nintendo Wi-Fi connection

NINTENDO DS™

STARFOX®
COMMAND

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.

2-6 Wireless DS Single-Card Download Play

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

2 Wireless DS Multi-Card Play

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

Rumble Pak Compatible (sold separately)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.

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 gamers online.

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

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

Nintendo®

STARFOX COMMAND ®

CONTENTS

Fox Stands Alone...

In days gone by, the burning desire of Dr. Andross to rule the Lylat system filled the galaxy with the chaos of war. The mad ape sent out wave after wave of armies from his stronghold on the planet Venom, and used unique forms of radiation to create horrible monsters and terrible soldiers. His ambition swept this army across the galaxy to the planet Corneria.

It was there, however, that a quartet of mercenaries known as Star Fox put an end to the threat, and the leader of the team, Fox McCloud, defeated Andross in single combat.
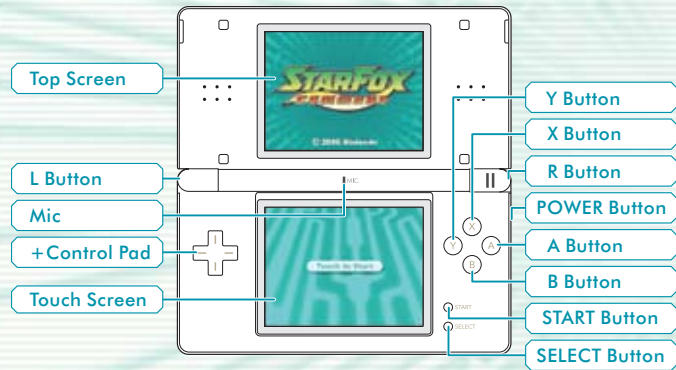
In the years that followed, Venom was designated a forbidden planet and placed under the rigorous watch of Cornerian forces. All was going well until a mysterious army suddenly sprung forth from the toxic seas of the planet. Controlled by a mysterious leader called the Anglar Emperor, this new threat cuts through the Lylat system like a scythe through ripe wheat. The unexpected attack once again places the peoples, cities, and culture of the Lylat system in dire peril.

But much to the shock and dismay of the Lylat people, the members of Star Fox have gone their separate ways...leaving Fox McCloud as the lone obstacle in the Anglar army's path. Despite the odds, Fox heroically launches himself into the fray. But can he survive without the aid of his former teammates?

Controls

You will control Star Fox Command by using both the Touch Screen and buttons. For more on Touch Screen controls, see page 14.

- Top Screen
- L Button
- Mic
- +Control Pad
- Touch Screen

- Y Button
- X Button
- R Button
- POWER Button
- A Button
- B Button
- START Button
- SELECT Button

Closing the DS during game play will initiate Sleep Mode and conserve battery life. Open the DS to resume game play.

Combat Controls

On the Combat Screen use the A, B, X, Y, L or R Buttons—or the +Control Pad—to fire lasers and initiate lock-on attacks. Press START to display the pause menu. All other actions are performed on the Touch Screen with a stylus.

Other Controls

On menu screens, you can make selections and change screens by tapping icons or bars. You can also touch the screen to scroll through conversations or make game-progression choices.

(You can also press the A, B, X, Y, L or R Buttons—or the +Control Pad—to scroll through conversations.) Additionally, you can skip conversations by touching the Skip icon.

The color of the frames around the screen shots in this manual denote which screen is being show.

Top screen images have a ⬜ frame, while Touch Screen images have a ⬜ frame.

Getting Started

Once you have Star Fox Command up and running, go to the mode select screen to choose the mode you want to play.

Powering Up

1 Make sure your Nintendo DS is off, then insert the Star Fox Command Game Card into the DS Game Card slot until it clicks into place. If you're using the DS Rumble Pak, insert it into the Game Boy Advance slot.

2 Turn the power on and read the information on the start-up screen shown to the right. When you've finished, tap the Touch Screen to advance to the DS menu screen.

3 On the DS menu screen, tap the Star Fox Command panel to display the title screen and start the game.

If you have your Nintendo DS start-up mode set to Auto, the DS menu screen will not appear. See your Nintendo DS instruction booklet for more details.

Mode Select Screen

Once you are on the title screen, press the A Button or START (or tap the Touch Screen) to bring up the Mode Select screen. Select the mode you want to play from the menu that appears.

|	
Single Player	Play the one-player story mode.
Download Play	Use the DS local wireless system to play versus matches with up to 6 players.
Wi-Fi	Match piloting skills with up to 3 friends via Nintendo Wi-Fi Connection.
Options	Adjust a variety of game settings.

About Saving

This game has an auto-save feature. Game progress will be saved when you clear a mission or change any game setting in the options menu.

Combat Screen

On the combat screen, you'll pilot a fighter and engage the enemy. Master all of the moves at your disposal (see p. 14) to make the most of your ship!

Viewing the Combat Screen
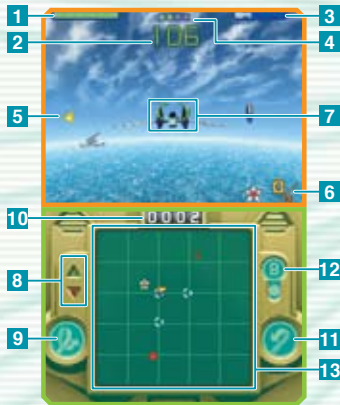
1 Shields

Your shields will weaken when you hit an object or take enemy fire. If your shields run out completely, your ship will explode!

2 Remaining Time

If this gauge reaches zero, you will run out of time and fuel, and lose (p. 21) the battle.

3 Boost Gauge

The Boost Gauge will empty as you boost, brake, or roll. It will fill as time passes.

4 Item Countdown

An item appears with every 5 enemies shot down. This meter counts the current number of foes you've defeated.

5 Enemy Core Locations

These will appear as 🔆.

6 Cores Collected (See p. 17)

The current number of collected cores as well as the number needed to clear the mission.

7 Reticule

Use this to target enemies—it will flash red when you lock on.

8 The Accelerometer

This 🔺 will flash when you're boosting, and this 🔻 when you're braking.

9 Loop Icon (See p. 15)

Tap this to do a loop.

10 Kill Count

This displays how many enemies you've shot down.

11 U-Turn Icon (See p. 15)

Tap this to do a U-turn.

12 Bomb Icon (See p. 16)

Touch and hold this, then slide the stylus over the area you want to attack to drop a bomb. If you see 🔴, you're out of ammo!

13 Radar

This shows the entire playing field. Items (see p. 17) and enemies are represented by symbols.

Radar Key

🔵 Your ship		🟢 Fuel Cell	
🔴 Enemy ship		🟡 Supply Ring	
🔵 Item Ring		🔴 Enemy Core	
🔴 Bomb			

(When there is only one enemy containing a core remaining, it will flash on the radar.)

Pause Menu

Press START while on the Combat screen to stop the game and bring up the Pause menu. Choose Continue to return to the game, Retry to start the mission over or Quit to return to the title screen.

You can also confirm how many ships you have left. (p. 28)

Combat Actions

Most fighter actions are performed by tapping or sliding the stylus on the Touch Screen.

Move — Slide or tap in the direction you want to proceed

Your ship moves forward automatically. To change directions, touch the place on the map towards which you want to fly or simply slide the stylus in that direction.

By going to Controller Type on the options menu and choosing controller type B or D, you can reverse the vertical controls.

Boost / Brake — Double tap the Touch Screen

Double-tap and hold your stylus on the top portion of the Touch Screen to speed up. Double-tap and continue to hold your stylus on the bottom portion of the Touch Screen to brake. You will continue to boost or brake until you lift your stylus or your Boost gauge (p.12) runs out.

Boost

Brake
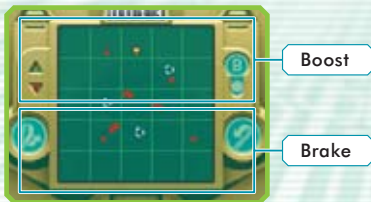
Rolling — Rub the stylus on the Touch Screen

Quickly rub the stylus on the Touch Screen two or three time to roll—which will deflect enemy fire. The boost gauge will deplete while you are rolling. You will continue to roll until the boost gauge is empty or you tap the screen again. If you roll well and deflect enemy fire, you'll receive a time bonus (p. 17) and increase your remaining time. Additionally, rolling near items (p. 17) will cause them to be drawn into the ship.

Loop / U-Turn — Tap the Loop or U-Turn icon

Tap the loop icon to loop, and the U-turn icon to perform a U-turn and fly in the opposite direction. Use these maneuvers when enemy ships are on your tail!

Loop   U-turn

About Automatic U-turns

Your fighter will automatically do a U-turn if you fly to the edge of the play area. Use your radar (p. 13) to keep track of your location.

Laser Attack / Lock-On Attack — All Buttons

Press the A, B, X, Y, L, R Button—or the +Control Pad—to fire your lasers. Press and hold any of these lock onto an enemy, then release it to fire a blast that will follow the foe across the sky!

Note that not all Characters have lock-on abilities.

Locked-on enemy

Bombs — Touch the Bomb Icon

When you have bombs, touch and hold the bomb icon, then slide the stylus on the radar over the place you want to attack. Doing so will drop a bomb in that location. You can also quickly double tap the bomb icon to drop a bomb directly in front of your ship. Bombs are powerful, but you have only a limited supply, so use them carefully!

About Items

You can pick up items by coming into contact with them. You can also pull in nearby items by rolling (see p. 15) when you fly by them.

	Enemy Cores	Enemy Cores appear when you destroy certain target enemies. Collect a set number of cores to clear a mission.
	Fuel Cell	Grab one of these to increase your remaining time (see p. 12) by twenty-five seconds.
	Supply Ring	Pick up one of these to restore your ship's shields (see p. 12).
	Bomb	Round up a bomb to increase your bomb supply by one.

Coin

Coins will appear after you have shot down 100 enemies. Collect all of the coins before they disappear to gain an extra ship.

About Item Rings

Fly through item rings to reveal hidden fuel cells, supply rings, or bombs. In single-player mode, one of these items will appear for every five enemies that you destroy. Be sure to keep an eye on the item countdown meter! (p. 12)

Item Ring

Single Player

Choose Start to play through the story mode, go to the Stage Select screen, view the Gallery, or enter Training.

Single Player

The first time you select Single Player, you will see a cinema scene and launch into story mode. The next time you choose Single Player, you will see the menu shown to the right.

Back

Tap this to return to the mode select screen.

Start

When the screen to the right is displayed, choose Yes to continue from your last save. If you choose No, you will be able to restart the game. If you do so, clear a mission and save a new game, you will overwrite your previous save. Be careful!
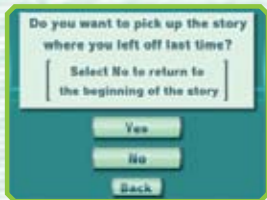
Stage Select

Choose this to see a list of previously cleared missions. Select the mission you want to play by tapping it.

Page

Tap this to turn the page.

Gallery

Come here to view profiles of Fox and his fellow pilots. You can also review any endings that you have unlocked.

When viewing a character profile, that character's theme music will play.

Training

Go here to brush up on your flying and combat skills. There are four training exercises to choose from.

Single Player Rules

Accept a mission to bring up the Tactics Map , where you can direct Fox and his companions in battle. Destroy all enemies to clear the mission.

Story Mode Progression

You'll move through the story mode in turns , by directing your pilots on the Tactics Map and battling enemies as you come into contact with them. You must complete each mission within the specified amount of turns you're given.

Protect the Great Fox

Your enemies will try to shoot down the Great Fox by sending troops or firing long-range missiles. If the Great Fox is destroyed, your mission will end in failure. Use sound tactical maneuvering to keep your enemies focused on your pilots, then defeat them in combat before they become a threat.

Destroying Enemy Motherships and Liberating Captured Bases

Enemy motherships are located in all captured bases. Use your fighters to destroy the motherships and send the enemy forces packing. You'll gain extra turns when you liberate a base, and also be able to use it as a base of your own.

Mission Complete!/ The Results Screen

Fulfill the objectives of each mission to clear it and progress to the next one. The Great Fox can carry up to three missiles from mission to mission. Missions will end in failure if any of the events listed below occur. If that happens, you can retry or stop playing and return to the title screen.

Mission Failure Conditions

- Lose all your ships
- Lose the Great Fox
- Run out of turns

The Tactics Map

The Tactics Map displays the entire area over which a mission occurs. Missions are broken up into turns on this map.

Viewing the Tactics Map

Remaining Ships

Remaining Time

This shows how much time you have while engaging in battle on the combat screen.

Turn Capsules

This shows how many turns are available for a mission. One capsule will vanish at the beginning of each turn.

Ally Status

This shows how many bombs and how much shield power each of your allies possesses. You can also see how many missiles the Great Fox is carrying.

Tactics Map

This map shows the position of your ships, enemies, and items. The Great Fox will be shown as and allied pilots by character icons.

Viewing Information

During the flight-path drawing phase (p. 25) of each turn, you can tap items or enemies to see intelligence reports on the top screen. Tap your pilots to display dossiers on the fighters they're piloting.

Fighter Dossiers

Laser Type	The type of laser equipped. Laser varieties include Single (one beam), Twin (two beams), Plasma (two round shots), Arc (curved beam), and Zapper (powerful, long-distance beam).
Lock-on	The type of lock-on ability possessed. There are three varieties of lock-on capability; Single (1 lock-on point), Multi (up to 8 lock-on points), and Wide (can lock on to all visible enemies).
Bomb	The remaining number of bombs.
Shield	The shield capacity.
Boost	The boost gauge capacity.
Time Bonus	This shows the time bonus this ship will receive for rolling (p. 15) and reflecting enemy fire.

Enemy Abilities

Shield—	This shows the enemy's shield rating.
Weapon—	This shows the enemy's attack rating.

"X 2" etc. shows the number of enemies that must be destroyed.

Single Player Rules

Each turn in single-player mode is made up of three phases. It's especially important to remember the particulars of the flight path phase.

About Turns and Phases

Turns proceed in the order shown to the right. Once all battles in the combat phase are complete, the turn is finished.

Flight Path Phase –	Draw flight paths for all fighters on the mission.
Movement Phase –	All allies and enemies move along their respective flight paths.
Combat Phase –	All battles take place in whatever order you choose.

Flight Path Phase

In this part of the turn, you draw flight paths for all ships in the field. You can also view information on enemies and items on the map (p. 22), or fire missiles from the Great Fox. Additionally, you can display the pause menu (p. 13) by pressing the START Button.

How to Draw a Flight Path

Touch a ship, then slide the stylus in any direction to draw the flight path. The maximum length of the flight path is determined by how much fuel the ship in question possesses. If you wish to change a ship's flight path, simply touch it again and draw a new one. When you've finished drawing all of your flight paths, double-tap the Touch Screen to bring up the turn icon. Touch the icon to proceed to the movement phase.

Fuel Gauge

Shown during movement, this empties as the route grows longer.

Allied Base

Pass through these to replenish your fuel.

Firing Missiles from the Great Fox

To fire a missile, touch the Great Fox and then drag the missile onto an enemy. Missiles are extremely powerful but limited in number, so choose your targets wisely.

Movement Phase

During this phase, all of your fighters move simultaneously along their respective flight paths. Enemies and missiles also move during this phase. Any items contacted during the movement phase will become yours.

You can access the pause menu during the movement phase by pressing START.

The four types of enemies you can encounter are listed below. If you meet certain conditions while moving, you will engage these enemies in battle. Once in the combat phase, fight one battle at a time until all combat is complete.

	Enemy Fighter	If one of these enemies crosses a ship's flight path, combat will occur. The number of (icon) shows the number of enemies.
	Enemy Missile	Combat will begin if a fighter and a missile come into contact.
	Enemy Bases	If a fighter passes over one of these, it will stop and engage the enemy mothership protecting the base.

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Combat Phase

If combat is initiated during the movement phase, the top and Touch Screens will switch. The Touch Screen will then display battle panels for all of the upcoming battles.

Battle Panels

The character engaging in battle is displayed in the upper right-hand corner of the panel. The number of cores needed to win is in the lower right-hand corner.

Touch a battle panel to begin that fight. Once one battle is finished, touch another panel to start that a new one. Continue this pattern until all battles are finished.

When panels are stacked on top of each other, you can select only the front panel.

When two characters are displayed on a panel, you can choose which character will fight.

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Single Player Battles

During the combat phase, select battle panels to move to the combat screen and engage in battle.

Combat Rules

Before combat begins, the target enemy will be displayed. Pilot your fighter across the screen and destroy the target. Once you collect the set number of enemy cores (p. 21), the battle will be finished.

Pursuit Combat and Guide Beacons

The act of chasing down enemy motherships and missiles is know as pursuit combat. Follow the guide beacons to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacons, the enemy will escape or you will be shot down!

Guide Beacon

Completing Battle

Once the fighting is over, the combat results screen will display. You'll receive a time bonus based on the number of enemies you shot down and then return to the battle panel screen.

The remaining time is the time left for all combat during the entire mission.

If you complete a battle with a perfect score, the Great Fox will receive a missile.

Penalties

If a fighter gets shot down or runs out of time, that pilot will lose the battle in which he or she is engaged, and the player's ship stock will be reduced by one ship. Accordingly the remaining movement of the fighter that was defeated in battle will be cancelled, and the enemy that defeated the fighter will continue along its original flight path. If your fighter stock is zero and a character falls, you will no longer be able to use that character. If you run out of characters, the mission will end in failure.

Gaining Turns

Liberate an allied city and you'll get two turns , lengthening the number of turns you have to complete the mission.

Download Play

**This mode is for up to six players. For instructions on using the DS download play, see **
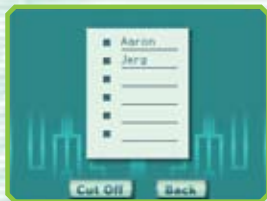
Host System

In multiplayer mode, the player using the system with the DS Game Card will be the host and create the battle group. All other players will join the host's group. Select Download Play to display the screen shown to the right, then select Recruit.

Entry

Wait for opponents to appear on the entry screen. Touch Cut Off to close the group, and begin the downloading the game. Complete the ship set up and combat will begin automatically.

On your ship set up screen you can choose between Short, Normal and Long for your shield type. You can also choose either Normal or Reverse for your control type.

Guest System

In this mode you can download the game from the host system and join a battle group. Once the host system has selected Cut Off, the download process will begin. After this and ship set up are complete, battle will commence.

Downloaded data will be lost when you turn your DS off.

Download Play Rules

Fly against other pilots on the combat screen. If you shoot down another ship, a star will appear. The player with the most stars at the end of the match is the winner. In addition, the following items will be available during versus play.

Star

	Plasma	Pick this up to transform your laser into a plasma shot.
	Twin	Snag this to equip a powerful twin laser.
	Stealth	Grab this to make yourself invisible to your opponents radar for a short time.
	Time Bomb	Snatch this versus-only bomb and let the countdown to destruction begin.

There is no pause menu in multiplayer games. If there is a tie, no one will receive credit for a victory in their stats.

Establishing the DS Wireless Link

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

What You Will Need:

• Nintendo DS or Nintendo DS Lite systems – One per player
• Star Fox Command Game Cards - One - Two

You can enjoy download play with one DS Game Card. To exchange friend codes, you will need 2 DS Game Cards.

Steps (When using a DS Game Card)

1. Make sure that the DS system is turned off, then insert a Star Fox Command DS Game Card into the system.
2. Turn the game system on. The DS menu screen will display.
3. Touch the Star Fox Command panel.
4. Follow the instructions on

Game List Screen

Steps (When not using a DS Game Card)

1. Turn the game system on. The DS menu screen will display.
2. Touch the DS Download Play panel to display a list of available games.
3. Select Star Fox Command. The download confirmation screen will now display.
4. If you wish to continue, select Yes to begin downloading the game from P1.
5. Follow the instructions on

Download Confirmation Screen

Important Wireless Communication Guidelines

• The DS Wireless icon indicates compatibility with DS Wireless play. This icon appears on the DS menu screen, in-game menus, and other places. Selecting any menu items that have this icon will turn on the wireless communication system, so be aware of and comply with rules and regulations regarding the use of wireless devices in locations such as hospitals, airports, and aircraft, etc.
• During wireless game play, an icon appears on-screen showing the strength of the wireless signal. The icon displays four levels of signal strength. The stronger the signal, the smoother game play will be.

Number of bars				
Signal Strength	Weak ←		→ Strong	

The power light blinks when the wireless function is working.
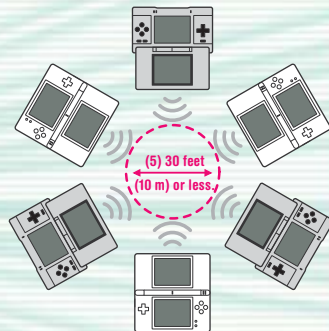
(5) 30 feet
(10 m) or less.

For optimum wireless communications, please follow these guidelines.
• Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
• The systems should face each other as directly as possible without having people or other obstructions between them.
• Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering devices.

Wi-Fi Battle Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple Star Fox Command pilots to dogfight over the internet—even when separated by long distances.

What is Nintendo Wi-Fi Connection?

Nintendo WFC is the first worldwide gaming system from Nintendo that allows gamers everywhere to play each other via the internet easily, safely, and free of charge. Using access points in countries across the globe or via wireless systems in their homes, gamers can easily play multiplayer games, cooperate on adventures, and heighten their gaming experiences with other international gamers.

Setting up Wi-Fi

To play Wi-Fi Battle, you must first complete the Nintendo Wi-Fi set up. On the Wi-Fi Battle menu, select Wi-Fi Set Up and follow the instructions shown on the screen shown to the right. For more details and contact information, please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game.
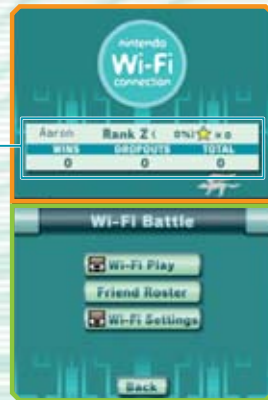
Wi-Fi Battle Menu

Choose Wi-Fi Battle from the Mode Select menu. When you do, the menu below will display.

Rank

Star Fox Command ranks your pilot skill from Z to A. The number to the right of your rank represents your progress through that rank. The higher you are, the closer you are to advancing. The number next to the ★ shows the number of stars you have collected. Wins, Drop Outs, and Total stats are shown here as well.

Wi-Fi Battle	Connect to Nintendo WFC to play versus matches.
Friend Settings	Check your friend codes or register a friend code to your friend roster here.
Wi-Fi Settings	Select this option to adjust the settings used to connect to Nintendo WFC.

After you connect to Nintendo Wi-Fi Connection for the first time, it's important to continue using the same DS hardware and Star Fox Command DS Game Card. Once you connect to Nintendo WFC for the first time, it treats the hardware and Game Card as a set. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

Wi-Fi Battle
Wi-Fi Modes

Wi-Fi Battle let you choose the ship you want to pilot. You can play against up to three other players.

Wi-Fi Connection Set Up

Choose Wi-Fi Play on the Wi-Fi Battle menu, then confirm your selection by tapping OK to initiate Nintendo WFC set up.

If you're connecting to Nintendo WFC for the first time, a Friend Code (p. 38) will automatically be created for you.

Connecting to Nintendo
Wi-Fi Connection...
Please wait a moment...

Troubleshooting

If you can't connect to Nintendo WFC, an error message and error code will be displayed. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

Choosing Wi-Fi Play

In Wi-Fi Mode, you can choose two different versus modes: Battle Royale and Free Battle. In Free Battle, you can choose from four different games. Once an opponent has been found, the entry screen will display. When enough players have been found, the game will begin.

Battle Royale—	Choose Battle Royale to soar into combat against three other fighters. Results will effect each player's ranking. (p. 35)
Free Battle—	Select Friend Battle to play against one to three people registered on your friend roster. If you choose Random Battle, you can select the number of players per game. You can also select the number of players per game. Choose from 🎮 two players, 🎮 three players, and 🎮 four players.

Wi-Fi Play Rules

In this mode, you will compete three times against the same competitor. Wi-Fi Play rules are basically the same as those for Download Play (p. 31). Shoot down other fighters to make stars appear. The pilot who gathers the most stars within the time of the match wins.

Wi-Fi Battle Friend Code

If you and a friend register each others' Friend Codes, you can face each other in a Friend Battle while playing the Free Battle portion of Wi-Fi Play mode.

Friend Roster

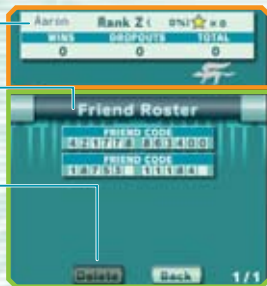Information on friends is displayed here. You can have up to 30 friends registered.

Selected Friend's Ranking

Friend Roster

The information on your friend is displayed.

Delete

Select a name from the roster and tap this to delete that name from the roster.
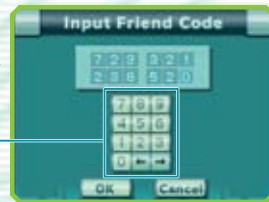
Input Code

Come here to enter other players' Friend Codes and register them on your Friend Roster. Be sure to go to Confirm Code and make note of your own Friend Code.

1 Enter a Friend Code

When you see the screen shown to the right, you can enter a Friend Code. Once you input all 12 digits, select OK.

Number Buttons

Touch numbers to enter them. Select ← → to move the cursor.

Confirm Code

Come here to view your own Friend Code.

Code Exchange

You can exchange Friend Codes via the DS Wireless system. (p. 32-33)

1 To exchange Friend Codes, first select Wi-Fi Battle from the main menu, next choose Friend Code on the Wi-Fi Battle menu, and then Code Exchange on the Friend Code menu. From here the host system will choose Code Center, and the guest system will choose Search Code

2 Once a search is successful, the host system's nickname will display on the guest system's bottom screen. Select the host system's nickname to exchange Friend Codes with that system. There can be up to four host system nicknames displaying at the same time on the guest system's bottom screen, but the exchanging of Friend Codes can only be done with one system at a time.

Nintendo Wi-Fi Connection

The Nintendo Wi-Fi Connection allows multiple Star Fox Command owners to play together over the internet—even when separated by long distances.

• To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.

• To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.

• If you do not have a wireless network installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.

• Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo WFC.

• You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.

• The Terms of Use Agreement which governs Nintendo Wi-Fi connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hot spots, visit nintendowifi.com (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

Rumble Pak™

This game is compatible with the Nintendo DS Rumble Pak (sold separately). The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. Please read the following before you play the game with Rumble Pak enabled.

• Make sure the Nintendo DS is turned off.

• Insert the Rumble Pak into Slot-2 on the front of the Nintendo DS (the label should face toward the bottom) just like loading a Game Boy Advance Game Pak.

• Make sure to turn the power off before removing the Rumble Pak.

Troubleshooting
• **Nintendo DS Rumble Pak is making a sound**
  - When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

• **Does not rumble**
  - Make sure the Rumble Feature is turned on in the game (select Options in the main menu).
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

• **Does not stop rumbling**
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

If the Rumble Pak still does not work properly after following these troubleshooting measures, please call Nintendo customer service.

Options

Sound

This is where you can adjust the game's sound settings. Choose from
stereo, surround or headphone settings. You can also adjust the
character voice settings. Choose from User – player-created voice,
Normal – the default voice, or Machine – no voice.

Control Type

This is where you can choose the control type used on the Combat
screen. Available controller types are Type A – normal with rumble,
Type B – reverse with rumble, Type C – normal without rumble, Type D
– reverse without rumble.

Nickname

Ready a eight-letter or less nickname for use in Wi-Fi Battle.

*If you don't input a nickname, your Nintendo DS game system
nickname will be used by default.*
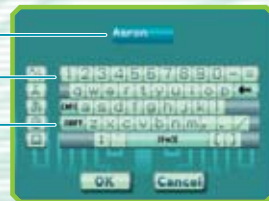
Viewing the Keyboard Screen

Input letters from the keyboard by touching them. Press OK
when you're finished with your selection.

Nickname

Keyboard

Shift Button

Touch this to change
the keyboard.

Voice Record

You can use your own voice to create unique voice data for individual
characters in the game. Answer questions out loud when they appear
on screen, then press [ICON]. When you've answered all of the
questions, the data confirmation screen will be displayed. To make sure
the voice is OK, tap the character for whom you want to use it and take
a listen. If everything's all right, touch OK to finalize the voice.

Clear Data

This is where you can clear game data. Select Voice Data to clear voice
data that you've recorded, or choose Single Data, which erases all
single player data, or choose Wi-Fi Results, which erases all
Wi-Fi results.

Once data has been erased, it's gone forever! Be careful!

Character Intros

Fox

The hero of the game. He's the leader of the mercenary group, Star Fox. He possesses a strong sense of justice, and is brave. He can be too serious at times.

Arwing II

Lasers	Single	
Lock	Single	
Bombs	2	
Shields		
Boost		

Krystal
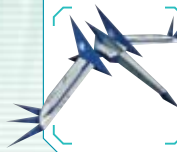
A former member of team Star Fox. She's strong and kind, but can be overly stubborn as well.

Cloud Runner

Lasers	Twin	
Lock	Single	
Bombs	1	
Shields		
Boost		

Sky Claw

Lasers	Single	
Lock	Multi	
Bombs	1	
Shields		
Boost		

Falco

A brash and headstrong pilot who has issues with authority figures. His undeniable flying skills make him an indispensable member of the team.

Slippy

Fox's closest friend on the Star Fox team. He's a better mechanic than he is a pilot, and he comes up with all kinds of weapons for the team to use.

Bullfrog

Lasers	Plasma	
Lock	None	
Bombs	3	
Shields		
Boost		

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Character Intros

For information on viewing individual fighter specs, see p. 23.

Dash

Monkey Arrow

Lasers	Twin
Lock	Single
Bombs	2
Shields	
Boost	

Wolf

Red Fang

Lasers	Twin
Lock	Multi
Bombs	1
Shields	
Boost	

Leon

Rainbow Delta

Lasers	N/A
Lock	Wide
Bombs	2
Shields	
Boost	

Panther

Black Rose

Lasers	Zapper
Lock	N/A
Bombs	1
Shields	
Boost	

Bill

Cornerian

Lasers	Twin
Lock	None
Bombs	3
Shields	
Boost	

Lucy

Sky Bunny

Lasers	Plasma
Lock	Single
Bombs	1
Shields	
Boost	

Amanda

Tadpole

Lasers	Single	Shields	
Lock	Multi	Boost	
Bombs	1		

Katt

Cat's Paw MK. II

Lasers	Arc
Lock	Single
Bombs	2
Shields	
Boost	

Peppy

Arwing

Lasers	Twin
Lock	Single
Bombs	2
Shields	
Boost	

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