

Star Fox™ Zero

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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.


Health and Safety

Before use, please read the contents of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in  System Settings.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand):


www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/documents/

The following controllers can be paired with the console and used with this software.



When requesting backup , one of the following controllers must be used in addition to the Wii U GamePad.



- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.


Pairing Controllers

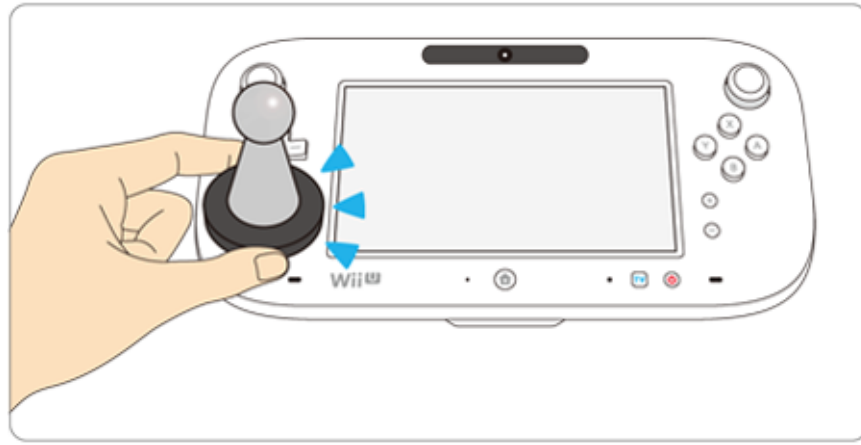
Open the HOME Menu and select "Controller Settings" ⇒ "Pair". Follow the on-screen instructions to pair your controller.



Surround Sound

This software supports Linear PCM surround sound.

To enable surround sound output, select the TV option in the  System Settings application, then set the TV Sound Output Type to Surround.




This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (📄) on the Wii U™ GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)



- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒  System Settings ⇒ amiibo Settings and reset the data.

Connect to the internet to enjoy these features:


● Miiverse™  10

● Download of the Star Fox Guard special demo



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- ◆ You must connect to the internet and set up Miiverse in advance.
- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide.
- ◆ For information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual, which you can access by pressing  while on the Wii U Menu and then selecting "Manual"  on the HOME Menu.

5 Parental Controls

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts posting to Miiverse. 
Miiverse	Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing. 



Star Fox Zero is a shooting game where you'll journey to diverse planets across the depths of space. Take down hordes of enemy fighters as you weave and dodge through hails of laser fire, barrages of missiles and storms of asteroids.

Transform and Triumph

Your aerial fighter, the Arwing, can transform into the Walker, a land vehicle. Use each of them as the situation demands.



Arwing



Walker

Your Team: Star Fox

Your teammates will accompany you on missions and assist you in various ways.



Peppy

Informs you of enemy weak points and other details.



Slippy

Provides an analysis of the boss's shields (the damage they can take) and uploads it to your visual display.



Falco

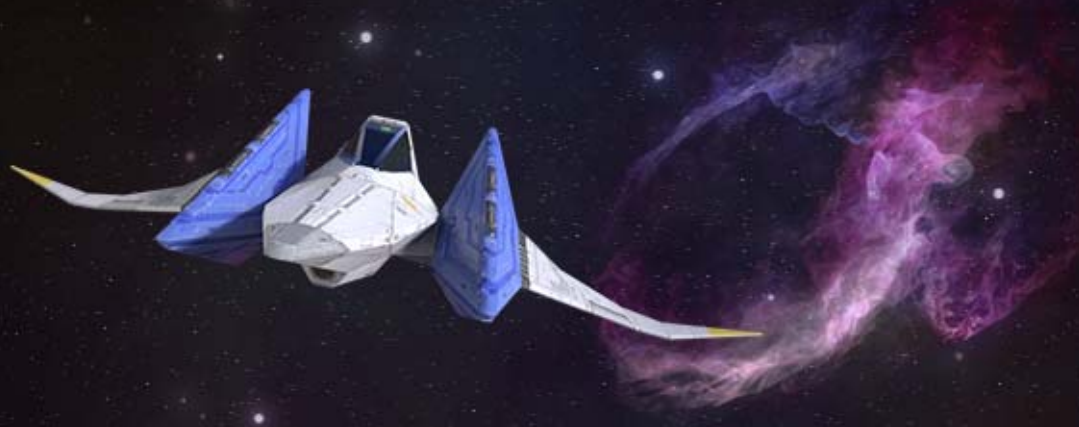
Relays information about your surroundings and the current situation.



Teammate Withdrawal

If a teammate's shield gauge is completely emptied, they will withdraw from the current mission. They will, however, return in the following mission.

- ◆ You can check the status of your teammates on the pause menu. → 11





Viewing Screens

The TV screen and the Wii U GamePad screen each show different views.

◆ Press \ominus to swap the screens around.

TV (Vehicle View)

Positioned behind your vehicle, this view provides a wide view of the action.



Wii U GamePad (Cockpit View)

A view from inside the cockpit. Handy when targeting enemies.



Basic Controls

Piloting Your Vehicle

Use the control sticks (L and R) to manoeuvre your vehicle. Press ZR to fire lasers.

Lining Up Your Reticle

Use the GamePad motion controls to move your aiming reticle around and line it up with your target.



Recalibrate

Press  or  to recentre the position of your reticle.

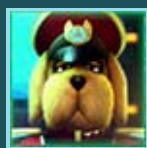
3D Voice

This software uses 3D audio technology. Using the GamePad, you will be able to hear the character voices as if they were around you.



Fox

Heard from the front.



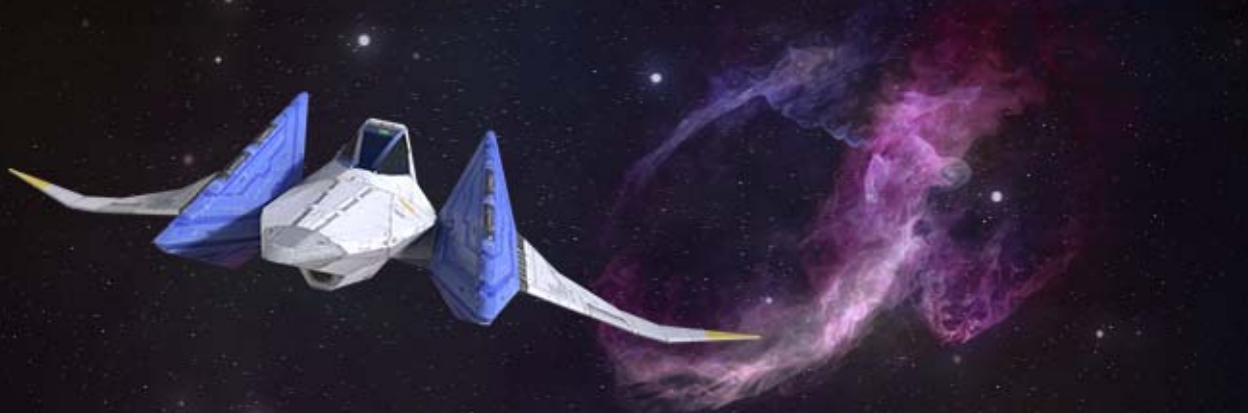
Transmissions from other characters

Heard close to the ears, as if through an intercom.

◆ You can toggle 3D Voice from the pause menu.


→ 11

◆ The effect won't work when using headphones or if the GamePad volume is too low.

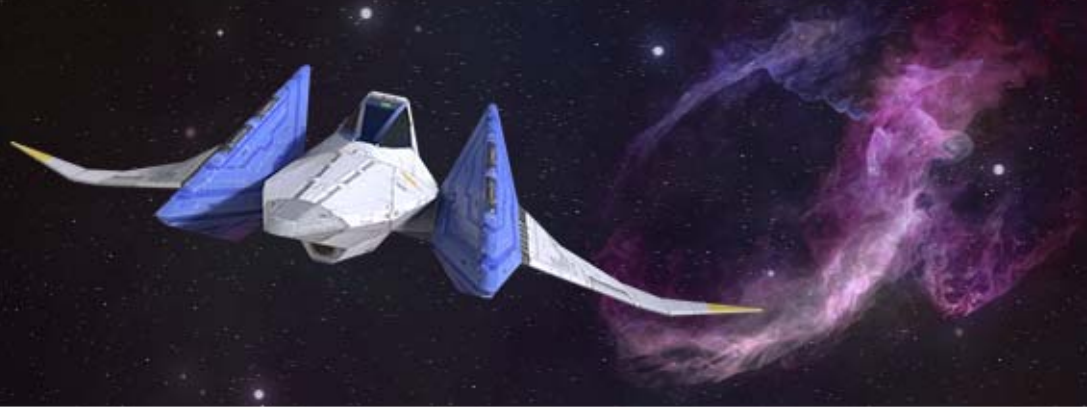


This software uses an autosave feature. Progress, mission records (e.g. the number of enemy units shot down) and more will be saved when completing a mission.

Deleting Data

To delete save data, go to  System Settings on the Wii U Menu and choose "Data Management".

- ◆ Deleted save data cannot be restored, so make absolutely sure that you want to delete your data before proceeding.



Press **A** on the title screen to display the main menu.



Main Game

Here you can follow Fox's story as he battles the evil forces of Andross.

Training

Learn how to pilot the Arwing or refresh your skills here.


Prologue

Recap the game's introduction.

- ◆ Some options will only become available after you have made some progress through the game.



Star Fox Guard Special Demo

You can download a demo of Star Fox Guard from Nintendo eShop by selecting  .



Navigating Menus

Choose option

L / **+**

Confirm

A

Back

B

Controls During Missions

Skip cutscene / open
pause menu



Swap screen views



Stage Select Screen

Select a stage (planet or sector) to advance to the mission select screen.



Mission Select Screen

Select a mission to depart on.



- ◆ You can repeat any mission you've cleared as often as you like.
- ◆ The number next to 🏆 shows the number of medals you've been awarded. → 12



Missions

Each mission is generally split into several phases. The game mode may differ for each phase.

Scroll Mode

In these sections, you will advance straight ahead along a fixed path.



All-Range Mode

These sections allow you to move freely within a set area.



- ◆ If you reach the edge of the area, you will automatically perform a U-turn.



Branching Paths

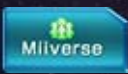
Based on your actions, you may discover new paths or plot developments during a mission. You might even be able to find routes that truly test your skills...



Mission Complete / Mission Accomplished


If you complete a mission as normal, Mission Complete will appear on screen. However, if you manage to complete a mission with the best possible outcome, Mission Accomplished will appear on screen instead.

Posting to Miiverse

After you clear a mission, touch  to post your mission results to Miiverse.



Mission Failure

The mission will fail if your shield gauge  is depleted or if you are unable to fulfil the set objectives.

Ships remaining

You can restart from partway through a mission.

No ships remaining

You can restart from the beginning of the mission.

◆ Collect three gold rings  to increase your ship stock by one.



11 In-Game Display






1 Shield gauge

Shows how much damage your craft can take.

2 Hits



Shows the number of enemies you've destroyed.

3 Items found → 12

	Gold ring ◆ Your remaining ships are shown on the left.
	Super gold ring
	Medal token

◆  and  only display at certain points during missions.

4 Remaining smart bombs → 12

A highly destructive bomb. Press  or  to launch one.

5 Boost meter

Drains when boosting or hovering, but recovers over time.

6 Reticle (direction of fire)




Your lasers will pass through these two boxes.



7 Marker

These will appear in certain situations.

◆ Some markers may only appear in cockpit view.

	Your teammates
	Your target
	Displays when an enemy is in close proximity. ◆ Perform a somersault to shake off the enemy.



Pause Menu

Press \oplus to display the pause menu on the Wii U GamePad. Here you can check the status of your teammates, restart the mission and more.



Ascend /
Descend

Invert the vertical flight controls.

Motion
Controls

Choose between having motion controls permanently on, or only on when shooting.

3D Voice

Choose whether or not to use 3D Voice.

Controls

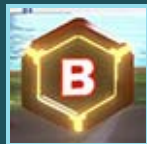
View the controls.





Laser upgrade

Doubles your lasers. Pick up a second one to transform them into high-power hyper lasers that can lock on to two targets. Hyper lasers will last until you receive damage or finish a mission.



Smart Bomb

Adds a smart bomb to your stock for you to launch at will.

◆ You can hold up to 5 smart bombs.



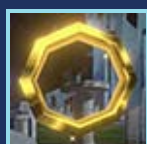
Silver Ring

Restores a portion of your shield gauge.



Middle Supply

Restores a large portion of your shield gauge.



Gold Ring

Restores a portion of your shield gauge. Collect three of these to increase your ship stock by one.

◆ You can keep up to 9 ships in reserve.




Super Gold Ring

There are three of these in most missions. They have the same effect as a gold ring, but collecting all three will also cause a medal to appear.



Medal Tokens

These tokens can be picked up by Direct-i.  There are 10 in a mission - collect all of them to receive a medal.

Medal



Find these hidden around stages or receive them for fulfilling certain objectives. If you collect enough of them, maybe something good will happen...

- ◆ Extra vehicles, smart bombs, lasers and other upgrades acquired during a mission are not carried over to other missions.



Supplies

Fail a mission with no ships left and you'll be asked if you want to try again. After a certain number of attempts at the same mission, you'll have supplies that grant invincibility sent your way. In other cases, you may be sent supplies with different contents, such as a laser upgrade or middle supply.





Arwing

A fighter craft built for aerial and space combat. Use \odot to control your direction and \oplus to adjust the speed.



Ascend / descend	$\downarrow \odot / \odot \uparrow$
Turn	$\leftarrow \odot / \odot \rightarrow$
Tilt Arwing	$\leftarrow \oplus / \oplus \rightarrow$
Boost	$\oplus \uparrow$
Brake	$\oplus \downarrow$
Barrel roll	$\leftarrow \leftarrow \oplus / \oplus \rightarrow \rightarrow$ (twice in quick succession)
Somersault	Flick $\downarrow \odot + \oplus \uparrow$ (at same time) / \times
U-turn	Flick $\downarrow \odot + \oplus \downarrow$ (at same time) / \textcircled{B}
Laser	ZR
Charge shot	ZR (hold to charge, then release)
Smart bomb	Press \oplus / RB
Recalibrate reticle	Press \odot / Y
Transform	\textcircled{A}
Target view	Hold ZL

- ◆ You can invert the vertical flight controls in the pause menu. ◀ 11
- ◆ U-turns and target view are used primarily in all-range mode. ◀ 10



Walker

A bipedal land vehicle. The Walker moves differently to the Arwing, but is controlled in much the same way.



Move	Ⓛ
Turn	⬅️ Ⓡ ➡️
Dash	Ⓡ ⬆️
Hover	Ⓡ ⬇️
Sidestep	(holding ZL) ⬅️ Ⓛ / Ⓛ ➡️
Quick turn	Flick ⬇️ Ⓛ+Ⓡ ⬆️ (at same time) / X / B

- ◆ You'll be able to transform into the Walker after a certain point in the story.
- ◆ If there's nowhere to stand, it will automatically revert back into the Arwing.



Other Vehicles

For other vehicles, enter the pause menu and touch "Controls" to check the control scheme.





Charge Shot

Hold down ZR to charge up energy. During this time, you can target enemies to lock on to them. Release the button while locked on and the shot will home in on them. Let go the moment you lock on for a critical shot, which has increased speed and power.



◆ You can cancel lock-on with L .

Rapid Turn

When turning with $\leftarrow \text{L}$ / $\text{L} \rightarrow$, push R in the same direction to turn at an even sharper angle.

Barrel Roll

Do a barrel roll with $\leftarrow \leftarrow \text{R}$ / $\text{R} \rightarrow \rightarrow$ to deflect incoming attacks such as laser fire.



Somersaults and U-Turns

When ascending with ↓Ⓛ, use boost (Ⓡ↑) to perform a somersault, or brake (Ⓡ↓) for a U-turn.

- ◆ You can also perform somersaults with ⊗ and U-turns with ⊕.
- ◆ U-turns can only be used in all-range mode.

+ 10




Somersault



U-Turn

Target View

If an enemy, boss or mission objective is marked with , you can hold ZL to make the vehicle view focus on it. That way, you can fight without losing sight of your target.



- ◆ Target view is primarily used in all-range mode.
- ◆ Sometimes, target view will be turned on automatically.



Direct-i




This is the Gyrowing's on-board utility robot. Press A to lower it. Once on the ground, you can steer it with Ⓛ.



System Hacking

If Direct-i is led to a computer terminal, it can directly interface with it.

Bombs

Lower Direct-i when right above a bomb  to pick it up. Press  /  to drop the bomb and let it explode.



Hit Bonus

Actions worthy of merit, such as hitting multiple enemies with a single charge shot or shooting down already-damaged ships, will add bonus hits to your hit count.




You can play with friends and family by splitting the controls for your vehicle between two people.

- ◆ Controls will vary depending on the controllers used.

How to Play

- 1 Select "Co-op Play" from the mission select screen.
- 2 Press **A** on a Wii U Pro Controller or Wii Remote and Nunchuk.

- ◆ Any controllers used must be paired with the Wii U console beforehand. 



Wii U GamePad

The player using the GamePad will be in charge of shooting. They can aim the reticle using motion controls and can fire weapons such as lasers, charge shots and smart bombs.



The Other Player

The other player will be in charge of movement. They must dodge enemy attacks, asteroids and other hazards. They can also fire the single laser.

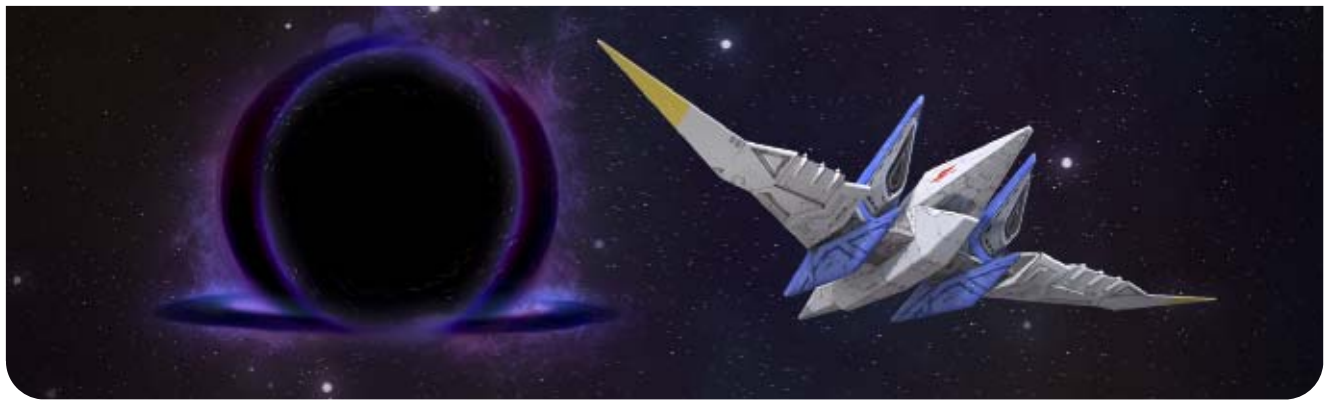
Single Laser Controls

Wii U Pro Controller





Wii Remote and Nunchuk





Scanning supported amiibo enables you to pilot different types of Arwings in the game.

How to Scan

- ① On the stage select screen, touch .
- ② Hold a compatible amiibo to the NFC touchpoint  on the Wii U GamePad.

Fox

Using the Fox amiibo will allow you to use the polygonal Retro Arwings originally featured in Starwing for the Super Nintendo Entertainment System™.



Falco

Using the Falco amiibo will allow you to use the Black Arwing. It has increased firepower and can lock on to two targets at once, but receives more damage than the normal Arwing when hit.



For more information on compatible amiibo,
visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)



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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com