

Thank you for choosing the Star Fox 64™ 3D game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your operations manual for more details and tips to help you enjoy your playing experience.

### IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap **Open** and read the contents of each section carefully. When you are finished, press HOME to return to the HOME Menu.

You should also thoroughly read your operations manual, including the "Health and Safety Information" section, before using this software.

### Protecting Your Privacy

This software allows you to share information, such photos or video of you as you play, with other users through local wireless. Keep the following in mind when sharing personal information through these features.

- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.

### IMPORTANT

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## Stage-Screen Controls

Descriptions in this manual generally refer to Type A control settings.

Turn	○ Left and right / Tilt system left and right
Climb/Dive	○ Up and down / Tilt system up and down
Change POV	+
Somersault	+ / × (while climbing)
U-turn	+ / B (while climbing)
Laser	A
Brake	B
Boost	×
Launch/detonate bombs	Y
Tilt left	L
Tilt right	R
Barrel roll	L (tap twice) / R (tap twice)
Receive messages	Bottom screen (Touch Screen)
Display pause menu	START
Display HOME Menu	HOME

**Note:** Change POV and U-turn are only available in all-range mode (page 11).

## Gyro Controls

You can also turn, ascend, and descend by moving the system. If the gyro controls feel out of alignment, return the system to a neutral position and tap B.



Turn



Climb/Dive

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

## Other Controls

Make selection	○
Confirm	A
Cancel/Back	B
Confirm selection	Touch bottom screen

## Quick Turns

If you tilt your vehicle by holding **L** or **R** while turning left or right, you will turn quickly.

## Somersaults and U-turns

If you use **C** to ascend while boosting, you'll do a somersault. If you ascend while braking, you'll do a U-turn. You can also press **+** to somersault and **-** to U-turn.

**Note:** U-turns only work in all-range mode (page 11).



## Charge Shots and Homing Shots

If you hold down **A**, the reticle's color will change. Press **A** again quickly to fire a powerful charge shot. Also, if you can center an enemy in your reticle while charging your laser, the reticle's color will change and you'll lock on to the enemy. If you press **A** or **Y** again quickly, your charge shot or bomb will track down the enemy.

## Barrel Roll

Press **L** or **R** twice to do a barrel roll and repel enemy fire.



## 4 Alternate Vehicles

These are used in certain missions.

### Landmaster (Tank)

Controls are basically the same as with the Arwing. Raise and lower the tank's cannon with **C**. Tilt the tank with **L** or **R**. Hover in midair by holding **L** + **R**.



**Note:** Doing a barrel roll in the Landmaster does not deflect enemy fire. Also, hovering and tilting the Landmaster uses the boost meter (page 9).

### Blue-Marine (Submarine)

Controls are basically the same as with the Arwing. Press **Y** to fire torpedoes. The Blue-Marine cannot fire charge shots.



## 5 Starting the Game

When the title screen appears, press **(A)** to bring up the main menu.



Current  
time /  
battery  
level

### Main Game

A single-player mode that progresses through the main story line (page 7).

### Battle

Up to four players can battle via Download Play. In single player, you can battle against computer opponents (page 15).

### Score Attack

A single-player mode that allows you to replay any mission you've played in the main game and shoot for the high score.

### Training

Practice piloting the Arwing in training mode and the trial run.

### Options

Adjust control settings, and erase save data (page 6).

### Saving Data

Game progress is saved automatically, and there is only one save file.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

### Deleting Data

You can delete save data by going to Options (page 5) in the main menu and selecting Erase All Data.

**Erased save data cannot be recovered, so please be careful.**

After adjusting your control settings, you can practice training. After that, choose a mode to start the main game.

**Note:** In control settings, you can choose normal or inverted up/down controls.

### Main-Game Modes

Nintendo 3DS	Balanced to complement the new gyro controls and the Circle Pad. Continues are available in this mode.
Nintendo 64	Re-creates the original challenge of Star Fox 64.
Expert	An ultra-challenging mode that's unlocked after fulfilling special conditions.

**Note:** Nintendo 64 and Expert modes do not use gyro controls (page 2).

### Resuming a Saved Game

You can resume a saved game by choosing Saved Game. When starting a new game from the beginning, choose New Game (progress is saved) or Guest Game (progress is not saved). If you choose New Game and you already have a Saved Game, your Saved Game will be overwritten.

Before starting a mission, you can check your current route and state of progress on the map screen. Begin the next mission by selecting New Mission or Alternate Mission (if available) on the bottom screen.

**Note:** You can rotate the map with **L** and **R**.

**Note:** You can check your rankings with **X**.



### 1 Map and current route

The route's color shows its difficulty, getting harder in order of blue, yellow, and red. ▼ shows the next mission.

### 2 Mission information

The number shows the number of hits scored. The letters are the teammates remaining when the mission was cleared (page 13).

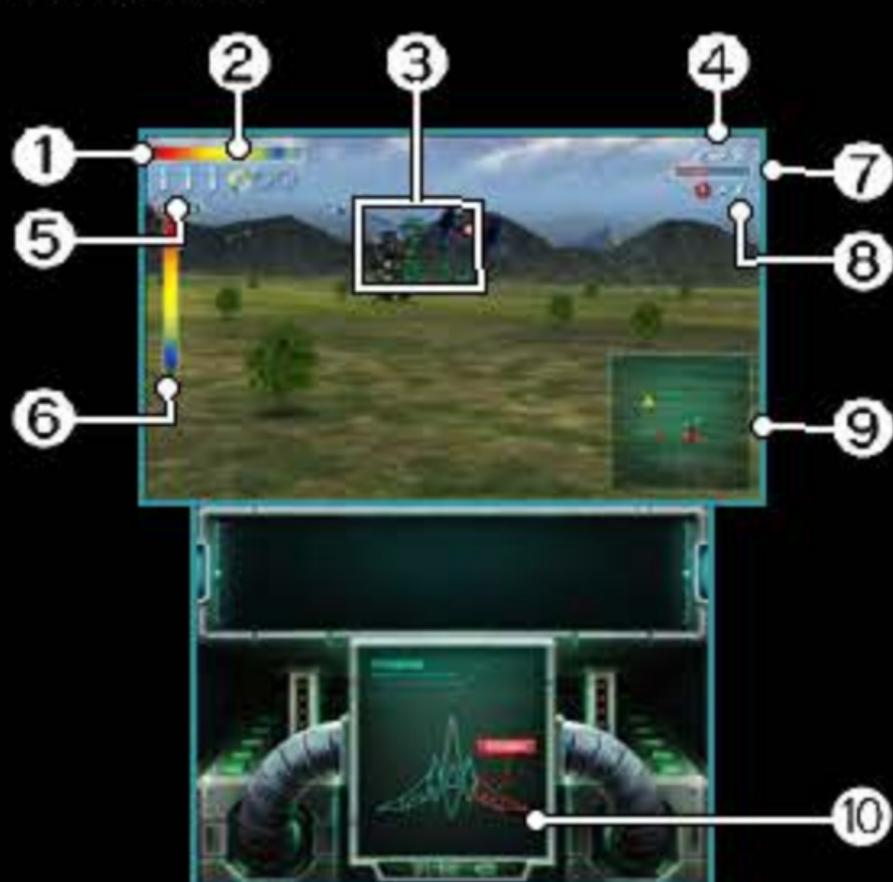
### 3 Current status

Total Hits (total hits scored), Records (high score), and 🦋 (number of Arwings remaining).

### 4 Menu

New Mission	Start the next mission.
Alternate Mission	Change from a harder route to an easier route.
Last Mission	Restart from the last cleared mission. When restarting, you'll lose one vehicle.
Main Menu	Return to the main menu (progress will be saved).

The top screen shows your vehicle, the Arwing (or the Landmaster or Blue-Marine), and the surrounding area. The bottom screen shows incoming messages and other information.



### 1 Shield gauge

The amount of damage your vehicle can take.

### 2 Gold rings acquired (page 12)

### 3 Targeting reticle (direction of fire)

Shots pass through the two frames of the reticle.



### 4 Vehicles remaining

### 5 Current number of hits

### 6 Enemy-shield gauge

Displayed when fighting a boss.

### 7 Boost meter

Boosting, braking, somersaults, and U-turns all use the boost meter. If the meter turns completely red, these techniques cannot be performed until the meter resets.

### 8 Bombs remaining

### 9 Radar

Displayed in all-range mode.

### 10 Wing status

If you take a lot of damage and a wing is lost, your laser returns to its initial state and your Arwing's performance decreases.

## Pause Menu

Press **START** during a mission to display the pause menu. You can restart the mission (which will cause you to lose one vehicle), check your controls, or return to the main menu.

**Note:** In Nintendo 64 mode, Expert mode, and Guest Game, you cannot suspend your game in the middle of a mission.



### Control options

From left to right: **○** up/down (normal or inverted), gyro controls on/off, and reticle on/off. Tap the icon to change the setting.

Advance through the missions (planets) and progress through the main story line.

## Progressing through the Main Game

Progress through the story one mission at a time, starting on Corneria. A boss will appear at the end of most missions. Fulfill conditions such as defeating the boss to progress to the next mission. Depending on the actions you take, your route to Venom may vary. The missions, story elements, and difficulty may change depending on which route you take.

## Stage Clear (Mission Complete and Mission Accomplished)

When you clear a mission, the number of hits you scored, the number of vehicles you have left, and the status of your teammates are displayed. Your shields and wings (page 9) are also restored.

**Note:** The route you take changes depending on whether "Mission Complete" or "Mission Accomplished" is displayed after clearing each mission.



Total hits

The total number of hits scored for all completed missions. You'll earn an extra vehicle for every 100 hits.

## Getting Shot Down and Game Over

When you take damage, your vehicle's shield gauge will decrease. If your shield gauge runs out, you'll be shot down, lose one vehicle, and have to restart the mission (or continue from a checkpoint). If you get shot down with zero vehicles remaining, it's game over.

**Note:** In Nintendo 3DS mode, you can continue after a game over.

**Note:** If you get a game over and do not continue and you've achieved one of the top 10 scores, your score and player name will be recorded in the rankings.

There are two kinds of modes within missions. They switch automatically depending on conditions.

### 3D Scroll Mode

Fly in one primary direction. If you fly through a checkpoint, you will continue from that point if you're shot down.



Checkpoint

### All-Range Mode

Fly in any direction. If you fly too far in one direction, you'll automatically do a U-turn.



These items appear in the main-game missions.

### Silver Ring



Restores some of your shield gauge (page 9).

### Shield Star



Restores most of your shield gauge.

### Gold Ring



Restores some of your shield gauge. Collecting three will increase your shield gauge, and if you collect three more, you'll earn an extra vehicle.

### Bomb



Adds one additional bomb to your total.

### Laser



Upgrades your laser.

### Wing Repair



Fixes lost wings.

### Container



Shoot these to make various items appear.

In each mission, three teammates will fight at your side.

### [P] Peppy



Gives advice on strategy and enemy weak points.

### [S] Slippy



During boss fights, Slippy analyzes the boss's shield gauge (page 9). If Slippy isn't around, the boss's shield gauge will not be displayed.

### [F] Falco



Falco is the key to finding alternate routes. If he's around, your chances of finding an alternate route are much higher.

## Damaged Teammates

If a teammate's shield gauge is depleted, he will withdraw from the battle. Teammates who have withdrawn won't appear in the next mission (because their vehicles are under repair), so be careful. You can check the status of your teammates at any time on the pause menu.

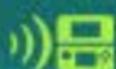
**Note:** After a mission has been cleared, if you've scored enough hits, the shield gauges of your teammates who stayed in battle will be restored.



① Under repair / Withdrawn from battle

② Teammate's shield gauge

## Vs. Play (Download Play)



This software supports multiplayer games via wireless communication. At least one player must have a copy of the software.

### You Will Need:

- One Nintendo 3DS system per player
- At least one copy of the software

### Connection Procedures



#### System with Game Software

From the main menu (page 5), select Battle → Download Play.

When the other players have joined via Download Play, select Start Game and the other players will download the necessary data.



#### Systems without Game Software

① From the HOME Menu, select Download Play → Open.



② Next, tap the Nintendo 3DS logo.



③ Then tap Star Fox 64 3D.

In Download Play, up to four players can play together if one of the systems has the software.

**Note:** A system update may be needed sometimes. Please follow the on-screen instructions to perform a system update. If the message "Communication interrupted" is displayed and the system update fails, please go to System Settings on the HOME Menu to perform the update. Please read the System Update section of your operations manual for details.

After adjusting your control settings (page 7), decide whether or not to turn on gyro controls.

Choose the battle type and settings. Once the settings are decided, tap OK to start the battle.

## Battle Types

### Survival

Compete to be the last pilot flying. If multiple pilots are left when time runs out, the battle will go into overtime.

### Point Battle

Score points by destroying your rivals. The first pilot to reach the set number of points wins.

### Time Battle

Score points by destroying your rivals. The pilot with the most points when time runs out wins.

## Battle Settings

Except for Player Icons and Shield Gauge, the player with the game software chooses the rest of the battle settings.

### Time Limit / Points

Set the time limit or number of points needed to win.

### Items

Set whether power-ups will appear in the game or not.

### COM

Set the skill level of computer players (available when there are fewer than four total players).

### Stage

Choose the battle stage. You can also set the stage to random.

### Player Icons

Choose whether to always display your opponents' icons or only when your opponents are nearby.

### Shield Gauge

Skilled players can choose to play with a smaller shield gauge (page 9) and challenge themselves against weaker players.



### 1 Crown icon

Shows the player currently in first place.

### 2 Current rank

### 3 Player status

Displays shield gauge, current points, ranking, and items.

### 4 Item

Displayed when an item is acquired. Press **Y** to use an item.

### 5 Control options

The same options available in the main-game pause menu (page 9).

## Download Play Video/Photo Feature

When playing via Download Play, you can choose to have the inner camera show a live video feed and take pictures of you to display to the other players you have selected to play with. If you choose to participate in the video/photograph feature of Battle Mode, please note that photographs and videos may be taken of you and viewable by other player(s) in Battle Mode. If you do not want photographs or videos of you viewable by others, please do not participate in this feature by selecting No when asked if you would like the inner camera to show a live feed and take pictures of you. We recommend that you do not participate in interactive gameplay with people you do not know.

**Note:** You can also disable this feature in Parental Controls in the System Settings (on the Nintendo 3DS HOME Menu).

### Power-Ups

Boxes marked as shown on the right will appear during battle if the Items option is set to Power-Ups. Players will receive a random power-up after flying through a ? box. Press **Y** to use a power-up.



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