

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

Name: Bird
Description: What's he doing here?
Lv: 1
HP: 3
Class: Chick
Optional Skills: None
Importance: Leader
Details: Data exists
Growth Rates:

HP: 158	Str: 130	Mag: 195
Skl: 130	Spd: 150	Lck: 180
Def: 180	Res: 3	Mov: 45
Wlv: 80	Bld: 80	

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:

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 <input type="text" value="Bird's Protector"/>	Growth Rates <table border="1"> <tr> <td>HP</td> <td>Str</td> <td>Mag</td> </tr> <tr> <td>90</td> <td>40</td> <td>10</td> </tr> <tr> <td>Skl</td> <td>Spd</td> <td>Lck</td> </tr> <tr> <td>10</td> <td>25</td> <td>20</td> </tr> <tr> <td>Def</td> <td>Res</td> <td>Mov</td> </tr> <tr> <td>10</td> <td>3</td> <td>0</td> </tr> <tr> <td>Wlv</td> <td>Bld</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td></td> </tr> </table>			HP	Str	Mag	90	40	10	Skl	Spd	Lck	10	25	20	Def	Res	Mov	10	3	0	Wlv	Bld		0	0	
HP	Str	Mag																											
90	40	10																											
Skl	Spd	Lck																											
10	25	20																											
Def	Res	Mov																											
10	3	0																											
Wlv	Bld																												
0	0																												
Lv <input type="text" value="3"/>	HP <input type="text" value="25"/>	Class <input type="text" value="Lord"/>																											
Optional Skills <input type="text" value="Disable Critical"/>		Importance <input type="text" value="Mob"/>	Details <input type="text" value="Data exists"/>																										
Stats <table border="1"> <tr> <td>Str</td> <td><input type="text" value="7"/></td> </tr> <tr> <td>Mag</td> <td><input type="text" value="0"/></td> </tr> <tr> <td>Skl</td> <td><input type="text" value="4"/></td> </tr> <tr> <td>Spd</td> <td><input type="text" value="5"/></td> </tr> <tr> <td>Lck</td> <td><input type="text" value="0"/></td> </tr> <tr> <td>Def</td> <td><input type="text" value="3"/></td> </tr> <tr> <td>Res</td> <td><input type="text" value="0"/></td> </tr> <tr> <td>Mov</td> <td><input type="text" value="6"/></td> </tr> <tr> <td>Wlv</td> <td><input type="text" value="5"/></td> </tr> <tr> <td>Bld</td> <td><input type="text" value="6"/></td> </tr> </table>			Str	<input type="text" value="7"/>	Mag	<input type="text" value="0"/>	Skl	<input type="text" value="4"/>	Spd	<input type="text" value="5"/>	Lck	<input type="text" value="0"/>	Def	<input type="text" value="3"/>	Res	<input type="text" value="0"/>	Mov	<input type="text" value="6"/>	Wlv	<input type="text" value="5"/>	Bld	<input type="text" value="6"/>	Items <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> 01: Short Sword 02: Cure Leaf 03: 04: 05: </div>						
Str	<input type="text" value="7"/>																												
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Class Groups <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> 01: 02: </div>																													
Unit Events Custom Parameters																													

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	Growth Rates
Description Seeking retribution		HP 90 Str 60 Mag 10 Skl 60 Spd 50 Lck 40 Def 30 Res 20 Mov 0 Wlv 0 Bld 0
Lv 1	HP 20	Class Bandit ...
Optional Skills Disable Critical ...		Importance Mob
Details Data exists ...		
Stats		
Str 7	Items	
Mag 0	01: Short Axe	
Skl 5	02: Shitaxe	
Spd 3	03:	
Lck 0	04:	
Def 3	05:	
Res 0	Class Groups	
Mov 6	01:	
Wlv 5	02:	
Bld 6	Unit Events	
Custom Parameters		

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

Growth Rates

HP

Str

Mag

Skl

Spd

Lck

Def

Res

Mov

Wlv

Bld

Description

Lv

HP

Class

Optional Skills

Importance

Details

Stats

Items

Str

01: Short Axe

02: Cure Leaf

03:

04:

05:

Mag

01:

02:

Skl

01:

02:

Spd

01:

02:

Lck

01:

02:

Def

01:

02:

Res

01:

02:

Mov

01:

02:

Wlv

01:

02:

Bld

01:

02:

[Unit Events](#)

[Custom Parameters](#)

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 Ethelsnumdar

		Name <input type="text" value="Sir Ethelsnumdar"/>	Growth Rates <table border="1"> <tr> <td>HP</td> <td>Str</td> <td>Mag</td> </tr> <tr> <td>25</td> <td>60</td> <td>10</td> </tr> <tr> <td>Skl</td> <td>Spd</td> <td>Lck</td> </tr> <tr> <td>60</td> <td>50</td> <td>40</td> </tr> <tr> <td>Def</td> <td>Res</td> <td>Mov</td> </tr> <tr> <td>50</td> <td>20</td> <td>0</td> </tr> <tr> <td>Wlv</td> <td>Bld</td> <td></td> </tr> <tr> <td>0</td> <td>0</td> <td></td> </tr> </table>			HP	Str	Mag	25	60	10	Skl	Spd	Lck	60	50	40	Def	Res	Mov	50	20	0	Wlv	Bld		0	0	
HP	Str	Mag																											
25	60	10																											
Skl	Spd	Lck																											
60	50	40																											
Def	Res	Mov																											
50	20	0																											
Wlv	Bld																												
0	0																												
Description <input type="text" value="Great Lord of the Kingdom of Estaban, Duke of Dun"/>																													
Lv <input type="text" value="5"/>	HP <input type="text" value="24"/>	Class <input type="text" value="Cavalier"/>																											
Optional Skills <input type="text" value="None"/>	Importance <input type="text" value="Mob"/>	Details <input type="text" value="None"/>																											
Stats <table border="1"> <tr> <td>Str</td> <td><input type="text" value="7"/></td> </tr> <tr> <td>Mag</td> <td><input type="text" value="3"/></td> </tr> <tr> <td>Skl</td> <td><input type="text" value="4"/></td> </tr> <tr> <td>Spd</td> <td><input type="text" value="4"/></td> </tr> <tr> <td>Lck</td> <td><input type="text" value="3"/></td> </tr> <tr> <td>Def</td> <td><input type="text" value="6"/></td> </tr> <tr> <td>Res</td> <td><input type="text" value="3"/></td> </tr> <tr> <td>Mov</td> <td><input type="text" value="8"/> <i>(Handwritten note: 88)</i></td> </tr> <tr> <td>Wlv</td> <td><input type="text" value="4"/></td> </tr> <tr> <td>Bld</td> <td><input type="text" value="7"/></td> </tr> </table>		Str	<input type="text" value="7"/>	Mag	<input type="text" value="3"/>	Skl	<input type="text" value="4"/>	Spd	<input type="text" value="4"/>	Lck	<input type="text" value="3"/>	Def	<input type="text" value="6"/>	Res	<input type="text" value="3"/>	Mov	<input type="text" value="8"/> <i>(Handwritten note: 88)</i>	Wlv	<input type="text" value="4"/>	Bld	<input type="text" value="7"/>	Items <table border="1"> <tr> <td>01: Short Lance</td> </tr> <tr> <td>02: Short Sword</td> </tr> <tr> <td>03:</td> </tr> <tr> <td>04:</td> </tr> <tr> <td>05:</td> </tr> </table>			01: Short Lance	02: Short Sword	03:	04:	05:
Str	<input type="text" value="7"/>																												
Mag	<input type="text" value="3"/>																												
Skl	<input type="text" value="4"/>																												
Spd	<input type="text" value="4"/>																												
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Class Groups <table border="1"> <tr> <td>01:</td> </tr> <tr> <td>02:</td> </tr> </table>						01:	02:																						
01:																													
02:																													
<input type="button" value="Unit Events"/>																													
<input type="button" value="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 <input type="text" value="The girl"/>	Growth Rates		
	Description <input type="text" value="The girl"/>	HP <input type="text" value="90"/>	Str <input type="text" value="20"/>	Mag <input type="text" value="55"/>
Lv <input type="text" value="4"/>	HP <input type="text" value="18"/>	Class <input type="text" value="Priest"/>	Skl <input type="text" value="60"/>	Spd <input type="text" value="50"/>
Optional Skills <input type="text" value="None"/>	Importance <input type="text" value="Mob"/>	Details <input type="text" value="Data exists"/>	Def <input type="text" value="30"/>	Res <input type="text" value="20"/>
Stats		Items		
Str <input type="text" value="7"/>	01: Long Healing			
Mag <input type="text" value="0"/>	02: Antidote			
Skl <input type="text" value="4"/>	03: Short Healing			
Spd <input type="text" value="3"/>	04:			
Lck <input type="text" value="0"/>	05:			
Def <input type="text" value="1"/>	Class Groups			
Res <input type="text" value="3"/>	01:			
Mov <input type="text" value="6"/>	02:			
Wlv <input type="text" value="5"/>	Unit Events			
Bld <input type="text" value="6"/>	Custom Parameters			

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

Drake

	Name <input type="text" value="Drake"/>	Growth Rates		
	Description <input type="text" value="I think he might be a dragon in disguise..."/>	HP <input type="text" value="90"/>	Str <input type="text" value="90"/>	Mag <input type="text" value="90"/>
Lv <input type="text" value="4"/>	HP <input type="text" value="28"/>	Class <input type="text" value="Dragon"/>	Skl <input type="text" value="30"/>	Spd <input type="text" value="15"/>
Optional Skills <input type="text" value="None"/>	Importance <input type="text" value="Mob"/>	Details <input type="text" value="Data exists"/>	Def <input type="text" value="15"/>	Res <input type="text" value="3"/>
Stats		Items		
Str <input type="text" value="6"/>	Mag <input type="text" value="8"/>	Skl <input type="text" value="7"/>	Spd <input type="text" value="6"/>	Lck <input type="text" value="0"/>
Def <input type="text" value="12"/>	Res <input type="text" value="6"/>	Mov <input type="text" value="7"/>	Wlv <input type="text" value="5"/>	Bld <input type="text" value="18"/>
Class Groups				
01: Dragonbreath				
02:				
03:				
04:				
05:				
Unit Events				
Custom Parameters				

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



Name:

Description:

Lv:

HP:

Class:

Optional Skills:

Importance:

Details:

Stats

Items

Str:

01: Short Bow

Mag:

02:

Skl:

03:

Spd:

04:

Lck:

05:

Def:

Class Groups

Res:

01:

Mov:

02:

Wlv:

Unit Events

Bld:

Custom Parameters

Growth Rates

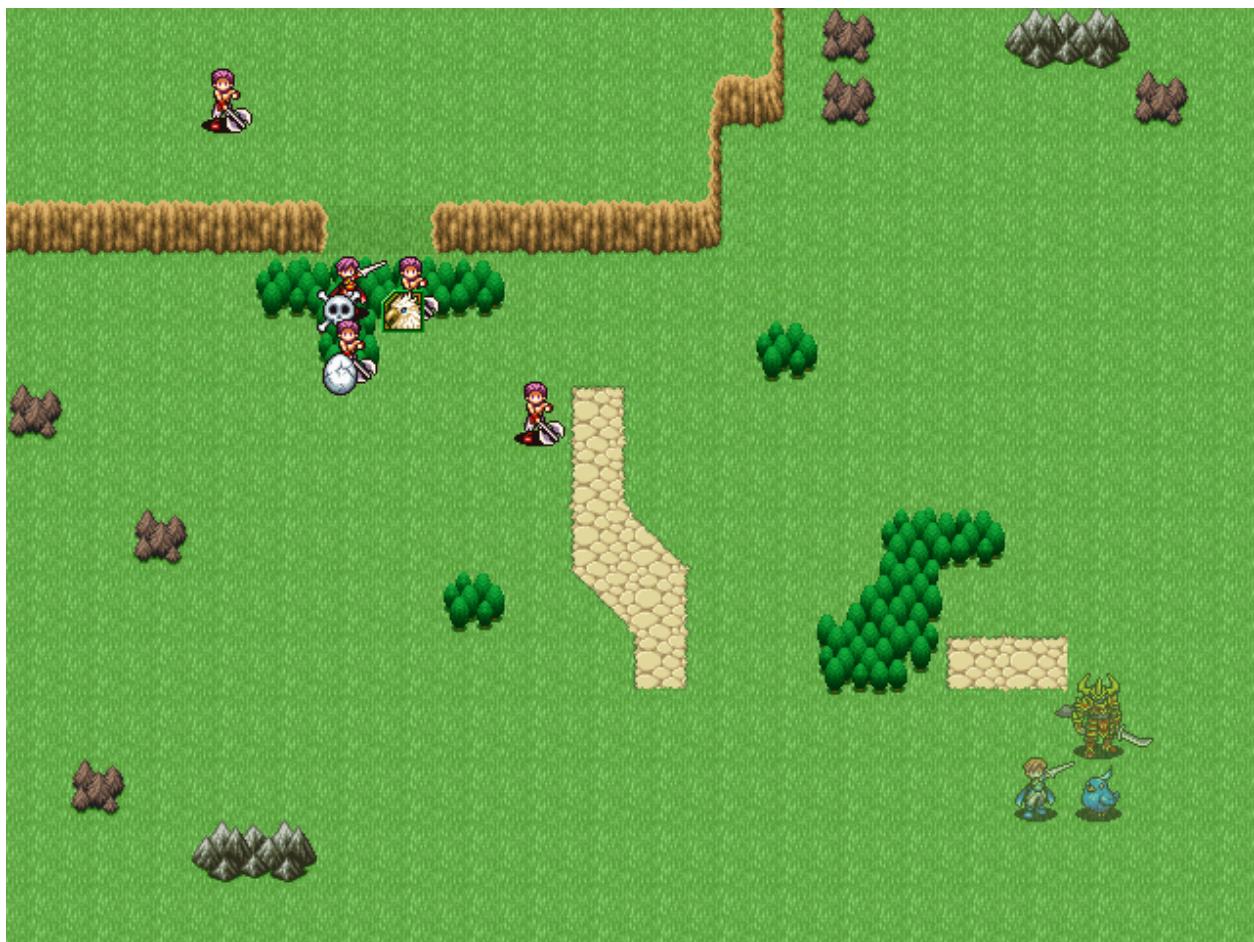
HP	Str	Mag
<input type="text" value="25"/>	<input type="text" value="20"/>	<input type="text" value="10"/>
Skl	Spd	Lck
<input type="text" value="70"/>	<input type="text" value="25"/>	<input type="text" value="25"/>
Def	Res	Mov
<input type="text" value="25"/>	<input type="text" value="20"/>	<input type="text"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

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, Ethelsnumdar 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.