


# BIRD QUEST



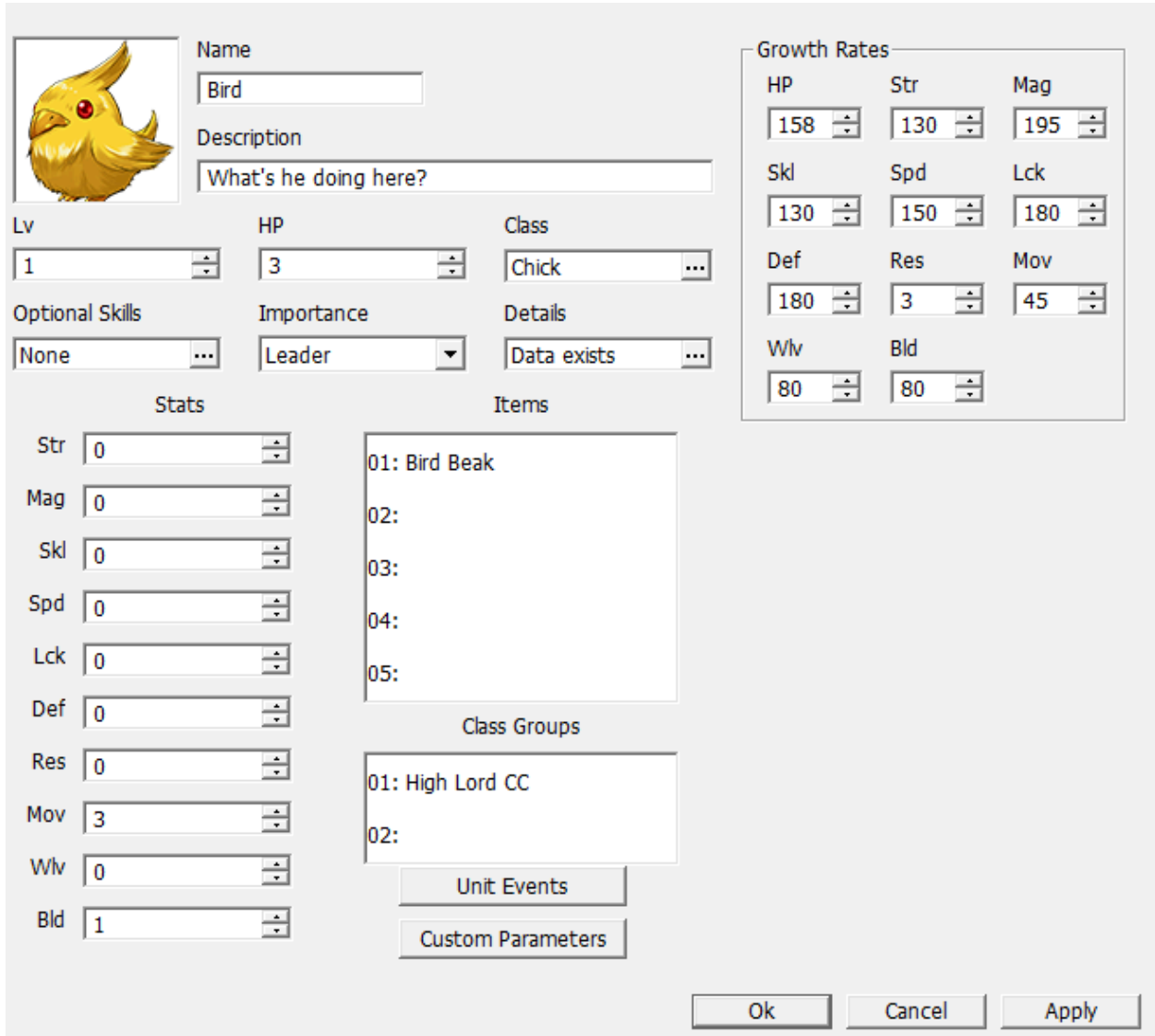
=Player's Guide=

A shitty Fire Emblem game made in 3\* days

\* I only really worked on it on the last day

## Section 1 Characters

Bird  
He is abird




The screenshot shows a character editor interface for a unit named "Bird". The unit is depicted as a yellow bird with a red eye. The editor includes various fields for character data:

- Name:** Bird
- Description:** What's he doing here?
- Lv:** 1
- HP:** 3
- Class:** Chick
- Optional Skills:** None
- Importance:** Leader
- Details:** Data exists
- Stats:** Str (0), Mag (0), Skl (0), Spd (0), Lck (0), Def (0), Res (0), Mov (3), Wlv (0), Bld (1)
- Items:** 01: Bird Beak, 02:, 03:, 04:, 05:
- Class Groups:** 01: High Lord CC, 02:
- Growth Rates:**
  - HP: 158, Str: 130, Mag: 195
  - Skl: 130, Spd: 150, Lck: 180
  - Def: 180, Res: 3, Mov: 45
  - Wlv: 80, Bld: 80
- Buttons:** Unit Events, Custom Parameters, Ok, Cancel, Apply

Has a 0 in every stat except for MOV, which is 3. He is your worst unit. If he dies, you get a game over. However, his growths are phenomenal, guaranteeing a great unit by level 5, and he has the best promotion bonuses in the history of video games. He also has a few special events to raise his stats. More info on the chapters section.

His personal weapon, Bird Beak only has 20 uses and weighs him down to -10 speed, however it does have the second highest hit in the game, second only to Bird's other signature weapon. His personal weapon's description says it does 5 damage, this is a joke. It does a lot less most of the time, even in TOO EASY!! Mode.

## Bird's Protector


	Name	Bird's Protector	
	Description	What's his bird doing here?	
	Lv	HP	Class
	3	25	Lord ...
Optional Skills	Importance	Details	
Disable Critical ...	Mob	Data exists ...	
Stats		Items	
Str	7	01: Short Sword	
Mag	0	02: Cure Leaf	
Skl	4	03:	
Spd	5	04:	
Lck	0	05:	
Def	3	Class Groups	
Res	0	01:	
Mov	6	02:	
Wlv	5	Unit Events	
Bld	6	Custom Parameters	

Growth Rates

HP	Str	Mag
90	40	10
Skl	Spd	Lck
10	25	20
Def	Res	Mov
10	3	0
Wlv	Bld	
0	0	

He starts out really strong, but his bad growth rates will have him fall behind around Chapter 3. He has a support bonus with Bird, granting the two increased attack, defense, dodge, and crit, so keep them within 3 tiles of each other. He also starts with a healing item that I always forget about. He cannot be critted either, so dodge/defense tanking is viable if he has the vitality. Doubles pretty much everything.

## Gerald


	Name	Gerald	
	Description	Seeking retribution	
Lv	HP	Class	
1	20	Bandit ...	
Optional Skills	Importance	Details	
Disable Critical ...	Mob	Data exists ...	
Stats		Items	
Str	7	01: Short Axe	
Mag	0	02: Shitaxe	
Skl	5	03:	
Spd	3	04:	
Lck	0	05:	
Def	3	Class Groups	
Res	0	01:	
Mov	6	02:	
Wlv	5	Unit Events	
Bld	6	Custom Parameters	

### Growth Rates

HP	Str	Mag
90	60	10
Skl	Spd	Lck
60	50	40
Def	Res	Mov
30	20	0
Wlv	Bld	
0	0	

Do not use the Shitaxe. Overall, he's the first standard unit you'll get, quite reliable as long as you keep his HP up and keep him out of dire circumstances.

## Harold


	Name	Harold	
	Description	Gerald's best friend for life. Can swallow a deer.	
	Lv	HP	Class
	2	20	Bandit ...
Optional Skills	Importance	Details	
Disable Critical ...	Mob	Data exists ...	
Stats		Items	
Str	5	01: Short Axe	
Mag	0	02: Cure Leaf	
Skl	4	03:	
Spd	4	04:	
Lck	2	05:	
Def	4	Class Groups	
Res	1	01:	
Mov	6	02:	
Wlv	5	Unit Events	
Bld	7	Custom Parameters	

Growth Rates

HP	Str	Mag
90	90	10
Skl	Spd	Lck
60	50	40
Def	Res	Mov
30	20	0
Wlv	Bld	
0	0	


I hope his recruitment isn't confusing, as it's necessary to beat the game. Honestly no good reason to use him in the stead of Gerald, unless Gerald dies. The good thing about him is that he's another, weaker, Gerald, so that's always neat. He and Gerald also have support bonuses with each other, though not as beneficial as Bird and his knight.

## Sir Ethelsumdar

	<b>Name</b> Sir Ethelsumdar	<b>Growth Rates</b>			
<b>Description</b> Great Lord of the Kingdom of Estaban, Duke of Dun		HP 25	Str 60	Mag 10	
Lv 5	HP 24	Class Cavalier	Skl 60	Spd 50	Lck 40
Optional Skills None	Importance Mob	Details None	Def 50	Res 20	Mov 0
<b>Stats</b>		<b>Items</b>			
Str 7	Mag 3	01: Short Lance			
Skl 4	Spd 4	02: Short Sword			
Lck 3	Def 6	03:			
Res 3	Mov 8	04:			
Wlv 4	Bld 7	05:			
		<b>Class Groups</b>			
		01:			
		02:			
		Unit Events			
		Custom Parameters			

He's very good, but falls off immediately. He used to be a lot stronger, then I nerfed him and forgot to buff him accordingly. No point using him in the final chapter, even though I specifically designed a flanking route for him :'. He DOES have weapon triangle coverage though.

## The Girl


	Name	The girl	
	Description	The girl	
Lv	HP	Class	
4	18	Priest ...	
Optional Skills	Importance	Details	
None ...	Mob	Data exists ...	
Stats		Items	
Str	7	01: Long Healing	
Mag	0	02: Antidote	
Skl	4	03: Short Healing	
Spd	3	04:	
Lck	0	05:	
Def	1	Class Groups	
Res	3	01:	
Mov	6	02:	
Wlv	5	Unit Events	
Bld	6	Custom Parameters	

**Growth Rates**

HP	Str	Mag
90	20	55
Skl	Spd	Lck
60	50	40
Def	Res	Mov
30	20	0
Wlv	Bld	
0	0	

Great healer, not even that frail in practice. Still keep her out of combat, though. Has a support with Drake.

## Drake

	Name	Drake	
	Description	I think he might be a dragon in disguise...	
Lv	HP	Class	
4	28	Dragon ...	
Optional Skills	Importance	Details	
None ...	Mob	Data exists ...	
Stats		Items	
Str	6	01: Dragonbreath	
Mag	8	02:	
Skl	7	03:	
Spd	6	04:	
Lck	0	05:	
Def	12	Class Groups	
Res	6	01:	
Mov	7	02:	
Wlv	5	Unit Events	
Bld	18	Custom Parameters	


Growth Rates

HP	Str	Mag
90	90	90
Skl	Spd	Lck
30	15	20
Def	Res	Mov
15	3	0
Wlv	Bld	
0	0	

He is your best unit, please don't use him. Has great range, movement, stats all around, and his signature weapon is decent too. You cannot lose with this guy, so long as he keeps his secret identity. If someone ever finds out his truth, he leaves the party forever.




## Plip/Plop

	Name	<input type="text" value="Plip"/>	
	Description	<input type="text"/>	
Lv	HP	Class	
<input type="text" value="8"/>	<input type="text" value="16"/>	<input type="text" value="Beast Tamer"/>	
Optional Skills	Importance	Details	
<input type="text" value="None"/>	<input type="text" value="Mob"/>	<input type="text" value="None"/>	
Stats		Items	
Str	<input type="text" value="12"/>	01: Short Lance	
Mag	<input type="text" value="5"/>	02:	
Skl	<input type="text" value="6"/>	03:	
Spd	<input type="text" value="8"/>	04:	
Lck	<input type="text" value="8"/>	05:	
Def	<input type="text" value="7"/>	Class Groups	
Res	<input type="text" value="5"/>	01:	
Mov	<input type="text" value="6"/>	02:	
Wlv	<input type="text" value="5"/>	<input type="button" value="Unit Events"/>	
Bld	<input type="text" value="4"/>	<input type="button" value="Custom Parameters"/>	

Growth Rates

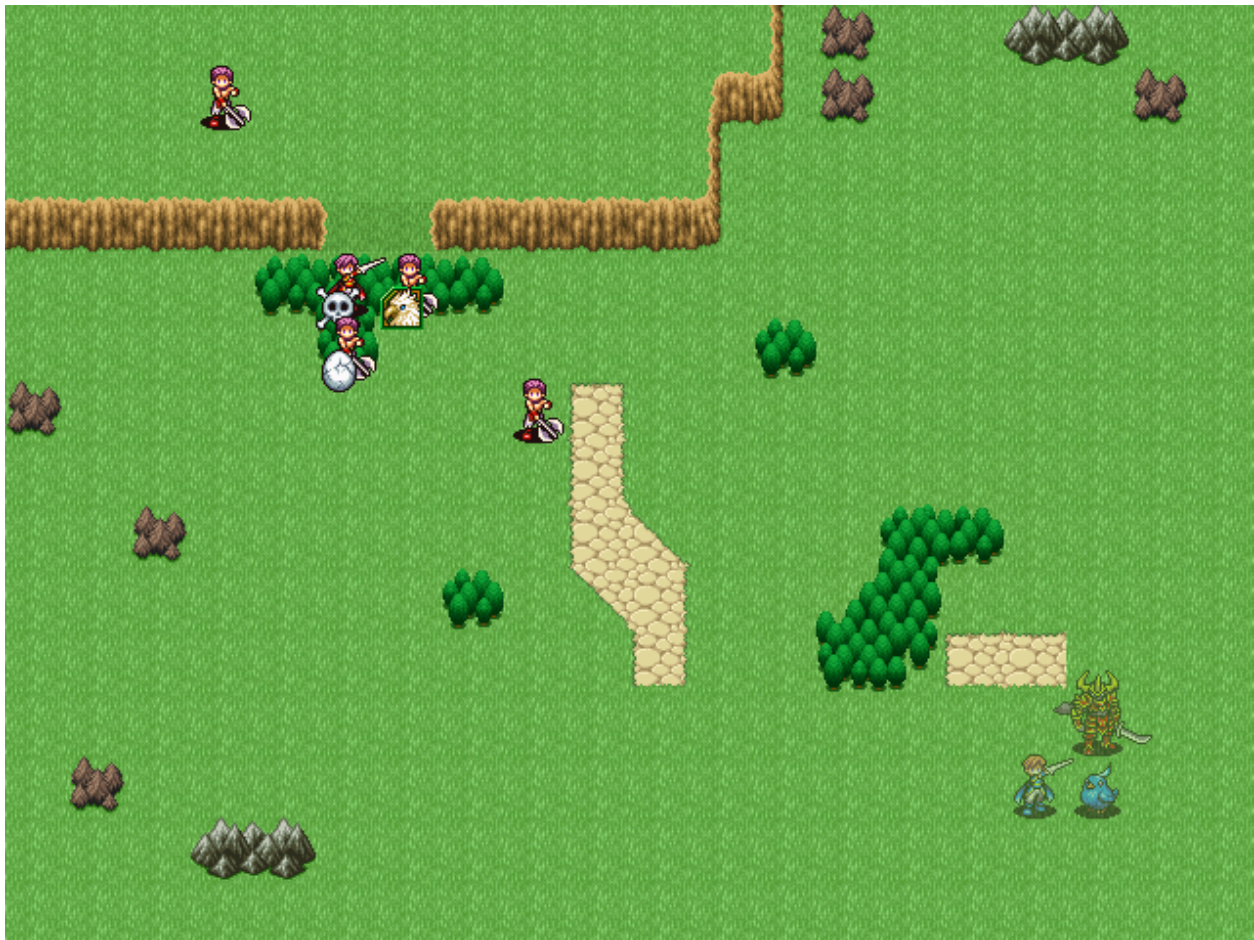
HP	Str	Mag
<input type="text" value="25"/>	<input type="text" value="70"/>	<input type="text" value="10"/>
Skl	Spd	Lck
<input type="text" value="20"/>	<input type="text" value="25"/>	<input type="text" value="25"/>
Def	Res	Mov
<input type="text" value="25"/>	<input type="text" value="20"/>	<input type="text" value="0"/>
Wlv	Bld	
<input type="text" value="0"/>	<input type="text" value="0"/>	

	Name <input type="text" value="Plop"/>		Growth Rates		
	Description <input type="text"/>				
Lv	HP	Class	HP	Str	Mag
<input type="text" value="8"/>	<input type="text" value="16"/>	<input type="text" value="Ranger"/>	<input type="text" value="25"/>	<input type="text" value="20"/>	<input type="text" value="10"/>
Optional Skills	Importance	Details	Skl	Spd	Lck
<input type="text" value="None"/>	<input type="text" value="Mob"/>	<input type="text" value="None"/>	<input type="text" value="70"/>	<input type="text" value="25"/>	<input type="text" value="25"/>
			Def	Res	Mov
			<input type="text" value="25"/>	<input type="text" value="20"/>	<input type="text" value="0"/>
			Wlv	Bld	
			<input type="text" value="0"/>	<input type="text" value="0"/>	
Stats			Items		
Str	<input type="text" value="7"/>	01: Short Bow 02: 03: 04: 05:			
Mag	<input type="text" value="5"/>				
Skl	<input type="text" value="12"/>				
Spd	<input type="text" value="12"/>				
Lck	<input type="text" value="10"/>				
Def	<input type="text" value="5"/>	Class Groups			
Res	<input type="text" value="5"/>	01: 02:			
Mov	<input type="text" value="6"/>				
Wlv	<input type="text" value="5"/>	<input type="button" value="Unit Events"/>			
Bld	<input type="text" value="4"/>	<input type="button" value="Custom Parameters"/>			

An old married couple that hates each other, if one joins you the other won't. Plip is focused more on STR and can fly, whereas Plop is focused more on SKL and SPD and has a bow. Honestly both were pretty useful but Plip was better for me in testing. Of course they are frail elderly people so never overuse them or they'll die on you.

## Section 2 Chapters

### Chapter 1: KILL THEM ALL!

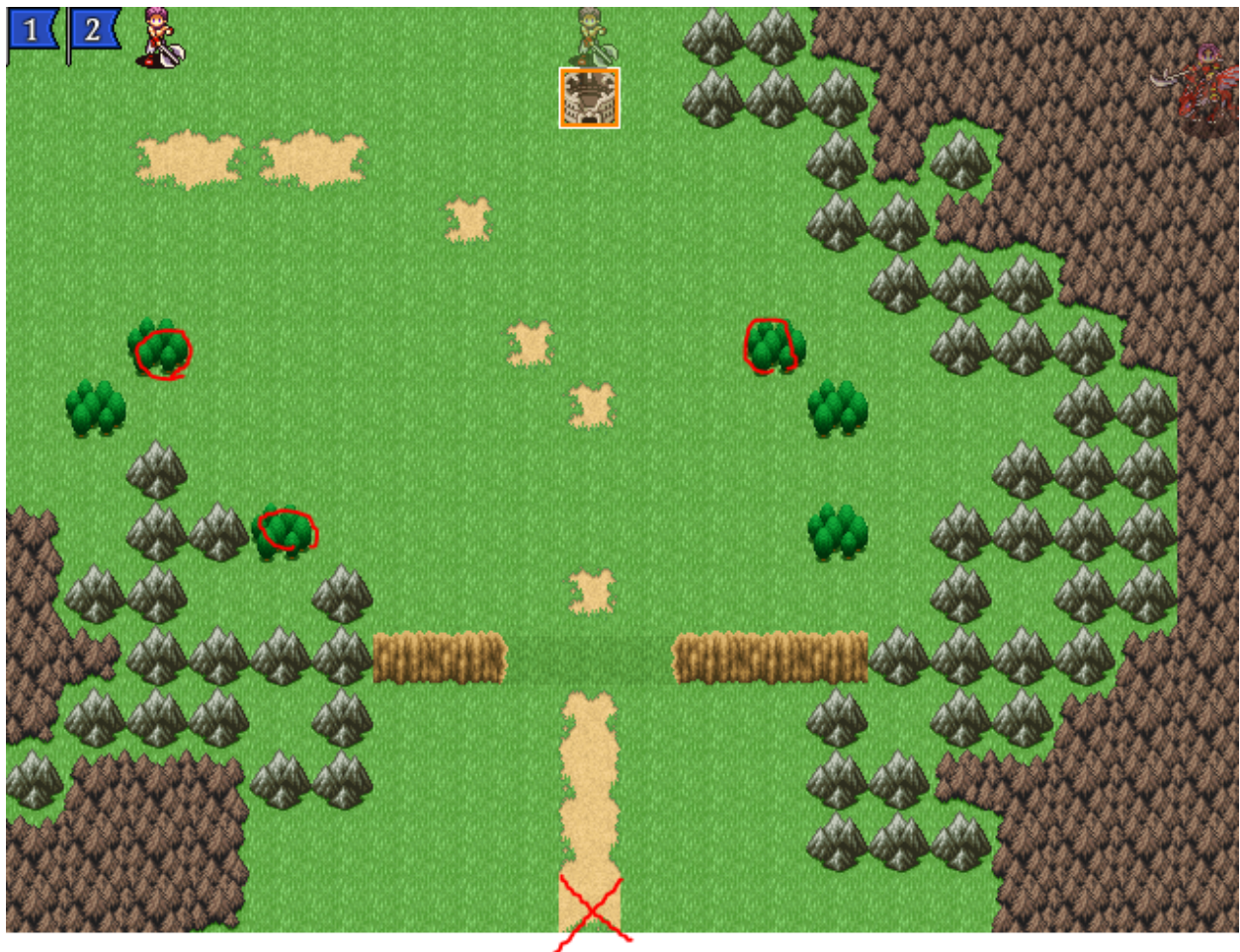


The first Gerald is an essential encounter for Bird. He is weak enough to kill him if:  
-Bird is in support range (3 tiles) of his Protector

Have Bird talk to the first Gerald, Bird cannot reach the forest in time so try to not have Gerald occupy it. Bird will talk to Gerald and his HP will increase by 2, then he will enter a scripted sequence in which he will defeat Gerald (after 5 battles), granting him a guaranteed level up (which, with Bird's crazy growth rates, is essential). The second Gerald can only really be fought by Bird in TOO EASY!! Mode, however it's always good to get a few chips of xp in whenever possible (and SAFE) Also, attacking him with Bird grants Bird +1 DEF and +1 HP. The final boss, GIGA GERALD, must be fought by Bird's Protector unless you are in Easy mode and have exclusively used Bird.

In TOO HARD!! Mode, a new enemy spawns: Gerard. He is too strong to fight with anyone in the party. The map ends once GIGA GERALD is killed, so lure him away and defeat Gerald before it's too late. Requires tough planning. Gerard will focus attacking Bird.

## Chapter 2: Valley



Right off the bat, Gerald joins the team! :D

First thing's first, prepare for the enemy ambush (circled tiles, boss on the X), then have Gerald fight in the arena. I couldn't find out how to make proper arenas so this is the only way. Once Harold and Gerald fight, Harold joins your team and the map begins.

When Bird talks to Harold, Harold gets 1 HP. A neat boost to a relatively weaker unit.

In Hard Mode, on Turn 4, Narshen spawns on the west of the map, he is very strong and has good move. Watch out!

The boss has the same stats as the generic enemies, so she's not a threat. Protector is good against her.



### Chapter 3: The City of Dundo



This map adds a lot of new characters, and the town tiles heal you.

Turn 3: Sir Ethelsnumdar appears from his manor (On Hard mode he starts as an enemy, in every other difficulty he starts as an ally. On every difficulty, talking to him with Bird recruits him.)

Turn 5: Drake and The Girl appear, The Girl starts with a Long Heal, so anticipate her arrival so that no foolish deaths occur before her arrival.

Red House: The left house contains Plip, the right house contains Plop. See character section (1) for more details.

The chest at the top contains a Swordreaper for Gerald or Harold, but on Easy Mode they are granted one in the beginning of the chapter, and the arena grants a single gold coin.

A shop contains almost every weapon in the game, even if nobody can use it.

IMPORTANT!!! You must end the chapter with 9 or less gold to unlock the true ending.

There are talk conversations between Drake;The Girl and Bird, though they grant nothing.

The boss of this chapter has a support bonus with the girl to the right of him, so take her out first (she approaches when you are in range, so she'll likely kill herself on one of your units)

There is an archer with a sword, a weapon he cannot use. He is a useless unit, get Bird to kill him for XP. But watch out, an unrecruited Sir Ethelsnumdar focuses killing him.

The two units closest are significantly weaker on Easy mode.

## Final Chapter -- Final Chapter--



The Demon Dragon Dark Death Lord is too powerful for anyone to fight but Bird, but Bird is still too weak! The chest in the bottom-right will promote Bird into Big Bird, who is strong enough to

defeat every enemy effortlessly, even if you hardly trained Bird. In Easy Mode, Karel will join the players to help defeat the Demon Dragon Dark Death Lord, however in Hard Mode Karel will spawn at the opposing end as an enemy (he is very strong.)

The strategy is to attack the fortress with your strong units, keeping The Girl, Drake, and Plop if you have her, in the back. Protector can go with Bird to the chest if Bird is too weak, or he can fight on the front lines. There is a flanking route on the western side, but it is guarded by a level 20 super skeleton (he only has 3 move and won't move unless provoked).

This chapter has 2 mages that use long-distance spells to deal chip damage on your units. In hard mode, a SkeleSeige wizard spawns that is like the others but actually does competent damage. Even fliers cannot fly through the walls, keep that in mind.

Lastly, there are two High Mages that guard the Demon Dragon Dark Death Lord. Keep these two enemies' ranges in mind because they will catch you off guard with how strong they are. Use a promoted Bird or Drake to defeat them, or Karel on easy.

YOU BEAT THE GAME!! Good job. Once the screen fades to black you can close it, I have no idea how to boot the player to the title screen. If you beat it for the first time, you'll unlock TOO HARD!! Mode, which is probably too hard.

Update: I have found how to give a proper the end screen, but will not update the game to keep the charm.

### Section 3: Others

No supports system, weapon triangle is +/- 2 damage, 10 accuracy/dodge. Like Fire Emblem, Swords beat Axes, Axes beat Lances, and Lances beat Swords. I don't have rescue because I forgot to enable it.

Scroll down for the new Hard Mode guide



#### Section 4: TOO HARD!! Guide

Now that I have finally played my own damn game, this is how you get through the TOO HARD!! Difficulty

Firstly, too hard exempts almost all experience gain so you'll have to focus on bases rather than growths. Because of this and one other factor, using Bird is almost entirely pointless and he will be nothing but dead weight, even in the final chapter after promotion. Invest entirely into Gerald, Drake, and Plip/Plop. Plop is more likely to hit things and doubles often so she is better in this run.

Your first major obstacle appears in chapter 1; Gerard. He wouldn't be so bad if not for one detail: He will relentlessly hunt Bird down with no regard for Bird's Protector. It may be possible to rush Protector all the way to GIGA Gerald but your best bet is to defeat Gerard with Protector. The only way to do this is to bank on a lucky 4% crit. For positioning: forests are almost useless, their only purpose is slowing down Gerard as his imminent approach to Bird heightens. Try to bring bird and his protector beneath the small forest. Always move them their max range, unless abstaining increases Bird's survival. I guess you could lure Gerald into Bird to get him a level but there's risk in it since Bird won't be getting support bonus because: Protector must pursue Gerard with as much tenacity as possible. Set up the field so that Gerard is blocked in his path to Bird by Protector, and for the first encounter, have Gerard be the one to meet you, instead of the other way around. Save almost every turn, this can only be done at the start of a turn. With enough luck and divine intervention, you will defeat Gerard and the hardest part of the game will be complete.

For chapter 2: Move Bird's Protector as south as possible in every turn, prepare to have him fight the boss. Have Gerald recruit Harold as normal, but make sure to protect Bird since he is weak ass bitch w/ no support. By the time Chapter 2's super boss, Narshen, appears, Bird's Protector will be in range to defeat the boss and finish the level before any carnage can ensue.

Chapter 3: The easiest one. Initially, Ethelnumdar was supposed to spawn red during hard mode, but some issue in programming that I'm too lazy to fix has broken it and he spawns green as usual. Because of this, there is no bizarre twist of fate and the level is played like normal with the exception of not needing to ration xp thanks to hard mode xp nerfs. Plip and Plop are still pretty even but Plop could serve more useful in the next chapter. Of course Plip can fly to safety so he might be better.

Final Chapter: Karel, the Sword Stain. Watch out. Have your army assist Bird in his endeavor to promote since his promotion is essential. Important!! Every single unit in your army will be one-shot or one-rounded by Karel, who has 100 hit. Always make sure that your units are outside of his range. If you seek to beat the game with no deaths, he will seek to have you lose the game with all deaths. Stay on top of Karel at all times, the only way to kill him is two attacks from Bird, which both have a good chance of missing and do not double. Karel can also easily defeat Bird in combat. Try to have Bird abuse his 1-2 range, I found that placing him in a corner works, but Karel will not take no for an answer. Once you finally defeat the Sword Stain, you're home free. Fight the Demon Dragon Dark Death Lord as usual and save Zeed! Btw I have now named the continent, it is called Zeed because I am (I am all of me). Even though I hyped Karel a lot, I think the true hardest obstacle is Gerard, as such I am going to make him a playable, canon character in Bird Quest 2.