

NINTENDO DS™

NTR-AWRP-UKV

ADVANCE WARS™ DUAL STRIKE



INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the ADVANCE WARS™: DUAL STRIKE Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

This Game Card will work only with the Nintendo DS system.

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WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES
DOWNLOADED FROM ONE GAME CARD.



WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES
WITH EACH NINTENDO DS SYSTEM CONTAINING A
SEPARATE GAME CARD.



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Prologue

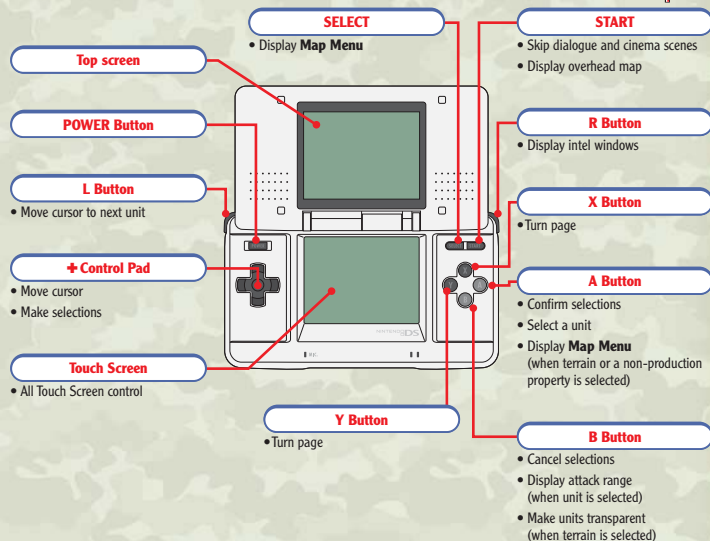
Several months have passed since the war in Macro Land. Thanks to Andy, Nell and the other COs, the Black Hole Army was defeated. The people there can finally live in peace.

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

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

ADVANCE WARS™: DUAL STRIKE is a military strategy game that puts you in command of a well-trained army. Use cunning strategy and the unique skills of your COs to survive the enemy onslaught!

Controls



Sleep Close your Nintendo DS™ to activate **Sleep Mode**. Open it to resume playing.

Reset Press and hold **START**, **SELECT** and the **L** and **R** Buttons to reset the game.

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

Getting Started

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

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the Nintendo DS Instruction Booklet.

On the **Nintendo DS Menu Screen**, touch the ADVANCE WARS: DUAL STRIKE NINTENDO Panel. If your system start up has been set to **Auto Mode**, you can skip this step. See the Nintendo DS Instruction Booklet for more information. After a brief cinema scene, the **Title Screen** will appear.

When TOUCH TO START appears on-screen, simply touch the Touch Screen to begin.

There are 11 different modes to choose from on the **Mode Selection Screen**. Touch the TURN icon to turn the page. See page 20 for information on each mode.



In this Instruction Booklet, screen shots with a **red border** represent the top screen and screen shots with a **blue border** represent the Touch Screen.

Saving

There are two ways to save game data: completing a mission or selecting SAVE from the **Map Menu** during a mission.

Completing a Mission

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



Map Menu

Select the SAVE command from the **Map Menu**.



Clear All Saved Game Data

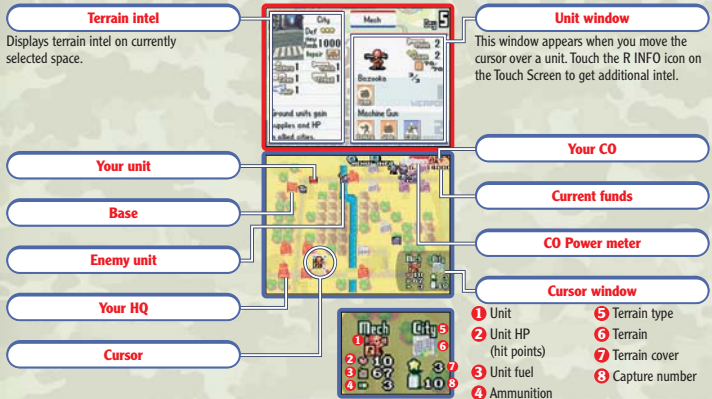
If you want to delete all of your saved data, press and hold SELECT, the L Button and right on the **+** Control Pad when you touch the ADVANCE WARS: DUAL STRIKE NINTENDO Panel on the **Nintendo DS Menu Screen**. You will be given the option to erase all saved data.

Rules of Engagement

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

Game Screen

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



Victory and Defeat

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

Mission Complete (Victory)

Capture Enemy HQ / All Enemies Defeated

Mission Failure (Defeat)

HQ Captured by Enemy / All Troops Defeated / Surrender

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

-  Orange Star
-  Blue Moon
-  Yellow Comet
-  Green Earth
-  Black Hole

Setup

Before beginning a battle, you must select your CO. After making your adjustments, touch DEPLOY.

⚠ Not all missions and modes require setup before deployment.



DS Battle

Some battles feature action on both the top screen (secondary front) and the Touch Screen (main front). These missions are called DS Battles.

- In these battles, touch the X SWAP icon on the Touch Screen to switch the top screen display between the secondary front and the **Intel Screen**.
- Use the cursor to select units, and then touch the R INFO icon to get more detailed intel on the selected unit.



★ Tag Battles ★

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

★ Fog of War ★

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



Infantry and Mech Vision Ranges

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

Ambushes

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

★ War Funds ★

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

★ Experience and Wars Points ★

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

Units

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

★ Unit Production ★

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



★ Unit Movement ★

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



Gas

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





Command Menu



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

CAPTURE

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



FIRE

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



Direct Attacks

A direct attack occurs when a unit attacks an adjacent unit. Units can move and attack in the same turn, but they can't return fire against units attacking indirectly.

Indirect Attacks

An indirect attack occurs when a unit attacks another unit from a distance. Units with indirect attack capabilities can either move or attack in a turn, but not both. They also can't return fire against units attacking them directly. The range of fire of indirect combat units differs between unit types.

SUPPLY

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

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



JOIN

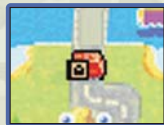
You can join two units of the same type into one unit by moving a unit onto a damaged one. The newly formed unit has the combined amount of HP, fuel and ammo of the individual units, but that number cannot exceed the maximum amount for that unit type. To join units, move one unit onto a space occupied by a unit of the same type and touch JOIN on the **Command Menu**. Joining ends the turn for both units.



LOAD

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

- Units being transported are not damaged if the transport vehicle is fired upon. However, if a transport is destroyed while carrying another unit, that unit is also destroyed.
- Transports can continue to load units even after they have been ordered to Wait.



DROP

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



DIVE

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



HIDE

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



REPAIR

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



EXPLODE

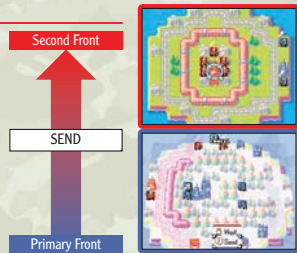
Black bombs are the only units capable of exploding. The bombs explode upon command, damaging all units within the blast radius.



SEND

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

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



WAIT

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

Map Menu

Touch the A MENU icon to display the **Map Menu**. Touch commands to issue them.

The commands that appear vary depending on the mode.



Setup

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

CO Selection

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

! In some modes, the CO you use will be decided for you.

Skills

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



CO

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

Intel

Use the **Intel Menu** to view information about the current battle.

STATUS

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

TERMS (Appears in Campaign Mode Only)

Check the victory conditions for your current battle here.

UNIT

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

RULES (Appears Depending on Mode)

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

HINT (Appears in Survival Mode Only)

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



Mission Status Screen



Unit Status Screen

■ AUTO CO ON/OFF (Appears Only on Certain Campaign Mode Maps)

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

■ AI (Appears Only in DS Battles)

You can set the strategy type of your CPU ally to GENERAL, DEFENSE, ASSAULT or STRIKE.

❗ When AUTO CO is set to OFF, the AI option will not appear.



★ CO Power & Super CO Power ★

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

CO POWER Usable when all small stars are filled

SUPER CO POWER Usable when all stars are filled

TAG POWER Usable in tag battles when both COs' meters are completely filled



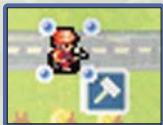
CO Power Meter

★ Options ★

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

■ DELETE

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



■ YIELD

Surrender the current battle.

■ MUSIC

Turn the music on or off.

■ VISUALS

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

VISUAL A Display both battle and capture animation

VISUAL B Display all animation, fast unit speed

VISUAL C Display battle animation, fast unit speed

VISUAL D No CPU battle animation, fast unit speed

NO VISUAL Display no animation, fast unit speed

★ Save ★

Choose this option to SAVE your progress during a battle.

★ End ★

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

★ Change (Appears Only in Tag Battles) ★

Select CHANGE in a tag battle to switch to your other CO. Doing so will end your turn. When using a Tag Power, both COs can attack in a single turn.

★ Deploy ★

DEPLOY your troops with your current setup.

Game Modes

★ CAMPAIGN ★

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



★ WAR ROOM ★

Battle against computer-controlled opponents and earn points based on your strategy. Touch **NEW GAME** to access the **Map Selection Screen**, where you can choose the map you want to play, how many COs to use, and whether or not to use CO skills. Touch the **X PAGE** and **Y PAGE** icons to flip pages. Touch a map to proceed to the **Map Screen**.



■ Battle Type

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

■ Skills

- Human Icons** Indicates either a single CO or Tag Battle
 - Skills** Choose to play with skills on or off
 - Exp.** Displays how many bonus points you can earn
- In DS Battles, the secondary front can be set to CPU control or player control.

★ VERSUS ★

Up to four players can take turns battling using one Nintendo DS and one Game Card. Choose **NEW GAME**, then touch **NORMAL BATTLE** or **DS BATTLE**. When the **Map Selection Screen** appears, touch a map name to begin.



■ Map Types

- DEPLOYED** Maps that provide you with a set type and number of pre-deployed units
- 2 COs** Maps designed for two players
- 3 COs** Maps designed for three players
- 4 COs** Maps designed for four players
- WAR ROOM** Maps that originally appeared in the War Room
- CLASSIC** Maps that originally appeared in Advance Wars
- DESIGN MAPS** Custom maps that have been designed with the map editor

You can purchase more maps using points you earn in **CAMPAIGN** and **WAR ROOM** play. See page 23 for more information.

Use the Touch Screen to select COs and set them to a human or CPU player, then touch the **A NEXT** icon. When three or more players play, you can set the teams on the **Team Selection Screen**.



After using the Touch Screen to set rules on the **Rule Selection Screen**, touch the **A NEXT** icon to proceed. Rule explanations can be viewed on the top screen.



★ **SURVIVAL** ★

There are three ways to play **Survival Mode**: MONEY, TURN and TIME. Touch **NEW GAME**, then choose the mode you want to play. After you have chosen, touch **BASIC COURSE**, choose a CO and proceed to battle. Touch the **R INFO** icon on any screen to get additional information.

■ **MONEY**

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

■ **TURN**

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

■ **TIME**

Clear a series of maps within a given time limit.



★ **COMBAT** ★

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

■ **Controls**

- ➕ **Control Pad** Move unit
- Touch Screen** Fire in direction touched
- A Button** Fire
- L Button** Use CO Power
- START** Pause game, choose **CONTINUE** or **QUIT**

■ **Rules**

- Move your unit onto neutral or enemy properties to begin the capture countdown. When the countdown reaches zero, the property is captured.
- Rest your unit on an allied property to recover HP.
- When you capture a base, an additional unit of the kind that captured the base will be added to your units. Touch **MANUAL** on the **Combat Menu** to see descriptions of the items and the victory conditions.

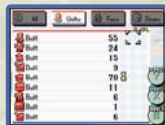
★ **BATTLE MAPS** ★

Visit the Battle Maps store to buy new maps, outfits for your COs, and other useful information. Touch an item on the **Shop Screen** to purchase it. You can earn more points to buy items by playing **Campaign, War Room, Survival** and **Combat Modes**.



★ **HISTORY** ★

View your detailed game-play stats here. On the Touch Screen, tap **ALL**, **UNITS**, **FOES** or **ITEMS** to see detailed information for those subjects. Keep playing to build up your stats and earn medals!



Wireless

Before playing, read pages 28–29 about Multi-Card Play for **Normal Battle**, **DS Battle**, **Trade Maps** and **Combat Modes**. Read page 30 about Single-Card Play and **Download Mode**.

Battle against your friends or trade maps you created with the map editor! Touch WIRELESS on the **Mode Selection Screen** and then select the mode you want to play on the **Wireless Selection Screen**.

For **Normal Battle**, **DS Battle**, **Trade Maps** and **Combat Modes**, you can either create a new game by touching NEW GAME (or NEW TRADE) or touch one of the four panels to join an existing game. When all players have joined, Player One has to touch the A NEXT icon in order to proceed.



NORMAL BATTLE (2–4 Players)

One Nintendo DS system and one ADVANCE WARS: DUAL STRIKE Game Card is required for each player. Choose settings on the **Map Selection Screen** before going into battle.

DS BATTLE (2 Players)

One Nintendo DS system and one ADVANCE WARS: DUAL STRIKE Game Card is required for each player. Choose settings on the **Map Selection Screen** before going into battle.

TRADE MAPS

One Nintendo DS system and one ADVANCE WARS: DUAL STRIKE Game Card is required for each player. This mode allows you to send an original map created in the map editor to one other player. On the **Trade Maps Screen**, Player One must choose who will send the map. The sender must then touch a map to send. The player receiving the map must choose a place to save the map.

COMBAT (2–8 Players)

One Nintendo DS system and one ADVANCE WARS: DUAL STRIKE Game Card is required for each player. Up to eight players can simultaneously engage in combat. Choose settings on the **Map Selection Screen** before entering battle.



DOWNLOAD

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

Host System (System Sending Data)

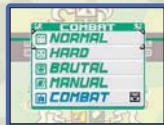
Follow the instructions listed on page 30 for the Host System. Touch DOWNLOAD when you are ready to download data.



Host System Screen

Client Systems (Systems Receiving Data)

Follow the instructions on page 30 for the Client Systems. Once the download is complete, the **Mode Selection Screen** will appear. Touch the mode you want to play.



Client System Screen

MESSAGES

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

★ Sound Room ★

Go to the SOUND ROOM to listen to all the different sounds and music used in the game. This menu appears after you clear **Campaign Mode** and purchase the SOUND ROOM at BATTLE MAPS. Touch a song name to hear the song.

★ Gallery ★

This menu appears after you clear **Campaign Mode** and purchase the GALLERY at BATTLE MAPS. Here, you can view the art used in the game. Touch the R INFO button to hide menu displays.

★ Design Room ★

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

CO

Choose this option to change CO hair and clothing colour using colour options purchased at BATTLE MAPS. Just choose a CO, then touch a colour number.



MAP

Use the **Map Editor** to create your own original map. The maps you create can be used in **Versus**, **Wireless** and **Trade Maps Modes**.



Copy Unit



Delete Unit



Copy Terrain



Select Terrain



Place Unit



Select Unit



Place Terrain



Place Unit

Touch the Select Unit icon and touch any unit in the list. Next, touch the Place Unit icon, then touch a location on the map where you want it placed. To place terrain, use the Select Terrain and Place Terrain icons.

Delete Unit

Touch the Delete Unit icon, then touch the unit you want to delete.

Copy Unit

Touch the Copy Unit icon. Next, touch the unit you want to copy, then touch where you'd like to place the unit. To copy terrain, use the Copy Terrain icon.

Menu Window

FILE

LOAD: Load a saved map.

SAVE: Save the current map. Up to three maps can be saved.

ENTER NAME: Name the map you've created.

HELP

Get information on using the editing tools.

FILL

Write over the entire map with the chosen terrain. You can also choose random terrain.

EXIT

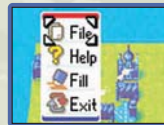
Return to the **Mode Selection Screen**.

Requirements for Creating a Map

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

DISPLAY

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



DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


- Nintendo DS system One for each player
- ADVANCE WARS: DUAL STRIKE Game Card One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **ADVANCE WARS: DUAL STRIKE NINTENDO Panel**.
4. Now, follow the instructions on page 24.

Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.


The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.).

For further information regarding the usage of the wireless communications function, please refer to the separate **Health and Safety Precautions Booklet** included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

- Nintendo DS system One for each player
- ADVANCE WARS: DUAL STRIKE Game Card One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **ADVANCE WARS: DUAL STRIKE NINTENDO** Panel.
4. Now, follow the instructions on page 24.

Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
*NOTE: Make sure the **Start-up Mode** of your system is set to **MANUAL MODE**. For further details on how to set up the **Start-up Mode**, please refer to the **Nintendo DS Instruction Booklet**.*
2. Touch **DS DOWNLOAD PLAY**. The **Game List Screen** will appear.
3. Touch the **ADVANCE WARS: DUAL STRIKE NINTENDO** Panel.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the **Host System**.
5. Now, follow the instructions on page 24.





Unit and Terrain Intel


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

! When units have two types of weapons, the appropriate weapon type will be used automatically during battles.


Land Units


Unit	Weapon One		Ammo	Weapon Two		Fire
	Vision	Move	Fuel	Cost		


 INFANTRY These units are the cheapest to deploy. They can capture new properties, but they lack firepower.	Weapon One		Ammo	Weapon Two		Fire
	-		-	Machine Gun		1
	Vision	Move	Fuel	Cost		
	2	3	99	1,000		
 MECH These units are able to capture properties and have high attack power. They are also effective at moving through difficult terrain.	Weapon One		Ammo	Weapon Two		Fire
	Bazooka		3	Machine Gun		1
	Vision	Move	Fuel	Cost		
	2	2	70	3,000		
 RECON These units are designed for reconnaissance. They are effective against infantry units and have a large movement range.	Weapon One		Ammo	Weapon Two		Fire
	-		-	Machine Gun		1
	Vision	Move	Fuel	Cost		
	5	8	80	4,000		
 TANK These small, inexpensive tanks have a large range of movement, making them easy to deploy in large numbers.	Weapon One		Ammo	Weapon Two		Fire
	Tank Cannon		9	Machine Gun		1
	Vision	Move	Fuel	Cost		
	3	6	70	7,000		


	MD TANK (Medium Tank) These tanks have high offensive and defensive capabilities.			
	Weapon One	Ammo	Weapon Two	Fire
	Medium Tank Cannon	8	Machine Gun	1
Vision	Move	Fuel	Cost	
1	5	50	16,000	


	NEOTANK A unit based on tank technology originally developed by the Black Hole Army, the Neotank is significantly more powerful than a Medium Tank.			
	Weapon One	Ammo	Weapon Two	Fire
	Neocannon	9	Machine Gun	1
Vision	Move	Fuel	Cost	
1	6	99	22,000	


	MEGATANK The megatank is the most powerful land unit ever developed. It was designed by the Green Earth army. Its size makes it the slowest of the tanks.			
	Weapon One	Ammo	Weapon Two	Fire
	Megacannon	9	Machine Gun	1
Vision	Move	Fuel	Cost	
1	4	50	28,000	


	APC (Armoured Personnel Carrier) These units can transport infantry and mech units. They can also deliver fuel and ammo to other units. APCs are not armed and therefore can't fire on enemy units.			
	Weapon One	Ammo	Weapon Two	Fire
	-	-	-	-
Vision	Move	Fuel	Cost	
1	6	70	5,000	

	ARTILLERY These basic indirect-combat units are relatively inexpensive. They pound enemy units from a distance.			
	Weapon One	Ammo	Weapon Two	Fire
	Cannon	9	-	2-3
Vision	Move	Fuel	Cost	
1	5	50	6,000	


	ROCKETS (Rocket Launcher) These powerful units are capable of firing on both ground and naval units from a great distance. Their range of fire is better than standard artillery units.			
	Weapon One	Ammo	Weapon Two	Fire
	Rockets	6	-	3-5
Vision	Move	Fuel	Cost	
1	5	50	15,000	


	ANTI-AIR These specialised units are strong against air units, infantry and mech units. They're ineffective against tanks, though.			
	Weapon One	Ammo	Weapon Two	Fire
	Vulcan Cannon	9	-	1
Vision	Move	Fuel	Cost	
2	6	60	8,000	


	MISSILES (Missile Launcher) These powerful units wreak havoc on air units. Their vision range on Fog of War maps is also quite large.			
	Weapon One	Ammo	Weapon Two	Fire
	Surface-to-Air Missiles	5	-	3-5
Vision	Move	Fuel	Cost	
5	4	50	12,000	


	PIPERUNNER These devastating indirect-combat units were developed by the Black Hole army. They can only move along pipelines and bases.			
	Weapon One	Ammo	Weapon Two	Fire
	Pipe Cannon	9	-	2-5
Vision	Move	Fuel	Cost	
4	9	99	20,000	


★ **Air Units** ★


	FIGHTER Fighters rule the skies, inflicting heavy damage on other air units.			
	Weapon One	Ammo	Weapon Two	Fire
	Missiles	9	-	1
Vision	Move	Fuel	Cost	
2	9	99	20,000	

	BOMBER Bombers can inflict heavy damage to both ground and naval units.			
	Weapon One	Ammo	Weapon Two	Fire
	Bombs	9	-	1
Vision	Move	Fuel	Cost	
2	7	99	22,000	


	B COPTER (Battle Copter) These copters can fire on many types of units, which makes them invaluable in the field.			
	Weapon One	Ammo	Weapon Two	Fire
	Air-to-Surface Missiles	6	Machine Gun	1
Vision	Move	Fuel	Cost	
3	6	99	9,000	


	T COPTER (Transport Copter) These copters can transport both mech and infantry units. They carry no weapons though, and cannot fire on enemy units.			
	Weapon One	Ammo	Weapon Two	Fire
	-	-	-	-
Vision	Move	Fuel	Cost	
2	6	99	5,000	


	STEALTH (Stealth Fighter) When cloaked, these planes can only be attacked by fighters and other stealth fighters. They can only be detected if a unit is directly adjacent to it.				
	Weapon One		Ammo	Weapon Two	Fire
	Omni-missile		6	–	1
Vision		Move	Fuel	Cost	
4		6	60	24,000	


	BLACK BOMB These unmanned aerial weapons were developed by the Black Hole army. When they explode, all units within three spaces take damage.				
	Weapon One		Ammo	Weapon Two	Fire
	–		–	–	–
Vision		Move	Fuel	Cost	
1		9	45	25,000	


★ **Naval Units** ★


	BATTLESHIP These powerful ships have a tremendous range of fire. Their cannon does enormous amounts of damage to other naval units.				
	Weapon One		Ammo	Weapon Two	Fire
	Cannon		9	–	2–6
Vision		Move	Fuel	Cost	
2		5	99	28,000	

	CRUISER Cruisers can do heavy damage to both submarines and air units. They can also transport up to two copters at a time.				
	Weapon One		Ammo	Weapon Two	Fire
	Anti-Sub Missiles		9	Anti-Air Machine Gun	1
Vision		Move	Fuel	Cost	
3		6	99	18,000	


	LANDER These transport units can carry up to two ground units at a time.				
	Weapon One		Ammo	Weapon Two	Fire
	–		–	–	–
Vision		Move	Fuel	Cost	
1		6	99	12,000	


	SUB (Submarine) Submerged subs can only be attacked by cruisers and other subs. They can only be detected if a unit is directly adjacent to it.				
	Weapon One		Ammo	Weapon Two	Fire
	Torpedo		6	–	1
Vision		Move	Fuel	Cost	
5		5	60	20,000	


	BLACK BOAT Designed by the Black Hole army, this ship can not only carry two infantry or mech units, it can also repair damaged units, replenishing 1 HP and resupplying the unit in the process.				
	Weapon One		Ammo	Weapon Two	Fire
	–		–	–	–
Vision		Move	Fuel	Cost	
1		7	60	7,500	


	CARRIER (Aircraft Carrier) This humungous ship can shelter up to two air units at a time, resupplying them in the process. It also boasts extremely long-range indirect attack capabilities against air units.				
	Weapon One		Ammo	Weapon Two	Fire
	Missiles		9	–	3–8
Vision		Move	Fuel	Cost	
4		5	99	30,000	


★ **Terrain Intel** ★


 **PLAIN**
Plains were the most common type of terrain found in *ADVANCE WARS™ 2: BLACK HOLE RISING*. They provide only minimal defensive cover.


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


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


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

 **PIPELINE**
Pipelines are indestructible tubes that can't be passed by any unit except for Pipe Runners.

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

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

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

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



REEF

When Fog of War is present, units deployed in reefs can only be seen by adjacent units. Aside from this benefit, reefs offer few other advantages. Air units cannot hide in reefs during Fog of War.



BRIDGE

Bridges are essential: they allow ground units to cross bodies of water. Bridges provide no other terrain benefits.



SIL0 (Missile Silo)

Missile silos can be used by infantry and mech units. Move one of these units onto a missile silo to fire a single missile with an unlimited range of fire and a blast radius of two spaces around the point of impact. Each silo contains one missile.



HQ (Headquarter)

Each army in the field has a headquarters that acts as its base of operations. An HQ can supply ammo and fuel, restore HP, and provide superior defensive cover for all ground units. Victory is yours if you can capture your enemy's HQ.



CITY

Cities can be allied, neutral, or controlled by the enemy. Both infantry and mech units can capture neutral and enemy cities, which can then provide ground units with supplies and HP.



BASE

Bases are the deployment points for all ground units. In addition to providing supplies and HP to these units, they also provide excellent defensive cover.



AIRPORT

Air units enter the field of battle from these air bases. They also receive supplies and regain HP here. They offer excellent defensive cover for ground units.



PORT

Naval bases are the deployment points for all naval units. They also provide them with ammo, fuel and repairs. Ports offer excellent defensive cover for both ground units and naval units.



COM TOWER (Communication Tower)

Capture these properties to improve communication between your units, thereby improving their attack power.



CO Dossier



Rachel

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



Jake

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



Max

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



Sami

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



Colin

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



Sasha

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



Grit

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



Sensei

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



Grimm

A Yellow Comet CO with a dynamic personality. He couldn't care less about the details. His units have strong firepower, but their defence is a little weak.



Sonja

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



Javier

A Green Earth CO who values chivalry and honour above all else. Excellent defence vs. indirect attacks. Defence increase when he captures com towers.



Eagle

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



Jess

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



Lash

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



Hawke

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



Jugger

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



Zak

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



Candy

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



Notes





Nintendo®