

INSTRUCTION BOOKLET  
SPIELANLEITUNG  
MODE D'EMPLOI  
HANDLEIDING  
MANUAL DE INSTRUCCIONES  
LIBRETTO DI ISTRUZIONI



**LYLATWARS™** 



Thank you for selecting the LYLATWARS™ Game Pak for the Nintendo<sup>®</sup> System.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

WAARSCHUWING: LEES ALSTUBLIEFT EERST ZORGVULDIG DE BROCHURE MET CONSUMENTENINFORMATIE EN WAARSCHUWINGEN DOOR, DIE BIJ DIT PRODUCT IS MEEVERPAKT, VOORDAT HET NINTENDO-SYSTEEM OF DE SPELCASSETTE GEBRUIKT WORDT.

OBS: LÄS NOGA IGENOM HÄFTET "KONSUMENTINFORMATION OCH SKÖTSELANVISINGAR" INNAN DU ANVÄNDER DITT NINTENDO<sup>®</sup> TV-SPEL.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BETRIEBUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELKASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

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LÆS VENLIGST DEN MEDFØLGENDE FORBRUGERVEJLEDNING OG HÆFTET OM FORHOLDSREGLER, INDEN DU TAGER DIT NINTENDO<sup>®</sup> SYSTEM, SPILLE-KASSETTE ELLER TILBEHØR I BRUG.

ATTENTION: VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRÉCAUTIONS D'EMPLOI" QUI ACCOMPAGNE CE JEU AVANT D'UTILISER LA CONSOLE NINTENDO OU LES CARTOUCHES.

ATTENZIONE: PRIMA DI ACCINGERVI ALL'USO DEL SISTEMA HARDWARE NINTENDO<sup>®</sup>, DEL GAME PAK O DI UN ACCESSORIO, VI PREGHIAMO DI LEGGERE MOLTO ATTENTAMENTE L'OPUSCOLO DI AVVERTENZE E INFORMAZIONI PER L'UTENTE UNITO A QUESTO PRODOTTO.

HUOMIO: LUE MYÖS KULUTTAJILLE TARKOITETTU TIETO-JA HOITO-OHJEVIHKKO HUOLELLISESTI, ENNEN KUIN KÄYTÄT NINTENDO<sup>®</sup>-KESKUSYKSIKÖÄSI TAI PELIKASSETTEJASI.



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PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE PROPER HANDLING OF YOUR NEW GAMES. THEN SAVE THIS BOOKLET FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

VEUILLEZ LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINEMENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING EERST GOED DOOR OM DIT SPEL GRONDIG TE LEREN KENNEN EN BEWAAR HEM OOK OM ER LATER IETS IN TE KUNNEN OPZOEKEN.

PARA DISFRUTAR AL MÁXIMO, LEE EL MANUAL DE INSTRUCCIONES CUIDADOSAMENTE ANTES DE EMPEZAR A JUGAR. DESPUÉS GUÁRDALO PARA FUTURAS CONSULTAS.

PER POTERTI ASSICURARE UNA CORRETTA UTILIZZAZIONE DEL TUO NUOVO VIDEOGIOCO, LEGGI ATTENTAMENTE QUESTO MANUALETTO DI ISTRUZIONI, CHE POI CONSERVERAI PER EVENTUALI CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM ANVISINGARNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

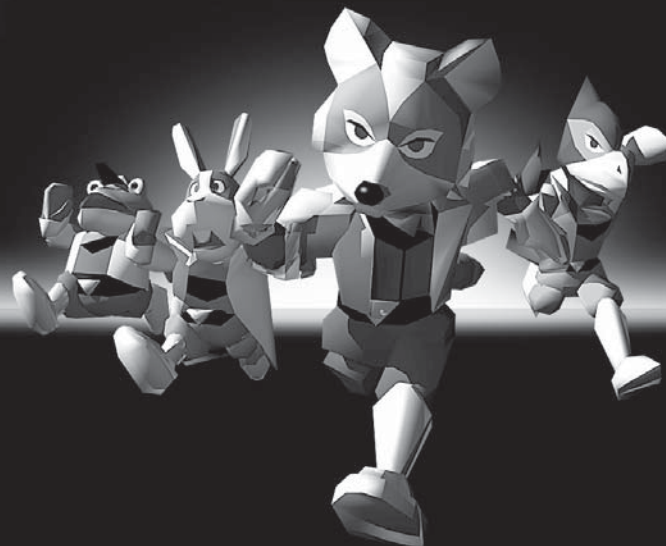
LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ OHJEET HUOLELLISESTI, NIIN OSAAT KÄSITELLÄ PELIÄSI OIKEIN. SÄÄSTÄ VIHKKONEN TULEVAA KAYITTOA VARTEN.

[0399/EU6/N64]

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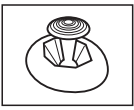
# THE NINTENDO<sup>64</sup> CONTROLLER

The Nintendo<sup>64</sup> Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

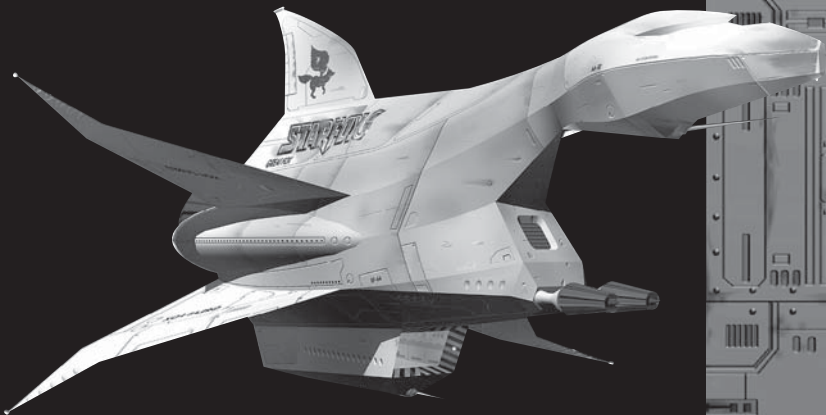
To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.



You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

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## PROLOGUE

The Lylat system. This small group of planets enjoyed years of prosperity. The inhabitants lived in peace. That is, until Andross came into view.

◆  
Andross was born and raised on Corneria, fourth planet of the system, and grew to be a brilliant scientist.

◆  
Dr. Andross had been focusing all his time and energy researching bio-technology. But, since Corneria was a peaceful planet, this research went in vain. Over time, his mind became twisted and his morals became demented. Andross went mad.

◆  
One day, a weapon, secretly developed by Andross, was unleashed on the residents of Corneria. Andross had turned his back on his homeworld. Corneria's major cities were damaged. Luckily, Andross was captured by General Pepper, charged with treason and exiled to the planet Venom.

Five years later, reports from Corneria's observation station had confirmed disturbing activity from Venom. General Pepper sent three members of the Star Fox team, James McCloud, Pigma Dengar and Peppy Hare, to investigate.

◆  
When they arrived at Venom, Pigma betrayed his teammates and turned them over to his new master, Andross. Peppy barely managed to escape and returned to his homeworld to report McCloud's fate to his son, Fox.

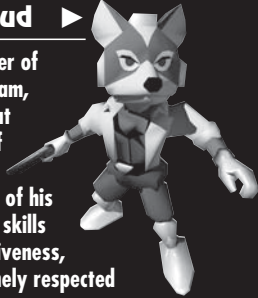
◆  
Consumed with hatred, Andross declared war on the Lylat system. Slowly, Andross has taken control planet by planet. Now, Andross is advancing on Corneria.

◆  
General Pepper knows that Corneria's army alone cannot stop Andross. In his hour of need, he has turned to the new Star Fox team to save Corneria and free Lylat from Andross' evil clutches!

## PROFILE

### Fox McCloud ▶

The young leader of the Star Fox team, Fox is always at the forefront of the team's attack. Because of his fantastic flying skills and quick decisiveness, he is an extremely respected leader.



### Slippy Toad ▶

He's the most energetic and positive member of the team, although sometimes Slippy can go a little overboard. While he's not the greatest pilot, he compensates with his mechanical skills.



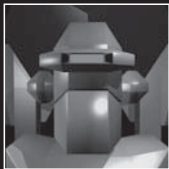
### Peppy Hare ▶

Peppy is the senior member of the team, a good pilot with vast knowledge and a good friend. A long time friend of Fox's father, Peppy has watched Fox grow from a young pup to an experienced pilot.



### Falco Lombardi ▶

A member of the avian race, Falco is a natural pilot. His quick temper and overconfidence make him the wildest member of the team. While he often gets into arguments with the other team members, he is loyal to the Cornerian cause.



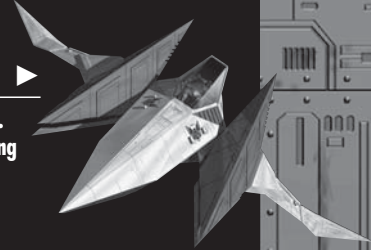
### ◀ ROB64

Operating from the mothership Great Fox, ROB works closely with the Star Fox team offering support when necessary.

## THE SPACE-ARMADA

### Arwing ▶

The primary fighting machine of the Star Fox team. With the G-diffuser anti-force generator, the Arwing is able to perform many different tasks.



### ▼ Landmaster

The anti-aircraft Landmaster rotation tank is equipped with a laser cannon and two jets, which allow for temporary hovering.

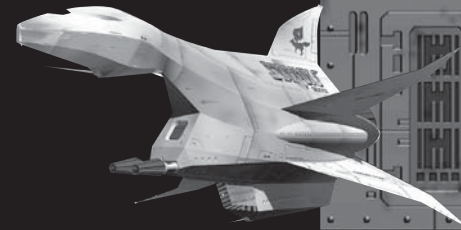


### Submarine

There is a submarine for special missions onboard the Great Fox. Unfortunately all information about the weapons and the engine are not available yet.

### Great Fox ▶

The dreadnought-class flagship of the Star Fox team. With its large plasma engine, it can quickly travel between planets.



# CONTROLLER INFORMATION


**B Button:**  
**Smart Bomb** Press B again to detonate

**R Button:**  
**Tilt to the right**

**Z Button:**  
**Tilt to the left**

**C  Button:**  
**Change camera angle**  
(not used with tank)

**C  Button:**  
**Turbo**

**C  Button:**  
**Respond to incoming messages from ROB**

**C  Button:**  
**Brake**

**Control stick:**  
**Move vehicle**

**START**  
**Pause game/Check your teammate's condition**

**A-Button:**  
**Fire laser**

If you hold the A Button and an enemy flies within your cursor, the cursor will lock on to that enemy. Quickly press the A Button and the discharged laser burst will home in on the enemy. This is called a homing attack. The homing attack will not work against everyone.

During the game, if you want to get rid of the green and red sights, pause the game and press the R Button.

To do a barrel roll, quickly tap the R or Z Button twice.

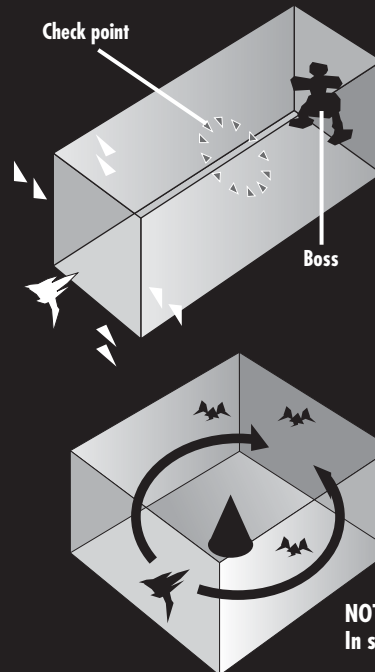
Press Z and R simultaneously to hover (tank mode only).

# 3D SCROLL MODE AND ALL-RANGE MODE

The one-player game is split up into two modes.

## 3D Scroll Mode

In the 3D scroll mode, you can move in all directions, but if you go too far in one direction, an arrow mark will appear on the screen preventing you from going any further. On the way, there will be a check point indicating the halfway point. If you pass through it, your machine will be partially recovered. If you pass through it, and are defeated, you will start that level over at the check point (all damage will be recovered).



## All-Range Mode

In the All-Range mode, you'll be in a square-shaped area and you'll be able to fly anywhere you want. The Arwing will automatically U-turn if it gets to the edge of the playing field. Radar appears in the bottom right corner of the screen. Objects on the field or the location of the boss will appear on the radar.



**NOTE:**  
In some areas, both modes exist.

# SETTINGS

Correctly insert the LYLATWARS-Game Pak into your Nintendo<sup>64</sup> system and move the POWER switch to the ON position. When the Title screen appears, press START and the menu screen will appear.



## Main game

As the description reads, this is the main one-player adventure. During the game, you will encounter a lot of cinema sequences. While most of these sequences can be bypassed by pressing START, it's a good idea to check them out. If you're playing the game for the first time, you cannot bypass the cinema sequences.



## Training

When playing the game for the first time, it's a good idea to select the Training mode to get a good feel for the Arwing. Follow the instructions that appear on screen. To quit, press START and select "QUIT TRAINING."

## VS Mode

Up to four players can play in three different Vs. modes.

Ranking	NAME	SCORE
1	FAK	1000
2	WAP	900
3	SLP	800
4	FAH	700
5	ULP	600
6	LEM	500
7	PIB	400
8	SHL	300
9	HAL	200
10	CAT	100

## Ranking

Game scores are saved to memory. Here, the top ten scores are shown.

## Sound

Change the sound setting during the game with the Control Stick. Changes will be saved to memory. Test the sound by pressing the R Button.



**Mode** Select Sound Mode: MONO, STEREO or HEADPHONES.

**Music** Adjust the volume of the background music.

**Voice** Adjust the volume of the voices.

**SE** Adjust the volume of the sound effects.

## Language

Messages that appear during the game, can be changed from English to French or German.

## Back up

To erase saved data, select "YES."



**NOTE:** If you use this function, ALL saved data will be erased (Medals, Highscores and Settings)

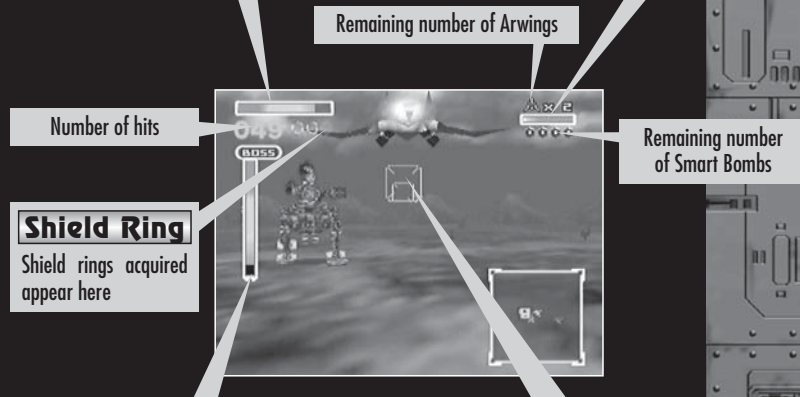
# SCREEN DISPLAY

## Shield Gauge

If your machine takes damage, your shield gauge will reduce gradually. When the gauge disappears completely, your machine will crash. Find shield rings to increase your shield gauge.

## Boost Gauge

The indication of energy consumed when using the boost and brake. While using them, the colour gradually changes to red. It will change back to blue if you stop using it. Until it returns to its original condition, you won't be able to use boost or brake.



## Shield Ring

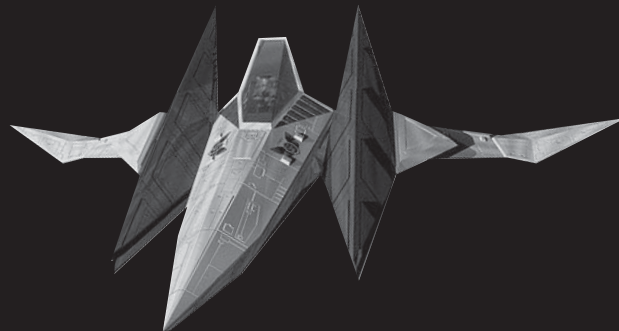
Shield rings acquired appear here

## Enemy Shield Gauge

When the enemy boss appears, this gauge will be displayed. When the boss takes damages, the gauge will reduce. If Slippy has left the battle, this gauge will not appear.

## Aiming Cursor

The laser goes through the centre of the two squares. To remove the cursor, pause the game and press the R Button.



# MAIN GAME

In the main game, you are Fox McCloud, leader of Star Fox. Follow the instructions given to you by General Pepper and clear each area.

The first objective is to free Corneria from Andross' army. The final objective is to defeat Andross at Venom. How you get to the final objective is up to you. Make sure you choose your path wisely.

For example, in Corneria...



If you play normally, most of the time you will fight the enemy boss,

## Mission No. 2

Meteo Asteroid Field

Into the Asteroid Field

finish the level and proceed to Meteo.



However, if you satisfy certain conditions, you will fight a different boss,

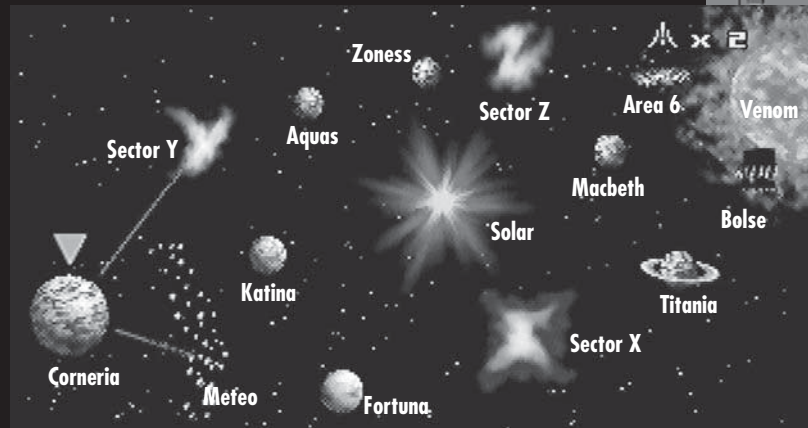
## Mission No. 2

Sector Y Combat Zone

Fierce Melee

and you will proceed to Sector Y.

# MAP SCREEN



On the Map on your TVscreen, the route time and colours of the route indicating difficulty level blue = easy, yellow = medium, red = hard will be displayed.

## Map Screen Display

In some areas, your next destination will be branched out. The story and difficulty level will change depending on the route you take.



## Choose your route

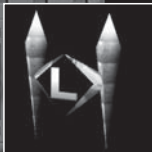
If you don't like the current route, press START and select "RETRY COURSE." You'll replay the course you just completed, but it'll cost you one Arwing (if you try it during gameplay, you'll have to start that level over). Also, if you've selected a route with a high difficulty level, select "CHANGE COURSE" to change routes.



# ARWINGS POWER UP ITEMS

Some enemies that you shoot down will leave behind helpful items.

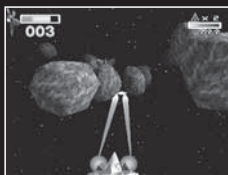
## Laser



The single laser will change to the twin laser, and the twin will change to the hyper laser. The powered up laser can be carried over to the next area.



Single Laser



Twin Laser



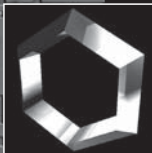
Hyper Laser

## Smart Bomb



The number of smart bombs will increase by one.

## Supply Ring (Silver)



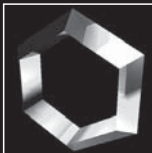
Shield gauge will recover slightly.

## Middle Supply



Shield gauge will recover more.

## Shield Ring (Gold)



If you get three shield rings, you will increase the maximum value of your shield gauge. At the same time, the gauge will be recovered significantly.

If you get another three, you will get a 1-up. You can take the rings you didn't use to the next stage.

## Wing Repair



If your Arwing takes too much damage, your wings will be destroyed. Any powered-up lasers will be gone and your flying ability will be hindered. If you grab the Wing Repair, or if you finish the stage, the destroyed wings will automatically be fixed.



Destroyed Wing



After repair



## Container

Sometimes during the game, a yellow mark will appear at the top of the screen. This means that ROB64 is trying to contact you. Press C ▶ to respond. Sometimes ROB64 will give you a container. Shoot the container to receive the helpful item inside.



# SPECIAL TECHNIQUES

## Somersault/U-Turn

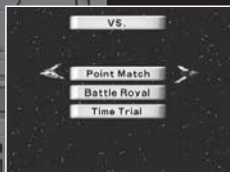
If you're being chased from behind, break away by doing a somersault (Press ▼ and C◀) or a U-turn (Press ▼ and C▼). They are very effective manoeuvres. U-turns only work in All-Range mode.



## Rolling/Smart Bomb

When you're being attacked by a lot of enemies, use the Rolling technique to repel their bullets. You'll take less damage this way (Press Z or R twice). Another thing you can do is to use the Smart Bomb. It's a great weapon to have, but you only have a limited number of them, so use them wisely.

# BATTLE



## VS Mode

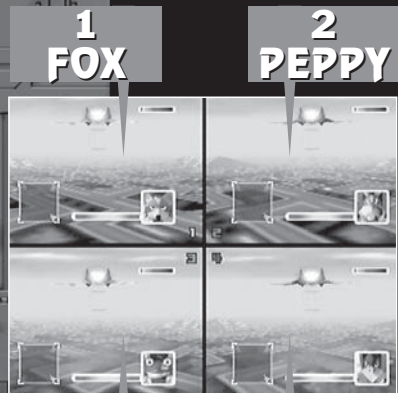
On the Menu screen, select either "Point Match," "Battle Royal" or "Time Trial." Two to four players can compete (provided you have enough controllers).

**Handicap** — Some players may have better skills than others. To make the game more even, you can adjust the handicap level by pressing O and P on the Control Stick. There are three levels. As the number increases, the Shield Gauge meter will decrease significantly and you will not be able to take as many hits.



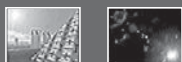
## Connecting the controller Stage

The characters used depend on which controller socket is used.

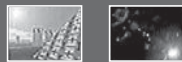


There are three special stages in the Vs. mode. Two of these special stages are available in each of the three Vs. mode games. You may select the stage you like. Select the desired stage with the Control Stick. In Vs. mode, if you go to the edge of the map, you will warp to the other side.

### Point Match



### Battle Royal



### Time Trial



If a controller is not being used, the screen not in use will display various camera angles of certain players. Make sure the controllers are connected before you turn the power on.

## Game Modes

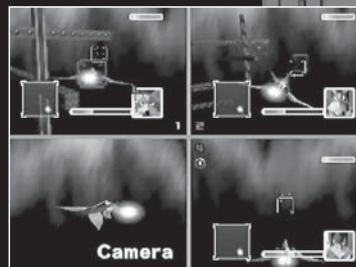
### Point Match

Players compete for the number of machines they shoot down. When a player shoots down the set number of machines, that player is the winner (the number can be set from 1 to 5).



### Battle Royal

If a player loses his machine, he must leave the battle field. Whoever is left standing is the winner. One Arwing is given to each player.



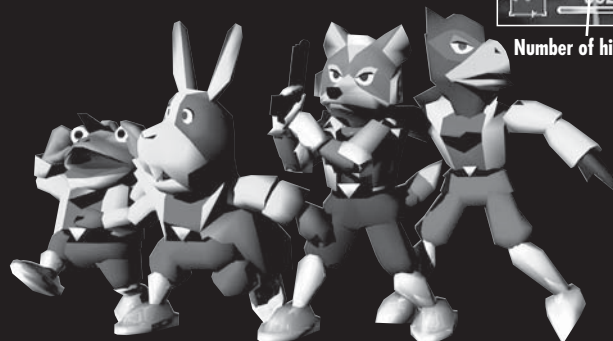
### Time Trial

Whoever takes out the most machines within the allotted time is the winner. If you get shot down, the number of enemies that you shot down resets to zero. The time limit can be set from 1 to 5 minutes.



Number of hits

Time Limit



**Nintendo®**