Star Fox Command

Star Fox Command (Japanese : ???????? ???? , Hepburn : Sut? Fokkusu Komando) is the fifth game in Nintendo 's Shoot ' em up Star Fox series , published by Nintendo for the Nintendo DS in 2006 and 2007 . Released in Japan on August 3 , 2006 and in North America on August 28 , 2006 , it was first announced at the E3 2005 conference , under the name Star Fox DS . Command is the first Star Fox game for a handheld , and supports the Nintendo Wi @-@ Fi Connection , making it the first online Star Fox game . Star Fox Command returns the series to its roots as an air @-@ combat game . Fox 's redesign here would later go on to be used in future iterations of Nintendo 's hit fighting series , Super Smash Bros.

The game 's plot involves the protagonist Fox McCloud and his team setting out to defend their homes from aliens known as the Anglar . Q @-@ Games originally worked on a puzzle game , which Nintendo decided to turn into a DS game . The game was generally well @-@ received ; it has achieved an average score of 76 % from Game Rankings , a reviews aggregate .

Gameplay

Star Fox Command has two types of single @-@ player gameplay : a strategic map mode , and a battle mode . The overworld @-@ like map mode is where the player takes command of several ships . This mode is used to get ships into the battle mode and is essentially a simple turn @-@ based strategy game . Up to four ships can be maneuvered at a time . The object of this mode is to prevent enemy ships from reaching the Great Fox . This mode also allows players to fire missiles from the Great Fox that they have picked up from exploring in this mode , or from meeting certain conditions in the battle mode (usually destroying all enemies) . When a craft that is controlled by the player encounters an enemy group or missile in this mode , the gameplay switches to the battle mode .

Battle mode is similar to the " all @-@ range mode " employed in Star Fox 64 for some bosses and levels . Like the cancelled Star Fox 2 the game is completely all @-@ range , as opposed to the " on @-@ rails " levels featured in most other Star Fox games (however , the game will sometimes force the player to engage in classic " chase " missions in order to complete an objective) . The usual objectives are to destroy a base ship , destroy all enemies , or collect a number of cores to complete the battle mode . Once the battle mode is completed , the game returns to the map mode . As players progress through the game , they will be able to choose to go different routes upon completing certain levels . Each route has its own character dialogue to accompany it , and players will be able to visit differing planets depending on what routes they choose . The game features 9 different endings altogether , and gamers can access all of them by playing the game multiple times , selecting different routes each time . Instead of merely giving different perspectives on what happens to the Star Fox team , each ending is unique ? the characters go in various directions depending on what ending is watched . Star Fox Command does not feature traditional voice acting . Instead it outputs gibberish akin to the " voices " in Star Fox for the SNES , or the " Lylat speech " present in Lylat Wars (but not Star Fox 64) . Players can also record their own voices into the game ? s " gibberish generator " using the built @-@ in DS microphone where it is converted into the garbled speech of the various characters .

Multiplayer

Star Fox Command supports six players in local wireless multiplayer matches via DS Download Play and up to three players on the Nintendo Wi @-@ Fi Connection . In Nintendo Wi @-@ Fi Connection matches , only the Arwing II is available . Players score not by killing opponents , but by collecting stars from them when they have been destroyed . It is also possible to collect a star from an opponent not killed by the player . This is a modified version of the mode from Star Fox 64 / Lylat Wars . Nintendo WiFi uses a ranking system based on rankings of the alphabet with Z being the lowest and A being the highest . Players work their way up from Z by collecting wins (it could be

based on points) . For every win a player gains a certain amount of percent and once they reach 100 % they move to the next letter . The highest rank a player can get is 100 % of the A rank .

= = Plot and setting = =

= = = Setting and characters = = =

This installment of the Star Fox series is once again in the Lylat system , using a similar map as Star Fox 64 to switch between each area . However , not all the planets seen in Star Fox 64 are visited , such as Zoness and Macbeth , and do not appear on the map . Papetoon , only seen in the Nintendo Power Star Fox comic , is mentioned in one of the endings.Command has the largest number of playable characters in any Star Fox game , with a total of fourteen , which include Fox McCloud , Falco Lombardi , Krystal , Slippy Toad , Peppy Hare , Wolf O 'Donnell , Panther Caroso , Leon Powalski , Amanda (Slippy 's fianceé) , Lucy Hare (Peppy 's daughter) , Bill Grey , Katt Monroe , Dash Bowman (Andross ' grandson) , and James McCloud.Andrew Oikonny is one of the game 's bosses . Beltino Toad makes an appearance during a mission briefing . ROB 64 is not playable , but pilots the Great Fox when on the map screen . Pigma Dengar appears as a boss in two of Falco 's stories . The ghost of Andross , possessing a different bioweapon (Monarch Dodra , Grunner , Killer Bee , or Dune Worm) depending on the mission , appears as a boss on Titania . Octoman , an F @-@ Zero racer , appears as a boss in certain Aquas and Venom missions .

= = = Story = = =

The planet Venom 's forces were all but destroyed , and there is thought to be peace . This is not to be , however , as a race of beings known as the Anglar rise from the acidic oceans of Venom , thought to be unable to support life . The leader of the Anglar plans on destroying the Lylat system , which Fox McCloud and crew set out to save once again . The Star Fox team has broken up , but re @-@ assembles to fight this new threat . Peppy is made the General of the Cornerian Army , replacing Pepper . Fox flew around the Lylat system with ROB on patrol , and Krystal broke off her relationship with Fox after she left the team , because he was afraid she would receive injury and it would affect him . Slippy finds love with a frog named Amanda , and thus spends less time with the team . Falco left the team and went around on solo missions (as he has done before in Star Fox Adventures) . There are nine endings depending on paths chosen by the player , though the player is required to finish the game before having the options . Designers have hinted that a possible Star Fox game in the future may begin in the middle of Star Fox Command , revealing a true ending . Many fans suspect the first ending (Fox getting back together with Krystal and the Starfox team continuing with Amanda as its newest member) is the real ending . At the same time , in the same interview , Takaya Imamura stated that " the story ends here " , which has thrown some fans for a loop .

= = Development = =

Developer Q @-@ Games was working on a puzzle game called Digidrive for Nintendo when they were approached to do a mock up of the game demo . After three months , using the original Star Fox , it was shown to Takaya Imamura at Nintendo who said that the company would redesign it for better compatibility with the Nintendo DS and add some ideas from Star Fox 2 . Nintendo EAD was responsible for the music and production of the game , while Q @-@ Games handled the main development .

= = Reception = =

Star Fox Command debuted on the Japanese best seller list as number 14 , selling over 20 @,@

000 copies on the first day . In the United States , it was the 5th best seller in the first week.Star Fox Command has received mostly positive reviews , with a Metacritic score of 76 / 100 and a GameRankings score of 76 % . IGN gave it an 8 out of 10 , or " Impressive " , calling it a " surprisingly rich and faithful action game " that had similar game play to Star Fox and Star Fox 64 . Star Fox Command received IGN DS 's August 2006 Game of the Month Award for capturing " the fun and essence of what made the series so significant . " Famitsu gave a 32 / 40 , and was cited as an influence for the games large initial sales . It received a 4 out of 5 star rating on G4 's X @-@ Play , which stated that " Fox is finally back in the Arwing -- where he belongs , Stylus control is mostly excellent , Strategy elements work well . " The Associated Press noted the game for having developed the game to work well with the DS controls , but had mixed feelings about the turn @-@ based sections of gameplay . Electronic Gaming Monthly claimed that while the game has its own charm , it lacks the original gameplay from Star Fox and Star Fox 64 and becomes repetitive . UK website Mansized gave Command a three out of five stars , stating that " Star Fox Command can ? t hold a candle to previous games in the series . " Command was nominated in three categories in Nintendo Power 's annual vote @-@ in awards , although it did not win in any of them . Star Fox Command has also received an 8 from Game Informer magazine . Although it was criticized for its brevity , the game was lauded for its solid gameplay mechanics , and one reviewer stated that " His place is in the cockpit . That 's where he 's at his best . "