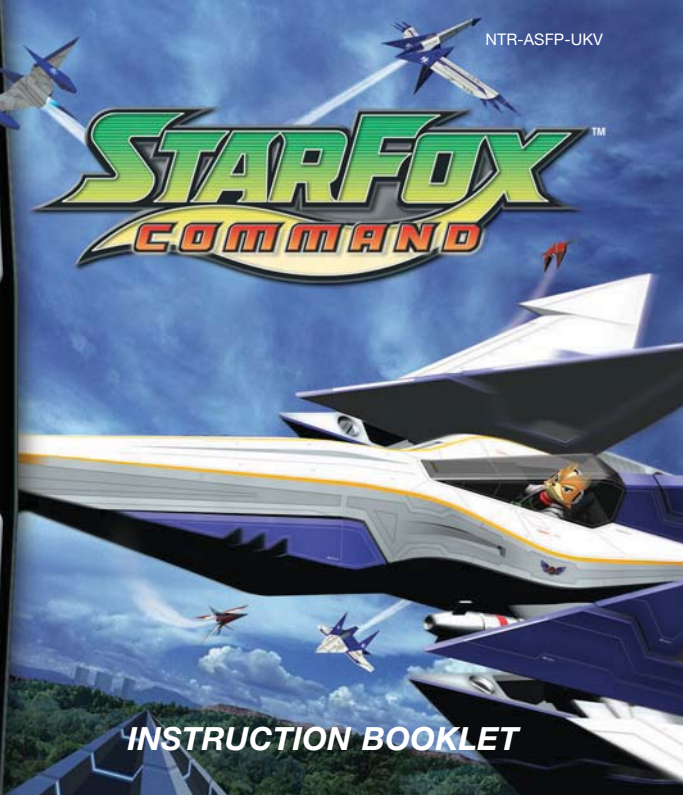




NINTENDO DS™

NTR-ASFP-UKV

# STARFOX™ COMMAND



INSTRUCTION BOOKLET

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the STAR FOX™ COMMAND Game Card for the Nintendo DS™ system.

**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

This Game Card will work only with the Nintendo DS system.



**WIRELESS DS SINGLE-CARD DOWNLOAD PLAY**  
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



**WIRELESS DS MULTI-CARD PLAY**  
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.



**NINTENDO DS RUMBLE PAK**  
THIS GAME IS DESIGNED TO USE NINTENDO DS RUMBLE PAK.



**NINTENDO WI-FI CONNECTION**  
THIS GAME IS DESIGNED TO USE NINTENDO WI-FI CONNECTION.

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## Fox Stands Alone...



In days gone by, the burning desire of Dr. Andross to rule the Lylat system filled the galaxy with the chaos of war. The mad ape sent out wave after wave of armies from his stronghold on the planet Venom, and used unique forms of radiation to create horrible monsters and terrible soldiers. His ambition swept this army across the galaxy to the planet Corneria.

It was there, however, that a quartet of mercenaries known as Star Fox put an end to the threat, and the leader of the team, Fox McCloud, defeated Andross in single combat.

In the years that followed, Venom was designated a forbidden planet and placed under the rigorous watch of Cornerian forces. All was going well until a mysterious army suddenly sprung forth from the toxic seas of the planet. Controlled by a mysterious leader called the Anglar Emperor, this new threat cuts through the Lylat system like a scythe through ripe wheat. The unexpected attack once again places the peoples, cities, and culture of the Lylat system in dire peril.

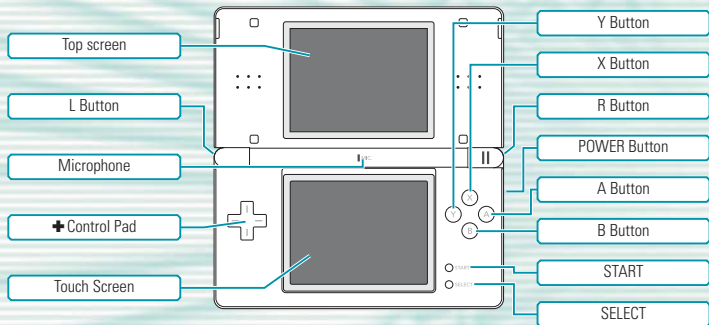
But much to the shock and dismay of the Lylat people, the members of Star Fox have gone their separate ways... leaving Fox McCloud as the lone obstacle in the Anglar army's path. Despite the odds, Fox heroically launches himself into the fray. But can he survive without the aid of his former teammates?



## Controls



You will control STAR FOX™ COMMAND by using both the Touch Screen and buttons. For more on Touch Screen controls, see pages 12 – 14.



Closing the Nintendo DS™ system during game play will initiate **Sleep Mode** and conserve battery life. Open the Nintendo DS to resume game play.

### Combat Controls

On the **Combat Screen** (see p. 10) use the A, B, X, Y, L or R Buttons – or the + Control Pad – to fire lasers and initiate lock-on attacks. Press START to display the **Pause Menu** (see p. 11). All other actions are performed on the Touch Screen with the stylus.



### Other Controls

On **Menu Screens**, you can make selections and change screens by tapping icons or bars. You can also touch the screen to scroll through conversations or make game-progression choices.

(You can also press the A, B, X, Y, L or R Buttons – or the + Control Pad – to scroll through conversations.) Additionally, you can skip conversations by touching the SKIP icon.



The colour of the frames around the screenshots in this manual denote which screen is being shown. Top screen images have an **orange** frame, while Touch Screen images have a **green** frame.





## Getting Started



Once you have STAR FOX COMMAND up and running, go to the **Mode Select Screen** to choose the mode you want to play.

### Powering Up

Make sure your Nintendo DS is off, then insert the STAR FOX COMMAND Game Card into the Game Card slot until it clicks into place. If you're using the Nintendo DS™ Rumble Pak, insert it into the Game Boy Advance™ Game Pak slot.

Turn the power on and read the information on the **Health and Safety Screen** shown to the right. When you've finished, tap the Touch Screen to advance to the **Nintendo DS Menu Screen**.

On the **Nintendo DS Menu Screen**, tap the STAR FOX COMMAND Panel to display the **Title Screen** and start the game.

If you have your **Start-up Mode** set to AUTO MODE, the **Nintendo DS Menu Screen** will not appear. See the instruction booklet for your Nintendo DS system for more details.



The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

### Mode Select Screen

Once you are on the **Title Screen**, tap the Touch Screen to bring up the **Mode Select Screen**. Select the mode you want to play from the menu that appears.



#### SINGLE PLAYER

Play the one-player **Story Mode** (see p. 16).

#### DOWNLOAD PLAY

Use the DS Wireless Communications to play multiplayer matches with up to 6 players (see p. 28).

#### WI-FI BATTLE

Match piloting skills with up to 3 friends via Nintendo Wi-Fi Connection (see p. 33).

#### OPTIONS

Adjust a variety of game settings (see p. 41–43).

### About Saving

This game has an auto-save feature. Game progress will be saved when you clear a mission or change any game setting in the **Options Menu**.

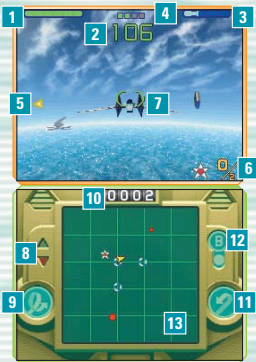


## Combat Screen



On the **Combat Screen**, you'll pilot a fighter and engage the enemy. Master all of the moves at your disposal (see pages 12 – 14) to make the most of your ship!

### Viewing the Combat Screen



#### 1 Shields

Your shields will weaken when you hit an object or take enemy fire. If your shields run out completely, your ship will crash!

#### 2 Remaining Time

If this gauge reaches zero, you will run out of time and fuel, and lose the battle (see p. 19).


#### 3 Boost Gauge

The Boost Gauge will empty as you boost, brake, or roll. It will fill as time passes.

#### 4 Item Countdown

An item appears with every 5 enemies shot down. This meter counts the current number of foes you've defeated.

#### 5 Enemy Core Location Pointers

These will appear as .



#### 6 Cores Collected (see p. 15)

The current number of collected cores as well as the number needed to clear the mission.

#### 7 Reticule

Use this to target enemies – it will turn red when you lock on.

#### 8 The Accelerometer

This  will light up when you're boosting, and this  when you're braking.

#### 9 Loop Icon (see p. 13)

Tap this to do a loop.

#### 10 Score Counter

This displays how many enemies you've shot down.

#### 11 U-Turn Icon (see p. 13)

Tap this to do a U-turn.

#### 12 Bomb Icon (see p. 14)

Touch and hold this, then slide the stylus over the area you want to attack to drop a bomb. You only have a limited amount of bombs!

#### 13 Radar

This shows the entire playing field. Items (see p. 15) and enemies are represented by symbols.

#### Radar Key


 Your ship


 Enemy ship

 Item Ring

 Bomb

 Fuel Cell

 Supply Ring

 Enemy Core

(When there is only one enemy containing a core remaining, it will be highlighted on the radar.)

### Pause Menu

Press START while on the **Combat Screen** to stop the game and bring up the **Pause Menu**. Choose CONTINUE to return to the game, RESTART to start the mission over or QUIT to return to the **Title Screen**. You can also confirm how many ships you have left (see p. 27).





## Combat Actions



Most fighter actions are performed by tapping or sliding the stylus on the Touch Screen.

### Move

#### Slide or tap in the direction you want to steer

Your ship moves forward automatically. To change directions, slide the stylus from the center of the Touch Screen into the direction you want to steer.

By going to CONTROL TYPE on the **Options Menu** and choosing CONTROL TYPE B or D, you can reverse the vertical controls.

### Boost / Brake

#### Double tap the Touch Screen

Double-tap and hold your stylus on the top portion of the Touch Screen to speed up. Double-tap and continue to hold your stylus on the bottom portion of the Touch Screen to brake. You will continue to boost or brake until you lift your stylus or your Boost gauge (see p. 10) runs out.



Boost

Brake

### Rolling

#### Rub the stylus on the Touch Screen

Quickly rub the stylus on the Touch Screen two or three times to roll. While rolling, your ship will deflect enemy fire and the boost gauge will deplete. You will continue to roll until the boost gauge is empty or you tap the screen again. If you roll well and deflect enemy fire, you'll receive a time bonus and increase your remaining time. Additionally, rolling near items (see p. 15) will cause them to be drawn into the ship.



### Loop / U-Turn

#### Tap the Loop or U-Turn icon

Tap the loop icon to loop, and the U-turn icon to perform a U-turn and fly in the opposite direction. Use these manoeuvres when enemy ships are on your tail!



Loop

U-turn

### About Automatic U-turns

Your fighter will automatically do a U-turn if you fly to the edge of the play area. Use your radar (see p. 11) to keep track of your location.



## Laser Attack / Lock-On Attack

### All Buttons

Press the A, B, X, Y, L, R Buttons – or the **+** Control Pad – to fire your lasers. Press and hold any of these to lock-on to an enemy, then release it to fire a blast that will follow the foe across the sky!

Note that not all characters have lock-on abilities.

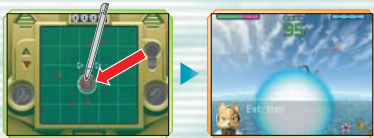


Locked-on enemy

## Bombs

### Touch the Bomb Icon

When you have bombs, touch and hold the bomb icon, then slide the stylus on the radar over the place you want to attack. Doing so will drop a bomb in that location. Bombs are powerful, but you have only a limited supply, so use them carefully!



## About Items

You can pick up items by coming into contact with them. You can also pull in nearby items by rolling (see p. 13) when you fly by them.



### Enemy Cores

Enemy Cores appear when you destroy certain target enemies. Collect a set number of cores to clear a mission.



### Fuel Cell

Grab one of these to increase your remaining time (see p. 10) by twenty-five seconds.



### Supply Ring

Pick up one of these to restore your ship's shields (see p. 10).



### Bomb

Round up a bomb to increase your bomb supply by one.

### Coin

Coins will appear after you have shot down 100 enemies. Collect all of the coins before they disappear to gain an extra ship.

### About Item Rings

Fly through item rings to reveal hidden fuel cells, supply rings, or bombs. In **Single-player Mode**, one of these items will appear for every five enemies that you destroy. Be sure to keep an eye on the item countdown meter (see p. 10)!



Item Ring





## Single Player



Choose **START** to play through the **Story Mode**, go to the **Stage Select Screen**, view the **GALLERY**, or enter **TRAINING**.

### Single Player

The first time you select **SINGLE PLAYER**, you will see a cinema scene and launch into **Story Mode**. The next time you choose **SINGLE PLAYER**, you will see the menu shown to the right.



BACK

Tap this to return to the **Mode Select Screen**.

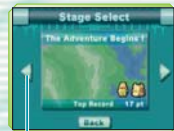


### Start

When the screen to the right is displayed, choose **YES** to continue from your last save. If you choose **NO**, you will be able to restart the game. If you do so, clear a mission and save a new game, you will overwrite your previous save. Be careful!

### Stage Select

Choose this to see a list of previously cleared missions. Select the mission you want to play by tapping it.



Page

Tap this to turn the page.

### Gallery

Come here to view profiles of Fox and his fellow pilots. You can also review any endings that you have unlocked.

When viewing a character profile, that character's theme music will play.

### Training

Go here to brush up on your flying and combat skills. There are four training exercises to choose from.



## Playing in Single Player Mode

Accept a mission to bring up the Tactics Map (see p. 20), where you can direct Fox and his companions in battle. Destroy all enemies and collect their cores to clear the mission.

### Story Mode Progression

You'll move through the **Story Mode** in turns (see p. 22) by directing your pilots on the Tactics Map and battling enemies (see p. 26) as you come into contact with them. You must complete each mission within the specified amount of turns you're given.

#### Protect the Great Fox

Your enemies will try to shoot down the Great Fox by sending troops or firing long-range missiles. If the Great Fox is destroyed, your mission will end in failure. Use sound tactical manoeuvring to keep your enemies focused on your pilots, then defeat them in combat before they become a threat.



#### Destroying Enemy Motherships and Liberating Captured Bases

Enemy motherships are located in all captured bases. Use your fighters to destroy the motherships, thus weakening the enemy. You'll gain extra turns when you liberate a base, and also be able to use it as a base of your own (see p. 23).

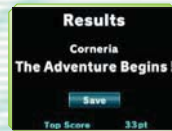


### Mission Complete! / The Results Screen

Fulfill the objectives of each mission to clear it and progress to the next one. The Great Fox can carry up to three missiles from mission to mission. Missions will end in failure if any of the events listed below occur. If that happens, you can retry or stop playing and return to the **Title Screen**.

#### Mission Failure Conditions

- Lose all your ships
- Lose the Great Fox
- Run out of turns





## The Tactics Map



The Tactics Map displays the entire area over which a mission occurs. Missions are broken up into turns on this map.

### Viewing the Tactics Map

#### Remaining Time

This shows how much time you have while engaging in battle on the **Combat Screen**.

#### Turn Capsules

This shows how many turns are available for a mission. One capsule will vanish at the beginning of each turn.



#### Remaining Enemy Cores

#### Ally Status

This shows how many bombs and how much shield power each of your allies possesses. You can also see how many missiles the Great Fox is carrying.

#### Tactics Map

This map shows the position of your ships, enemies, and items. The Great Fox will be shown as and allied pilots by character icons.

### Viewing Information

During the flight-path drawing phase (see p. 22) of each turn, you can tap items or enemies to see intelligence reports on the top screen. Tap your pilots to display dossiers on the fighters they're piloting.



### Fighter Dossiers

#### LASER TYPE

The type of laser equipped. Laser varieties include SINGLE (one beam), TWIN (two beams), PLASMA (two round shots), ARC (curved beam), and ZAPPER (powerful long-distance beam).

#### LOCK

The type of lock-on ability possessed. There are three varieties of lock-on capability; SINGLE (1 lock-on point), MULTI (up to 5 lock-on points), and WIDE (can lock-on to all visible enemies).

#### BOMB

The remaining number of bombs.

#### SHIELD

The shield capacity.

#### BOOST

The boost gauge capacity.

#### TIME BONUS

This shows the time bonus this ship will receive for rolling (see p. 13) and reflecting enemy fire.

### Enemy Abilities

#### SHIELD

This shows the enemy's shield rating.

#### WEAPON

This shows the enemy's attack rating.

"X2" etc. shows the number of enemies that must be destroyed.





## Single Player Rules



Each turn in **Single-player Mode** is made up of three phases. It's especially important to remember the particulars of the flight path phase.

### About Turns and Phases

Turns proceed in the order shown below. Once all battles in the combat phase are complete, the turn is finished.

#### Flight Path Phase

Draw flight paths for all fighters on the mission and fire missiles.

#### Movement Phase

All allies, enemies and missiles move along their respective flight paths.

#### Combat Phase

All battles take place in whatever order you choose.

### Flight Path Phase

In this part of the turn, you draw flight paths for all ships in the field. You can also view information on enemies and items on the map (see p. 20), or fire missiles from the Great Fox. Additionally, you can display the **Pause Menu** (see p. 11) by pressing START.

### How to Draw a Flight Path

Touch a ship, then slide the stylus in any direction to draw the flight path. The maximum length of the flight path is determined by how much fuel the ship in question possesses. If you wish to change a ship's flight path, simply touch it again and draw a new one. When your ship passes over an allied base, its fuel reserves are replenished, allowing it to cover longer distances.

When you've finished drawing all of your flight paths, double-tap the Touch Screen to bring up the turn icon. Touch the icon to proceed to the Movement Phase.

Fuel Gauge

Shown during movement, this empties as the route grows longer.



Allied Base

Pass through these to replenish your fuel.

### Firing Missiles from the Great Fox

To fire a missile, touch the Great Fox and then drag the missile onto an enemy. Missiles are extremely powerful but limited in number, so choose your targets wisely.





## Movement Phase


During this phase, all of your fighters move simultaneously along their respective flight paths. Enemies and missiles also move during this phase. Any items collected during the movement phase will become yours.

You can access the **Pause Menu** during the Movement Phase by pressing **START**.

The four types of enemies you can encounter are listed below. If you meet certain conditions while moving, you will engage these enemies in battle. Once in the Combat Phase, fight one battle at a time until all combat is complete.



### Enemy Fighter

If one of these enemies crosses a ship's flight path, combat will occur. The  represents the enemy's force – more red dots mean increased numbers of core enemies.



### Enemy Missile

Combat will begin if a fighter and a missile come into contact. Note that unlike enemy fighters, missiles will never change course to follow a character's flight path.



### Enemy Bases

If a fighter passes over one of these, it will stop and engage the enemy mothership protecting the base.



## Combat Phase

If combat is initiated during the movement phase, the top and Touch Screens will switch. The Touch Screen will then display battle panels for all of the upcoming battles.



### Battle Panels

The character engaging in battle is displayed in the upper right-hand corner of the panel. The number of cores needed to win (see p. 18) is in the lower right-hand corner.

Touch a battle panel to begin that fight. Once one battle is finished, touch another panel to engage in a new one. Continue this pattern until all battles are finished.

When panels are stacked on top of each other, you can select only the front panel.

When two characters are displayed on a panel, you can choose which character will fight.





## Single Player Battles



When encountering an enemy on the Tactics Map, select one of the battle panels displayed to initiate Combat Phase (see p. 25) and engage in battle.

### Combat Rules

Before combat begins, the target enemy will be displayed. Pilot your fighter across the screen and destroy the target. Once you collect the set number of Enemy Cores (see p. 18), the battle will be finished.



### Pursuit Combat and Guide Beacons

The act of chasing down enemy motherships and missiles is known as pursuit combat. Follow the guide beacons to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacons, the enemy will escape or you will be shot down!



Guide Beacon

### Completing Battle

Once the fighting is over, the **Combat Results Screen** will display. You'll receive a time bonus based on the number of enemies you shot down and then return to the **Battle Panel Screen** (see p. 25).

The remaining time is the time left for all combat during the entire mission.

If you complete a battle with a perfect score, the Great Fox will receive a missile (see p. 23).



### Penalties

If a fighter gets shot down or runs out of time, that pilot will lose the battle in which he or she is engaged, and the player's ship stock will be reduced by one ship. Accordingly the remaining movement of the fighter that was defeated in battle will be cancelled, and the enemy that defeated the fighter will continue along its original flight path. If your fighter stock is zero and a character falls, you will no longer be able to use that character. If you run out of characters, the mission will end in failure.



### Gaining Turns

Liberate an allied city and you'll get two turns (see p. 20), lengthening the number of turns you have to complete the mission.





## DS Download Play



This mode is for up to six players. For instructions on using the DS Download Play, see page 30.

### Host System

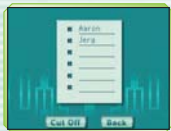
In **Multiplayer Mode**, the player using the system with the DS Game Card will be the host and create the battle group. All other players will join the host's group. Select **DOWNLOAD PLAY** to display the screen shown to the right, then select **RECRUITMENT**.



### Entry

Wait for opponents to appear on the **Entry Screen**. Touch **CUT OFF** to close the group, and begin downloading the game. Complete the ship set up and combat will begin automatically.

On your **Ship Setup Screen** you can choose between **SHORT**, **NORMAL** and **LONG** for your shield type. You can also choose either **NORMAL** or **INVERTED** for your **CONTROL TYPE**.



### Client System

In this mode you can download the game from the host system and join a battle group. Once the host system has selected **CUT OFF**, the download process will begin. After this and **Ship Setup** are complete, battle will commence.

Downloaded data will be lost when you turn your Nintendo DS off.



## Download Play Rules



Star

Fly against other pilots on the **Combat Screen**. If you shoot down another ship, a star will appear. The player with the most stars at the end of the match is the winner. In addition, the following items will be available during multiplayer play.



### Plasma

Pick this up to transform your laser into a plasma shot.



### Twin

Snag this to equip a powerful twin laser.



### Stealth

Grab this to make yourself invisible to your opponents radar for a short time.



### Time Bomb

Snatch this multiplayer-only bomb and let the countdown to destruction begin.

There is no **Pause Menu** in multiplayer games. If there is a tie, no one will receive credit for a victory in their stats.



## DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

### The Things You'll Need

Nintendo DS system .....	One for each player
STAR FOX COMMAND Game Card .....	One

### Connection Procedures

#### Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the STAR FOX COMMAND Panel.
4. Now, follow the instructions on page 28.

#### Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.

NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.

For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.

2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
3. Touch the STAR FOX COMMAND Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 28.

## DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

### The Things You'll Need


Nintendo DS system .....	One for each player
STAR FOX COMMAND Game Card .....	One for each player

### Connection Procedures

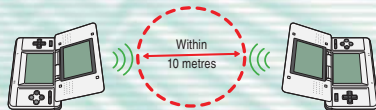
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the STAR FOX COMMAND Panel.
4. Now, follow the instructions on page 33.

### Guidelines for Communications


For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.





The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

#### For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



## Wi-Fi Battle



Nintendo Wi-Fi Connection allows multiple STAR FOX COMMAND pilots to dogfight over the internet – even when separated by long distances.


### Setting up Wi-Fi

To play Wi-Fi BATTLE, you must first complete the Nintendo Wi-Fi SETUP. On the **Wi-Fi Battle Menu**, select Wi-Fi SETUP and follow the instructions shown on the screen shown to the right. For more details and contact information, please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game.



### Wi-Fi Battle Menu

Choose Wi-Fi BATTLE from the **Mode Select Menu**. When you do, the menu below will display.

STAR FOX COMMAND ranks your pilot skill from Z to A. The number to the right of your rank represents your progress through that rank. The higher you are, the closer you are to advancing. The number next to the  shows the number of stars you have collected. WINS, DROPOUTS, and TOTAL stats are shown here as well.



**Wi-Fi PLAY**  
**FRIEND CODE**  
**Wi-Fi SETTINGS**

Connect to Nintendo WFC to play multiplayer matches (see p. 35).  
Check your friend codes or register a friend code to your friend roster here (see p. 37).  
Select this option to adjust the settings used to connect to Nintendo WFC.

After you connect to Nintendo Wi-Fi Connection for the first time, it's important to continue using the same Nintendo DS hardware and STAR FOX COMMAND Game Card. Once you connect to Nintendo WFC for the first time, it treats the hardware and Game Card as a set. For more information, please refer to the Nintendo Wi-Fi Connection Instruction Booklet.



## Wi-Fi Modes



Wi-Fi Battle lets you play against up to three other players.

### Nintendo Wi-Fi Connection Set Up

Choose WI-FI PLAY on the **Wi-Fi Battle Menu**, then confirm your selection by tapping OK to initiate Nintendo WFC set up.

If you're connecting to Nintendo WFC for the first time, a Friend Code (see p. 37) will automatically be created for you.



### Troubleshooting

If you can't connect to Nintendo WFC, an error message and error code will be displayed. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.




## Choosing Wi-Fi Mode

In **Wi-Fi Mode**, you can choose two different multiplayer modes: **BATTLE ROYALE** and **FREE BATTLE**. In **FREE BATTLE**, you can choose from four different games. Once an opponent has been found, the **Entry Screen** will display. When enough players have been found, the game will begin.

### BATTLE ROYALE

Choose **BATTLE ROYALE** to soar into combat against three other fighters. Results will affect each player's ranking (see p. 33).

### FREE BATTLE

Select **FRIEND BATTLE** to play against one to three people registered on your friend roster. If you choose **RANDOM BATTLE**, you can select the number of players per game. Choose from  two players,  three players, and  four players.



## Wi-Fi Play Rules

In this mode, you will compete three times against the same competitor. **Wi-Fi Modes** rules are basically the same as those for **DS Download Play** (see p. 29). Shoot down other fighters to make stars appear. The pilot who gathers the most stars within the time limit wins.



## Friend Code



If you and a friend register each others' Friend Codes, you can face each other in a Friend Battle while playing the Free Battle portion of **Wi-Fi Play Mode**.

## Friend Roster

Information on friends is displayed here. You can have up to 30 friends registered.



Selected Friend's Ranking

FRIEND ROSTER

The information on your friend is displayed.



DELETE

Select a name from the roster and tap this to delete that name from the roster.

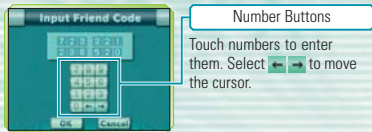


## Input Code

Come here to enter other players' Friend Codes and register them on your Friend Roster. Be sure to go to CONFIRM CODE and make a note of your own Friend Code.

### 1 Enter a Friend Code

When you see the screen shown to the right, you can enter a Friend Code. Once you input all 12 digits, select OK.



## Confirm Code

Come here to view your own Friend Code.

## Code Exchange

You can exchange Friend Codes via DS Wireless Communications (see p. 30–32).

1 To exchange Friend Codes, first select Wi-Fi BATTLE from the **Main Menu**, next choose FRIEND CODE on the **Wi-Fi Battle Menu**, and then CODE EXCHANGE on the **Friend Code Menu**. From here the host system will choose CODE CENTER, and the client system will choose SEARCH CODE.

2 Once a search is successful, the host system's nickname will display on the client system's bottom screen. Select the host system's nickname to exchange Friend Codes with that system. There can be up to four host system nicknames displaying at the same time on the client system's bottom screen, but the exchanging of Friend Codes can only be done with one system at a time.



## Nintendo Wi-Fi Connection



Nintendo Wi-Fi Connection allows multiple STAR FOX COMMAND owners to play together over the internet – even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network connection (such as a wireless router) and an active broadband internet account.
- If you do not have a wireless network device installed on your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the Power Supply to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.





## Nintendo DS Rumble Pak



**THIS GAME IS COMPATIBLE WITH THE NINTENDO DS™ RUMBLE PAK  
(Model No.: NTR-008).**

The Nintendo DS Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. The Nintendo DS Rumble Pak is not included. For information on purchase please contact the Nintendo Service Centre.

Please read the following before you play a game with the Nintendo DS Rumble Pak enabled.

1. Make sure the Nintendo DS system (NTR-001, USG-001) is turned off.
2. Insert the Nintendo DS Rumble Pak into the Game Pak Slot (SLOT-2) on the front of the Nintendo DS system (the label should face toward the bottom) as you would insert a Game Boy Advance Game Pak.
3. When you want to use the Nintendo DS Rumble Pak with the Nintendo DS™ Lite, please remove the Nintendo DS Lite Game Pak Slot Cover (USG-005) from the Game Pak Slot (SLOT-2). For further information please see also your Nintendo DS Lite Instruction Booklet.
4. Make sure to turn the power off before removing the Nintendo DS Rumble Pak.

The Nintendo DS Rumble Pak is the exclusive option cartridge of the Nintendo DS system. It will not work with any other game systems.

### Troubleshooting

#### **Nintendo DS Rumble Pak is making a sound**

- When the Rumble Feature is on, the Nintendo DS Rumble Pak will make sounds during game play.

#### **Does not rumble**

- Make sure the Rumble Feature is turned on in the game. Please see page 42 for details on turning the Rumble Feature on and off.
- Make sure the edge connectors of the Nintendo DS Rumble Pak and the Nintendo DS system (SLOT-2) are not dirty.

#### **Does not stop rumbling**

- Make sure the edge connectors of the Nintendo DS Rumble Pak and the Nintendo DS system (SLOT-2) are not dirty.

If the Nintendo DS Rumble Pak still does not work properly after following these troubleshooting measures, please contact the Nintendo Service Centre. Please also read the instruction booklet included with the Nintendo DS Rumble Pak.



## Options



Select **OPTIONS** on the **Mode Select Screen** (see p. 9) to display the following **Option Menu** selections.

### Sound

This is where you can adjust the game's sound settings. First, choose a sound **MODE**: **STEREO**, **SURROUND** or **HEADPHONE**. You can also adjust the character **VOICE** settings. Then, choose from **USER** (character voices based on your own voice), **NORMAL** (the voices set by default), or **MACHINE** (no voice).

## Control Type

This is where you can choose the control type used on the **Combat Screen**. Available controller types are TYPE A – normal with Rumble, TYPE B – inverted with Rumble, TYPE C – normal without Rumble, TYPE D – inverted without Rumble.

## Nickname

Enter an eight-letter or less nickname for use in Wi-Fi Battle.

If you don't input a nickname, your Nintendo DS system nickname will be used by default.

### Viewing the Keyboard Screen

Input letters from the keyboard by touching them. Press OK when you're finished with your selection.



## Voice Recording

You can use your own voice to create unique voice data for individual characters in the game. When you've answered all of the questions, the **Data Confirmation Screen** will be displayed. To make sure the voice is OK, tap the character you would like to hear a voice sample of. If everything's all right, touch OK to finalise the voice.

## Clear Data

This is where you can clear game data. Select VOICE DATA to clear voice data that you've recorded, or choose SINGLE DATA, which erases all single player data, or choose Wi-Fi RESULTS, which erases all Wi-Fi results.

Once data has been erased, it's gone forever! Be careful!



## Character Intros



### Fox

The hero of the game. He's the leader of the mercenary group Star Fox. His courage and sense of justice are well-known, though he can be too serious at times.



#### Arwing II

<b>Lasers</b>	Single
<b>Lock</b>	Single
<b>Bombs</b>	2
<b>Shields</b>	
<b>Boost</b>	

### Krystal

A former member of team Star Fox. She's strong and kind, but can be overly stubborn as well.



#### Cloud Runner

<b>Lasers</b>	Twin
<b>Lock</b>	Single
<b>Bombs</b>	1
<b>Shields</b>	
<b>Boost</b>	



For information on viewing individual fighter specs, see page 21.



### Falco

A brash and headstrong pilot who has issues with authority figures. His undeniable flying skills make him an indispensable member of the team.



#### Sky Claw

<b>Lasers</b>	Single
<b>Lock</b>	Multi
<b>Bombs</b>	1
<b>Shields</b>	
<b>Boost</b>	

### Slippy

Fox's closest friend on the Star Fox team. He's a better mechanic than he is a pilot, and he comes up with all kinds of weapons for the team to use.



#### Bullfrog

<b>Lasers</b>	Plasma
<b>Lock</b>	N/A
<b>Bombs</b>	3
<b>Shields</b>	
<b>Boost</b>	





For information on viewing individual fighter specs, see page 21.

## Dash

### Monkey Arrow

Lasers	Twin
Lock	Single
Bombs	2
Shields	
Boost	



## Wolf

### Wolfen

Lasers	Twin
Lock	Multi
Bombs	1
Shields	
Boost	



## Leon

### Rainbow Delta

Lasers	N/A
Lock	Wide
Bombs	2
Shields	
Boost	



## Panther

### Black Rose

Lasers	Zapper
Lock	N/A
Bombs	1
Shields	
Boost	



## Bill

### Cornerian Fighter

Lasers	Twin
Lock	None
Bombs	2
Shields	
Boost	



## Amanda

### Tadpole

Lasers	Single
Lock	Multi
Bombs	1
Shields	
Boost	



## Peppy

### Arwing

Lasers	Twin
Lock	Single
Bombs	2
Shields	
Boost	



## Lucy

### Sky Bunny

Lasers	Plasma
Lock	Single
Bombs	1
Shields	
Boost	



## Katt

### Cat's Paw MK. II

Lasers	Arc
Lock	Single
Bombs	2
Shields	
Boost	



