malfunctions of equipment, with resulting injuries to persons or damage to property.

• 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 to equipment, with a possibility to increase hazardous conditions.

• Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including medical devices, wireless phones, or wireless networks.

• Do not operate the Nintendo DS within 10 inches of a pacemaker while using the wireless feature.

• Do not touch the terminals of the battery, or the combustion products of the ingredients, can cause personal injury as well as damage to your property.

To avoid battery leakage, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If fluid leaks from a battery pack and comes in contact with your eye, immediately flush thoroughly with water and see a doctor.

• 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.

Thank you for buying a Nintendo DS. Always look for this seal when buying video game systems, accessories, games and related products.

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WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers. Do not use the wireless feature of the Nintendo DS if you have a pacemaker or other implanted medical device.

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 product. In case of battery leakage:

- Avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water if fluid leaking from a battery pack comes into contact with your skin. Inhaling, built-up, or wet-tabled with water and see a doctor.

- To avoid battery leakage, store your Nintendo DS in a cool, dry environment, away from excessive heat and physical shock, vibration, or liquids.

- Do not disassemble, attempt to repair or deform the battery.

- Do not dispose of battery pack in a fire.

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If you don’t have access to the website, no contact 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.

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

© 2006 NINTENDO. TOM, BEN AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO.
**WARNING - Radio Frequency Interference**

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- 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 malfunction of equipment, with resulting injuries to persons or damage to property.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.

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- Do not dispose of battery pack in a fire.
- Do not disassemble, attempt to repair or deform the battery.
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not immerse battery pack in water or see a doctor.

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**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, 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.
- Do not need to play lightly or press as hard against the screen. Doing so only cause fatigue or discomfort.
- If your hands, wrists, or eyes become tired or sore while playing, stop and rest for several hours before playing again.
- You continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**WARNING - Seizures**

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition such as while watching TV or playing video games, even if they have never had a seizure before.

- To reduce the likelihood of a seizure when playing video games:
  - Sit or stand as far from the screen as possible.
  - Play in a well-lit room.
  - Take a 10 to 15 minute break every hour.
  - 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.

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**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU USE YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS DOCUMENT CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**WARNING - Seizures**

- 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.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS.
- Do not dispose of battery pack in a fire.
- Do not disassemble, attempt to repair or deform the battery.
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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.

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

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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.

Combat Controls

On the Combat Screen (see p. 12), 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 (see p. 13). All other actions are performed on the Touch Screen with a stylus.

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

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.

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Controls

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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

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L Button

Mic

+Control Pad

Touch Screen

Y Button

X Button

R Button

POWER Button

A Button

B Button

START Button

SELECT Button

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**Fox Stands Alone**

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In the years that followed, Venom was designated a forbidden planet and placed under the constant watch ofCornerian forces. But it was far from a peaceful world. The Anglar Emperor, a mysterious leader, swept into the galaxy on a wave of terror. The despairing attack on the planet Corneria and the surrounding region.

But much to the shock and despair of the planet's people, the members of Star Fox have gone their separate ways... leaving Fox McCloud as the lone warrior in the Anglar army’s path. Despite the odds, Fox McCloud 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 (see p. 12), 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 (see p. 13). All other actions are performed on the Touch Screen with a stylus.

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- L Button
- Mic
- +Control Pad

**Touch Screen**
- Y Button
- X Button
- R Button
- POWER Button
- A Button
- B Button
- START Button
- SELECT Button

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Controls

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Y Button
A Button
SELECT Button
L Button
Pressure Pad
Touch Screen

Combat Controls

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**Combat Screen**

On the combat screen, you’ll pilot a fighter and engage the enemy. Master all of the moves at your disposal 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.
- **3. Boost Gauge**: The Boost Gauge will empty as you boost, brake, or roll. It will fill as time passes.
- **4. Item Count Down**: An item appears with every 5 enemies shot down. This counter counts the current number of items you’ve defeated.

**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 on the Touch Screen to speed up.

**Boost / Brake**

Double tap the Touch Screen to boost. Double tap and hold your stylus on the bottom portion of the Touch Screen to brake. You will continue to brake until you lift your stylus or your Boost gauge runs out.

**Boost**

**Brake**

**Loop / U-Turn**

Tap the loop icon to loop, and the U-turn icon to perform a U-turn and fly in the opposite direction.

**Rolling**

Rub the stylus on the Touch Screen
double-time to the Touch Screen to speed up.

**Double tap the Touch Screen**

Double tap and hold your stylus on the bottom portion of the Touch Screen to stop the boost.

**Laser Attack / Lock-On Attack**

Press the A, B, X, Y, or L Button on the Controller 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!

**Bombs**

Touch the Bomb Icon

When you have bombs, touch and hold the bomb icon, then slide the stylus on the Touch Screen to drop the bomb.

**About Lock-On Ability**

If you lock onto an enemy, then release it to fire a blast that will follow the foe across the sky!

**About Items**

You can pick up items by coming into contact with them. You can also pull in nearby items by rolling.

**Item Ring**

You can pick up items by coming into contact with them. You can also pull in nearby items by rolling.

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

On the combat screen, you’ll pilot a fighter and engage the enemy. Master all of the moves at your disposal to make the most of your ship!

### Combat Actions

- **Boost / Brake**
  - Double-tap and hold your stylus on the top portion of the Touch Screen to speed up.
  - Double-tap and hold to your stylus on the bottom portion of the Touch Screen to brake. You will continue to boost or brake until you lift off your Boost gauge has run out.

- **Rolling**
  - Slide the stylus on the Touch Screen to roll.
  - Quickly slide the stylus in the Touch Screen two or three times to roll—while depression of the boost gauge will deplete, while you are rolling. You will continue to roll until the boost gauge is empty or you tap the brake again. If you roll well and defeat enemy fire, you’ll receive a time bonus and increase your remaining time. Additionally, rolling near items will cause them to be drawn into the ship.

- **Loop / U-Turn**
  - 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.

- **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 key to keep track of your location.

### Viewing the Combat Screen

- **Boost Gauge**
  - This shows how much energy you have left. The Boost Gauge will empty as you boost, brake, or roll. It will fill as time passes.

- **Remaining Time**
  - This displays how many remaining for the mission.

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

- **Loop Icon**
  - Tap this to do a loop.

- **U-Turn Icon**
  - Tap this to do a U-turn.

- **Kill Count**
  - This displays how many enemies you’ve shot down.

- **Item Countdown**
  - This displays how many items you have left.

- **Boost / Brake Gauge**
  - This gauge will deplete while you are rolling. You will continue to roll until the boost gauge is empty or you tap the brake again.

- **Rolling**
  - Quickly slide the stylus in the Touch Screen two or three times to roll—while depression of the boost gauge will deplete, while you are rolling.

- **Brake**
  - This will flash when you’re braking. The boost gauge will fill as you brake. You will continue to brake until the brake gauge is empty or you tap the boost again.

- **Boost**
  - This will flash when you’re boosting.

- **Lock-on Key**
  - Touch and hold this, then slide the stylus over the area you want to attack. This will lock onto that target and the ship will follow the target across the sky.

- **Laser Attack / Lock-On Attack**
  - Press the B, X, Y, or L Button on the Control Pad to fire your lasers. Press and hold any of these lock-on buttons, and then release it to fire a blast that will follow the line across the sky.

- **About Item Rings**
  - 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’re by them.

- **Current Number of Collected Cores**
  - This shows the current number of collected cores as well as the number needed to clear the mission.

- **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.

- **Pause Menu**
  - You can return to the title screen.

- **Pause Menu**
  - You can return to the game.

- **About Items**
  - You can collect items by coming in contact with them. You can also pull in nearby items by rolling (see p. 15) when you’re by them.

- **All Buttons**
  - Note that all characters have lock-on abilities.

- **Bomb**
  - 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 the 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.

- **Enemy Cores**
  - Enemy Core appears when you destroy certain targets. Collect a set number of cores to clear a mission.

- **Fuel Cells**
  - Fuel Cells appear when you destroy certain targets. Collect a set number of fuel cells.

- **Boost Cells**
  - Boost Cells appear when you destroy certain targets. Collect a set number of boost cells.

- **Supply Ring**
  - Supply Ring will cause them to be drawn into the ship.

- **Enemy Cores**
  - Touch and hold this, then slide the stylus over the area you want to attack. If you see a core, you’ve defeated.

- **Radar**
  - This shows the entire playing field. The stylus over the map towards which you want to fly or simply slide the stylus on the top portion of the Touch Screen to speed up. You will continue to boost or brake until you lift off your Boost gauge has run out.

- **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.

- **Pause Menu**
  - You can return to the title screen.

- **Pause Menu**
  - You can return to the game.

- **About Items**
  - You can collect items by coming in contact with them. You can also pull in nearby items by rolling (see p. 15) when you’re by them.

- **All Buttons**
  - Note that all characters have lock-on abilities.
**Combat Screen**

On the combat screen, you’ll pilot a fighter and engage the enemy. Most of the controls are intuitive—just tap or slide on the Touch 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 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 counter counts the current number of foes you’ve defeated.

5. **Loop**
   - Tap the Loop icon to loop, and the U-turn icon to perform a U-turn.

6. **U-turn Icon**
   - Tap this to do a U-turn.

7. **Enemy Core Locations**
   - These will appear as **,** and all of the cores needed to clear the mission.

8. **Rank Icon**
   - This will display your rank.

9. **Radar Key**
   - This shows the entire playing field.

10. **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.

**Combat Actions**

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

### Moving / 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 1 or 2, you can reverse the vertical controls.

- **Boost / Brake**
  - Double-tap (p. 13) or hold your stylus on the bottom portion of the Touch Screen to speed up.
  - Double-tap and hold your stylus on the bottom portion of the Touch Screen to brake. You will continue to brake until you lift your stylus or your Boost gauge runs out.

### Laser Attack / Lock-On Attack

Press the A, B, X, or Y Button—or the +Control Pad—to fire your lasers. Press and hold any of these lock-on buttons to activate lock-on. When you've defeated an enemy, then release it to fire a blast that will follow the foe across the sky.

Note that all Credit characters have lock-on abilities.

### 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!

### Viewing the Combat Screen

- **Bombs**
  - Touch the bomb icon.
  - Bomb: Dash toward the target to replace the explosive icon on the screen.
  - Touch the bomb icon when the target is in range to drop a bomb. Bombs are powerful, but you have only a limited supply, so use them carefully!

- **Supply Ring**
  - Touch and hold this icon to drop a Supply Ring. A ring will appear in the place on the map where you are.'
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.

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 your mission and save a new game, you will prevent your previous save. Be careful!

Story Mode Progression

You’ll move through the story mode in turns. Missions are broken up into turns on this map. 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 finish them in combat before they become a threat.

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 Time

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

Remaining Ships

This shows how many ships are available. Each battle ship can be equipped with two remaining capsules.

Turn Capacities

This shows how many items the capsule will varnish at the beginning of each turn.

Ally Status

This shows how many ships, fighters, enemies, and items the Great Fox is carrying.

The Tactics Map

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

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.

Viewing Information

During the flight-path drawing phase, you’ll be able to target enemies, view intelligence reports on the top screen, and select characters to play as. During combat, the remaining HPs and the number of enemies defeated will be displayed on the top screen.

Single Player Rules

Accept a mission by bringing up the Tactics Map and pressing the button on the Select screen, View the Gallery, or enter Training.

Single Player

Choose Start to play through the story mode, go to the Stage Select screen, view profiles of Fox and his fellow pilots, or enter Training.

Stage Select

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

Gallery

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

Training

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

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

Mission Complete!

The Results Screen

Fill up 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

Viewing Information

• 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).
• 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 Wipe (can lock on to all visible enemies).
• The remaining number of bombs.
• The shield capacity.
• The boost capacity.
• The time bonus a ship will receive for rolling away from and reflecting enemy fire.

Fighting Dummies

• This shows the enemy’s attack rating.
• This shows the enemy’s shield rating.
• This shows the enemy’s lock-on rating.

**Stage Select**

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**Gallery**

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**Training**

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**Viewing Information**

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**Single Player Rules**

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**The Tactics Map**

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**Destroying Enemy Motherships and Liberating Captured Bases**

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**Mission Complete!**

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Single Player

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

Single Player Rules

Accept a mission by bringing up the Tactics Map in battle so you can see contact with them. Your mission 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.

Story Mode Progression

You’ll move through the story mode in turns. You can direct Fox and his companions in battle. You must complete missions within the specified amount of turns you’re given.

Protect the Great Fox

Your enemies will try to destroy 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 destroy them, your mission will end in failure. Use sound tactical maneuvering to keep your enemies focused on your pilots, then destroy them 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!

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

Viewing Information

During the flight-path drawing phase, after each mission, you can top up your or enemies’ shields by selecting them on the top screen. Tap your pilots to display dodgers on the fighters they’re piloting.

Tactics Map

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

Viewing the Tactics Map

- Remaining Time
- Alcohol Status
- Turn Capacities

Remainig Ships

This shows how many ships are available. Each turn, you can destroy any number of enemy ships.

Ally Status

This shows how many bombs and how much 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 well as allied pilots by character icons.

Viewing the Tactics Map

- Turn Capacities
- Ally Status
- Remaining Ships

Turn Capacities

This shows how many enemy ships are engaged in battle on the combat screen.

Ally Status

This shows how many bombs and how much should power each of your allies possesses. You can also see how many enemy ships the allied pilots are.

Tactics Map

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

Viewing Information

During the flight-path drawing phase, after each mission, you can top up your or enemies’ shields by selecting them on the top screen. Tap your pilots to display dodgers on the fighters they’re piloting.
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!

Story Mode Progression

You’ll move through the story mode in turns 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 embrace 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

Fill out 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

Viewing Information

During the flight-path drawing phase, you can tap any enemies or allies to see intelligence reports on the top screen.

Fighter Dossier

Laser Type

The type of laser equipped. Laser varieties include Single (one beam), Twin (two beams), Plasma (two round shots), Acc (curved beam), and Zapper (powerful, long-distance beam).

Lock-on

The type of lock-on capability possessed. There are three varieties of lock-on capability: Single (1 lock-on point), Multi (up to 8 lock-on points), and Multi (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 the ship will receive for rolling 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 the phases below.
It’s especially important to remember the particulars of each phase.

**About Turns and Phases**

- **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 by pressing the START Button.

**Movement Phase**

During this phase, all of your fighters move simultaneously along their respective flight paths. Enemies and allies 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 Base**
  - If a fighter passes over one of these, it will stop and engage the enemy mother ship, protecting the base.

**Combat Phase**

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

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.

**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.
- The remaining movement of the fighter that was defeated in battle will be canceled, and the enemy that defeated the fighter will continue along its original flight path. If all pilots of the remaining fighter are defeated, or if the character falls, you will no longer be able to control that character. If you lose all of your pilots, the mission will end in failure.

Gaining Turns

Liberate an allied city and you’ll get two turns by pressing the START Button. Turn counts are limited, so choose your targets wisely.

**Guide Beacons**

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

**Allied Beacon**

Pass through these to replenish your fuel.

**Starting Combat**

Liberate an allied city and you’ll get two turns by pressing the START Button. Turn counts are limited, so choose your targets wisely.

**Movement Phase**

During this phase, all of your fighters move simultaneously along their respective flight paths. Enemies and allies 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 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 and draw a new one. When you’ve finished drawing all of your flight paths, double-tap the touchscreen to bring up the turn icon. Touch the icon to proceed to the movement phase.

How to Draw a Flight Path

Touch a ship, then slide the stylus in any direction to draw the flight path. The minimum 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 and draw a new one. When you’ve finished drawing all of your flight paths, double-tap the touchscreen to bring up the turn icon. Touch the icon to proceed to the movement phase.

**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.
- The remaining movement of the fighter that was defeated in battle will be canceled, and the enemy that defeated the fighter will continue along its original flight path. If all pilots of the remaining fighter are defeated, or if the character falls, you will no longer be able to control that character. If you lose all of your pilots, the mission will end in failure.

Gaining Turns

Liberate an allied city and you’ll get two turns by pressing the START Button. Turn counts are limited, so choose your targets wisely.

**Guide Beacons**

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

**Allied Beacon**

Pass through these to replenish your fuel.

**Starting Combat**

Liberate an allied city and you’ll get two turns by pressing the START Button. Turn counts are limited, so choose your targets wisely.
Single Player Rules

Each character in single-player mode is made up of three phases: Flight Path phase, Movement phase, and Combat phase. It’s especially important to remember the particulars of each phase.

### 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 by pressing the START Button.

### 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.

### Combat Phase

At the end of the movement phase, all enemies and all fighters in the mission are complete. The turn is finished. When an enemy fighter is shot down, you will receive a time bonus based on the number of cores needed to win (p. 27). Touch a battle panel to begin that fight.

When one battle is finished, touch another panel to start that fight. Continue this pattern until all battles are finished. When panels are stacked on top of each other, you can select only the front panel. If two characters are displayed on a panel, you can choose which character will fight.

### 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 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.

### 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 the time left for all enemies to enter battle (p. 28).

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 (p. 28).

### 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 canceled, and the enemy that defeated the fighter will continue along its original flight path. If a pilot in your own ship stock is killed, you will no longer be able to use that character. If you lose all of your 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.
Single Player Rules

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.

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 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.

Movement Phase

During this phase, all of your fighters move simultaneously along their respective flight paths. Enemies and missiles also move during this phase.

All items captured 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.
  - Touch a ship, then slide the stylus in any direction to draw the flight path.

- **Enemy Missile**
  - Combat will begin if a fighter and a missile come into contact.

- **Enemy Base**
  - It’s especially important to remember the particulars of the base.
  - When two characters are displayed on a panel, you can choose which character will fight.

   - **Guided Beacon**
     - Touch a guided beacon to see the battle panel screen.

- **Guide Beacon**
  - Follow the guide beacon to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacon, the enemy will escape or you will be shot down!

Completing Battle

Once the fighting is over, the combat result screen will display: ‘You’ve received a little 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 canceled, and the enemy that defeated the fighter will continue along its original flight path. If the defender pilot that was engaged by the character falls, you will no longer be able to use that character. If you use all of the characters, the mission will fail 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.

Single Player Battles

Each turn in single-player mode is made up of three phases: flight path phase, movement phase, and combat phase.

The act of chasing down enemy motherships and missiles is known as pursuit combat.

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.

- **Guide Beacon**
  - Touch a guided beacon to see the battle panel screen.

- **Pursuit Combat and Enemy Bases**
  - Engage the enemy mothership protecting the base.

- **Firing Missiles from the Front Fox**
  - Touch a battle panel to begin that fight.

   - **Battle Panels**
     - The character engaging in battle is displayed in the top right-hand corner of the panel. The number of cores needed to win战斗 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.

   - **Allied Base**
     - The number of cores needed to win战斗 is in the lower right-hand corner.
     - When panels are stacked on top of each other, you can select only the front panel.

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

   - **Guided Beacon**
     - Follow the guide beacon to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacon, the enemy will escape or you will be shot down!

   - **Guide Beacon**
     - Touch a guided beacon to see the battle panel screen.

- **Completing Battle**
  - Once the fighting is over, the combat result screen will display: ‘You’ve received a little bonus based on the number of enemies you shot down, and then return to the battle panel screen!’
  - 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.

     - According to the remaining movement of the fighter that was defeated in battle will be canceled, and the enemy that defeated the fighter will continue along its original flight path. If the defender pilot that was engaged by the character falls, you will no longer be able to use that character. If you use all of the characters, the mission will fail 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.

Single Player Battles

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

**Combat Rules**

Before combat begins, the target enemy will be displayed. Pilot your fighters 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 known as pursuit combat. Follow the guide beacon to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacon, the enemy will escape or you will be shot down!

**Guide Beacon**

Touch a battle panel to begin that fight. Once one battle is finished, touch another panel to start that a new one.

**Allied Base**

The number of cores needed to win战斗 is in the lower right-hand corner.

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.

**Guided Beacon**

Follow the guide beacon to catch the target, then follow the on-screen instructions to destroy it. If you miss the guide beacon, the enemy will escape or you will be shot down!

**Guide Beacon**

Touch a guided beacon to see the battle panel screen.

**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 canceled, and the enemy that defeated the fighter will continue along its original flight path. If the defender pilot that was engaged by the character falls, you will no longer be able to use that character. If you use all of the characters, the mission will fail 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.
DS Wireless Link

Establishing the DS Wireless Link

What You Will Need:
- Nintendo DS or Nintendo DS Lite systems – One per player
- Star Fox Command Game Cards – One to Two

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 p. 30, 39.

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 p. 32.

Important Wireless Communication Guidelines
- The DS Wireless Link icon indicates compatibility with DS Wireless Play. This icon appears on the DS menu screen, in-game menus, and other places. Selecting any menu item that has 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 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.
- The power light blinks when the wireless function is working.

For optimum wireless communications, please follow these guidelines:
- Begin with the distance between systems at about 30 feet or less and move closer or further apart as desired, keeping the signal strength at two or more bars for best results.
- The stronger the signal, the more likely it is to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers, etc.), so move to another location or turn off the interfering devices.

What is Nintendo Wi-Fi Connection?
Nintendo Wi-Fi Connection allows multiple Star Fox Command pilots to fly side by side over the internet—ever since we separated by long distances.

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 for up to 40 minutes. For more details and contact information, please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game.

What is Nintendo Wi-Fi Connection?
Nintendo Wi-Fi Connection is the first worldwide gaming service from Nintendo that allows gamers everywhere to enjoy such other unique features as the internet-ready, safety and free of charge. Using access points in countries across the globe or via wireless systems in their homes, gamers can safely play multiplayer games, compete on adventures, and begin that leap experience with other international gamers.

Host System
In multiplayer mode, the player using the system with the DS Game Card will be the host. When the host tries to connect, the 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 downloaded 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 Normal or Reverse for your control type.

Download Play Rules
Fly against other pilots on the combat screen. If you shot 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.

- Plasma: Pick up this to transform your laser into a plasma shot.
- Twin: Snag this to fire a powerful twin laser.
- Stealth: Snatch this to make yourself invincible to your opponent’s 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.

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 end ship set up are complete, battle will commence.

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

Download Play

DS download play, see p. 32.

This mode is for up to six players. For instructions on using the DS Wireless Link, see p. 30, 39.
This mode is for up to six players. For instructions on using the Nintendo Wi-Fi Connection, see p. 30, 39.

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 end 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 shot 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.

- Plasma: Pick up this to transform your laser into a plasma shot.
- Twin: Snag this to fire a powerful twin laser.
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Important Wireless Communication Guidelines
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- During wireless 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.
- The power light blinks when the wireless function is working.

For optimum wireless communications, please follow these guidelines:
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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 end 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 shot 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.

- Plasma: Pick up this to transform your laser into a plasma shot.
- Twin: Snag this to fire a powerful twin laser.
- Stealth: Snatch this to make yourself invincible to your opponent’s radar for a short time.
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There is no pause menu in multiplayer games. If there is a tie, no one will receive credit for a victory in their stats.

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- During wireless 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.
- The power light blinks when the wireless function is working.

For optimum wireless communications, please follow these guidelines:
- Begin with the distance between systems at about 30 feet or less and move closer or further apart as desired, keeping the signal strength at two or more bars for best results.
- The stronger the signal, the more likely it is to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers, etc.), so move to another location or turn off the interfering devices.

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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 end 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 shot 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.

- Plasma: Pick up this to transform your laser into a plasma shot.
- Twin: Snag this to fire a powerful twin laser.
- Stealth: Snatch this to make yourself invincible to your opponent’s radar for a short time.
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There is no pause menu in multiplayer games. If there is a tie, no one will receive credit for a victory in their stats.

Important Wireless Communication Guidelines
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- During wireless 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.
- The power light blinks when the wireless function is working.

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- Begin with the distance between systems at about 30 feet or less and move closer or further apart as desired, keeping the signal strength at two or more bars for best results.
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What is Nintendo Wi-Fi Connection?
Nintendo Wi-Fi Connection allows multiple Star Fox Command pilots to fly side by side over the internet—ever since we separated by long distances.
Establishing the DS Wireless Link

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.

Steps (When not using a DS Game Card)
1. Turn the game system on. The DS menu screen will display.
2. Touch the Star Fox Command panel.
3. Touch the Star Fox Command menu.

Download Play

This mode is for up to six players. For instructions on using the Nintendo Wi-Fi Connection instruction booklet included with this game.

Important Wireless Communication Guidelines

- The DS Wireless Link icon indicates compatibility with DS Wireless play. This icon appears on the DS menu screen, in-game menus, and other places. Selecting any menu item that has 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 indicates a wireless signal. The icon displays four levels of signal strength. The stronger the signal, the smoother game play will be.

Number of bars showing the strength of the wireless signal

The power light blinks when the wireless function is working.

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.

- 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 allows multiple Star Fox Command players to play against each other online without worrying about long distances!

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 to set up Wi-Fi. After completion, pick the Wi-Fi Play option on the menu to start the battle.

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.

- Plasma: Pick this up to transform your laser into a plasma shot.
- Twin: Snap this off to fire two lasers simultaneously.
- Stealth: Sea this to make yourself invisible to your opponents for a short time.
- Time Bomb: Blow up this weapon to destroy the enemy's weapon.

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

Download Play 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 off your DS.

Important Wireless Communication Guidelines

- The DS Wireless Link icon indicates compatibility with DS Wireless play. This icon appears on the DS menu screen, in-game menus, and other places. Selecting any menu item that has 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 indicates a wireless signal. The icon displays four levels of signal strength. The stronger the signal, the smoother game play will be.

Number of bars showing the strength of the wireless signal

The power light blinks when the wireless function is working.

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.

- 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

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. The closer you are to advancing, the closer you are to advancing. The number to the right of the rank is the number of stars you have collected. Wins, Drop Outs, and Total stats are shown here as well.

Wi-Fi Battle Menu

Connect to Nintendo WFC to play versus matches.

Friend Settings

Check your friend code or register a friend code to your friend code 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 is 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 trades the hardware and Game Card as a set. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.
Establishing the DS Wireless Link

Download Play

This mode let you up to six players. For instructions on using the
DS Download play, see p. 32.

Host System

In multiplayer mode, the player using the
system with the DS Game Card will be
the host. Other players will join the host
vehicle. Select "Download Play" to display
the screen shown to the right, then
select "Host." Note: Multiple players cannot use
the same DS Game Card.

Entry

Wait for opponents to appear on the
entry screen. Touch Cut Off to close the
game, and begin the downloading thing
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 the type of Reverse for your
control type.

What You Will Need:
• Nintendo DS or Nintendo DS Lite systems – One per player
• Star Fox Command Game Cards – One to Two

You can only play 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 this game screen on. The DS menu screen will display.
3. Touch the Star Fox Command panel.

Steps (When not using a DS Game Card)

1. Turn this game screen on. The DS menu screen will display.
2. Touch the DS Download Play panel to display a list of
available game.
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 p. 30-39.

Download Confirmation Screen

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 off 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.

Plasma

Pick this up to transform your laser into a plasma shot.

Time Bomb

Snatch this versus-only bomb and let it explode if you
attack an enemy plane.

Other players will join the host's 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.

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

Important Wireless Communication Guidelines

• The DS Wireless Link icon [ ] indicates compatibility with DS Wireless
play. This icon appears on the DS menu screen, in-game menus, and
other places. Selecting any menu item that has 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 play, an icon [ ] appears on-screen.
• The DS Wireless icon [ ] indicates compatibility with DS Wireless
play. This icon shows four levels of signal strength. The stronger the signal, the smoother
the game play will be.

No Pause

The power light blinks when the wireless
function is working.

For optimum wireless communications, please follow these guidelines:

• Begin with the distance between systems at about 30 feet or less and move
closer or further apart as desired, keeping the signal strength at two or
more bars for best results.

• Choose a location with as few other wireless devices as possible.

• 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.

重要無線通信ガイドライン

• ワイヤレスリンクマーク [ ] は、無線プレイの対応を示します。このマークは、DS メニュー画面、ゲーム中のメニュー画面、他にも表示されます。無線通信システムを使用する際には、無線通信システムの使用に関する法的
規制及びルールに従うことをご確認ください。

• ワイヤレスプレイ中に、画面にラブデック [ ] と表示されます。

• DS ワイヤレスマーク [ ] は、無線プレイの対応を示します。このマークは、信号強度を4つ示します。信号が強いほど、プレイがスムーズに進行します。

• ノーパーズ

・ ワイヤレスの機能が動作しているとき、ライトが点滅します。

・ 適切な無線通信環境を確保するためのガイドラインです。

• まず、システム間の距離を約30フィート以内に設定し、信号強度が2つ以上の状態で動画を実行してください。

• ワイヤレスデバイスの数が少ない場所を選んでください。

• 他のデバイス（無線LAN、マイコン、ワイヤレスヘッドホン、無線マウスなど）の影響を避けることをお勧めします。

• ワイヤレスデバイスが影響を及ぼす場合は、その他のデバイスの使用を停止して、改善を図ることをおすすめします。

Wireless 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
enables gamers everywhere to play with each other via the internet safely,
safely and free of charge. Using access points in countries across the
world, gamers can safely play multi-player games, cooperate on adventures,
and heighten their gaming experiences with other international gamers.

Setting up Wi-Fi

To play Wireless 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 to the right. For more details and contact information, please see
the separate Nintendo Wi-Fi Connection instruction booklet included with
this game.

Important Wireless Communication Guidelines

• The DS Wireless Link [ ] indicates compatibility with DS Wireless
play. This icon appears on the DS menu screen, in-game menus, and
other places. Selecting any menu item that has 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 play, an icon [ ] appears on-screen.
• The DS Wireless icon [ ] indicates compatibility with DS Wireless
play. This icon displays four levels of signal strength. The stronger the signal, the smoother
the game play will be.

No Pause

The power light blinks when the wireless
function is working.

For optimum wireless communications, please follow these guidelines:

• Begin with the distance between systems at about 30 feet or less and move
closer or further apart as desired, keeping the signal strength at two or
more bars for best results.

• Choose a location with as few other wireless devices as possible.

• 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.

江户川占有

無線通信のガイドライン

・ ワイヤレスリンクマーク [ ] は、無線プレイの対応を示します。このマークは、DS メニュー画面、ゲーム中のメニュー画面、他にも表示されます。無線通信システムを使用する際には、無線通信システムの使用に関する法的
規制及びルールに従うことをご確認ください。

・ ワイヤレスプレイ中に、画面にラブデック [ ] と表示されます。

・ DS ワイヤレスマーク [ ] は、無線プレイの対応を示します。このマークは、信号強度を4つ示します。信号が強いほど、プレイがスムーズに進行します。

・ ノーパーズ

・ ワイヤレスの機能が動作しているとき、ライトが点滅します。

・ 適切な無線通信環境を確保するためのガイドラインです。

・ まず、システム間の距離を約30フィート以内に設定し、信号強度が2つ以上の状態で動画を実行してください。

・ ワイヤレスデバイスの数が少ない場所を選んでください。

・ 他のデバイス（無線LAN、マイコン、ワイヤレスヘッドホン、無線マウスなど）の影響を避けることをお勧めします。

・ ワイヤレスデバイスが影響を及ぼす場合は、その他のデバイスの使用を停止して、改善を図ることをおすすめします。
Rumble Pak

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.

Troubleshooting

• Make sure the Nintendo DS is turned on.
• 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.
• 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 the Nintendo DS is turned off.
• Make sure to turn the power off before removing the Rumble Pak.

Nintendo Wi-Fi Connection

• 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 for more information.
• To complete the Nintendo Wi-Fi 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.
• You may also have a wireless network installed on your PC, you can select a Nintendo Wi-Fi USB-Connector (sold separately) directly from Nintendo. See the separate Nintendo Wi-Fi USB-Connector 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.

With 3G mobile phone, you can use the Nintendo DS Lite to play the same games you can play on a Nintendo DS.
To exchange Friend Codes, first select Wi-Fi Battle from the main menu. To choose Battle Royale to soar into combat against three other fighters. If you and a friend register each other’s Friend Codes, you can face each other in a Friend Battle while playing the Free Battle portion of Wi-Fi Play mode.

**Wi-Fi Battle Rules**

- **Battle Royale**
  - Choose Battle Royale to soar into combat against three other fighters. Results will affect each player’s ranking.

- **Free Battle**
  - Select Free 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 2, 3, or 4 players, and then play.

**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.

**Troubleshooting**

- Does not rumble
  - Make sure the Rumble Pak is installed properly on the Nintendo DS.

- Does not stop rumbling
  - Make sure the Rumble Pak is not dirty.

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

- When the Rumble Feature is on, the Rumble Pak will make sounds during game play. When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

- Testing the Rumble Feature:
  - Make sure the Rumble Feature is on in the game (select Options in the main menu).

- When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

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

- 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.

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

- Make sure the Rumble Feature is 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.

- Make sure the Rumble Feature is on in the game (select Options in the main menu).

- Make sure to turn the power off before removing the Rumble Pak.
To exchange Friend Codes, first select Wi-Fi Battle from the main menu. 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.

**Wi-Fi Play Modes**

- **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.

- **Battle Royale**
  - Choose Battle Royale to soar into combat against three other fighters. Each fighter must face the others within the time limit of the match.

**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 located, the entry screen will display. When enough players have been located, the game will begin.

**Battle Royale**

- Choose Battle Royale to soar into combat against three other fighters. Results will affect each player’s ranking.

**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.

**Nintendo Wi-Fi Connection**

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.

**Troubleshooting**

- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) measures, please call Nintendo customer service.

- Make sure the Rumble Feature is turned on in the game (select Options in the main menu) and the Rumble Feature is on.

- When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

- Make sure to turn the power off before removing the Rumble Pak. The Rumble Pak should face toward the bottom just like loading a Game Boy Advance Game Pak.

- Make sure the Nintendo DS is turned off.

- Make sure the Nintendo DS is turned off.

- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) is dirty.

- Does not stop rumbling

- Does not rumble

- Nintendo DS Rumble Pak is making a sound

- When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

- When the Rumble Feature is off, the Rumble Pak will not make sounds during game play.

- Does not rumble

- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) is dirty.

- Does not stop rumbling

- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) is dirty.

- Does not rumble

- Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) is dirty.
Character Intros

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

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  Multi
Bombs  2
Shields
Boost

Krystal
A former member of team Star Fox. She’s strong and kind, but can be overly stubborn at times.

Cloud Runner
Lasers  Twin
Lock  Single
Bombs  2
Shields
Boost

Sky Claw
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.

Bullfrog
Plasma
Lock  None
Bombs  3
Shields
Boost

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.

Panther
Black Rose
Lasers  Zapper
Lock  N/A
Bombs  1
Shields
Boost

Bill
Cat’s Paw MK. II
Arc
Lock  Single
Bombs  2
Shields
Boost

Amanda
Tadpole
Lasers  Single
Lock  Multi
Bombs  1
Shields
Boost

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

Character Intros

Viewing the Keyboard Screen
Input letters from the keyboard by touching them. Press OK when you’re finished with your selection.

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.

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!
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**Character Intros**

Fox

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**Arwing II**

Lasers: Single, Lock: Single, Bombs: 2, Shields, Boost

**Cloud Runner**

Lasers: Twin, Lock: Single, Bombs: 1, Shields, Boost

**Krystal**

A former member of team Star Fox. She’s strong and kind, but can be overly stubborn at times.

**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.

**Bullfrog**

Lasers: Plasma, Lock: None, Bombs: 3, Shields, Boost

**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.

**Dash**

*Monsoon Screen*

Lasers: Twin, Lock: Single, Bombs: 2, Shields, Boost

**Red Fossil**

*Monsoon Screen*

Lasers: Twin, Lock: Multi, Bombs: 1, Shields, Boost

**Leon**

*Monsoon Screen*

Lasers: N/A, Lock: Wide, Bombs: 2, Shields, Boost

**Panther**

*Monsoon Screen*

Lasers: Zapper, Lock: N/A, Bombs: 1, Shields, Boost

**Bill**

*Current Look*

Lasers: Twin, Lock: None, Bombs: 3, Shields, Boost

**Amanda**

*Cat’s Pass Mk. II*

Lasers: Single, Lock: Arc, Bombs: 2, Shields, Boost

**Katt**

*Cat’s Pass Mk. II*

Lasers: Plasma, Lock: Zapper, Bombs: 1, Shields, Boost

**Peppy**

*Arwing 2*

Lasers: Twin, Lock: None, Bombs: 2, Shields, Boost

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Select Options on the Mode Select screen to display the following Option menu selections.

Options
Keyboard
Nickname
Shift Button
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You may also send your product to Nintendo for repair or service. You must first contact Nintendo Customer Service (see below) to determine the nature of your problem and the appropriate course of action.

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www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)
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