Star Fox™ Zero

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1. Important Information

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Health and Safety

Before use, please read the contents of the Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in System Settings.

Age Rating Information
For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/documents/
Controllers / Surround Sound

The following controllers can be paired with the console and used with this software.

- **Wii U GamePad**

When requesting backup, one of the following controllers must be used in addition to the Wii U GamePad.

- **Wii U Pro Controller**
- **Wii Remote™ + Nunchuk™**

- Only one Wii U GamePad can be used with this software at a time.
- A Wii Remote Plus can be used instead of a Wii Remote.

### Pairing Controllers

Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.

### Surround Sound

This software supports Linear PCM surround sound. To enable surround sound output, select the TV option in the System Settings application, then set the TV Sound Output Type to Surround.
This software supports amiibo. You can use compatible amiibo accessories by touching them to the NFC touchpoint (◼) on the Wii U™ GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.
For more information, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

♦ An amiibo can be read by multiple compatible software titles.
♦ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒ System Settings ⇒ amiibo Settings and reset the data.
Connect to the internet to enjoy these features:

- Miiverse™
- Download of the Star Fox Guard special demo

♦ You must connect to the internet and set up Miiverse in advance.

♦ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.

♦ For information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual, which you can access by pressing ▼ while on the Wii U Menu and then selecting "Manual" on the HOME Menu.
Parents and guardians can restrict certain features of the Wii U console through Parental Controls on the Wii U Menu. The following features can be restricted:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Online Interaction in Games</td>
<td>Restricts posting to Miiverse.</td>
</tr>
<tr>
<td>Miiverse</td>
<td>Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.</td>
</tr>
</tbody>
</table>
Star Fox Zero is a shooting game where you'll journey to diverse planets across the depths of space. Take down hordes of enemy fighters as you weave and dodge through hails of laser fire, barrages of missiles and storms of asteroids.

**Transform and Triumph**

Your aerial fighter, the Arwing, can transform into the Walker, a land vehicle. Use each of them as the situation demands.

![Arwing Walker](image)

**Your Team: Star Fox**

Your teammates will accompany you on missions and assist you in various ways.
Peppy
Informs you of enemy weak points and other details.

Slippy
Provides an analysis of the boss’s shields (the damage they can take) and uploads it to your visual display.

Falco
Relays information about your surroundings and the current situation.

Teammate Withdrawal
If a teammate’s shield gauge is completely emptied, they will withdraw from the current mission. They will, however, return in the following mission.

♦ You can check the status of your teammates on the pause menu. ➔ 11
**Basic Gameplay**

**Viewing Screens**

The TV screen and the Wii U GamePad screen each show different views.

♦ Press ☐ to swap the screens around.

**TV (Vehicle View)**

Positioned behind your vehicle, this view provides a wide view of the action.

**Wii U GamePad (Cockpit View)**

A view from inside the cockpit. Handy when targeting enemies.

**Basic Controls**

**Piloting Your Vehicle**

Use the control sticks (_left_ and _right_) to manoeuvre your vehicle. Press □ to fire lasers.
Lining Up Your Reticle

Use the GamePad motion controls to move your aiming reticle around and line it up with your target.

Recalibrate

Press ☺ or ☯ to recentre the position of your reticle.

3D Voice

This software uses 3D audio technology. Using the GamePad, you will be able to hear the character voices as if they were around you.

ɜ Fox

Heard from the front.

Transmissions from other characters

Heard close to the ears, as if through an intercom.

♦ You can toggle 3D Voice from the pause menu.

♦ The effect won't work when using headphones or if the GamePad volume is too low.
Saving Data

This software uses an autosave feature. Progress, mission records (e.g. the number of enemy units shot down) and more will be saved when completing a mission.

Deleting Data

To delete save data, go to System Settings on the Wii U Menu and choose "Data Management".

- Deleted save data cannot be restored, so make absolutely sure that you want to delete your data before proceeding.
Press 🔄 on the title screen to display the main menu.

**Main Game**
Here you can follow Fox's story as he battles the evil forces of Andross.

**Training**
Learn how to pilot the Arwing or refresh your skills here.

**Prologue**
Recap the game's introduction.

* Some options will only become available after you have made some progress through the game.

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**Star Fox Guard Special Demo**
You can download a demo of Star Fox Guard from Nintendo eShop by selecting 🎉.

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**Navigating Menus**

<table>
<thead>
<tr>
<th>Choose option</th>
<th>😊 / 😕</th>
</tr>
</thead>
<tbody>
<tr>
<td>Confirm</td>
<td>🔄</td>
</tr>
<tr>
<td>Back</td>
<td>🔄</td>
</tr>
</tbody>
</table>

**Controls During Missions**
Skip cutscene / open pause menu
Swap screen views
Stage Select Screen
Select a stage (planet or sector) to advance to the mission select screen.

Mission Select Screen
Select a mission to depart on.

- You can repeat any mission you've cleared as often as you like.
- The number next to 🎁 shows the number of medals you've been awarded. 🎁 12

Missions
Each mission is generally split into several phases. The game mode may differ for each phase.

Scroll Mode
In these sections, you will advance straight ahead along a fixed path.
All-Range Mode

These sections allow you to move freely within a set area.

♦ If you reach the edge of the area, you will automatically perform a U-turn.

Branching Paths

Based on your actions, you may discover new paths or plot developments during a mission. You might even be able to find routes that truly test your skills...

Mission Complete / Mission Accomplished

If you complete a mission as normal, Mission Complete will appear on screen. However, if you manage to complete a mission with the best possible outcome, Mission Accomplished will appear on screen instead.

Posting to Miiverse

After you clear a mission, touch to post your mission results to Miiverse.
Mission Failure

The mission will fail if your shield gauge is depleted or if you are unable to fulfil the set objectives.

<table>
<thead>
<tr>
<th>Ships remaining</th>
<th>No ships remaining</th>
</tr>
</thead>
<tbody>
<tr>
<td>You can restart from partway through a mission.</td>
<td>You can restart from the beginning of the mission.</td>
</tr>
</tbody>
</table>

♦ Collect three gold rings to increase your ship stock by one.
**1 Shield gauge**

Shows how much damage your craft can take.

**2 Hits**

Shows the number of enemies you've destroyed.

**3 Items found**

- Gold ring
  - Your remaining ships are shown on the left.
- Super gold ring
- Medal token

and only display at certain points during missions.

**4 Remaining smart bombs**

A highly destructive bomb. Press 😎 or 🛡️ to launch one.

**5 Boost meter**

Drains when boosting or hovering, but recovers over time.
Press \( \oplus \) to display the pause menu on the Wii U GamePad. Here you can check the status of your teammates, restart the mission and more.

### Reticle (direction of fire)

Your lasers will pass through these two boxes.

### Marker

These will appear in certain situations.

- Some markers may only appear in cockpit view.

<table>
<thead>
<tr>
<th>Color</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>♦</td>
<td>Your teammates</td>
</tr>
<tr>
<td>▼</td>
<td>Your target</td>
</tr>
<tr>
<td>♠</td>
<td>Displays when an enemy is in close proximity.</td>
</tr>
<tr>
<td>♦</td>
<td>Perform a somersault to shake off the enemy.</td>
</tr>
<tr>
<td>Ascend / Descend</td>
<td>Invert the vertical flight controls.</td>
</tr>
<tr>
<td>------------------</td>
<td>-------------------------------------</td>
</tr>
<tr>
<td>Motion Controls</td>
<td>Choose between having motion controls permanently on, or only on when shooting.</td>
</tr>
<tr>
<td>3D Voice</td>
<td>Choose whether or not to use 3D Voice.</td>
</tr>
<tr>
<td>Controls</td>
<td>View the controls.</td>
</tr>
</tbody>
</table>
Laser upgrade
Doubles your lasers. Pick up a second one to transform them into high-power hyper lasers that can lock on to two targets. Hyper lasers will last until you receive damage or finish a mission.

Smart Bomb
Adds a smart bomb to your stock for you to launch at will.
- You can hold up to 5 smart bombs.

Silver Ring
Restores a portion of your shield gauge.

Middle Supply
Restores a large portion of your shield gauge.

Gold Ring
Restores a portion of your shield gauge. Collect three of these to increase your ship stock by one.
- You can keep up to 9 ships in reserve.

Super Gold Ring
There are three of these in most missions. They have the same effect as a gold ring, but collecting all three will also cause a medal to appear.

Medal Tokens
These tokens can be picked up by Direct-i. There are 10 in a mission - collect all of them to receive a medal.
Extra vehicles, smart bombs, lasers and other upgrades acquired during a mission are not carried over to other missions.
A fighter craft built for aerial and space combat. Use \( \leftarrow \) to control your direction and \( \rightarrow \) to adjust the speed.

<table>
<thead>
<tr>
<th>Action</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ascend / descend</td>
<td>( \downarrow ) / ( \uparrow )</td>
</tr>
<tr>
<td>Turn</td>
<td>( \leftarrow ) / ( \rightarrow )</td>
</tr>
<tr>
<td>Tilt Arwing</td>
<td>( \leftarrow ) / ( \rightarrow )</td>
</tr>
<tr>
<td>Boost</td>
<td>( \uparrow )</td>
</tr>
<tr>
<td>Brake</td>
<td>( \downarrow )</td>
</tr>
<tr>
<td>Barrel roll</td>
<td>( \leftarrow ) / ( \rightarrow ) (twice in quick succession)</td>
</tr>
<tr>
<td>Somersault</td>
<td>Flick ( \downarrow ) / ( \uparrow ) (at same time) / ( \times )</td>
</tr>
<tr>
<td>U-turn</td>
<td>Flick ( \downarrow ) / ( \uparrow ) (at same time) / ( \circ )</td>
</tr>
<tr>
<td>Laser</td>
<td>( \text{ZR} )</td>
</tr>
<tr>
<td>Charge shot</td>
<td>( \text{RR} ) (hold to charge, then release)</td>
</tr>
<tr>
<td>Smart bomb</td>
<td>Press ( \uparrow ) / ( \text{B} )</td>
</tr>
<tr>
<td>Recalibrate reticle</td>
<td>Press ( \uparrow ) / ( \text{Y} )</td>
</tr>
<tr>
<td>Transform</td>
<td>( \text{A} )</td>
</tr>
<tr>
<td>Target view</td>
<td>Hold ( \text{A} )</td>
</tr>
</tbody>
</table>
♦ You can invert the vertical flight controls in the pause menu.
♦ U-turns and target view are used primarily in all-range mode.

**Walker**

A bipedal land vehicle. The Walker moves differently to the Arwing, but is controlled in much the same way.

<table>
<thead>
<tr>
<th>Move</th>
<th>☻</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turn</td>
<td>←</td>
</tr>
<tr>
<td>Dash</td>
<td>⚡</td>
</tr>
<tr>
<td>Hover</td>
<td>⚡</td>
</tr>
<tr>
<td>Sidestep</td>
<td>(holding ⚡) ← ⚡ / ⚡ →</td>
</tr>
<tr>
<td>Quick turn</td>
<td>Flick ↓ ⚡ + ⚡ ↑ (at same time) / X / B</td>
</tr>
</tbody>
</table>

♦ You’ll be able to transform into the Walker after a certain point in the story.
♦ If there’s nowhere to stand, it will automatically revert back into the Arwing.

**Other Vehicles**

For other vehicles, enter the pause menu and touch "Controls" to check the control scheme.
**Charge Shot**

Hold down ◐ to charge up energy. During this time, you can target enemies to lock on to them. Release the button while locked on and the shot will home in on them. Let go the moment you lock on for a critical shot, which has increased speed and power.

♦ You can cancel lock-on with ◐.

**Rapid Turn**

When turning with ◐ ◐ / ◐ ◐, push ◐ in the same direction to turn at an even sharper angle.

**Barrel Roll**

Do a barrel roll with ◐ ◐ ◐ / ◐ ◐ ◐ to deflect incoming attacks such as laser fire.
Somersaults and U-Turns

When ascending with ▼○, use boost (○↑) to perform a somersault, or brake (○↓) for a U-turn.

♦ You can also perform somersaults with × and U-turns with ◎.
♦ U-turns can only be used in all-range mode.

Target View

If an enemy, boss or mission objective is marked with □, you can hold □ to make the vehicle view focus on it. That way, you can fight without losing sight of your target.

♦ Target view is primarily used in all-range mode.
♦ Sometimes, target view will be turned on automatically.

Direct-i

This is the Gyrowing’s on-board utility robot. Press × to lower it. Once on the ground, you can steer it with ◎.
System Hacking

If Direct-i is led to a computer terminal, it can directly interface with it.

Bombs

Lower Direct-i when right above a bomb to pick it up. Press ▼ / ◁ to drop the bomb and let it explode.

Hit Bonus

Actions worthy of merit, such as hitting multiple enemies with a single charge shot or shooting down already-damaged ships, will add bonus hits to your hit count.
You can play with friends and family by splitting the controls for your vehicle between two people.

♦ Controls will vary depending on the controllers used.

**How to Play**

1. Select "Co-op Play" from the mission select screen.
2. Press A on a Wii U Pro Controller or Wii Remote and Nunchuk.

♦ Any controllers used must be paired with the Wii U console beforehand.

**Wii U GamePad**

The player using the GamePad will be in charge of shooting. They can aim the reticle using motion controls and can fire weapons such as lasers, charge shots and smart bombs.

**The Other Player**

The other player will be in charge of movement. They must dodge enemy attacks, asteroids and other hazards. They can also fire the single laser.

**Single Laser Controls**

| Wii U Pro Controller | Wii Remote and Nunchuk |
Scanning supported amiibo enables you to pilot different types of Arwings in the game.

**How to Scan**

1. On the stage select screen, touch the amiibo.
2. Hold a compatible amiibo to the NFC touchpoint on the Wii U GamePad.

**Fox**

Using the Fox amiibo will allow you to use the polygonal Retro Arwings originally featured in Starwing for the Super Nintendo Entertainment System™.

**Falco**

Using the Falco amiibo will allow you to use the Black Arwing. It has increased firepower and can lock on to two targets at once, but receives more damage than the normal Arwing when hit.
For more information on compatible amiibo, visit:
- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)
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Support Information

For product information, please visit the Nintendo website at:
www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:
support.nintendo.com