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

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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.



Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

Language Selection

The in-game language depends on the one that is set on the system. This title 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 software. 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 System Settings electronic manual.

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

COB (Australia):
www.classification.gov.au

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

Advisories

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Furthermore, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services.

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Australia and New Zealand consumers please visit: support.nintendo.com

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CTR-P-ANRP-EUR

In-Game Controls

These instructions refer primarily to the Type A control scheme.

Steer	○
Ascend/ Descend	○
Change point of view*	+
Somersault	+ / × (While ascending)
U-turn*	+ / B (While ascending)
Laser	A
Brake	B
Boost	×
Launch/ Detonate smart bomb	Y
Bank ship left	L
Bank ship right	R
Barrel roll	Double tap L or R
Receive incoming message	Touch the lower screen
Display pause menu	START
Display HOME Menu	HOME

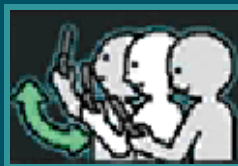
* U-turns and changing the point of view are only possible in All-Range Mode (p. 11).

Gyro Controls

With the gyro controls, you can ascend, descend and steer by tilting the Nintendo 3DS. If the controls seem misaligned, return the unit to a neutral position, then press **(B)** lightly.



Steering



Ascend/
Descend

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.

Other Controls

Menu navigation	(C)
Confirm	(A)
Cancel/ Return	(B)
Confirm selection	Touch the lower screen

High-Speed Turn

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

Somersaults and U-turns

If you angle the craft upwards, you can perform a somersault by pressing boost, or a U-turn by pressing brake. Alternatively, just press **+** to perform a somersault, or **-** to do a U-turn.

◆ U-turns are only possible in All-Range Mode (p. 11).



Charge Shots and Homing Shots

Hold **A** to charge up the laser. When the crosshairs change colour, quickly press **A** 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 **A** or **Y** to release a charge shot or

smart bomb that will home in on the enemy.

Barrel Roll

Double tap **L** or **R** to do a barrel roll, a manoeuvre that repels enemy fire.



These vehicles are only used on certain stages.

Landmaster Tank

The basic controls are the same as the Arwing's, but sliding **○** up and down only moves the gun. Press **□** or **○** to bank. Hold **□** and **○** together to hover.



- ◆ The Landmaster can roll, but it cannot repel fire like the Arwing's roll. Also, hovering and banking will fill up the boost meter (p. 9).

Blue-Marine Submersible

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



Press **A** on the title screen to display the main menu.



Current
time/
Battery
status



Main Game

Play through the single-player story mode (p. 10).



Battle

Up to four players can compete via Download Play (p. 14).
Alternatively, select SINGLE PLAYER to play against the CPU.



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 (p. 6).

Saving

Progress through the game will be saved automatically in a single file.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- 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.

Erasing Data

Erase data by selecting **OPTIONS** from the main menu (p. 5) and choosing **ERASE ALL DATA**.

- ◆ **Once it has been deleted, data cannot be restored, so please be careful.**

After the control settings screen, there will be an opportunity to practise flying. After that, choose a play mode to start the game.

- ◆ On the control settings screen, you can choose whether or not to invert the up/down controls for your craft.

Play Modes

Nintendo 3DS Mode	This mode is designed for easy play. It is possible to continue in this mode.
Nintendo 64 Mode	This mode recreates the challenge of the Nintendo 64 original.
Expert Mode	This mode will become available after you've completed certain objectives.

- ◆ Nintendo 64 and Expert mode cannot be played using the gyro controls (p. 2).

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).

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 **L** or **R** to rotate the map.
- ◆ Press **X** to check the current rankings.



① 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 ▼.

② Mission results

Shows which team members completed the mission with their Arwings intact, indicated by their initials (p. 13) and the number of

hits scored in the mission.

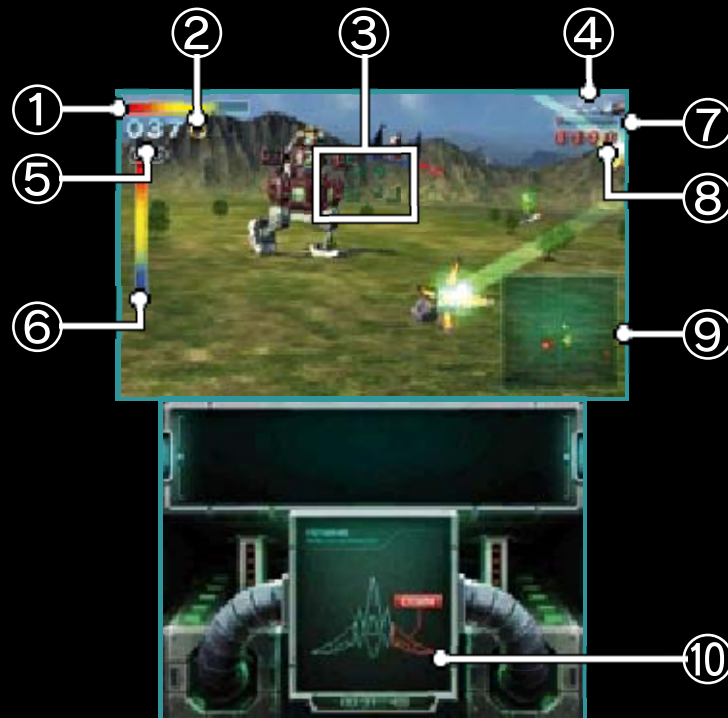
③ Current status

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

④ 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.

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.



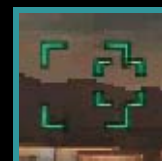
① Shield gauge

Shows the ship's remaining shield.

② Gold Rings collected (p. 12)

③ Crosshairs

Shots fired will pass between the brackets.



④ Remaining vehicles

⑤ Number of hits scored

⑥ Enemy's shield gauge

Only displayed in boss battles.

⑦ Boost meter

This will fill up if you perform a boost, brake, U-turn or somersault. You won't be able to perform any of these actions until the gauge empties.

⑧ Remaining smart bombs

⑨ Radar

Displayed in All-Range Mode (p. 11).

⑩ Wing status

The wings will break off if they take too much damage. Laser power will revert to basic levels and flight performance will go down.


Pause Menu

Press **START** during play to display the pause menu. You can choose to restart the mission (forfeiting one life), suspend the game, or check the controls.

◆ You are not able to suspend the game in Nintendo 64 mode, Expert mode, or Guest mode.



Changing settings during a mission

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

In the main game, you will progress through the story, one raid at a time.

Mission Progression and Alternative Routes

Starting from the planet Corneria, the story will lead you from mission to mission as you progress towards Venom. 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 vehicles remaining. Your Arwing's shield and wing condition (p. 9) will be fully recovered.

- ◆ 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.

Getting Shot Down and Game Over

As your vehicle takes damage, the shield gauge will go down. If it empties completely, the number of vehicles remaining is reduced by one, and you must start the mission again from the beginning (or from the checkpoint). If the vehicle is shot down when you have no more vehicles remaining, it's game over.

- ◆ 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.

11 Flight Modes

There are two different flight modes and sometimes a single stage will switch between the two.

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.



Checkpoint

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.



The following items can appear during a mission:

Silver Ring



Refills some of the shield gauge (p. 9).

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 (p. 9).

Supply Container

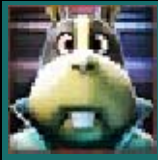


These will appear when you receive a communication. Shoot them to reveal a useful item.

13 The Star Fox Team

Fox has three companions who will accompany and aid him on missions.

Peppy (P)



Peppy offers strategic advice on how to proceed in the level and on the enemies' weak points.

Slippy (S)



Slippy provides an analysis of the boss's shields during a boss fight. When he is not flying with the team, the boss's shield gauge (p. 9) does not appear on screen.

Falco (F)



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.

- ◆ 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.



① Teammate not present

② Teammate's shield gauge

14 Download Play

Battle Mode (Download Play)

You can challenge up to three other friends with Nintendo 3DS systems to an All-Range Mode battle (p. 11). One player must have a copy of the software.

● You Will Need:

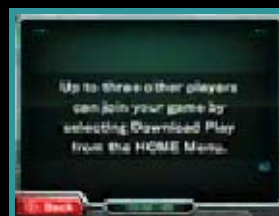
- One Nintendo 3DS system per player
- One copy of the software

● Setup

● Host System

On the main menu, (p. 5) select BATTLE, then DOWNLOAD PLAY. When all the players have

assembled, select START GAME to begin the download.



● Client System

1 On the HOME Menu, touch the Download Play icon, then touch OPEN.



2 Touch the Nintendo 3DS logo.



3 Touch the STAR FOX 64 3D logo.

- ◆ You may need to perform a system update. Follow the on-screen instructions to begin the update.

If you receive a message during the system update that the connection was unsuccessful, carry out the system update from the System Settings application. For further information about system updates, refer to the Operations Manual.

After confirming the control settings (p. 7) select whether to use the gyro controls or not and select the victory conditions. When the settings are complete, select OK to start the battle.

Victory Conditions



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

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.



Time Limit/Points

Set the battle duration or the number of points required to win.



Items

Set whether or not items appear during battle.



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

Confident players can reduce the size of their shield gauge (p. 9).



① First place crown

Indicates the player in first place.

② Current position

③ Players' status

Shows status information such as shield gauge levels (p. 9), points earned and current position.

④ Items

Displayed after picking up an item. Press **Y** to use it.


⑤ Settings

These settings are the same as on the pause menu during the main game.

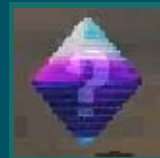
Rival's Info in Download Play

In Download Play, info on your rival's status will be displayed alongside a video of their face taken with their Nintendo 3DS inner camera. If you don't want to use this, you can turn it off in the System Settings after you have downloaded the game.

Power-ups

Fly into an item box like the one on the right to pick up a random power-up. Press  to use it.

Each power-up has a different effect.



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

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com