

Nintendo®

PRINTED IN THE EU

STARFOX 6 4™

3D

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
MAA-CTR-ANRP-UKV

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.



Download Play

Supports multiplayer games via local wireless communication. One player must have a copy of the software.

Thank you for selecting the STAR FOX 64™ 3D Game Card for Nintendo 3DS™.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet (Important Information Leaflet). Always save these documents for future reference.

.....
This Game Card will work only with the European/Australian version of the Nintendo 3DS system.

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WARNING! This video game is protected by intellectual property rights! The unauthorized copying and/or distribution of this game may lead to criminal and/or civil liability.

CONTENTS



- ▶ Getting Started 5
- ▶ Controls 8
- ▶ Mission View 11
- ▶ Main Game 12
- ▶ Battle Mode 17

Note: In this instruction booklet, 3D Screen images are shown as  and Touch Screen images are shown as .

The in-game language depends on the one that is set on the system. This game supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS™ system language is set to one of these, the same language will be displayed in the game. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the Operations Manual, “System Settings”.

Getting Started

ARWING
Fox
McCloud's
Fighter

Touch the STAR FOX 64™ 3D icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

Main Menu

Press the START Button at the title screen to display the main menu.



Current Time / Battery Level

MAIN GAME	Play through the single-player story mode. ▶ P. 12 Note: Progress is saved automatically when a stage is cleared.
BATTLE	Up to four players can compete via Download Play. Alternatively, select SINGLE PLAYER to play against the CPU. ▶ P. 17
SCORE ATTACK	Select a mission and aim for a high score.
TRAINING	Learn to fly the Arwing, then test your skills in the trial run.
OPTIONS	Adjust the control settings, and erase save data. Warning: Once erased, save data cannot be recovered.

Note: There is only one save file, and game progress is saved automatically.

Starting the Main Game

After confirming the control settings, you will proceed to training mode, where you can learn the basic controls. Once training is complete, select **START GAME** to begin the story, or **TRIAL RUN** to test your flying skills.

Note: While adjusting the control settings, it is possible to invert the Circle Pad controls for ascending and descending.

Main Game Modes

Nintendo 3DS Mode	This mode is balanced to complement the new gyro controls and the Circle Pad.
Nintendo 64 Mode	Recreates the original challenge of Star Fox 64.
Expert Mode	This is the challenging expert mode from Star Fox 64. This mode must be unlocked before you can play it.

Note: Nintendo 64 Mode and expert mode cannot be played using the gyro controls. ▶ P. 8



Resuming a Game

When returning to the main game, select **SAVED GAME** to resume from where you left off. Alternatively, select **NEW GAME** to start the game again (overwriting the existing save data), or **GUEST GAME** to start a new game as a guest (during which your progress will not be saved).

Note: The total score is saved when playing as a guest.



Care When Using the Gyro Controls

This software involves moving the Nintendo 3DS system around while you play. Ensure that you have adequate space around you and that you hold the system firmly in both hands while playing. Failing to do so could result in injury and/or damage to surrounding objects.



Backup Function

This software title contains a backup function which saves game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

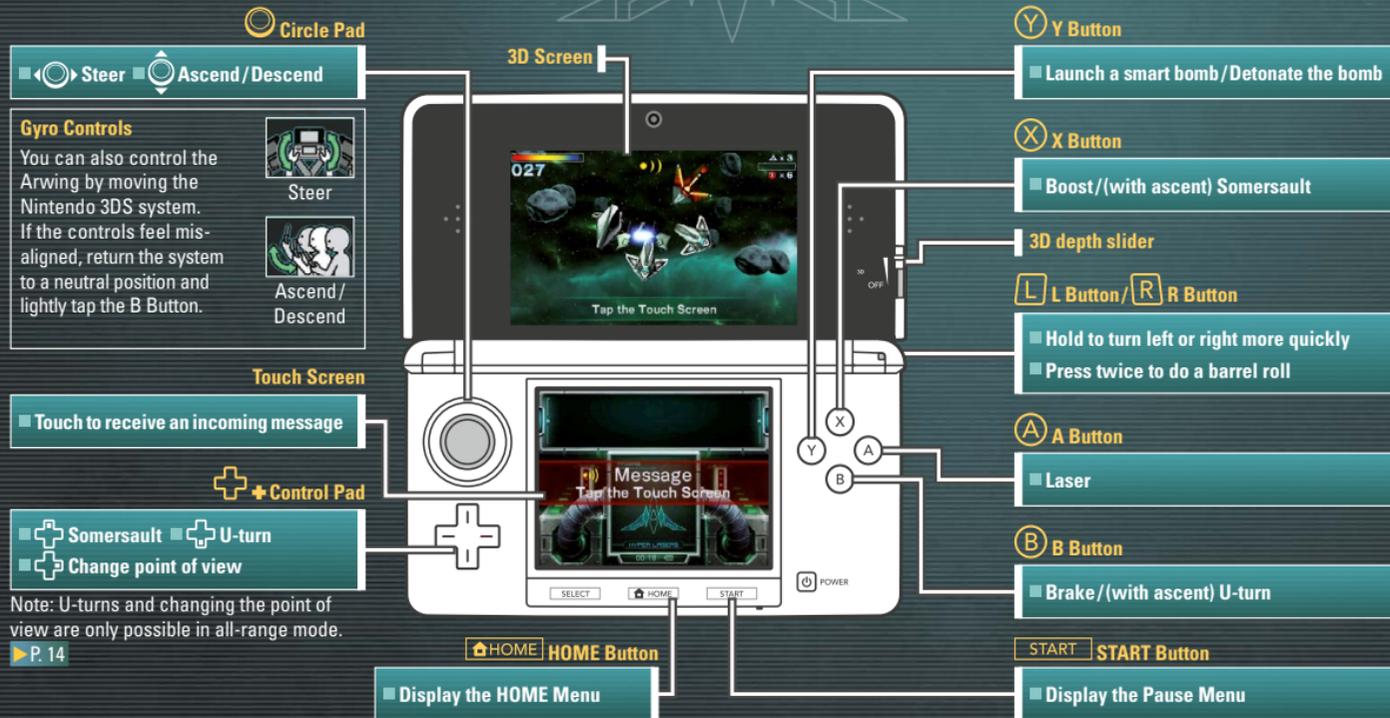
If you cannot save for reasons other than the above, please refer to the separate Important Information Leaflet for contact information.

Controls

ARWING
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These instructions describe how to control the Arwing, your ship in the game.

Note: This instruction booklet describes the Type A control scheme.



Menu Screen Controls

	Selection
	Confirmation

	Cancel/Back
Touch Screen	Selection

Vehicles used on certain stages

Landmaster

The basic controls are the same as the Arwing's, but sliding the Circle Pad up and down only moves the gun. Press the L Button or R Button to bank. Hold the L Button and R Button together to hover.



Blue-Marine

The basic controls are the same as the Arwing's. Press the Y Button to fire a Torpedo. The Blue-Marine cannot fire charge shots.

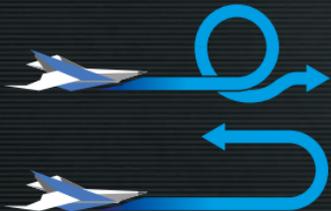


High-Speed Turns

Press and hold the L Button/R Button while turning to make a sharper turn.

Somersaults and U-turns

Ascend and boost at the same time to perform a somersault. Ascend and break at the same time to do a U-turn. Alternatively, just press up on the **+** Control Pad to perform a somersault, or down on the **+** Control Pad to do a U-turn.



Note: U-turns are only possible in all-range mode.



Boost Meter

Boosting, braking, doing a U-turn or doing a somersault will fill up the boost meter. These techniques cannot be used until the meter has emptied again.

Charge Shots and Homing Shots

Press and hold the A Button to charge up the laser. When the crosshairs change colour, quickly press the A Button again to release a powerful charge shot. If an enemy target comes into range while charging, the crosshairs will follow it to indicate a lock on. Quickly press the A Button or Y Button to release a charge shot or smart bomb that will home in on the enemy.

Barrel Rolls

Press the L Button or R Button twice to do a barrel roll, a manoeuvre that repels enemy fire.



Mission View

ARWING
Fox
McCloud's
Fighter

The 3D Screen shows the Arwing, (or Landmaster/Blue-Marine), and its immediate environment. Incoming messages and other information are shown on the Touch Screen.

Main Game Screen

Gold rings collected ▶ P. 15

Shield Gauge

Shows the ship's remaining shields

Number of hits scored

Enemy Shield Gauge

Shown during a boss fight

Targeting Reticles



Shots fired will pass between the two targeting reticles.

Remaining Ships

Boost Meter

Remaining Smart Bombs

Radar

Shown in all-range mode

Wing Condition

If the wings take too much damage, they can break. The laser will return to its weakest level and the Arwing's flight performance will be reduced.



Main Game

ARWING
Fox
McCloud's
Fighter

Take on the role of Fox McCloud and pilot the Arwing through various missions on a quest to reach the planet Venom and save the Lylat System.

Story Progression

Starting from the planet Corneria, the story will lead you from mission to mission as you progress towards Venom. Each stage has a final boss character you must beat in order to proceed to the next mission. The route to Venom may change depending on the actions taken in each mission, which can make the story unfold differently. You will play different missions, and the game's difficulty level will change.

Clearing a Mission (Mission Complete / Mission Accomplished)

On clearing a mission, you can see the status of the other Arwing pilots, the number of hits scored and number of player ships remaining. Your Arwing's shield and wing condition will be fully recovered.

Note: The next mission played will depend on whether Mission Complete or Mission Accomplished is displayed at the end of the current mission.



Total Hit Count

This shows the total number of hits scored against targets during the missions cleared so far. An additional ship is awarded for every 100 hits.



Map Screen

Your progress and current route are shown on the map screen before starting the next mission. Start a new mission by selecting NEW MISSION from the menu on the Touch Screen. While on the map screen you can also press the L Button or R Button to rotate the map, and press the X button to check the current rankings.

Map and Current Route

The colour of the route indicates the difficulty level, with blue being the easiest, yellow being medium, and red being hard. The next mission is indicated by ▼.

Mission Results

Shows which team members completed the mission with their Arwings intact (indicated by their initials ► P. 16), and the number of hits scored in the mission.

Touch Screen Menu

NEW MISSION	Start the next mission.
ALTERNATIVE MISSION	Change to a route with a lower difficulty level.
LAST MISSION	From the second mission onwards, you can repeat the last mission, but will lose one ship if you choose to do so.
MAIN MENU	Quit the game and return to the main menu.



Current Status

Shows the current total hits, the record number of hits, and the number of ships remaining.

3D Scroll Mode and All-Range Mode

Missions can involve either or both of these two play modes. The game will automatically change between them when necessary.

3D Scroll Mode

In this mode the ship will continually move forwards. During the mission you will encounter a checkpoint. Fly through it and you'll return there if your ship is shot down.



All-Range Mode

This is a free-flying combat mode played over a square-shaped zone. If your Arwing reaches the edge of the combat zone, it will automatically do a U-turn.



Getting Shot Down and Game Over

As your ship takes damage, the shield gauge will go down. If it empties completely, the number of ships remaining is reduced by one, and you must start the mission again from the beginning (or from the checkpoint). If the ship is shot down when you have no more ships remaining, it's game over. However, in Nintendo 3DS Mode you can continue after a game over.

If you don't continue and you scored enough total hits to reach the current top ten high scores, your name and high score can be recorded in the game rankings.

Items

The following items can appear during a mission. Supply containers appear after you receive a message from ROB64.



Silver Ring: Refills some of the shield gauge.



Middle Supply: Refills more of the shield gauge.



Gold Ring: Refills some of the shield gauge. Collect three to increase the size of the shield gauge. Collect three more to receive an extra ship.



Smart Bomb: Your number of smart bombs will increase by one.



Laser: Upgrades the normal lasers to twin lasers, and twin lasers to hyper lasers.



Wing Repair: Repairs the wings of your Arwing if they are damaged.



Supply Container: Shoot one of these to receive a helpful item.



Pause Menu

Press the START Button during a mission to display the pause menu, where you can restart the current mission (you will lose one ship), return to the main menu, or check the current control settings.

Note: Quitting during a mission in Nintendo 64 mode or Expert mode, or when playing as a guest, will result in game over.

Changing Settings During a Mission

While on the pause menu, touch the relevant panel on the Touch Screen to invert the Circle Pad controls for ascending and descending, toggle the gyro controls on and off, or toggle the targeting reticle on and off.



The Star Fox Team

Fox McCloud has three teammates to help him on his dangerous missions. Their initials appear above their Arwings for quick recognition.

	Peppy Hare	Peppy offers strategic advice on how to proceed in the level and on the enemies' weak points.
	Slippy Toad	Slippy provides an analysis of the boss's shields during a boss fight. When he is not flying with the team, the boss' shield gauge does not appear on screen.
	Falco Lombardi	Falco holds the key to an alternative route. Help him early on, and the likelihood of branching to the more difficult route becomes greater.

Teammates' Damage and Withdrawal from Missions

Each of Fox's teammates has a shield gauge that will go down if they are hit by enemy fire. If a teammate's shield gauge is emptied completely, that teammate will withdraw from the mission. They will then be unable to take part in the next mission, as their Arwing must undergo repairs. The current status of Fox's teammates can be seen at any time on the pause menu.

Note: The shield gauges of teammates who are still present at the end of the mission will partially recover before the next mission, in an amount proportional to the number of hits you scored in the current mission.



Teammate not present

Teammate's shield gauge

Battle Mode

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Up to four players can compete in an all-range mode battle. Select **SINGLE PLAYER** to play against the CPU, or **DOWNLOAD PLAY** to battle friends who have a Nintendo 3DS system, even if they do not own the game.

Download Play

This software allows you to play head-to-head against other players via local wireless.

Here is an explanation of how to play using Nintendo 3DS Download Play. 2–4 players can participate using a single Game Card.



You Will Need:

Nintendo 3DS system One for each player
STAR FOX 64 3D 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. The HOME Menu will be displayed.
3. Touch the STAR FOX 64 3D icon, then touch OPEN.
4. Follow the instructions on page 19.

Client System:

1. Turn the power on. The HOME Menu will be displayed.
2. Touch the Download Play icon, then touch OPEN.
3. Touch NINTENDO 3DS. A list of downloadable titles will appear.
4. Touch the STAR FOX 64 3D panel.
5. You will be asked to confirm your choice. Touch OK to download game information from the host system.
6. Follow the instructions on page 19.

▲ Wireless Communication in Prohibited Areas

- DO NOT use wireless communication in prohibited areas (such as in hospitals, on aeroplanes etc).
- If you are using your Nintendo 3DS system in a prohibited area and the wireless LED is blinking, wireless communication is active. Push the wireless switch immediately to disable it.



Guidelines for Communications

For best results when using wireless communication, follow these guidelines.



- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping within 20 metres (approx. 66 feet) or less.
- Avoid having people or other obstructions between the systems.
- Ensure that wireless communication is enabled. If the wireless LED is not lit, push the wireless switch to enable wireless communication.
- 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.

Setting Up Battle Mode

After confirming the control settings ▶ P.8 , select whether to use the gyro controls or not. Then choose a battle type from the following three options.

SURVIVAL	When a player is shot down, they are out. The last pilot flying is the winner.
POINT BATTLE	The player gets one point each time they shoot down a rival. The first player to achieve the set number of points, is the winner.
TIME BATTLE	The player that shoots down the greatest number of opponents within the set time is the winner.



Battle Settings

Next, choose the settings for the battle. All settings are chosen by the host player, except for how the player icons are displayed and the size of each player's shield gauge. Once you have confirmed the settings, touch READY to begin.

📦 Battle Settings

TIME LIMIT /POINTS	Set the battle duration or the number of points required to win.
ITEMS	Set whether power-ups appear during the battle, or only classic items found in the main game.
COM	Set the skill level of the computer players. Can only be set if there are less than four human players.
STAGE	Choose a stage for the battle or select RANDOM.
PLAYER ICONS	Set whether rival players' icons are displayed at all times or only when they are close.
SHIELD GAUGE	Set the size of your shield gauge to give yourself a handicap or an advantage.

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.