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STARFOX 64 3D

Nintendo

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INSTRUCTION BOOKLET

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

WARNING - SEIZURES

- Some people (about 1 in 4000) 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 had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - EYESTRAIN AND MOTION SICKNESS

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- 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, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, 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 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 - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E



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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

WARRANTY & SERVICE INFORMATION

REV-R

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.



This warranty is only valid in the United States and Canada.

STARTING A GAME

Load the game to bring up the title screen. Please also read Using Software → Using Game Cards in the Nintendo 3DS Operations Manual.

MAIN MENU

When the title screen appears, press **START** or **(A)** or tap the screen to bring up the main menu.

In this manual,  are screenshots from the top screen and  are from the bottom screen.

Current time/Battery level



Main Game	A single-player mode that progresses through the main storyline ▶ Page 10 . Note: The game saves automatically after each mission is cleared.
Battle	Up to four players can battle via Download Play. In single player, you can battle against computer opponents ▶ Page 15 .
Score Attack	A single-player mode that allows you to replay any mission you've played in the main game and shoot for the high score.
Training	Practice piloting the Arwing in training mode and the trial run.
Options	Adjust control settings and erase save data. Note: Erased save data cannot be recovered, so please be careful.

Note: Game progress is saved automatically, and there is only one save file.

STARTING THE MAIN GAME

After adjusting your control settings, you can practice training. After that, choose a mode to start the main game.

Note: In control settings, you can choose normal or invert up/down controls.

Main Game Modes

Nintendo 3DS	Balanced to complement the new gyro controls and the Circle Pad. Continues are available in this mode.
Nintendo 64	Re-creates the original challenge of Star Fox 64.
Expert	An ultrachallenging mode that's unlocked after fulfilling special conditions.

Note: Nintendo 64 and Expert modes do not use gyro controls [▶ Page 6](#).



Resuming a Saved Game

You can resume a saved game by choosing Saved Game. When starting a new game from the beginning, choose New Game (progress is saved) or Guest Game (progress is not saved). If you choose New Game, your Saved Game will be overwritten if you have one.

Note: The total score will be saved when playing a Guest Game.



Gyro Controls Warning

Gyro controls allow you to steer the Arwing by moving the Nintendo 3DS system. While using gyro controls, make sure there is ample space around you and hold the system firmly in both hands. Please refrain from moving the system around in an aggressive fashion.

ARWING CONTROLS

Descriptions in this manual generally refer to Type A control settings.

Circle Pad

- Turn
- Climb/Dive

Gyro Controls

You can also turn, ascend, and descend by moving the system. If the gyro controls feel out of alignment, return the unit to a neutral position and tap (B).



Turn



Climb/Dive

Bottom Screen (Touch Screen)

- Receive messages (when available)

+Control Pad

- Somersault
- U-turn
- Change POV

Note: Change POV and U-turn are only available in all-range mode.

Top Screen



HOME HOME

- Display HOME Menu

Menu Options

- Make selection
- Confirm

- Cancel/Back
- Touch bottom screen Confirm selection

Note: You can close the Nintendo 3DS system while playing to enter Sleep Mode and reduce battery consumption. Open the system to exit Sleep Mode.

Y Button

- Launch/Detonate bombs

X Button

- Boost
- Somersault (while climbing)

Adjust 3D Intensity

- L Button
- R Button

- Tilt left and right
- Barrel roll (tap twice)

A Button

- Laser

B Button

- Brake
- U-turn (while climbing)

START START

- Display pause menu

Alternate Vehicles (used in certain missions)

Landmaster (tank)

Controls are basically the same as the Arwing. Raise and lower the tank cannon with (Y). Tilt the tank with (L) or (R). Hover in midair by holding (L)+(R).

Note: Doing a barrel roll in the Landmaster does not deflect enemy fire. Also, hovering and tilting the Landmaster uses the boost meter [▶ Page 8](#).



Blue-Marine (submarine)

Controls are basically the same as the Arwing. Press (Y) to fire torpedoes. The Blue-Marine cannot fire charge shots.



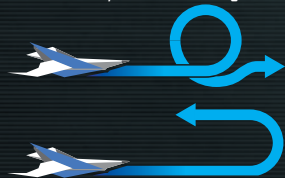
Quick Turns

If you hold **L** or **R** to tilt your vehicle while turning left or right, you will turn quickly.

Somersaults and U-Turns

If you use the Circle Pad to ascend while boosting, you'll do a somersault. If you ascend while braking, you'll do a U-turn. You can also press **+** to somersault and **+** to U-turn.

Note: U-turns only work in all-range mode.



Boost Meter

Boosting, braking, somersaults, and U-turns all use the boost meter. If the meter turns completely red, these techniques cannot be performed until the meter resets.

Charge Shots and Homing Shots

If you hold down **A**, the reticle's color will change. Press **A** again quickly to fire a powerful charge shot. Also, if you can find an enemy in your reticle while charging your laser, the reticle's color will change and you'll lock on to the enemy. If you press **A** or **Y** again quickly, your charge shot or bomb will track down the enemy.

Barrel Roll

Press **L** or **R** twice to do a barrel roll and repel enemy fire.



SCREENS

ARWING
Fox
McCloud's
Fighter

The top screen shows your vehicle, the Arwing (or the Landmaster or Blue-Marine), and the surrounding area. The bottom screen shows incoming messages and other information.

MISSION SCREEN (MAIN GAME)

Gold rings acquired ▶ Page 13

Shield gauge

The amount of damage your vehicle can take.

Current number of hits

Enemy shield gauge

Displayed when fighting a boss.

Targeting reticle
(direction of fire)



Shots pass through the two frames of the reticle.

Vehicles remaining

Boost meter

Bombs remaining

Radar

Displayed in all-range mode.

Wing status

If you take a lot of damage and a wing goes down, your laser returns to its initial state and your Arwing's performance decreases.



MAIN GAME

ARWING
Fox
McCloud's
Fighter

Advance through the missions (planets) and progress through the main storyline. As Fox McCloud, you'll lead the Star Fox team into battle and fight your way toward the final showdown on Venom.

PROGRESSING THROUGH THE MAIN GAME

Progress through the story one mission at a time, starting on Corneria. A boss will appear at the end of most missions. Fulfill conditions such as defeating the boss to progress to the next mission. Depending on the actions you take, your route to Venom may vary. The missions, story elements, and difficulty may change depending on which route you take.

Stage Clear (Mission Complete and Mission Accomplished)

When you clear a mission, the number of hits you scored, the number of vehicles you have left, and the status of your teammates are displayed. Your shields and wings are also restored.

Note: The route you take changes depending on whether Mission Complete or Mission Accomplished is displayed after clearing each mission.



Total Hits

The total number of hits scored for all completed missions. You'll earn an extra vehicle for every 100 hits.



Map Screen

Before starting a mission, you can check your current route and state of progress on the map screen. Begin the next mission by selecting New Mission or Alternate Mission (if available) on the bottom screen.

Note: You can rotate the map with **[L]** and **[R]** and check your rankings with **[X]**.

Map and current route

The route's color shows its difficulty, getting harder in order of blue, yellow, and red. ▼ shows the next mission.

Mission information


The number shows the number of hits scored. The letters are the teammates remaining when the mission was cleared ▶ [Page 14](#)

Bottom Screen Options

New Mission	Start the next mission.
Alternate Mission	Change from a harder route to an easier route.
Last Mission	Restart the last cleared mission. When restarting, you'll lose one vehicle.
Main Menu	Return to the main menu (progress will be saved).



Current status

TOTAL HITS (total hits scored), RECORD (high score),  (number of Arwings remaining).

3D SCROLL MODE AND ALL-RANGE MODE

There are two kinds of modes within missions. They switch automatically depending on conditions.

3D Scroll Mode

Fly in one primary direction. If you fly through a checkpoint, you will continue from that point if you're shot down.



All-Range Mode

Fly in any direction. If you fly too far in one direction, you'll automatically do a U-turn.



Getting Shot Down and Game Over

When you take damage, your vehicle's shield gauge will decrease. If your shield gauge runs out, you'll be shot down, lose one vehicle, and have to restart the mission (or continue from a checkpoint). If you get shot down with zero vehicles remaining, it's game over.

Note: In Nintendo 3DS mode, you can continue after a game over.

If you get a game over and do not continue, your score and player name will be recorded in the rankings if you've achieved one of the top 10 scores.

ITEMS

These items appear in the main game missions. The container will appear if you receive an incoming message from R0864.



Silver Ring: Restores some of your shield gauge.



Shield Star: Restores most of your shield gauge.



Gold Ring: Restores some of your shield gauge. Collecting three will increase your shield gauge, and if you collect three more, you'll earn an extra vehicle.



Bomb: Adds one additional bomb to your total.



Laser: Upgrades your laser.



Wing Repair: Fixes downed wings.



Container: Shoot these to make various items appear.



Pause Menu

Press **START** during a mission to display the pause menu. You can restart the mission (which will cause you to lose one vehicle), check your controls, or return to the main menu.

Note: In Nintendo 64 mode, Expert mode, and a guest game, you cannot suspend your game in the middle of a mission.




Control options

From left to right, **○** up/down (normal or invert), gyro controls on/off, and reticle on/off. Tap the icon to change the setting.



YOUR TEAMMATES

In each mission, three teammates will fight at your side. The first letter of each teammate's name appears over each one in battle.

	[P] Peppy	Gives various advice on strategy and enemy weak points.
	[S] Slippy	During boss fights, Slippy analyzes the boss's shield gauge. If Slippy isn't around, the boss's shield gauge will not be displayed.
	[F] Falco	Falco is the key to finding alternate routes. If he's around, your chances of finding an alternate route are much higher.

Damaged Teammates

If a teammate's shield gauge is depleted, he will withdraw from the battle. Teammates who have withdrawn won't appear in the next mission (because their vehicles are under repair), so be careful. You can check the status of your teammates at any time on the pause menu.

Note: After a mission has been cleared, the shield gauge of your teammates who stayed in battle will be restored if you've scored enough hits.



BATTLE

ARMING
Fox
McCloud's
Fighter

Up to four players can compete in an all-range multiplayer battle. In single player, one player competes against three computer opponents. In Download Play, up to four friends within local wireless range can battle it out against each other using separate Nintendo 3DS systems.

DOWNLOAD PLAY

In Download Play, up to four players can play together using only one Game Card.

System with Game Card

From the main menu **▶ Page 4**, select Battle → Download Play. When the other players have joined via Download Play, select Start Game and the other players will download the necessary data.



Systems without Game Cards

From the HOME Menu, select Download Play → Open **1**. Next, tap Nintendo 3DS → Star Fox 64 3D **2**.



STARTING A BATTLE

After adjusting your control settings, decide whether or not to turn on gyro controls. Then choose the battle type from the following three:

Survival	Compete to be the last pilot flying. If multiple pilots are left when time runs out, the battle will go into overtime.
Point Battle	Score points by destroying your rivals. The first pilot to reach the set number of points wins.
Time Battle	Score points by destroying your rivals. The pilot with the most points when time runs out wins.

Battle Settings

Except for Player Icons and Shield Gauge, the player with the Game Card chooses the rest of the battle settings. Once the settings are decided, tap OK.

Time Limit/Points	Set the time limit or number of points needed to win.
Items	Set whether power-ups will appear in the game or not.
COM	Set the skill level of computer players (available when there are fewer than four total players).
Stage	Choose the battle stage. You can also set the stage to random.
Player Icons	Choose to display your opponents' icons always or only when nearby.
Shield Gauge	Skilled players can choose to play with a smaller shield gauge and challenge themselves against weaker players.



Power-Ups



Boxes marked with a ? (like the one above) will appear during battle if items are set to Power-Ups. Players will receive a random power-up after flying through a ? box. Press to use a power-up.

BATTLE SCREEN

Crown icon



Shows the player currently in first place.

Current rank

Player status

Displays shield gauge, current points, ranking, and item.



Item

Displayed when an item is acquired. Press to use an item.

Control options

The same options available in the main game pause menu

Page 13.



Download Play Video/Photo Feature

When playing via Download Play, you can choose to have the inner camera show a live video feed and take pictures of you to display to the other players you have selected to play with. If you choose to participate in the video/photograph feature of Battle Mode, please note that photographs and videos may be taken of you and viewable by other player(s) in Battle Mode. If you do not want photographs or videos of you viewable by others, please do not participate in this feature by selecting No when asked if you would like the inner camera to show a live video feed and take pictures of you. We recommend that you do not participate in interactive game play with people that you do not know.

Note: You can also disable this feature in Parental Controls in the System Settings (on the Nintendo 3DS HOME Menu).