

## Steelman:

Fire Emblem Steelman (FE1) Attempts: 1 Deaths:

Fire Emblem Steelman (FE2) Attempts: 1 Deaths:

Fire Emblem Steelman (FE3 Book 1) Attempts: 1 Deaths:

Fire Emblem Steelman (FE3 Book 2) Attempts: 1 Deaths:

Fire Emblem Steelman (FE4) Attempts: 6 Deaths: 27

Fire Emblem Steelman (FE5 Weapon Reversal) Attempts: 1 Deaths:

Fire Emblem Steelman (FE6) Attempts: 1 Deaths:

Fire Emblem Steelman (FE7) Attempts: 1 Deaths:

Fire Emblem Steelman (FE8 Randomized) Attempts: 1 Deaths:

Fire Emblem Steelman (FE9 Reverse Recruitment) Attempts: 1 Deaths:

Fire Emblem Steelman (FE10) Attempts: 1 Deaths:

Fire Emblem Steelman (FE11) Attempts: 1 Deaths:

Fire Emblem Steelman (FE12) Attempts: 1 Deaths:

Fire Emblem Steelman (FE13) Attempts: 1 Deaths:

Fire Emblem Steelman (FE14 Conquest) Attempts: 1 Deaths:

Fire Emblem Steelman (FE14 Birthright Draft Mode) Attempts: 1 Deaths:

Fire Emblem Steelman (FE14 Revelation) Attempts: 1 Deaths:

Fire Emblem Steelman (FE15) Attempts: 1 Deaths:

Fire Emblem Steelman (FE16 Crimson Flower) Attempts: 1 Deaths:

Fire Emblem Steelman (FE16 Silver Snow) Attempts: 1 Deaths:

Fire Emblem Steelman (FE16 Azure Moon) Attempts: 1 Deaths:

Fire Emblem Steelman (FE16 Verdant Wind) Attempts: 4 Deaths: 7

Fire Emblem Steelman (FE17) Attempts: 1 Deaths:

Tearing Saga Steelman Attempts: 1 Deaths:

Berwick Saga Steelman Attempts: 1 Deaths:

Vestaria Saga 1 Steelman Attempts: 1 Deaths:

Vestaria Saga 2 Steelman Attempts: 1 Deaths:

Andaron Saga Steelman Attempts: 1 Deaths:

The Last Promise Steelman Attempts: 1 Deaths:

Vision Quest Steelman Attempts: 1 Deaths:

Justice and Pride Steelman Attempts: 1 Deaths:

Souls of the Forest Steelman Attempts: 1 Deaths:

The Road to Ruin Steelman Attempts: 1 Deaths:

FE Girls Steelman Attempts: 1 Deaths:

FE Midori Steelman Attempts: 1 Deaths:

Fire Embad Steelman Attempts: 1 Deaths:

Code of the Burger King Steelman Attempts: 1 Deaths:

Eligor's Spear Steelman Attempts: 1 Deaths:

Heaven's Bloom Steelman Attempts: 1 Deaths:

Order of the Crimson Arm Steelman Attempts: 1 Deaths:

Seven Siblings Steelman Attempts: 1 Deaths:

Shrouded Wyvern Steelman Attempts: 1 Deaths:

The Four Kings Steelman Attempts: 1 Deaths:

Myrm Emblem Steelman Attempts: 1 Deaths:

John Lingering Blood Steelman Attempts: 1 Deaths:

Awakening CMU Steelman Attempts: 1 Deaths:

The Swinging Sword Steelman Attempts: 1 Deaths:

Sun God's Wrath Steelman Attempts: 1 Death:

FE4 PME Steelman Attempts: 1 Deaths:

FE6 PME Steelman Attempts: 1 Deaths:

FE7 PME Steelman Attempts: 1 Deaths:

FE8 PME Steelman Attempts: 1 Deaths:

FE6 PMU Steelman Attempts: 1 Deaths:

FE7 PMU Steelman Attempts: 1 Deaths:

FE8 PMU Steelman Attempts: 1 Deaths:

FE10 CMU Steelman Attempts: 1 Deaths:

Dream of Five Steelman Attempts: 1 Deaths:

Drums of War Steelman Attempts: 1 Deaths:

Iron Emblem Steelman Attempts: 1 Deaths:

Rebellion Saga Steelman Attempts: 1 Deaths:

Shadow Dragon in Fates Attempts: 1 Deaths:

The Swinging Sword 2 Attempts: 1 Deaths:

Dark Stone Attempts: 1 Deaths:

Rules for each game:

FE1: Bord is a game over condition and must be used. If a unit dies and shares a portrait with another unit I can't use the other unit (for example if Gordin dies I can't use Tomas and Sedgar). The Aum staff is banned. Can't use the effects of the Spheres and can only carry them to obtain the Starlight tome. No Infinite defense glitch. Ban the Mercurius. Flip a coin to decide between recruiting Arran or Samson.

FE2: Villagers change into the first class you see. Jesse is a game over condition and must be used. Can't use revival shrines. Can't use the Shadow Sword. Flip a coin to decide if you either recruit Deen or Sonya. Clair is a game over condition and must be used. Ban Ragnarok (since it can crash the game). Ban the Angel Ring. Brave Weapons are banned.

FE3: Bord is a game over condition and must be used. Samto is a game over condition and must be used. Starshards are banned. You must recruit the 4 clerics in the final map. Ban the Aum staff. The only usable sphere is the Lightsphere but only when fighting Hardin and for getting the Starlight tome. Flip a coin to decide between recruiting Arran or Samson. Dance grinding is banned.

FE4: Arden is a game over condition and must be used (and also married). Ban the Valkyrie staff. If a unit loses in the arena they can't enter it for the rest of the chapter. Choose a random number at the start to see how many substitutes I have to get. Johalva is a game over condition and must be used. Dancer grinding is banned.

FE5: Can't use crusader Scrolls. Marty is a game over condition and must be used. Flip a coin to decide if I go A or B route. Get all the gaiden chapters. Flip a coin to decide to recruit either Ced or Saias. S Drinks are banned. Nanna is a game over condition and must be used if Marty is fatigued (I can use both in a map if the need arises but I will game over if both are fatigued at the same time). Dancer grinding is banned.

FE6: Get all the gaiden chapters. Flip a coin at the start of the game to decide if I go to Ilia or Sacae. Flip a coin to decide if I go to the A or B route in chapter 9. Gwendolyn is a game over condition and must be used. If Merlinus dies he can't be brought to any other map. Trec is a game over condition and must be used.

FE7: Get all the gaidens (minus 19xx but I still need to beat Kishuna). Flip a coin to decide if I get the Lloyd or Linus map. Flip a coin to decide if I get the Kenneth or Jerme map. Flip a coin to decide if I

recruit Karel or Harken. Rebecca is a game over condition and must be used. If Merlinus dies he can't be brought to any other map. Afa's drops are banned. Nino is a game over condition and must be used.

FE8: Flip a coin to decide between Eirika or Ephraim's route. All of the trainees are a game over condition and must be used (their promotions are chosen at random). When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned.

FE9: Makalov is a game over condition and must be used. When a Mage promotes flip a coin to decide between knives or staves. When a Cavalier promotes choose the second weapon type at random. I can only give 3 levels each chapter via Bonus EXP (must also be to 3 separate units). I can't pick a unit to help me out in the final map. Bands are banned so is the Knight Ring and Knight Ward.

FE10: I can only give 3 levels each chapter via Bonus EXP (must also be to 3 separate units). Aran is a game over condition and must be used. Pelleas and Lehran can't be recruited. The royal laguz are banned from the tower maps. Transfer bonuses are banned.

FE11: Bord is a game over condition and must be used. Flip a coin to choose between recruiting Arran or Samson. Flip a coin every map to decide between fielding Wolf or Sedgar (if one dies stop doing this). Flip a coin every map to decide between fielding Jake or Beck (if one dies stop doing this). Xane cannot copy the ballisticians or Wolf and Sedgar. The Aum staff is banned. Can't use the effects of the Spheres and can only carry them to obtain the Starlight tome. When playing the Prologue the decoy is chosen at random (except for Marth of course).

FE12: Bord is a game over condition and must be used. You must recruit the 4 clerics in the final map. Ban the Aum staff. The only usable sphere is the Lightsphere but only when fighting Hardin. Kris' customization is completely random and can't reclass at all. Get all the gaidens. Dancer grinding is banned. Samto is a game over condition and must be used.

FE13: Ban Nosferatu. Can't buy items from the Annas that spawn. Ricken is a game over condition and must be used. Second Seals are banned (except for Donnel, the Manaketes and the Taguels). Galeforce is banned. Avatar customization is randomized. Flip a coin to decide what a unit promotes into (for Donnel, the Manaketes and Taguels do the same thing when they reclass). Dance grinding is banned.

FE14: Ban Forging. Ban Mess Hall. Ban Invasion maps. When promoting or reclassing flip a coin for the former and choose at random for the latter. Avatar customization is randomized. Setsuna is a game over condition and must be used. Arthur is a game over condition and must be used. Peri is a game over condition and must be used. Sing grinding is banned. After making it to the route split I can choose Branch of Fate in every subsequent run.

FE15: Villagers choose a random class to promote into. Revival shrines are banned. If I run into an enemy in a previously beaten dungeon I have to retreat (unless it's a sidequest). Flip a coin to decide between recruiting Deen or Sonya. Jesse is a game over condition and must be used. Clive is a game over condition and must be used. Brave weapons are banned. Flip a coin in the Desaix map to decide if I can get the Dracoshield or not, if yes then I have to kill Duma with Nosferatu.

FE16: Any Hero's relic with a combat art or effect like Pavise or Aegis can't be used (the only exceptions are Thunderbrand, Crusher, Blutgang and Thrysus). Can only recruit three students from out of house at random but both must be from separate houses (for example I'm playing Azure Moon and have to choose at random one from Black Eagles, one from Golden Deer and one from Ashen Wolves). You can't recruit Sylvain early in other routes and in Azure Moon you can't get the Lance of Ruin early (you can recruit Sylvain after Miklan is beaten). Class paths are chosen at random for everyone and they must stay in a class within that path (example: Mage-Thief-Dark Flier-Holy Knight). Dancer is banned.

FE17: All DLC is banned. Alfred is a game over condition and must be used. Bunet is a game over condition and must be used. Bonded Shield is banned. Dance grinding is banned.

Tearing Saga: Pick a random unit both times you are prompted to at Verge and both units become game over conditions and must be used. Maerchen is a game over condition and must be used. Can't do the blacksmith quest. Can't use the Tome of Reeve or Tome of Salia. Flip a coin to decide to go to the A or B route in Chapter 25. The Azoth can't be used. Can't use the Dakruon.

Berwick Saga: Derrick is a game over condition and must be used. Ruby is a game over condition and must be used. Kramer is a game over condition and must be used.

Vestaria Saga 1: Sheela is a game over condition and must be used. Ma'aya is a game over condition and must be used. Prody is a game over condition and must be used.

Vestaria Saga 2: Barzelphen is a game over condition and must be used. Lucion is a game over condition and must be used. Ouron is a game over condition and must be used.

FE8 CMU: Flip a coin to decide between Cherry or Farten's route. All of the trainees are a game over condition and must be used (their promotions are chosen at random). When promoting a unit randomly choose the class. Summoning is banned. Metis' tome is banned.

FE4 PME: Dew is a game over condition and must be used (and also married). Ban the Valkyrie staff. If a unit loses in the arena they can't use it for the rest of the chapter. Choose a random number at the start to see how many substitutes I have to get. Johalva is a game over condition and must be used.

FE Midori: All of the trainees are a game over condition and must be used (their promotions are chosen at random). When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned.

FE6 CMU: Get all the gaiden chapters. Flip a coin at the start of the game to decide if I go to Ilia or Sacae. Flip a coin to decide if I go to the A or B route in chapter 9. Jumb is a game over condition and must be used. If Zyth dies he can't be brought to any other map.

Fire Embad: Get all the gaiden chapters. Flip a coin at the start of the game to decide if I go to Ilia or Sacae. Flip a coin to decide if I go to the A or B route in chapter 9. Tomas is a game over condition and must be used. If Merlinus dies he can't be brought to any other map.

Vision Quest: Get all the gaidens. Cashew is a game over condition and must be used. Get the endgame X chapter.

Order of the Crimson Arm: Afa's drops are banned. Boleslav is a game over condition and must be used.

Heaven's Bloom: When promoting a unit flip a coin to decide the class. Tayli is a game over condition and must be used.

Andaron Saga: Flip a coin to decide if I recruit Miriam or Ashe. All trainees are a game over condition and must be used (their promotions are chosen at random although Ralfnir must become a Jarl). Flip a coin to decide if I kill Garam or not. Flip a coin to decide if I beat Randall or lose to him. Eternal Seals are banned. Flip a coin to decide if I beat Galahad in the duel and flip another coin if he gets recruited or not (if Isabelle is alive). Flip a coin to decide if I get 32xx or not. Flip a coin to decide to send away Angelus or not. Flip a coin to decide to send away Natalie or not. Flip a coin to decide to send away Jaheira or not. Flip a coin to see if I take the Dawncaller or not.

Seven Siblings: Will is a game over unit and must be used. Afa's drops are banned. Katie is a game over unit and must be used.

Code of the Burger King: Butter Dog is a game over condition and must be used. Bigle is a game over condition and must be used. Get all the gaidens. Get all the secret characters and B sides. Can't use the Infinut. Summoning is banned. Can't use any growth rate increasing items.

The Road to Ruin: If Lucile dies she can't be brought to any other map. Afa's drops are banned. Buck is a game over condition and must be used.

FE7 CMU: Get all the gaidens (minus 19xx but i still need to beat Kishuna). Flip a coin to decide if I get the Lloyd or Linus map. Flip a coin to decide if I get the Kenneth or Jerme map. Flip a coin to decide if I recruit Rain or Angus. Jasmine is a game over condition and must be used. If Zyth dies he can't be brought to any other map. Afa's drops are banned.

Awakening CMU: Ban Nosferatu. Can't buy items from the Annas that spawn. Mr. Fang is a game over condition and must be used. Second Seals are banned (except for any Villagers, Manaketes or Taguels). Galeforce is banned. Avatar customization is randomized. Flip a coin to decide what a unit promotes into.

Myrm Emblem: Shannam is a game over condition and must be used. When promoting a unit flip a coin to decide the class (when possible). Julia is a game over condition and must be used. Metis' Tome is banned. Juna's fruit is banned.

FE6 PME: Get all the gaiden chapters. Flip a coin at the start of the game to decide if I go to Ilia or Sacae. Flip a coin to decide if I go to the A or B route in chapter 9. Barth is a game over condition and must be used. If Merlinus dies he can't be brought to any other map.

Shrouded Wyvern: Perc is a game over unit and must be used. Get all the gaidens.

The Four Kings: Summoning is banned. Sally is a game over condition and must be used. Emily is a game over condition and must be used.

FE8 PME: Flip a coin to decide between Amelia or Marry Sue's route. Slouise is a game over condition and must be used. When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned.

FE7 PME: Get all the gaidens (minus 19xx but i still need to beat Kishuna). Flip a coin to decide if I get the Lloyd or Linus map. Flip a coin to decide if I get the Kenneth or Jerme map. Flip a coin to decide if I recruit the Karel or Harken replacement. Dorcian is a game over condition and must be used. If Draug dies he can't be brought to any other map. Afa's drops are banned.

The Swinging Sword: The three armor bros are game over conditions and must be used alongside the axe bros.

Eligor's Spear: Flip a coin to decide between either route. Get all the gaidens. When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned. Juna's fruit is banned.

Justice and Pride: Get all the gaidens. All of the trainees are a game over condition and must be used (their promotions are chosen at random). When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned. The skill you get in chapter 15 is randomly chosen and is given to a random unit.

FE Girls: All of the trainees are a game over condition and must be used (their promotions are chosen at random). When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned. Flip a coin to decide between Shaman Anna or Archer Anna. Ban Knight Crowns.

The Last Promise: Get all the gaidens. Flip a coin to decide if I get the Logan or Asch map. Get all the secrets. Arthur is a game over condition and must be used. If Liuke dies he can't be brought to any other map. Afa's drops are banned. Get the upgraded Silvens.

Souls of the Forest: Flip a coin to decide if I am using modifiers. If yes, pick a random number to decide how many are applied and pick them randomly. Get all gaidens. Chroma is banned.

Sun God's Wrath: Nicole is a game over condition and must be used.

John Lingering Blood: Jojo is a game over condition and must be used.

Dream of Five: Flip a coin to decide the route. Tricia is a game over condition and must be used. Any growth rate increasing item is banned. Cothiva is a game over condition and must be used.

Drums of War: No summoning. Any growth rate increasing item is banned. Ochulo is a game over condition and must be used. Deadeye is a game over condition and must be used.

Iron Emblem: All of the trainees are a game over condition and must be used (their promotions are chosen at random). No Summoning. Any Growth rate increasing item is banned. When promoting a unit flip a coin to decide the class.

Rebellion Saga: Drago is a game over condition and must be used (can be recruited whenever). If 3A is chosen Burt becomes a game over condition and must be used. If 3B is chosen Ivonne becomes a game over condition and must be used. For the challenge modes pick a random number between 0 and 6 to decide how many challenge modes are used. Then pick a random number for each challenge modes to be applied. For the route splits choose the flip a coin option. When picking a unit in chapter 2x pick the random option. For the Baudimon mission choose a random number to decide who gets sent to Gideon's army. Flip a coin to decide if Dmitri goes to Baudimon's army (if 3a was played) or if Alan goes to Baudimon's army (if 3b was played). Flip a coin to decide to get chapter 10x. Flip a coin to decide to go to chapter 11 (also means I play 11x). For the units that have split promotion choose a random number to decide the promotion. Flip a coin to recruit Myriel or Draevnor.

Shadow Dragon in Fates: Bord is a game over condition and must be used. Radd is a game over condition and must be used. Flip a coin to choose between recruiting Arran or Samson. Flip a coin every map to decide between fielding Jake or Beck (if one dies stop doing this). Xane cannot copy the ballisticians. The Aum staff is banned. Can't use the effects of the Spheres and can only carry them to obtain the Starlight tome.

The Swinging Sword 2: Borf is a game over condition and must be used. Violet is a game over condition and must be used. Skalp and Dalp are game over conditions and must be used.

FE10 CMU: I can only give 3 levels each chapter via Bonus EXP (must also be to 3 separate units). Bulker is a game over condition and must be used. Rance is a game over condition and must be used. Porkchop is a game over condition and must be used.

Dark Stone: All of the trainees are a game over condition and must be used (their promotions are chosen at random). Gheb is a game over condition and must be used. When promoting a unit flip a coin to decide the class. Summoning is banned. Metis' tome is banned.