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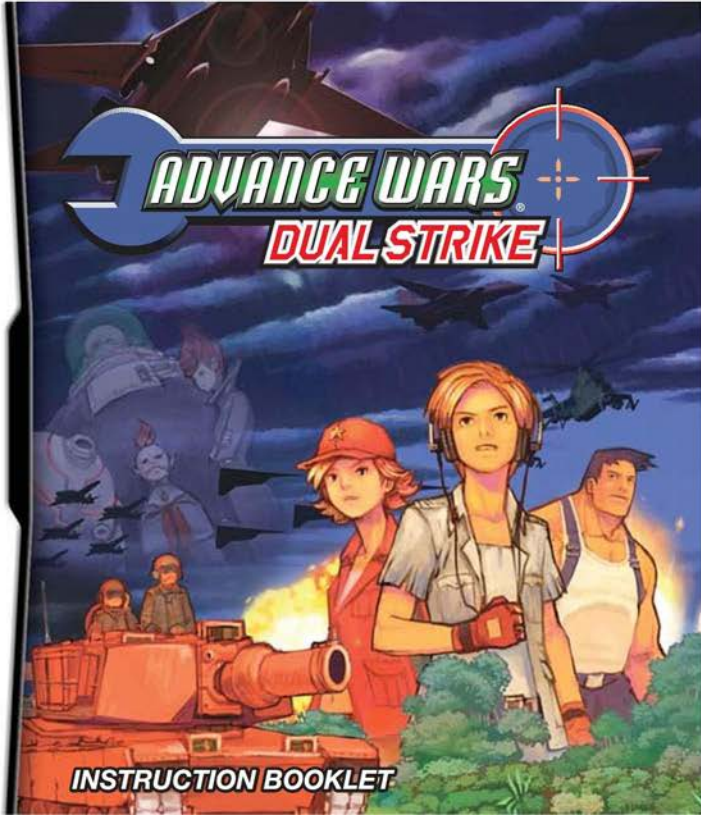MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

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Nintendo

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www.nintendo.com

58292A

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NINTENDO DS™

**ADVANCE WARS®
DUAL STRIKE**

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while 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 when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | 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 - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS 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 DS 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.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents 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, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS 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 DS.
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.

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

2-8 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-8 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gam rs online.

For more information about our forums, visit **www.nintendo.com/community**.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

Nintendo

Prologue

Several months have passed since the war in Macro Land. Thanks to Andy, Nell, and the other COs, the Black Hole Army was defeated. The people there can finally live in peace.

But in the far-off continent of Omega Land, trouble was brewing. It is from here that Black Hole launched a massive invasion. The enemy army has replenished its might with remarkable speed under the command of a new leader.

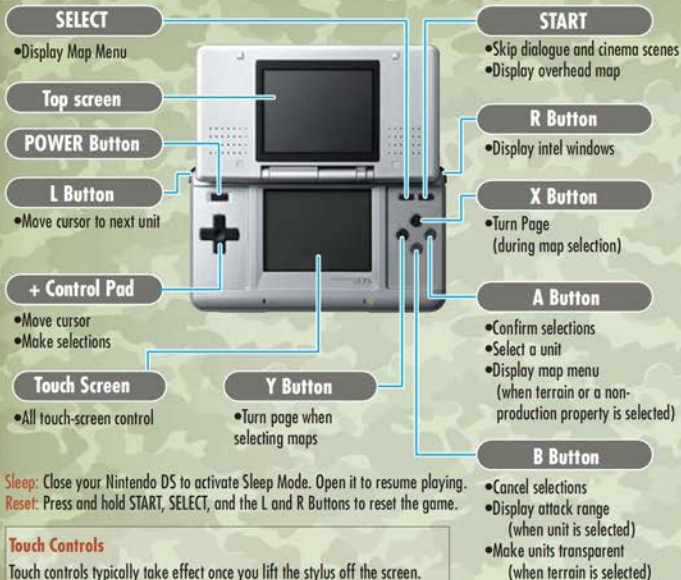The last great war left many questions unanswered, and so Orange Star, Blue Moon, Green Earth, and Yellow Comet have joined forces to create the Allied Nations. Determined to free their homeland, they launch a counterattack...

Advance Wars: Dual Strike is a military strategy game that puts you in command of a well-trained army. Use cunning strategy and the unique skills of your COs to survive the enemy onslaught!

Contents

Controls

SELECT
- Display Map Menu

Top screen

POWER Button

L Button
- Move cursor to next unit

+ Control Pad
- Move cursor
- Make selections

Touch Screen
- All touch-screen control

Y Button
- Turn page when selecting maps

START
- Skip dialogue and cinema scenes
- Display overhead map

R Button
- Display intel windows

X Button
- Turn Page
  (during map selection)

A Button
- Confirm selections
- Select a unit
- Display map menu
  (when terrain or a non-production property is selected)

B Button
- Cancel selections
- Display attack range
  (when unit is selected)
- Make units transparent
  (when terrain is selected)

Sleep: Close your Nintendo DS to activate Sleep Mode. Open it to resume playing.
Reset: Press and hold START, SELECT, and the L and R Buttons to reset the game.

Touch Controls
Touch controls typically take effect once you lift the stylus off the screen.

4

Getting Started

- Confirm that your Nintendo DS is turned off. Insert your Advance Wars: Dual Strike Game Card and turn the power on. Read the screen pictured to the right when it appears, then touch the screen when you are ready to proceed.
  - Press and hold the POWER Button to turn the power off.

- On the Nintendo DS system menu, touch the Advance Wars: Dual Strike panel. After a brief cinema scene, the title screen will appear.
  - If your system start up has been set to Auto Mode, you can skip this step. See the Nintendo DS hardware instruction booklet for more information.

- When Touch to Start appears on-screen, simply touch the Touch Screen to begin.

- There are 11 different modes to choose from on the mode-selection screen. Touch the Turn icon to turn the page.
  - See page 18 for information on each mode.

In this instruction booklet, screen shots with a red border represent the top screen and screen shots with a blue border represent the Touch Screen.

5

Saving

There are two ways to save game data: completing a mission or selecting Save from the map menu during a mission.

⭐ Completing a Mission ⭐

When you finish a mission, you will have the option of saving your progress.

⭐ Map Menu ⭐

Select the Save command from the Map Menu.

⭐ Clear All Saved Game Data ⭐

If you want to delete all of your saved data, press and hold SELECT, the L Button, and right on the + Control Pad when you touch the Advance Wars: Dual Strike panel on the Nintendo DS system menu. You will be given the option to erase all saved data.

Rules of Engagement

The game screen is divided into a grid of square-shaped spaces that represent HQs, bases, properties, and terrain like mountains and seas. Take these features into account when you move your units. The objective of the game is to complete your mission on each map. If you fail to complete your mission, the game is over.

⭐ Game Screen ⭐

In DS Battle maps, the top screen will show a second map, called the secondary front.

Terrain intel
•Displays terrain intel on currently selected space.

Your unit

Factory

Enemy unit

Cursor

Your HQ

Unit Window
•This window appears when you move the cursor over a unit. Touch the R Info icon on the touch screen to get additional intel.

CO power meter

Your CO

Current funds

Cursor window

❶ Unit
❷ Unit HP
❸ Unit Fuel
❹ Ammunition
❺ Terrain type
❻ Terrain
❼ Terrain Cover
❽ Capture number

Victory and Defeat

There are units from five different nations in all. Battles consist of a CO issuing orders (fire, move, capture, etc.) to her troops, then waiting while the enemy CO does the same. When both COs are finished, the day ends. The cycle continues until a victor emerges.

| Mission Complete (Victory) | Capture Enemy HQ / All Enemies Defeated |
| Mission Failure (Defeat) | HQ Captured by Enemy / All Troops Defeated / Surrender |

•These conditions may change depending on the map or the game mode.

Setup

Before beginning a battle, you must deploy your troops. After making your adjustments, touch Deploy.

Note: not all missions and modes require setup before deployment.

DS Battle

Some battles feature action on both the top screen and the Touch Screen. These missions are called DS Battles. In a DS Battle, the Touch Screen is the main front and the top screen is the secondary front.

•In these battles, touch the X Swap icon on the Touch Screen to switch the top-screen display between the secondary front and the intel screen.

•Use the cursor to select units, and then touch the R Info icon to get more detailed intel on the selected unit.

Orange Star

Blue Moon

Yellow Comet

Green Earth

Black Hole

Tag Battles

Tag Battles allow you to use two different COs in a single battle. At the end of your turn, touch Change to pass command to the other CO. By building up both CO Power meters and using the Dual Strike power, both COs can attack and use their Super CO Powers in a single turn.

Fog of War

Each unit has a vision range. In missions with Fog of War enabled, anything that falls beyond that range of vision is obscured by the Fog of War and cannot be seen. Vision ranges vary for each unit. You cannot attack units that are not within your vision range.

Infantry and Mech Vision Ranges

Infantry and mech units normally have a vision range of 2. This means they can scout two spaces around them. When these units climb a mountain, their vision range expands to five spaces.

Ambushes

In Fog of War battles, a unit moving to a space outside its vision range may encounter a hidden enemy unit. When this happens, that unit is ambushed—it stops immediately and cannot accept any commands until the next turn.

War Funds

At the start of each turn, war funds are collected from properties (bases, cities, HQ, etc.) controlled by your army. These funds are added to your total and can be used to produce more units.

Note: war funds carry over from turn to turn but not from one mission to the next.

Experience and Wars Points

Each time you clear a map in the Campaign, War Room, Survival, or Combat modes you earn Wars Points, the currency in Wars World. Any COs you used in the battle also earn experience points. A CO's rank increases by one level each time his experience-point total hits 1000.

Units

Soldiers, vehicles, and artillery that appear on the map represent entire units. Each unit starts with a total of 10 HP (hit points).

You can manufacture units in factories, airports, ports, and other production bases controlled by your army. Simply touch the facility to view the production window, where you can use your war funds to produce another unit. The unit produced will be ready for action the following turn.

★ Unit Movement ★

When you touch a unit, its range of movement will appear highlighted on the map. To move it, touch the position you want to move the unit to. Next, a command menu will appear. Issue a command to the unit by touching the command on the menu. Once a command is issued, the unit is darkened and cannot be moved. Until a command is issued, movement can be canceled by pressing the B Button.

■ Gas

All units burn fuel when they move. Air and sea units also burn fuel when they stay in place, and they will crash or sink if they run out of fuel. Be sure to check their fuel status on the intel window.

Command Menu

After a unit moves, the command menu appears. Touch a command on the menu to issue it to the unit. The available commands change depending on the situation.

■ Capture

The Capture command becomes available when you move an infantry or mech unit onto a neutral or enemy property. Each property has a capture number, which drops each turn by the number of HP the capturing unit has. An infantry or mech unit with 10 HP can capture a property with a capture number of 20 in two days. Once a property is secured, it turns the color of the army that captured it.

■ Fire

The Fire order appears in the Command menu when a unit is able to attack an enemy. Once you have selected an enemy target, touch the unit again to confirm your choice. Your unit will immediately open fire on the enemy. When a unit's HP is reduced to zero, it is destroyed and will be removed from the map.

Direct Attacks	A direct attack occurs when a unit attacks an adjacent unit. Units can move and attack in the same turn, but they can't return fire against units attacking indirectly.
Indirect Attacks	An indirect attack occurs when a unit attacks another unit from a distance. Units with indirect attack capabilities can either move or attack in a turn, but not both. They also can't return fire against units attacking them directly. The range of fire of indirect-combat units differs between unit types.

■ Supply

You can supply units with their maximum amount of fuel and ammo by moving APCs (Armored Personnel Carriers) adjacent to them. Units can also replenish their fuel and ammo by stopping on secured properties. They will also recover 2 HP every turn they remain on a property. Air and naval units can load up on supplies and replenish hit points only by resting in airports and ports, respectively.

•These conditions may change depending on the map or the game mode.

Join

You can join two units of the same type into one unit if both units have been damaged. The newly formed unit has the combined amount of fuel and ammo of the individual units, but that number cannot exceed the maximum amount for that unit type. To join units, move one unit onto a space occupied by a unit of the same type and touch Join on the command menu. Joining ends the turn for both units.

Load

Transport units have the ability to carry other units. They can carry units with low movement ranges farther than normal, even allowing them to cross otherwise impassable terrain. To load a unit, select it and move it onto a space occupied by a transport unit. Next, touch Load on the command menu. You can place the cursor on a transport vehicle to view intel on the units being carried.

- Units being transported are not damaged if the transport vehicle is fired upon. However, if a transport is destroyed while carrying another unit, that unit is also destroyed.

- Transports can continue to load units even after they have been ordered to Wait.

Drop

Loaded units can, of course, be unloaded. First, use the cursor to move the transport unit to the desired location. If the transport unit stops in terrain that allows for the unloading of troops, Drop will appear in the command menu. When you touch Drop, a cursor will appears that will allow you to choose where you want to unload a unit. If the transport is carrying two units, you must choose which unit you'll unload.

Dive

Submarines are the only units with the ability to dive. The only units that can attack submerged submarines are cruisers and other submarines..

Hide

Stealth fighters are the only units with cloaking technology that allows them to hide. When cloaked, stealth fighters can only be attacked by other fighter jets.

Repair

Black boats are units that are capable of using war funds to repair damaged units in the field of battle. They also simultaneously supply those units with fuel and ammo.

Explode

Black bombs are the only units capable of exploding. The bombs explode upon command, damaging all units within the blast radius.

Send

The send command is used in dual-front DS Battles to transfer units from bases and factories on the main front to the secondary front. Units are typically sent to the vicinity of the secondary front HQ. If a unit can't be sent to the secondary front, a notice will appear.

- In some DS Battles, the area of the secondary front that units are sent to can vary.

Second Front

Send

Primary Front

Wait

Choose this command when you do not want the unit to take any action.

Map Menu

Touch the A Menu icon to display the map menu. Touch commands to issue them.

• The commands that appear vary depending on the mode

Setup

Choose the CO you'll send into battle with your forces.

CO Selection

The CO selection screen allows you to choose the COs you want to use in battle. If you want to change the CO you will field, touch the name of the CO that is currently slated to enter battle and then touch the face of the CO you want to send.

Note: in some modes, the CO you use will be decided for you.

Skills

As COs gain rank levels they can use up to four different special skills. On the CO selection screen, touch the X Skill icon to access the skill selection screen. The available skills will appear under the CO's name on the Touch Screen. Simply touch a skill icon to equip your CO with that skill. When a skill is equipped, an "E" will appear next to it. Touch the X icon on the bottom-right corner of the screen to remove the selected skill.

CO

Choose this option to view detailed information on all the COs engaged in the battle.

Intel

Use the Intel menu to view information about the current battle.

Status

Status displays the current map name, the number of units each side has deployed, the number days the battle has been waged, the number of bases held by each army, and information on each army's funds.

Terms (Appears in Campaign Mode Only)

Check the victory conditions for your current battle here.
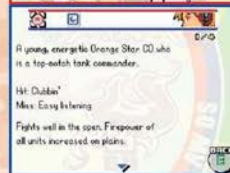
Unit

This screen displays vital intel on your troops. Touch headers to sort by data. Touch a unit to switch to the map screen and highlight it with the cursor.

Rules (Appears Depending on Mode)

Confirm the rules for the current battle. Note: you cannot change the rules here.

Hint (Appears in Survival Mode Only)

Choose this option to get a hint about the current map.

Extras (Appears Only on Certain Campaign Mode Maps)

Turn the secondary—front control on to allow the CPU to control the action or off to control it manually.

AI (Appears Only in DS Battles)

Choose a strategy type for your CPU ally.

General	Standard Tactics	Assault	Offensive Tactics
Defense	Defensive Tactics	Strike	All-Out Offensive Tactics

Note: when Extras are set to off, the AI option will not appear.

CO Power & Super CO Power

These two options only appear on the menu when the CO Power meter is sufficiently full. Select them to use special CO powers.

CO Power	Usable when all small stars are filled
Super CO Power	Usable when all stars are filled
Dual Strike	Usable in tag battles when both COs' meters are completely filled

CO Power Meter

Options

Use the options menu to change game sounds, animations, and other settings. Touch a menu item to change its settings.

Delete

Use this option to remove units from the field of battle. Touch a unit to delete it. Touch any area where there are no units to finish deleting.

Yield

Surrender the current battle.

Music

Turn the music on or off.

Visuals

Change the in-game animations by simply touching your preferred option.

Visual A	Display both battle and capture animation	Visual D	No CPU battle animation, fast unit speed
Visual B	Display all animation, fast unit speed	No Visual	Display no animation, fast unit speed
Visual C	Display battle animation, fast unit speed		

Save

Choose this option to save your progress during a battle.

End

Select End when you finish issuing commands to end your turn.

Change (Appears Only in Tag Battles)

Select Change in a tag battle to switch to your other CO. Doing so will end your turn. When using a Dual Strike power, both COs can attack in a single turn.

Deploy

Deploy your troops with your current setup.

Game Modes

Campaign

Campaign mode is a long series of missions that follows an exciting storyline. Touch New Game to begin the campaign starting with the prologue. When the region map appears, touch the Mission 01 icon to begin your first mission. Rachel will offer you some advice on the coming battle.

War Room

Battle against computer-controlled opponents and earn points based on your strategy. Touch New Game to access the map selection screen, where you can choose the map you want to play, how many COs to use, and whether or not to use CO skills. Touch the X Page and Y Page icons to flip pages. Touch a map to proceed to the map screen.

Battle Type

2 COs	Face one computer opponent
3 COs	Face two computer-controlled opponents
4 COs	Face three computer-controlled opponents
DS	Fight against the computer in a two-front battle

Skills

Human Icons	Indicates either a single CO or tag battle
Skills	Choose to play with skills on or off
Exp	Display how many bonus points it is possible to earn

*In DS Battles, the secondary front can be set to CPU control or player control.

Versus

Up to four players can take turns battling using one Nintendo DS and one Game Card. Choose New Game, then touch Normal Battle or DS Battle. When the map-selection screen appears, touch a map name to begin.

Map Types

Deployed	Maps that provide you with a set type and number of pre-deployed units	War Room	Maps that originally appeared in the War Room
2 COs	Maps designed for two players	Classic	Maps that originally appeared in Advance Wars
3 COs	Maps designed for three players	Design Maps	Custom maps that have been designed with the map editor
4 COs	Maps designed for four players		

You can purchase more maps using points you earn in Campaign and the War Room play. See page 21 for more information.

You can set the teams on the team-selection screen. Use the Touch Screen to select COs and set them to a human or CPU player, then touch the A Next icon. When three or more players play, designate teams using letters.

After using the Touch Screen to set rules on the rule-selection screen, touch the A Next icon to proceed. Rule explanations can be viewed on the top screen.

Survival

There are three ways to play Survival mode: Money, Turn and Time. Touch New Game, then choose the mode you want to play. Choose the way you want to play, then touch Basic Course, choose a CO, and proceed to battle. Touch the R Info icon on any screen to get additional information.

Money

Clear a series of maps using only a preset amount of money.

Turn

Clear a series of maps using only a preset number of turns.

Time

Clear a series of maps within a given time limit.

Combat

Combat is a fast-paced, real-time action mode in which you engage enemy units over six different maps. Touch New Game to start a new Combat game. Next, choose your CO and purchase units. Select the unit you want to use on the top screen and touch the A Go! icon to begin the battle. If you need help, touch Manual on the Combat menu to learn more about the game rules and controls.

Controls

+ Control Pad	Move unit	L Button	Use CO Power
Touch Screen	Fire in direction touched	START	Pause game Choose Continue or Quit
A Button	Fire		

Rules

- Move your unit onto neutral or enemy properties to begin the capture countdown. When the countdown reaches zero, the property is captured.

- Rest your unit on an allied property to recover HP.

- When you capture a factory, an additional unit of the kind that captured the factory will be added to your units. Touch Manual on the Combat menu to see descriptions of the items and the victory conditions.

Battle Maps

Visit the Battle Maps store to buy new maps, outfits for your COs, and other useful information. Touch an item on the shop screen to purchase it. You can earn more points to buy items by playing Campaign, Versus, Survival, and Combat modes.

History

View your detailed game–play stats here. On the Touch Screen, tap All, Units, Foes, or Items to see detailed information for those subjects. Keep playing to build up your stats and earn medals!

Wireless

Before playing, read pages 26–27 about DS Wireless Play for Normal Battle, DS Battle, Trade Maps and Combat modes. Read pages 28–29 about DS Download Play and Download mode.

Wireless mode allows two or more Nintendo DS units to connect wirelessly so you can battle against your friends or trade maps you created with the map editor. Touch the mode you want to play on the Wireless selection screen.

* Note: if wireless communication fails, a communication error will appear and you will have to reconnect and start over.

Follow the following steps for Normal Battle, DS Battle, Trade Maps, and Combat Modes: once all players appear on the screen, player one should touch New Team and the other players should choose their teams by touching the icons. After player one confirms all the teams, touch the A Next icon.

Normal Battle (2-4 Players)

One Nintendo DS system and one Advance Wars: Dual Strike Game Card is required for each player. Choose settings on the map-selection screen before going into battle.

DS Battle (2 Players)

One Nintendo DS system and one Advance Wars: Dual Strike Game Card is required for each player. Choose settings on the map-selection screen before going into battle.

Trade Maps

One Nintendo DS system and one Advance Wars: Dual Strike Game Card is required for each player. This mode allows you to send an original map created in the map editor to one other player. On the map–trading screen, player one must choose who will send the map. The sender must then touch a map to send. The player receiving the map must choose a place to save the map.

Combat (2-8 Players)

One Nintendo DS system and one Advance Wars: Dual Strike Game Card is required for each player. Up to eight players can simultaneously engage in combat. Choose settings on the map selection screen before entering battle.

Download

Use the wireless functionality of the Nintendo DS to send Combat to up to seven other Nintendo DS systems. Each player must have their own system to play, but only one Game Card is required. Up to eight players can play Combat together simultaneously.

Parent System (System Sending Data)

Follow the instructions listed on page 28 for the Parent System. Touch Download when you are ready to download data.

Child Systems (Systems Receiving Data)

Follow the instructions on page 28 for the Child Systems. Once the download is complete, the mode-selection screen will appear. Touch a mode and confirm settings before heading to the map screen.
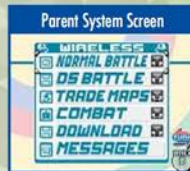
Messages

You can assign personal messages to each of the system buttons and send them to opponents during battle. On the message screen, touch a message, then input whatever text you want.

Parent System Screen

Child System Screen

Sound Room

Go to the sound room to listen to all the different sounds and music used in the game. This menu appears after you clear Campaign mode and purchase the Sound Room at Battle Maps. Touch a song name to hear the song.

Gallery

This menu appears after you clear Campaign mode and purchase the Gallery at Battle Maps. Here, you can view the art used in the game. Flip between illustrations or touch the R Info button to hide menu displays.

Design Room

Enter the Design Room to change CO clothing designs, create original maps, or change in-game wallpapers. Touch an option to access its features.

▨ CO

Choose this option to change CO hair and clothing color using color options purchased at Battle Maps. Just choose a CO, then touch a color number.

▨ Map

Use the map editor to create your own original map. The maps you create can be played in Versus, Wireless, and Trade Maps modes.

Copy Unit	Place Unit	Delete Unit	Select Unit	Copy Terrain	Place Terrain	Select Terrain

Place Unit	Touch the Select Unit icon and touch any unit in the list. Next, touch the Place Unit icon, then touch a location on the map where you want it placed. To place terrain, use the Select Terrain and Place Terrain icons.
Delete Unit	Touch the Delete Unit icon, then touch the unit you want to delete.
Copy Unit	Touch the Copy Unit icon. Next, touch the unit you want to copy, then touch where you'd like to place the unit. To copy terrain, use the Copy Terrain icon.

Menu Window

File	Load: Load a saved map. Save: Save the current map. Up to three maps can be saved. Enter Name: Name the map you've created.	
Help	Get information on using the editing tools.	
Fill	Write over the entire map with the chosen terrain. You can also choose random terrain.	
Exit	Return to the mode selection screen.	

Requirements for Creating Vs. Maps

* Maps must have at least two different-colored HQs.
* Each army must have at least one unit or one factory in addition to its HQ.

▨ Display

New wallpaper is earned based on how you cleared Campaign mode. Choose display to change the game's visuals using those wallpapers.

DS Wireless Play

Establishing a DS Wireless Link

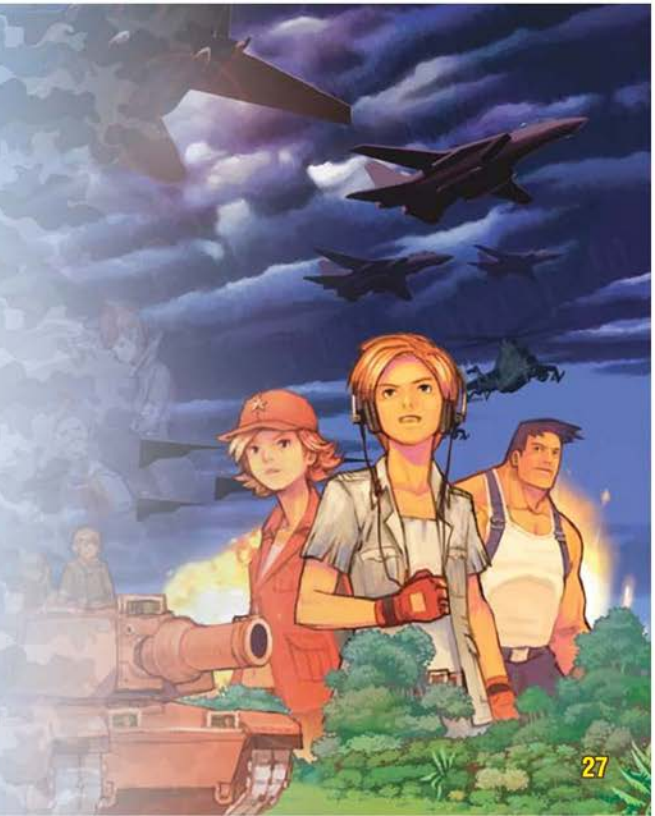This section explains how to establish a link for wireless play.

What You Will Need:

Nintendo DS	One for each player
Advance Wars: Dual Strike Game Card	One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Advance Wars: Dual Strike Game Card into each system.

2. Turn on the power of all the systems. The DS menu screen will appear.

3. Touch the Advance Wars: Dual Strike panel.

4. Now follow the instructions on page 22.

DS Download Play

Establishing a DS Wireless Link

This section explains how to establish the link for DS Download play.

What You Will Need:

Nintendo DS   One for each player

Advance Wars: Dual Strike Game Card   One

You can enjoy Advance Wars: Dual Strike even if you do not have enough Game Cards for all players

Steps for the Parent system

1. Make sure that all DS systems are turned off, then insert an Advance Wars: Dual Strike Game Card into the system.

2. Turn on the power of all the systems. The DS menu screen will appear.

3. Touch the Advance Wars: Dual Strike panel.

4. Now follow the instructions on page 23.

Game-Selection Screen

Steps for the receiving systems

1. Turn on the power of all the systems. The DS menu screen will appear.

2. Touch the "DS Download Play" panel. The game-selection screen will appear.

3. Touch the Advance Wars: Dual Strike panel. The game-confirmation screen will appear.

4. When the correct software appears, touch "Yes." P1 will start the download process.

5. Please follow the instructions on page 23.

Game-Confirmation Screen

Unit and Terrain Intel

Learning the advantages of each unit in your arsenal and every terrain type you may encounter will greatly enhance your performance on the battlefield. Study the information below to brush up on the latest intel.

Note: when units have two types of weapons, the appropriate weapon type will be used automatically during battles.

Land Units

Infantry
Cost	1,000
Weapon One: –	Weapon Two: Machine Gun
Ammo: –	
Fire: 1	Vision: 2	Move: 3	Fuel: 99

These units are the cheapest units to deploy. They can capture new bases, but they lack firepower.

Mech
Cost	3,000
Weapon One: Bazooka	Weapon Two: Machine Gun
Ammo: 3	
Fire: 1	Vision: 2	Move: 2	Fuel: 70

These units are able to capture bases and have high attack power. They are also effective at moving through difficult terrain.

Recon
Cost	4,000
Weapon One: –	Weapon Two: Machine Gun
Ammo: –	
Fire: 1	Vision: 5	Move: 8	Fuel: 80

These units are designed for reconnaissance. They are effective against infantry units and have a large movement range.

Tank
Cost	7,000
Weapon One: Tank Cannon	Weapon Two: Machine Gun
Ammo: 9	
Fire: 1	Vision: 3	Move: 6	Fuel: 70

These small, inexpensive tanks have a large range of movement, making them easy to deploy in large numbers.

Medium Tank
Cost	16,000
Weapon One: Medium Tank Cannon	Weapon Two: Machine Gun
Ammo: 8	
Fire: 1	Vision: 1	Move: 5	Fuel: 50

These tanks have high offensive and defensive capabilities.

Neotank
Cost	22,000
Weapon One: Neocanon	Weapon Two: Machine Gun
Ammo: 9	
Fire: 1	Vision: 1	Move: 6	Fuel: 99

A unit based on tank technology originally developed by the Black Hole Army, the Neotank is significantly more powerful than a Medium Tank.

Megatank
Cost	28,000
Weapon One: Megacannon	Weapon Two: Machine Gun
Ammo: 9	
Fire: 1	Vision: 1	Move: 4	Fuel: 50

The megatank is the most powerful land unit ever developed. It was designed by the Green Earth army. Its size makes it the slowest of the tanks.

APC
Cost	5,000
Weapon One: –	Weapon Two: –
Ammo: –	
Fire: –	Vision: 1	Move: 6	Fuel: 70

These units can transport infantry and mech units. They can also deliver fuel and ammo to other units. APCs are not armed and therefore can't fire on enemy units.

Artillery
Cost	6,000
Weapon One: Cannon	Weapon Two: –
Ammo: 9	
Fire: 2-3	Vision: 1	Move: 5	Fuel: 50

These basic indirect-combat units are relatively inexpensive. They pound enemy units from a distance.

Rocket Launcher
Cost	15,000
Weapon One: Rockets	Weapon Two: –
Ammo: 6	
Fire: 3-5	Vision: 1	Move: 5	Fuel: 50

These Powerful units are capable of firing on both ground and naval units from a great distance. Their range of fire is better than standard artillery units.

Anti-Air
Cost	8,000
Weapon One: Vulcan Cannon	Weapon Two: –
Ammo: 9	
Fire: 1	Vision: 2	Move: 6	Fuel: 60

These specialized units are strong against air units, infantry, and mech units. They're ineffective against tanks, though.

Missile Launcher
Cost	12,000
Weapon One: Surface-to-Air Missiles	Weapon Two: –
Ammo: 5	
Fire: 3-5	Vision: 5	Move: 4	Fuel: 50

These powerful units wreak havoc on air units. Their vision range on Fog of War maps is also quite large.

Pipe Runner
Cost	20,000
Weapon One: Pipe Cannon	Weapon Two: –
Ammo: 9	
Fire: 2-5	Vision: 4	Move: 9	Fuel: 99

These devastating indirect-combat units were developed by the Black Hole army. They can only move along pipes and factories.

Air Units

Fighter
Cost	20,000
Weapon One: Missiles	Weapon Two: –
Ammo: 9	
Fire: 1	Vision: 2	Move: 9	Fuel: 99

Fighters rule the skies, inflicting heavy damage on other air units.

Bomber
Cost	22,000
Weapon One: Bombs	Weapon Two: –
Ammo: 9	
Fire: 1	Vision: 2	Move: 7	Fuel: 99

Bombers can inflict heavy damage to both ground and naval units.

Battle Copter
Cost	9,000
Weapon One: Air-to-Surface Missiles	Weapon Two: Machine Gun
Ammo: 6	
Fire: 1	Vision: 3	Move: 6	Fuel: 99

These copters can fire on many types of units, which makes them invaluable in the field.

Transport Copter

Weapon One	–	Ammo	0	Weapon Two	–		Cost	5,000
Fire	0	Vision	2	Move	6	Fuel	99	

These copters can transport both mech and infantry units. They carry no weapons, though, and cannot fire on enemy units.

Stealth Fighter

Weapon One	Missile	Ammo	6	Weapon Two	–		Cost	24,000
Fire	1	Vision	4	Move	6	Fuel	60	

When cloaked, these planes can only be attacked by fighters and other stealth fighters. They can only be detected if a unit is directly adjacent to it.

Black Bomb

Weapon One	–	Ammo	0	Weapon Two	–		Cost	25,000
Fire	0	Vision	1	Move	9	Fuel	45	

These unmanned aerial weapons were developed by the Black Hole army. When they explode, all units within three spaces take damage.

◻ Naval Units

Battleship

Weapon One	Cannon	Ammo	9	Weapon Two	–		Cost	28,000
Fire	2-6	Vision	2	Move	5	Fuel	99	

These powerful ships have a tremendous range of fire. Their cannon does enormous amounts of damage to other naval units.

Cruiser

Weapon One	Anti-Sub Missiles	Ammo	9	Weapon Two	Anti-Air Machine Guns		Cost	18,000
Fire	1	Vision	3	Move	6	Fuel	99	

Cruisers can do heavy damage to both submarines and air units. They can also transport up to two copters at a time.

Lander

Weapon One	–	Ammo	0	Weapon Two	–		Cost	12,000
Fire	0	Vision	1	Move	6	Fuel	99	

These transport units can carry up to two ground units at a time.

Submarine

Weapon One	Torpedo	Ammo	6	Weapon Two	–		Cost	20,000
Fire	1	Vision	5	Move	5	Fuel	60	

Submerged subs can only be attacked by cruisers and other subs, and the only way to find a submerged sub is to run into it.

Black Boat

Weapon One	–	Ammo	0	Weapon Two	–		Cost	7,500
Fire	0	Vision	1	Move	6	Fuel	60	

Designed by the Black Hole army, this ship can not only carry two infantry or mech units, it can also repair damaged units, replenishing 1 HP and resupplying the unit in the process.

Aircraft Carrier

Weapon One	Missiles	Ammo	9	Weapon Two	–		Cost	30,000
Fire	3-8	Vision	4	Move	5	Fuel	99	

This humongous ship can shelter up to two air units at a time, resupplying them in the process. It also boasts extremely long-range indirect attack capabilities against air units.

◻ Terrain Intel

Plains
Plains were the most common type of terrain found in Advance Wars 2: Black Hole Rising. They provide only minimal defensive cover.

Roads
Roads allow units to move rapidly across maps, but they offer no other terrain benefits.

Woods
When Fog of War is present, units deployed in woods can only be seen by units adjacent to them and air units. Woods provide above-average defensive cover. Air units cannot hide in woods during Fog of War.

Mountains
Only mech, infantry, and air units can travel over mountains. In Fog of War, mech and infantry units increase their vision range by 3 when they're in the mountains. Mountains also offer excellent defensive cover.

Pipes
Pipes are indestructible tubes that can't be passed by any unit.

Pipe Joints
Pipe Joints are sections of pipe that can be destroyed, allowing units to pass through.

Rivers
Rivers cross much of the terrain. They can only be traversed by infantry, mech, and air units. Rivers offer no defensive cover.

Seas
Seas can be crossed only by naval and air units. Seas offer no terrain benefits.

Shoals
Shoals provide loading and unloading points for landers. Almost all units can travel over shoals, but shoals provide no defensive cover.

Reefs	When Fog of War is present, units deployed in reefs can only be seen by adjacent units and air units. Aside from this benefit, reefs offer few other advantages. Air units cannot hide in reefs during Fog of War.
Bridges	Bridges are essential: they allow ground units to cross bodies of water. Bridges provide no other terrain benefits.
Missile Silos	Missile silos can be used by infantry and mech units. Move one of these units onto a missile silo to fire a single missile with an unlimited range of fire and a blast radius of two spaces. Each silo contains one missile.
Headquarters (HQ)	Each army in the field has a headquarters that acts as its base of operations. An HQ can supply ammo and fuel, restore HP, and provide superior defensive cover for all ground units. Victory is yours if you can capture your enemy's HQ.
Cities	Cities can be allied, neutral, or controlled by the enemy. Both infantry and mech units can capture neutral and enemy cities, which can then provide ground units with supplies and HP.
Bases	Bases are the deployment points for all ground units. In addition to providing supplies and HP to these units, they also provide excellent defensive cover.
Airports	Air units enter the field of battle from these air bases. They also receive supplies and regain HP here. They offer excellent defensive cover.
Ports	Naval bases are the deployment points for all naval units. They also provide them with ammo, fuel, and repairs. Ports are safe havens for ships and subs because of their excellent defensive cover.
Communication Towers	Capture these properties to improve communication between your units, thereby improving their attack power.

CO Dossier

♥ Likes   💙 Dislikes

Rachael
A young Orange Star CO. She strives to follow in the footsteps of her big sister, Nell. Her troops work hard, increasing base repairs by one.

♥ Hard work
💙 Excuses

Jake
A young, energetic CO who is also a top-notch tank commander. He fights best on wide-open plains.

♥ Clubbing
💙 Easy listening

Max

A brave and loyal friend, not to mention a strong fighter. Max is a strong direct-combat fighter, but his indirect-combat units have reduced range and firepower.

- ♥ Weight training
- 💙 Studying

Sami

A strong-willed Orange Star special forces captain. Her foot soldiers do more damage and capture faster, but non-infantry units have weaker firepower.

- ♥ Chocolate
- 💙 Cowards

Colin

Blue Moon's rich boy CO and Sasha's little brother. A gifted CO with a sharp, if insecure, mind. He purchases troops at lower prices, but they are slightly less effective.

- ♥ Olaf and Grit
- 💙 Black Hole

Sasha

Colin's wealthy sister. She is normally ladylike, but she becomes daring when she gets angry. She earns an additional 100 funds from allies bases.

- ♥ Truffles
- 💙 Pork rinds

Grit

A laid-back style masks his dependability. He is a peerless marksman who is devastating with indirect-combat units, but his non-infantry direct-attack units are less potent.

- ♥ Cats
- 💙 Rats

Grimm

A Yellow Comet CO with a dynamic personality. He could care less about the details. His units have strong firepower, but their defense is a little weak.

- ♥ Donuts
- 💙 Planning

Sensei

A former paratrooper rumored to have been quite the CO back in the day. Great with Copters and infantry, but his naval units have weaker attacks.

- ♥ Lazy, rainy days
- 💙 Busy malls

Sonja

Kanbei's cool and collected daughter. She excels in information warfare. Her units have extended vision range in Fog of War and hide their HP info.

- ♥ Computers
- 💙 Bugs

Javier

A Green Earth CO who values chivalry and honor above all else. Excellent defense vs. indirect attacks. Defense increase when he captures com towers.

💗 Honor
💔 Retreating

Eagle

Green Earth's daring pilot hero. Air units use less fuel and have superior firepower, but naval units have weaker firepower.

💗 Lucky goggles
💔 Swimming

Koal

A CO of the Black Hole Army who is always planning his next destructive act. Charges his CO Power meter at a fast rate than other COs and is a master of road-based battles.

💗 Proverbs, ramen
💔 Fondue

Hawke

A CO of the Black Hole Army who will stop at nothing to achieve his goals. All units possess superior firepower, but his CO Power builds up more slowly than those of other COs.

💗 Black coffee
💔 Incompetence

Jess

A gallant tank-driving CO who excels at analyzing information. Vehicular units have superior firepower, but air and naval units are comparatively weak.

💗 Dandelions
💔 Unfit COs

Jugger

A robot-like CO with the Black Hole Army. No one knows his true identity. High firepower, but his shoddy technique sometimes reduces the damage his units deal.

💗 Energy
💔 Static electricity

Kindle

Jugger and Koal's commanding officer. Has a blunt, queen-like personality. Excels at urban warfare.

💗 Anything chic
💔 Anything passé

Lash

The wunderkind of the Black Hole forces. She invented most of the Black Hole's new weapons. Skilled at taking advantage of terrain features.

💗 Getting her way
💔 Not getting her way

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