are level 10 or advanced classes can use a Second Seal to change to an entirely different class. Using any of these Seals will reset the unit's level to 1.

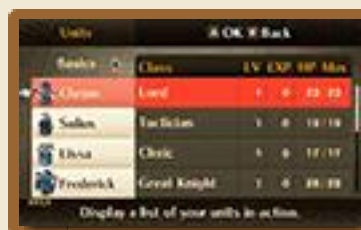
15 System menu

Press **(A)** when the cursor is on an empty square or on a unit that has already finished its turn to display the System menu.

- ◆ For Guide and Options, check the Preparations menu (p. 7).

Units

View a list of allied units. Use **(+)** to select a unit and **(+)** to toggle the information shown.



Save

Create a battle save (p. 3) to save your current progress.

- ◆ This option is only available in Newcomer Mode.

Bookmark

Bookmark (p. 3) your progress and quit the game.

- ◆ This option is only available in Classic Mode.

Auto

Initiate auto-battle based on selected tactics. Press (X) to set the tactics. Select CUSTOM to choose tactics individually for each unit.



- ◆ This option will not be displayed if Advanced Auto is disabled in Options.



End the Player Phase, starting the Enemy Phase.



To play using wireless communication, select WIRELESS from the Preparations menu (p. 7) on the World Map.



Please be aware that, if you decide to play using wireless communication, some of your avatar's information - including your avatar's name and appearance - will be made visible and will also be shared with other players. This includes StreetPass Team and Double Duel. These options - and also various ways to display your messages or further information about your avatar - are explained as follows.

StreetPass Team

Set up a team to send via StreetPass (p. 17). You can also activate StreetPass in this menu.

Bonus Box

Data received via SpotPass (p. 18) can be viewed here. Select UPDATE NOW to download any new bonuses.

Renown Awards

Exchange your Renown for items.

About Renown

Renown is awarded for defeating enemies and exchanging teams via wireless communication.

Double Duel

Play alongside your friends' units using Local Play (p. 19).

Avatar Logbook

StreetPass and SpotPass units that have been befriended or defeated will be automatically registered here. Your avatar can also be registered.



- ◆ Up to 99 avatars can be registered in the Avatar Logbook at the same time. A unit registered when the Avatar Logbook is full will overwrite the cheapest to hire unit.
- ◆ A unit that has been deleted from the Avatar Logbook but is still in your team can be registered again.
- ◆ The Avatar Logbook data is shared between all your save files.

Add

Register a new unit.

| | |
|------------------|--|
| View Card | Profile cards of the units met via StreetPass will be shown. Units encountered via SpotPass or found on add-on maps (p. 20) do not have profile cards. |
| Recruit | Use money obtained in the game to hire a unit for your team. |
| Update | Update data of a unit that has grown stronger. |
| Lock | Lock the unit to prevent it from being overwritten. |
| Remove | Remove a unit from the Avatar Logbook. |

SpotPass

Activate or deactivate SpotPass.



StreetPass Features

When you pass by other players who have StreetPass enabled, you will be able to meet their teams, which you can battle or befriend.

To communicate using this feature, all players must activate StreetPass for this software on their Nintendo 3DS systems.

Activating StreetPass

First, set up your StreetPass Team in the Wireless menu. Select SORTIE when you are ready to start using StreetPass.

- ◆ Always save in the Preparations menu (p. 7) after editing your units, messages or card. If you quit the game without saving, your changes will be lost.

Select Units

Select up to ten units from your team.



- ◆ Your avatar will be the team leader. Your avatar cannot be removed from the team.

Edit Messages or Card

Select EDIT MESSAGES to change the messages and EDIT CARD to



change the card that will be sent to the players you meet via StreetPass.

Receiving Teams

Teams received from other players will appear on the World Map when it is updated. Up to



three teams can appear on the map per update. Move to the location of a team and press (A) to talk to, hire, challenge, or buy items from them. Press (B) when you're done dealing with the team to bid them farewell.

- ◆ Up to nine StreetPass teams can be on the World Map at the same time.
- ◆ Some of the teams cannot be befriended.

When you part with a StreetPass team after dealing with them, they will disappear from the World Map. The same team can appear again if you meet the same player via StreetPass.

Deactivating StreetPass

To deactivate StreetPass, open the System Settings and select DATA

MANAGEMENT, then STREETPASS
MANAGEMENT.

Touch the icon for this software title,
then select DEACTIVATE
STREETPASS.

You can restrict StreetPass
functionality via Parental
Controls.

- ◆ For more information, refer to
the Operations Manual.

SpotPass Features

Even when you're not playing the game, you can receive new maps, teams and items via SpotPass. SpotPass is active only when the system is in Sleep Mode and within range of a compatible internet access point.

- ◆ Data received via SpotPass is saved to the SD Card. Make sure that an SD Card is inserted into the SD Card slot at all times.
- ◆ To change the language of the messages you receive via SpotPass, first change the language settings on the Nintendo 3DS system. Next, in the Wireless menu turn SpotPass off and then on again. Refer to “Wireless Communication” (p. 16) for more information.

To use SpotPass, you must first:

- Accept the Nintendo 3DS Service User Agreement and Privacy Policy
- Set up an internet connection
- Insert an SD Card into the Nintendo 3DS system.

For information on these, refer to the Operations Manual.

Activating SpotPass

Select SPOTPASS from the Wireless menu.

Receiving Data

Data will be downloaded automatically. Go to the Bonus Box to view the data you have received, summon teams to the World Map or to check if there are any updates.



- ◆ Even after you part with the teams you have summoned to the World Map, you can summon them again from the Bonus Box. Bonus items, maps and challengers can only be claimed or unlocked once per save file.

Deactivating SpotPass

To deactivate SpotPass, select SPOTPASS again in the Wireless menu and when prompted, confirm that you want to deactivate it.

You can also activate or deactivate SpotPass from Extras in the Main menu.

Co-Op (Local Play)

Up to two players can participate. Each player must have a copy of the software.

You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

Setup

One player needs to select CREATE A ROOM so that the other player can join the room.



Once the other player has connected, both need to confirm before they can select their units.

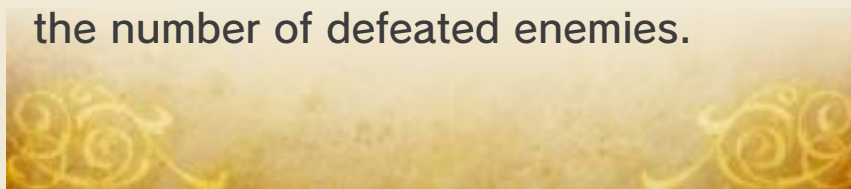
Selecting a Challenger and Units

Select a challenger and up to three units from your allies. Select FIGHT! when ready and the duel will start. If the players choose different challengers, one will be selected at random.



Rules

In each turn, both players will submit one unit from their team to participate in combat. Select the unit you want to use before every turn. Players alternate each turn between acting as the main and support unit. Defeat all enemies to win, earn Renown and receive a reward. You will not receive anything if you are defeated at any point. You can also choose to YIELD on the unit selection screen. If you yield after defeating some enemies, you will get Renown depending on the number of defeated enemies.



Internet

You can purchase add-on maps when you connect to the internet.

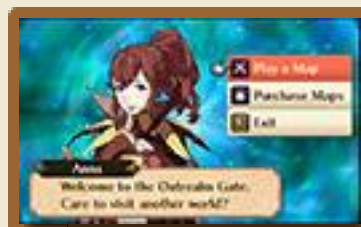
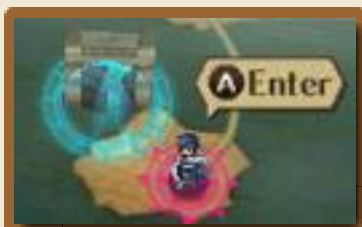
- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

You can restrict online interaction, use of credit cards and purchasing of items or services via Parental Controls.

- ◆ For more information, refer to the Operations Manual.

Add-On Maps (Paid Add-On Content)

When you progress through the main story, at some point the Outrealm Gate will appear on the World Map. Upon entering this map, you will see the following options:



| | |
|---------------|--|
| Play a Map | Play the downloadable maps you have purchased. These maps are accessible from all save files. |
| Purchase Maps | Purchase downloadable maps. You can also check your remaining Nintendo eShop funds or add funds. |
| Exit | Exit to the World Map. |

Purchasing Content

Connect to the internet and purchase downloadable maps.

Procedure

- 1** Select PURCHASE MAPS in the Outrealm Gate.
- 2** Select the map you want and then select BUY. Read the precautions and then select NEXT.
- 3** Select BUY. Be sure to read the terms and conditions.
- 4** When you select BUY again, the download will start.

Add-On Content Precautions

- You can check your purchased content in the Account Activity section of Nintendo eShop.
- This content is non-refundable and may not be exchanged for other products or services.
- Once purchased, content can be re-downloaded for free.
 - ◆ This content may no longer be available for re-download if the service is suspended or discontinued, or if you delete your Nintendo eShop account. For details, refer to the Nintendo eShop electronic manual.
- This content will be saved to the SD Card.
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For product information, please visit the Nintendo website at:
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For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
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