

# Star Fox™ Guard

1 Important Information

## Introductory Information

2 About amiibo

3 Internet Enhancements

4 Parental Controls

## Operator's Handbook - The Basics

5 Welcome to Corneria Precious Metals Ltd.

6 Saving and Deleting Data

7 Controls

8 Getting Started

## Operator's Handbook - Battle Guide

9 Monitoring a Base

10 Defending a Base

11 | Main Game

12 | My Squad & Rival Squads

13 | World Rivals

14 | Profile & Notifications

## Operator's Handbook - Creating Squads

15 | Squad-Creation Basics

16 | Planning Your Invasion

17 | Squad-Creation Tips

## Appendix

18 | Special Cameras & Robots

## Settings

19 | Audio Settings

## About This Product

20 | Legal Notices


## Troubleshooting

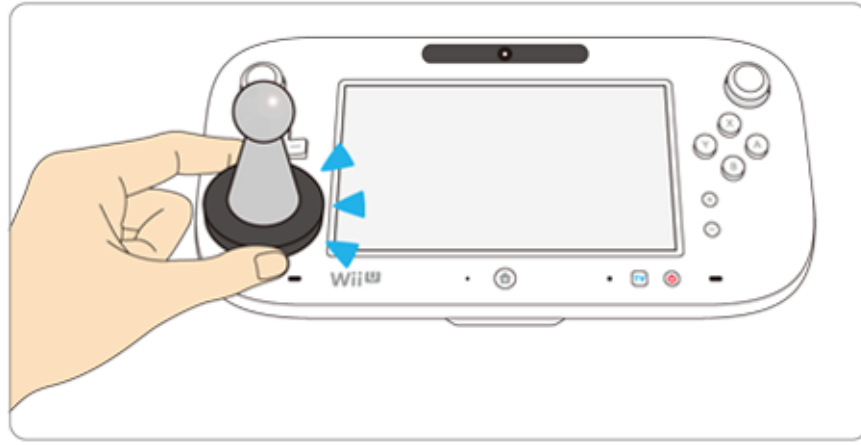
### 21 | Support Information

# 1

## Important Information

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

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U™ Menu. It contains important information that will help you enjoy this software.



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

Using near-field communication (NFC), amiibo can connect to compatible software to open brand new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at [www.nintendo.com/amiibo](http://www.nintendo.com/amiibo).


- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings (🔧) → amiibo Settings and reset the data.

## 3 Internet Enhancements

Connecting your system to the Internet lets you:

- Upload and download squads → 12
- Receive notifications about squads → 14
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.

## 4 Parental Controls

You can restrict use of the following feature by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	Restricts the use of online features, thereby preventing the uploading and downloading of player-created squads and the receipt of notifications about squads.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.

## STAR FOX™ GUARD



## Message from the CEO

Company President,  
Corneria Precious Metals Ltd.

Grippy Toad




Howdy there, tadpole! Welcome to Corneria Precious Metals Ltd. I reckon you must be the new recruit! Grippy Toad's the name, and I'm the owner of this whole outfit.

Lately, we've been havin' a heap o' trouble with no-good robots raidin' our bases. That's why I've hired you, young 'un—to keep those rustbuckets off my land! Take a good look at this here handbook, and let's run those scrapheads outta town!



## Defending Central Towers

It's your job to guard the tower  at the center of each Corneria Precious Metals Ltd. base from enemy robots. There are two types of enemy bots to watch out for: Chaos Class bots, which interfere with a base's defenses, and Combat Class bots, which attack the tower itself. To clear a mission, you've got to destroy every Combat Class bot that appears at that mission's base.







## STAR FOX GUARD



## Saving Your Progress


Game progress is automatically saved whenever a mission ends.

## Saving a Squad

Saving a squad you've created  12 is easy—simply select Save Squad on the editor menu  16 or Upload within the squad editor itself.



## 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.

## STAR FOX GUARD



## Navigating Menus

Choose option	Ⓛ/+
Confirm	Ⓐ
Cancel	Ⓑ

◆ You can also use the Wii U™ GamePad touch screen to perform these actions.



## Guarding Towers

Select camera	Tap the camera's icon (ex.:  ) on the GamePad.
Move camera	Touch and hold the camera's icon (ex.:  ), drag and drop it to the desired location using the stylus, and then let go.
Aim camera	 ◆ To adjust a camera's aim more quickly, tap its icon (ex.:  ) or its field of view on the GamePad and then flick the stylus in the direction you want the camera to look.
Fire laser	
Open pause menu	 

## STAR FOX GUARD

Press **(A)** on the title screen to open the main menu.



## Main Game

Select this option if you want to play through the game's story missions. As you progress, you'll be able to select new planets and play missions that are based there **→ 11**. This is also where you'll find the My Squad and Rival Squads options **→ 12**, as the scope of these options is directly tied to your progress through the story.

## World Rivals

Here you can face off against squads of bots created by other players, one after another **→ 13**. See how long you can defend bases from the attacks of rivals from all over the world!

## Profile

Here you can review and make changes to your profile and review your Play Record **→ 14**.

## Notifications

Select this option when you want to find out the latest on how your squads have fared against other players **→ 14**. You'll also get other news here, such as updates about newly playable squads.

## 1 Robot Encyclopedia

Bots you defeat that you can use in My Squad will appear in the Robot Encyclopedia.





## 2 Electronic manual

Tap this icon to open the game's electronic manual.

## 3 Rank tracker

Tap this icon to confirm your current rank, see how far you have to go to reach the next rank, and review upcoming unlockables.

### About Ranks

Increase your rank by gathering precious metals, which you can collect by successfully guarding bases and building successful squads. The number of extra missions  11 and types of cameras  18 available to you will increase along with your rank.

## 9 Monitoring a Base

### STAR FOX GUARD

On your TV, you'll see a large central display surrounded by 12 numbered subscreens. Each subscreen shows the feed transmitted by the camera that shares its number, as indicated by the camera icons on the Wii U GamePad. If you tap a camera icon, the large screen in the center of the TV will switch to showing that camera's feed.



#### 1 Points

Destroying Combat Class bots earns you points. The tougher the bot, the more points it's worth. As you earn points, these icons light up. Once every single one is illuminated, your mission is complete!

#### 2 Camera number

These numbers correspond to the cameras on the GamePad. When a camera is selected, both this number and the corresponding camera icon on the GamePad will be outlined in yellow.

#### 3 Camera icon



These icons show you the positions of your

AegisCams. The numbers on them correspond to the subscreens shown on the TV screen. The color and design of a camera icon indicates that camera's type. The cone coming out of a camera icon represents that camera's field of view.

◆ If a camera is currently offline, its icon will be marked with a red x. If a camera has fallen down, the number on its icon will appear to be on its side and the icon itself will wobble from side to side.


#### 4 Enemy robot

---

Combat Class bots appear as  on radar, while Chaos Class bots appear there as .

#### 5 Central tower

---

If this structure takes any damage from a Combat Class bot, your mission has failed .

## 10 | Defending a Base

### STAR FOX GUARD





## Setting Up Your AegisCams



A base's AegisCam security system isn't just a surveillance tool—each camera is equipped with a laser that can be fired at intruders! Before a mission



Tool panel

begins, you'll have a chance to review the locations of your AegisCams, move them, and aim them. Drag and drop a camera with the stylus to move it to a new position. To change a camera's type, select it and then select a new camera type using the tool panel. (Additional camera types will unlock as your rank increases.) Tap  during setup to view more information about camera controls. To invert the vertical camera controls, tap .


### Emergency Backup

Think you might need help during a mission? Then call on the Star Fox team! Simply tap  in the top-left corner of the Wii U GamePad while you're setting up your defenses and then scan a Fox or Falco amiibo. Once the team's on call, you can call in the cavalry at any time by tapping  during the mission.

- ◆ You may only use the same amiibo character once per day.
- ◆ This feature can't be used for certain missions.
- ◆ For more information about compatible amiibo, visit [www.nintendo.com/amiibo](http://www.nintendo.com/amiibo).



## Beginning the Mission

When you're satisfied with your camera setup, tap  or press **A** to begin the mission.

## Attacking

To attack, tap the icon of the camera you want to use to attack, aim the camera at an intruder, and then press **ZR** to fire the selected camera's laser. (Please note that several other buttons can be used to fire the laser as well.)



## Battle Results

After a mission ends, one or more results screens will be displayed. (The number of results screens displayed varies depending on whether you cleared or failed the mission.) Regardless of whether you cleared or failed the mission, you can press **Y** on the final results screen to view a replay.

## Clearing a Mission

To clear a mission, you've got to destroy every Combat Class bot that appears. After a successful battle, you get to keep any precious metals that remain in and around the base.


## Failing a Mission

If the tower takes any damage from a Combat Class bot, your mission has failed. You won't receive any precious metals. You can retry missions as many times as you want.

### Pause Menu

Press ⊕ during a mission to open the pause menu. From this menu, you can restart the mission, return to the main menu, and more.



- ◆ Tap  on the GamePad to adjust the size of the display if it needs to be resized to better fit your TV screen.

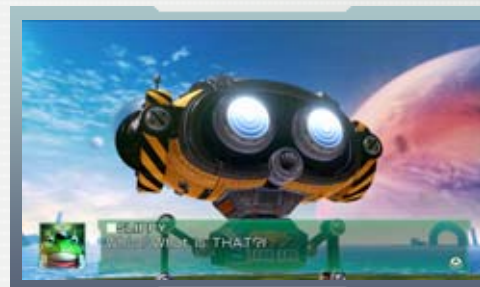
STAR FOX GUARD

Each planet includes three maps: A, B, and C.



Boss Battles

Once you've completed all nine main missions on a planet's maps, you'll be able to take on that planet's intense final battle.



Win that fight to advance to the next planet.



Extra Missions

Each planet also contains 10 extra missions. These are played under special conditions, such as restrictions on the number of shots you can fire. To successfully complete these missions, you must defend the base while adhering to the parameters of these restrictions.

## 12 My Squad & Rival Squads

### STAR FOX GUARD

These options unlock as you progress through the main game. Once unlocked, you can access them after selecting a map in the main game—press **Y** to create your own squad for that map, and press **X** to battle squads that other players have made for that map.

#### What Is a Squad?

A squad is a group of robots selected and deployed by a player—its goal is to take down the central tower on a specific map. When a player creates a squad, he or she chooses the types of robots used, the timing of their arrival on the map, the routes they take to get to the tower, and more.



#### My Squad

Select this option on a map's main screen in the main game to create a squad for that map **→ 15**. Once your squad is complete, you can upload it to the Internet. The following menu will be displayed once your upload is complete.




## 1 Squad info

---

Here you'll find the map's name, the squad's ID, and how many precious metals the squad has collected so far.



## 2 Edit Squad

---

Select this option to open the squad editor .

## 3 Battle Reports

---

In this area you'll find your squad's battle reports. Each report includes the name of the battled player as well as his or her battle rating , which appears just to the right of his or her battle badge (ex.: ). Select a specific report to view a replay of the battle and see how much it affected your rating.

## 4 Your identification card


---

## 5 Collect Precious Metals

---

The number shown here indicates the total number of precious metals your squad has recovered from battle that you have yet to collect. Press **A** to collect these winnings.

### Challenging Other Players

The Search by ID feature on the World Rivals menu  makes it easy to find a specific squad that you want to battle. If you're really proud of a squad you've created, consider sharing its ID with your friends or posting it to Miiverse™ so other players can use this feature to search for it!



## Rival Squads

Select this option on a map's main screen in the main game to battle squads that have been made for that map by other players from all over the world. Your battle rating will go up or down depending on the results!

### STAR FOX GUARD

You can defend against squads created by rival players from all over the world to increase your battle rating.

#### Battle Badges

Your battle badge reflects your current level of success in the Rival Squads and World Rivals modes and changes depending on your battle rating, which goes up when you successfully defeat rival players' squads and goes down when you're defeated. The same applies when your squads face off against other players.

#### Begin Defense

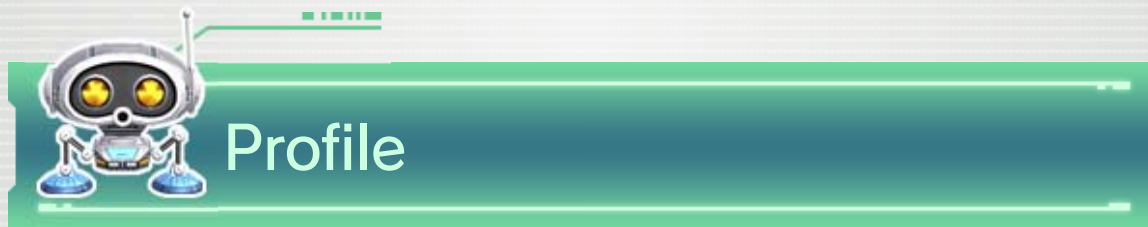
Select this option to begin a World Rivals game, in which you'll battle against randomly selected squads that other players have created, one after another.

#### Search by ID

Select this option if you know the ID of a specific squad that you want to fight.

## 14 Profile & Notifications

STAR FOX GUARD



Here you can check your identification card and play record, set your symbol, and more.

### Your Identification Card



Rank

Battle badge and battle rating

### Symbols

Achieve goals to unlock symbols that you can use to personalize your identification card and squads.

### Play Record

Here you can view various statistics, such as your total play time and the number of missions you've cleared.



You'll receive alerts here when other players take on your squads or when your friends and family upload squads. You may also receive info about star strategists and other notifications here.

## Star Strategist Challenges

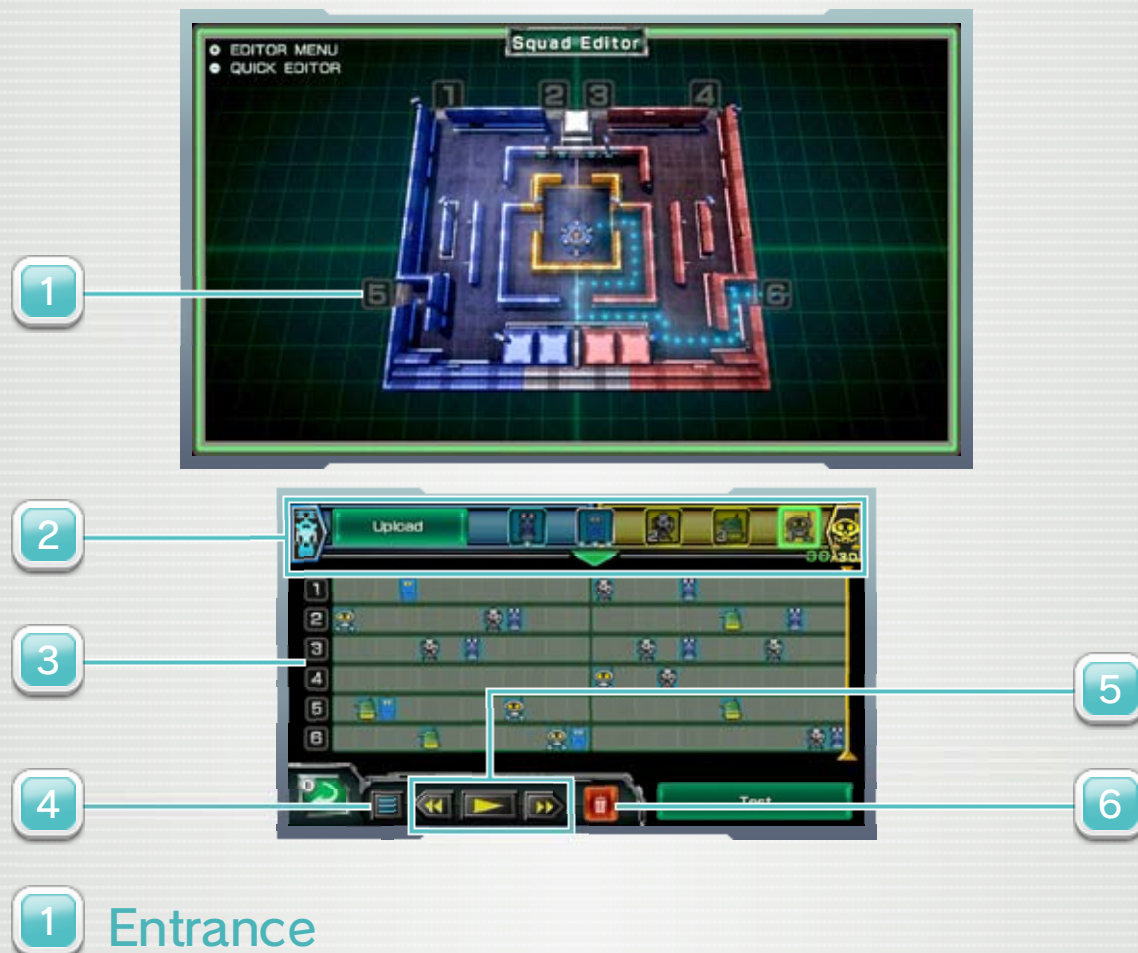
Star strategists are players who have a high Heat Index. Continue to build strong or unique squads and you may eventually become a star strategist yourself! To check your Heat Index, just take a look at your identification card. As your Heat Index rises, the flame icons on it turn red. Players are free to battle the squads of star strategists as many times as they want, but each player can only battle the squads of a single star strategist each day.

- ◆ Failing a star strategist's challenge doesn't cause your battle rating to drop.

## 15 Squad-Creation Basics

### STAR FOX GUARD

Using the squad editor, you can create a squad of invading bots for other players to face. The squad-creation tutorial can be viewed at any time via the editor menu [16](#). If you want to try defending against a squad you've made to see what your opponents will experience, simply tap Test.




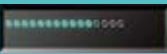
#### 1 Entrance

Each number represents an entrance into the base through which robots can travel.

## 2 Roster



Blue roster slots can hold Combat Class bots. The Combat Point cost of each Combat Class bot is indicated by  icons.



This tracker shows you how many more Combat Points you have to spend along with the maximum number of Combat Points you can spend.



Yellow roster slots can hold Chaos Class bots. The Chaos Point cost of each Chaos Class bot is indicated by a number.




This tracker shows you how many more Chaos Points you can spend, along with the maximum number of Chaos Points you can spend.



The blue/yellow roster slot can hold either class of bot.



Tap this icon to access your robot collection—there, you'll find all of the different types of bot that are available to you so far . You can swap robots in and out of your roster here.

- ◆ You can move robots after you've deployed them. Simply tap a robot to select it, and then drag and drop it to move it.




## 3 Timeline

Drag and drop robots onto the timeline to deploy them. The rows correspond to the base's entrances, and the columns correspond to when the robots appear.

## 4 Editor menu

## 5 Preview tools

---

Use  (rewind),  (play), and  (fast-forward) to review how your squad's invasion looks so far.

## 6 Recycling bin

---


Tap a robot and then tap this icon to remove that robot from your timeline. Alternately, you can drag and drop a robot directly onto this icon to remove it. If you tap this icon while no robots are selected, you can then tap multiple robots consecutively to remove them.

## STAR FOX GUARD



## Your Robot Collection

Here you can see all of the different types of bot that are available to you so far. Add a bot to your roster if you want to see its

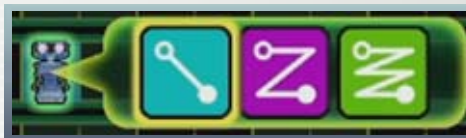
deployment cost. This cost will appear alongside the bot in its roster slot and is indicated with  icons if the bot is a Combat Class bot and with a number if the bot is a Chaos Class bot.



## Route Options

Tap a robot on the timeline to view its route options.

Here, you can see short, medium, and long route options—these determine what sort of path this bot will take to get to the tower. Tap a route option to select it.

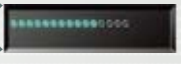


## Editor Menu

Press  to open the editor menu. There you can review the tutorial, save your squad, or delete it and start all over.




## Uploading Your Squad

As soon as you've used up all of your Combat Points, the Combat Point tracker (  ) will change into an Upload icon. Tap this icon to upload your squad to the Internet.

- ◆ You don't have to use up all of your Chaos Points in order to upload a squad.



## Quick Editor

Press  to swap between the Standard Editor and the Quick Editor. In the Quick Editor, the displays shown on the TV and the Wii U GamePad are reversed. This allows you to easily deploy robots in real time by interacting directly with the base's map.



## Squad Limitations

You can only have one squad at a time per map.

## STAR FOX GUARD

Follow these tips to maximize your squad's potential and topple your opponents' defenses!

**Distraction Is Key**

Draw your opponent's attention with airborne units like Abductrons while sending your Combat Class bots in through a different entrance. They might sneak in completely unnoticed!

**Unleash the Burly Bots**

Don't just send in weak robots one by one—use something big and sturdy like a Big-G to lead the attack.

**Keep Calm and K.O.F.**

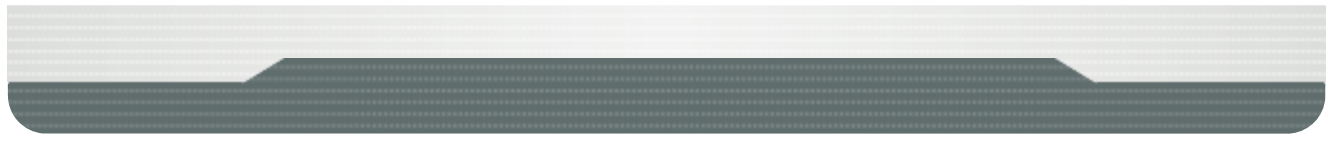
When they're destroyed, K.O.F. Units create smoke that can obscure an opponent's vision. Plus, if you deploy one in front of a Big-G, it'll get thrown right to the tower!

**Scatter Your Forces**

If you send all your bots in at once along the same route, a Charge Cam can easily wipe them out. To avoid this, try to keep your bots a bit spaced out.

**Learn the Lay of the Land**

Does the map you're building a squad for have any blind spots? Does it have direct routes to the tower that fast bots could race through? Look out for geographical features like these, and use them to your advantage!



## STAR FOX GUARD



## Special Cameras

**Lock-On Cam**

Locks on to robots automatically, allowing you to attack multiple targets at the same time.

**Slow Cam**

Temporarily slows down the flow of time for affected targets.

**Freeze Cam**

Freezes robots in place. While frozen, a robot can be shattered to pieces by a single hit from any other camera.

**Charge Cam**

Fires a powerful shot with a wide blast radius. Hold down a fire button to charge up a shot, and then release the button to fire.

**Copter Cam**

Hovers in the air, giving you a higher vantage point from which to fire.

**X-ray Cam**



Sees through terrain and can fire straight through walls and enemy shields.

**Beam Cam**

Shoots a high-powered laser beam that mows down enemies. Hold down a fire button to charge up a shot, and then release the button to fire.



## Robots

Combat Class bots are marked with . Chaos Class bots are marked with .



### A.T.K. Unit

When it's shot, this bot's top half detaches and becomes lighter and faster.



### Big-G

A hulking brute that can take a lot of damage before going down.



### Hi-Ho

A basic robot that can be deployed in great quantities. It will explode when it reaches the tower, damaging nearby cams.



### K.O.F. Unit

Explodes in a cloud of dense smoke when it's destroyed or it reaches the tower.



### Dishruptor

Sends out a disruptive jamming signal that causes cameras to malfunction.



### Green Tank


Takes out cameras with its cannon.

## And That's Not All!

There are lots of other weird and wonderful robots to encounter out there. Some might climb straight over walls...or even steal your cameras!

## 19 Audio Settings

### Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to Surround.

**IMPORTANT**

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

Unauthorized copying or distribution is prohibited. This product contains technical protection measures. Your Wii U system and this software are not designed for use with any unauthorized device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the End User License Agreement. Further, use of an unauthorized device or software, will render this game or your Wii U system permanently unplayable and result in removal of unauthorized content. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or non-licensed accessory. A system update may be required to play this game.

© 2016 Nintendo

Trademarks are property of their respective owners.  
Wii U is a trademark of Nintendo.

Autodesk®  
**GAMEWARE** 

This software product includes Autodesk® Beast™ software, © 2012 Autodesk, Inc. All rights reserved.

Autodesk and Beast are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.

Powered by  
**Wwise**®

Powered by Wwise © 2006 - 2016  
Audiokinetic Inc. All rights reserved.

■ Ogg Vorbis

• Ogg Vorbis Libraries © 2014, Xiph.Org

## Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE FOUNDATION OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.



Nintendo Customer Service  
SUPPORT.NINTENDO.COM

USA/Canada:  
1-800-255-3700

Latin America/Caribbean:  
(001) 425-558-7078