

# Fire Emblem FAQ

## **What is the random number generator (RNG)?**

Every time you start the game up, the system generates a list of numbers internally, which are called “random numbers” (RNs). The game uses these numbers to determine the outcome of random events, such as whether an attack is a critical hit or misses entirely.

## **How do you already know what’s going to happen or what stats you’ll gain with each level up?**

The list of numbers that the game generates at power-on is always the same. This means that if you perform the same actions in the same order, you’ll always get the same results. With enough practice, the entire route can be memorized (like with this run).

## **Why do you reset after every chapter?**

The resets are for marathon safety. Resetting forces the game to regenerate the list of random numbers. This means it will go back to the same set it used at power-on, and that’s useful for keeping the route reliable. If I didn’t reset, a simple mistake (such as forgetting to move an important unit) could cause the route to derail entirely.

## **Why are you sometimes wiggling the cursor before moving?**

This is an RNG manipulation technique. The game uses random numbers any time it has to make a decision about movement paths. Forcing the game to make these decisions and consume random numbers in the process is crucial to certain strategies. There are multiple ways to do this, but the easiest is to draw a path to the edge of a character’s movement range and then place the cursor in a new location that’s also at the edge of the movement range.

## **What characters are useful in this run?**

For Fire Emblem series runs in general, any unit that can fly is automatically your best unit. Flying units have high movement and don’t take movement penalties for moving across rough terrain. For this run, Florina is the most useful character. She’s a flying unit that’s easy to train and joins early. Being able to use spears is another perk, because being able to attack at 1-2 range is very important in Fire Emblem speed runs.

Marcus is the second most useful character for this run. He has great base stats, high movement, and joins early. He can’t fly, but his stats are good enough to make him useful all run long. Other units might have the potential to become better than him in terms of stats, but that takes too long for a speed run. He’s preferred over those characters because he doesn’t require training or a promotion to be useful.

## **How are you controlling the enemy units?**

The game gets very confused if you reset when an enemy moves onto a tile with a secondary effect, such as a tile with a Mine placed on it. The game gets so confused that it gives you back control, but doesn’t end the current phase. The result is that you regain control during an enemy phase and can move them around just as if they were your own units.

The two main ways to set this up are the Mine glitch and the Torch glitch. The Mine glitch involves placing a Mine somewhere and resetting as an enemy steps on it. The Torch glitch involves the same process, but uses the Torch staff instead. Any tile that you use the Torch staff on becomes a secondary effect tile for multiple turns. Resetting as an enemy ends a move on that tile will trigger the glitch. The Mine glitch is usable at any time, but the Torch glitch is only usable in chapters with fog of war.