

Sound Effects

The watch has the option of playing the game with or without sound effects. The sound effects make playing the game more enjoyable and realistic. Different sounds will be generated at various points in the game as listed below:

• At the Start of the Game • Arwing Changes Positions • Arwing uses the Laser Gun to Shoot at the Enemy • Arwing Gets Hit by an Enemy Missile • Arwing Releases a Smart-Bomb • Arwing Collided with a Tall Tower • Refueling Ammunition • Enemy Weapon is Destroyed (Not Attack Carrier) • Attack Carrier is Destroyed • Passing into Another Level • Arwing is Destroyed • When Game is Over

Starting and Playing the Game

From **TIME DISPLAY MODE**, press S1 to enter **GAME STARTUP MODE**. (Use S1 to alternately select between the 2 modes.) Press K2 to play the game with sound action, or K1 to play it without sound. You will then be in **ACTIVE GAME MODE**. The score will reset to 000 and after 5 seconds the game action will begin. You must avoid the enemy's missiles from any position, and the falling columns only while in any high altitude position. Use K1, K2, K3, and K4 to move Arwing around to the left, center, or right and low or high altitude positions.

To score, you must destroy the enemy's weapons, using Arwing's laser gun or releasing one of the 3 smart-bombs. Arwing's laser gun can be fired from any position by pressing S1. However, to release a smart bomb Arwing must first be in the center high altitude position, and then press S2. When releasing a smart-bomb, the whole display will flash for 1-2 seconds, and all the enemy's weapons that were on the display at the time will be destroyed. The enemy's **SHIELD BUTTERFLY**, **POWER ROADER**, and **VICTAL** can be destroyed with

either a direct hit from the laser gun or by the explosion of 1 smart-bomb. The **ATTACK CARRIER** will only be destroyed after being hit 10 times by the laser gun, or by the release of two smart-bombs.

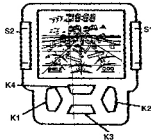
You must also constantly watch the amount of shielding energy, and the amount of ammunition (laser fuel and smart bombs) left. If you run out of any of these, Arwing will be lost. The shielding energy gauge is on the bottom left of the display. The laser fuel gauge is on the bottom right of the display, and the smart bomb gauge is right above it. The shielding energy and the smart bombs cannot be refueled, but the laser fuel could. From time to time, the ammunition station will appear from the horizon on the left hand side. In order to get refueled, Arwing must be in the left high-altitude position when the ammunition station appears.

There are a total of 4 levels of difficulty. Once 32 enemy weapons have been destroyed, the **ATTACK CARRIER** will appear. The **ATTACK CARRIER** must be destroyed in order to complete the current level. As you enter a new level, Arwing's shielding energy, laser fuel and smart-bombs will be refueled. The **POWER ROADER** and the **VICTAL** will only appear from level 3 and higher. From level 5 and up, you must continue playing at the highest level of difficulty. Every time you pass 4 levels, you'll get another Arwing as a bonus.

The highest score attainable is 1999. If Fox McCloud fails his mission and loses all his Arwings, the Game is Over.

Battery Replacement

The battery in your watch should be changed immediately if part of a digit in the display becomes dim or does not light. Weak, dead batteries left in the watch for an extended period of time may damage the electronic module. To change the battery it is recommended that your watch be brought to your local dealer.



Nintendo

StarFox

Game Watch

Instructions

& Warranty

Modes of Operation

The watch has the following modes of operation.

TIME DISPLAY MODE: Displays existing time in hours and minutes with PM indicator.

GAME STARTUP MODE: Displays highest score, and resets all display indicators (Arwings, shielding energy, fuel, bombs, etc.) for game startup.

ACTIVE GAME MODE: Actual Game Action

TIME SETTING MODE: Allows adjustment of hours and minutes.

Results of key activation in each mode of operation.

Key	Time Display Mode	Game Startup Mode	Active Game Mode	Time Setting Mode
S1	Switches to Game Startup	Switches to Time Display	Fires Laser Gun	
S2	When Held, Switches to Time Setting		Releases Smart Bomb when Arwing is in the Center High-Altitude Position	Switches to Time Display
S1 + S2		Switches to Time Display	Exits Game, and Switches to Time Display	Switches to Time Display
K1		Switches to Active Game, Starts the Game with Sound	Shifts Arwing One Position to the Left	Advances the Hour Digits
K2		Switches to Active Game, Starts the Game without Sound	Shifts Arwing One Position to the Right	Advances the Minute Digits
K3			Shifts Arwing to Low-Altitude	
K4			Shifts Arwing to High-Altitude	

Game Background

Dr. Andross, the scientific genius, began developing a powerful engine based on hyper-spatial energy. However, Dr. Andross was an evil man and he endangered the lives of Corneria's inhabitants. As a result, he was banished from Corneria. During his exile, Dr. Andross remade the planet Venom into a gigantic offensive military base with various space weapons.

After several years of banishment Dr. Andross returned with a well equipped army and declared war on Corneria.

You are Fox McCloud, the famous combat leader of the StarFox team. Your goal is to defend Corneria using a new flying space fighter called Arwing. Arwing is equipped with a laser gun and smart bombs. In order to succeed, you need to destroy Dr. Andross's Stuggs, Victals, Battle Butterflies, Power Roaders and Attack Carriers, while avoiding enemy missiles and colliding with tall tower-like columns.

Rules of The Game

At the start of the game Fox McCloud begins to fly his mission in the Arwing fighter. His objective is to destroy all the enemy's weapons while avoiding being hit. The center of the display resembles a fighter pilot's forward-view out of the cockpit. There will be buildings, and enemy defenses moving toward the bottom of the display, becoming larger and larger, making it seem like Arwing is flying toward the horizon.

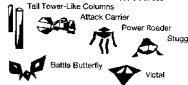
Arwing can fly in any one of 6 positions, left, center or right in either high or low altitude. As part of the enemy's defenses, they installed tall tower-like columns which will constantly be coming toward Arwing's position. When Arwing is in a high-altitude posi-

tion, it's vulnerable to a collision with a column. You must avoid a collision, as the Arwing will be destroyed if a collision occurs.

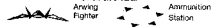
The enemy will also constantly be shooting missiles at Arwing. Arwing is originally equipped with special shielding energy that protects it from these missiles. However, every hit exhausts part of the shielding energy. After being hit 15 times all the shielding energy will be exhausted and Arwing will be lost.

Cast of Characters

ENEMY - DR. ANDROSS'S FORCES



STARFOX'S TEAM



Continued on other side

SYSTRONIC

WRESTWATCH
GAMES
DATABASE