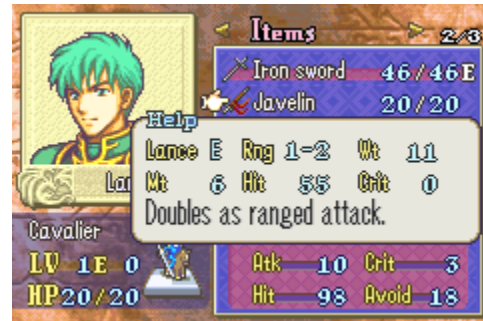


A few Mechanics to take note of:

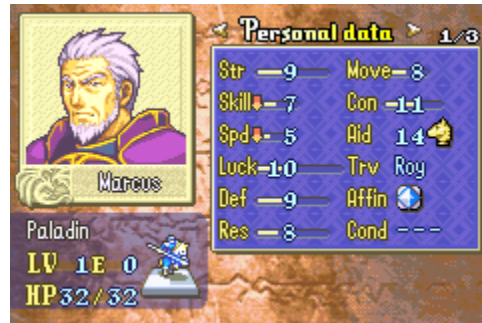
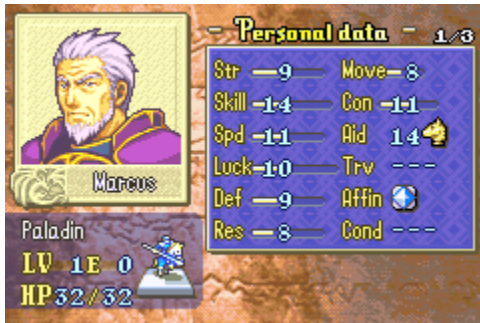
- Constitution:
 - Con is a stat only found in six games in the franchise, and figures into the several methods the games have employed to balance the weight and rescue mechanics. Broadly speaking the stat could be thought to reflect the character's build and weight, so a character with low Con could be seen as lithe while a character with high Con could be seen as being bulky or having a large build.



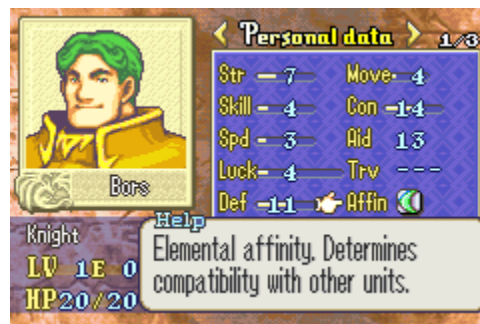
- Attack Speed:
 - Attack Speed(AS) is the total effective speed which a character has in combat, and is not always the same as the character's Spd stat. Attack Speed is calculated by first finding the positive difference between a weapon's Weight stat and subtracting it from the character' Spd stat. If a character's Con is greater than the Weight of the weapon they are using, then they take no speed penalty and their AS is equal to their Spd stat.



- Rescuing:
 - Units can Rescue other units, able to carry them at the expense of the unit's Spd and Skl stat's being halved until the character being rescued is dropped or transferred to another character. Whether a character can Rescue another depends on the rescuer and traveler's respective Con and Aid stats. If the traveler's Con score is lower than or equal to the rescuer's Aid score, then the unit can rescue that character. A unit can also transfer the traveler to adjacent units capable of carrying them, or take travelers from other units.
 - A unit's Aid stat indicates their maximum rescuing capacity, and is linked to their Con stat.. Aid is calculated for foot units as $Con - 1$, while mounted units calculate their Aid by subtracting their Con stat from either 25 for male units or 20 for female units.
 - The Rescue Staff does not interact with these mechanics at all.



- Supports:
 - Supports in this game are bonuses to a unit's performance which activate when it is within three tiles of a unit with which it has support ranks. Support ranks are attained through support conversations, these being scenes of dialogue between the two units that are activated within a map by placing a unit adjacent to another with which it has attained sufficient support points and using the 'Support' command. Support points are exclusively attained by having two units adjacent to one another at the end of a turn. The types of performance bonuses that the unit attains from their support partners depends on the unit's affinity, which can be seen in the status menu. Supports in this title only reach up to A rank, and a unit can only have five support conversations in any given playthrough.



General Tips:

- Difficulty selection:
 - Fire Emblem: The Binding Blade is among the most difficult entries in the franchise at its base level.
 - Hard Mode features more advanced enemy AI, increased enemy stats, modified enemy compositions, the shop within the preparations menu is disabled, and due to a bug in the game recruitable enemies receive significantly buffed stats when compared to normal mode. The difficulty is tailored for experienced veterans of the franchise.
- Use the Info button.
 - At any moment when interacting with a menu you can press the R shoulder button to have a pop-up box appear with an explanation as to what a feature of a menu does or signifies. You can make use of this feature to read character and class descriptions, explanations on stats, weapon features, and other such things. Players unfamiliar with these games should make frequent use of this button, if only to verify weapon stats.



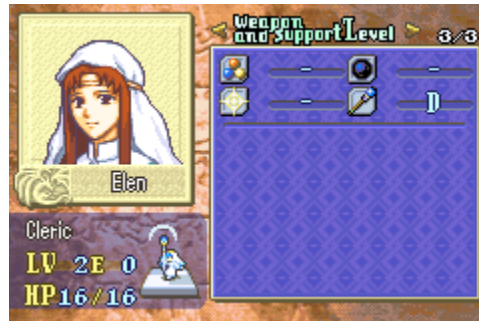
- Don't spread your experience points *too* thin:
 - In these titles Exp tends to be a practically finite resource, and the game is made with the assumption that you are regularly using a core set of characters which receive the brunt of the Exp available in the game. That said, don't overly concern yourself with Exp management, as there is plenty Exp to go around and the games are designed with the assumption that you'll lose units throughout, there just isn't enough for *every* character.
- Be careful not to hoard your useful items too much:
 - If the game gives you a tool, it expects you to employ it. That Killing Edge you acquired might seem exceedingly valuable when it is the sole one at your disposal, but there'll be more coming your way, so don't be too conservative with its uses. If you're not approaching the end of the game it's pretty safe to assume you'll be able to acquire more of something eventually. Even the game's legendary weapons should be used, though judiciously, well before the game's endgame.

- Prepromotes are (sometimes) your friends:
 - 'Prepromotes' is the term the fandom uses to refer to the characters that join your ranks who are already in a second-tier class. These units receive far less Exp in the early game due to their higher level, but beginners often make the mistake of simply shunting these characters to the side in favor of feeding all of the Exp to the lower-leveled units. There is no wrong way to play the game, but to build upon my previous points, these characters are tools for you to use and Exp is not so stringent that you have to shun them, so don't hesitate to use them. Using pre-promotes can drastically improve your performance and enjoyment without noteworthy effects on the rest of your army. However, you should be judicious as to when you should stop using certain prepromotes, as unlike The Sacred Stones several Pre Promotes in The Binding Blade —namely Marcus, Zerrot, and Bartre— will fall off in utility without fail.



- Est units are fun, but not necessarily powerful:
 - A common assumption is that units that join late at lower levels will have better than average stats when compared to the rest of your army because of higher growth rates, but because they start with such low stats they end up performing on par with your other units despite the immense effort you have to go through to train them. Use them if you want, it can be fun to train them up, but be aware you could be using another unit who is just as proficient with far less investment, and Binding Blade can be particularly punishing.

- Heal often, heal early:
 - Staves are incredible utility tools, but some of the more interesting and useful staves are locked behind high weapon ranks, so it behooves characters with the ability to wield them to increase their staff rank posthaste. Basic Heal staves are plentiful and cheap, so there is little downside to spamming them as much as possible, even if the other character has only taken a single point of damage. If no one has taken damage, then one should use a Barrier, Torch, or Restore staff wantonly.



- Do not delay promotions for too long.
 - Characters can promote as soon as they reach level ten, and generally the benefits of promoting soon afterwards outweigh the gains of waiting over a handful of levels for stats to increase. Promoting may allow a character greater mobility, special skills, access to new weapons, and an instant boost in key stats. Magic users are particularly wanting for a prompt promotion, as they tend to gain staves as an additional weapon and will want to get started on their Staff rank as soon as possible. Sword-wielders are also primer for quick promotion, as one or both of their promotion paths will allow them access to two-range weapons, helping to patch up one of their main deficiencies. For the rest of the classes, levels twelve and thirteen are when you'll want to be looking at promoting, and levelling past fifteen will present diminishing results.