SNS-FO-USA



INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Thank you for selecting the Super Nintendo Entertainment System® STAR FOX™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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STARFOX™



Backgroud Story: Origin of the Lylatian Conflict

The Lylat solar system, located near the center of the Milky Way galaxy, is made up of several bountiful planets. No fewer than three of these worlds were home to civilizations teeming with industrious inhabitants. The other planets in the system provided boundless natural resources. The comfortable lifestyle enjoyed by the Lylatians was the envy of the galaxy, until the coming of the evil Emperor Andross.

Emperor Andross was once known as Doctor Andross, a scientific genius who worked at an advanced lab on Corneria, the fourth planet in the Lylat system. Ever since his childhood, Andross's brilliance outshone that of other children. As an adult, Dr. Andross began developing a powerful engine based on hyper-spatial energy. Selfish and blinded by ambition, he repeatedly conducted dangerous experiments in the heart of Corneria's most populated city. After many warnings from the planet's ruling council, he was finally banished from the planet for endangering the inhabitants of Corneria.

Out of sight, out of mind. The inhabitants of Corneria soon forgot the menace of "Dr. Andross." One day, however, Corneria's small defense force detected some unusual happenings on Venom, the first planet in the Lylat system. Strange unidentified flying objects were monitored maneuvering above the planet in large numbers. It was not long before the self appointed Emperor Andross, who had fled to Venom, declared war on Corneria.

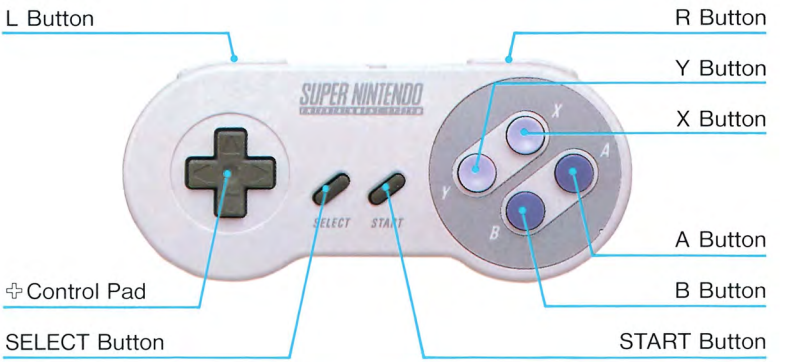
The planet Venom had been completely remade by Emperor Andross into a gigantic military base. Andross hoped that with his military power, he could soon control all the planets in the Lylat system. General Pepper, the commanding officer of Corneria's defense force, decided to dispatch the super-high-performance combat ship ARWING to the defense of the planet, even though it was in the prototype stage of development. Because of the urgency of the threat to Corneria, however, he did not have time to train pilots for these advanced fighters.

"We need the Star Fox Team!!"

This is the call sent out by General Pepper. You are Fox McCloud, leader of the Star Fox team, a group of adventurers with outstanding combat skill. Your mission is to penetrate the defenses of the planet Venom and defeat the forces led by Emperor Andross. Your ability to maneuver the ARWING fighter will make the difference between the return of peace to the Lylat system and the fall of Corneria to the evil Emperor. As team leader, you are also responsible for the safe return of your Star Fox teammates.


SLIPPY

USING THE CONTROLLER



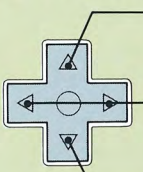
START Button:

The START Button either pauses the game or confirms your choice on a menu or map screen. When your game is paused, press START again to resume playing. In some cases, you cannot "unpause" the game instantly, so don't press START repeatedly.

SELECT Button:

The SELECT Button changes your viewpoint during game play or moves the cursor on a menu or map screen. For more information on viewpoint changes, refer to page 18.

✣Control Pad:



▲ pushes the control stick down, causing your ARWING to dive.

◄ and ► on the ✣Control Pad move your ARWING horizontally.

▼ pulls the control stick back, causing your ARWING to climb.

L Button:

Rolls ship to the left.

R Button:

Rolls ship to the right.

X Button:

Accelerates temporarily with a Speed Boost

A Button:

Fires a Nova Bomb. (Press A once to fire and again to detonate the bomb. The Bomb also detonates automatically when it hits something or reaches a certain distance from your ship. The closer the enemy is to the center of the explosion, the more damage it will suffer.)

B Button:

Fires Retro-rocket (temporary deceleration)

Y Button:

Fires your Laser Blaster

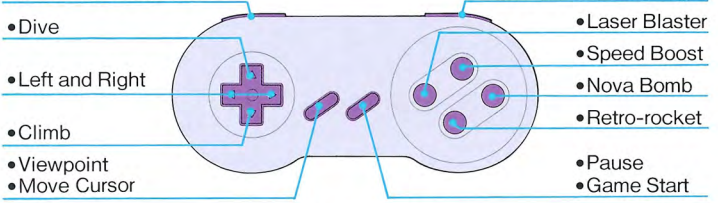
Using four different control configurations, you can assign different functions to some buttons. The Type A configuration is shown in this manual. Other control configurations are described on the Control Select Screen in the game and on page 7 of this manual.



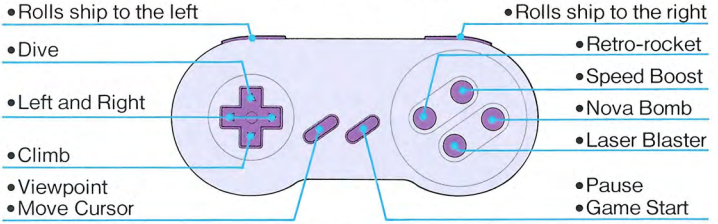
Control Configurations

The different control configurations you can select are described below. Choose the one that is most comfortable for you.

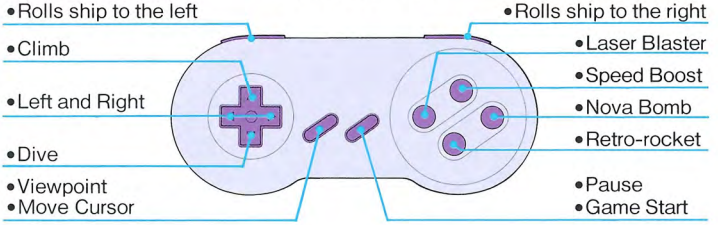
⟨TYPE A⟩



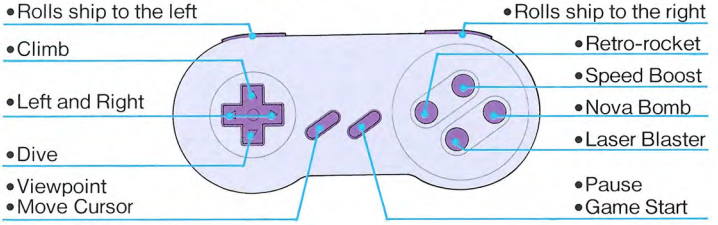
⟨TYPE B⟩



⟨TYPE C⟩



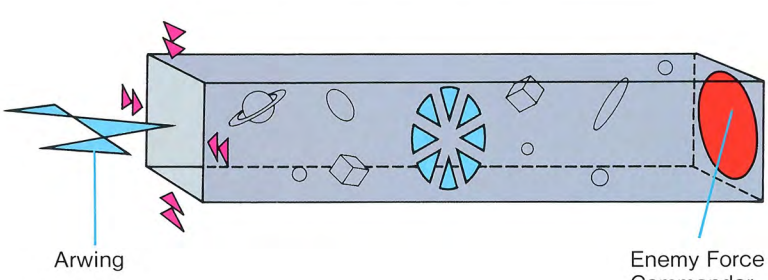
⟨TYPE D⟩



● You can pass through a narrow space by rolling your ship on its side. While your ship is in a partial roll, you can move more quickly to the right or left in combination with the ◄ or ► key. Also, if you press the R or L Button twice in rapid succession, your ship will execute a complete barrel roll. The barrel roll maneuver can be useful in reflecting some laser attacks and shaking off enemies that cling to your ship.



The mission objective in each stage is to destroy the Enemy Leader that waits for you at the end. Your ship is equipped with an auto-pilot device that will keep it on course to the final enemy. If you stray out of this course, a red arrow will appear at the edge of the screen. Staying on course and away from the edge of your range is best because it gives you a better chance of avoiding obstacles.



HOW TO PLAY STAR FOX

Insert the game cartridge correctly into the Super NES™ system and turn the power ON. The demonstration sequence will be displayed, followed by the title screen. When the title screen appears, press the START Button.



- The title screen will appear if you press any button during the demonstration sequence.

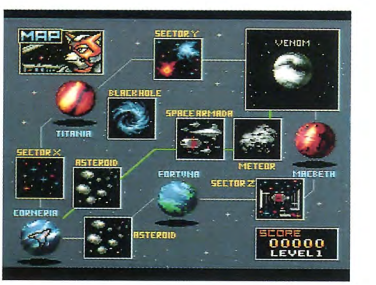
Selecting Control Type

You can select from four types of controller configurations: A, B, C, or D. Select one of these using the SELECT Button. Memorize which buttons are assigned to which functions, then press the START Button. Take some time to learn the different controller configurations in Practice Mode to find the one you feel comfortable with. There's plenty of time to take on Andross after a little practice.

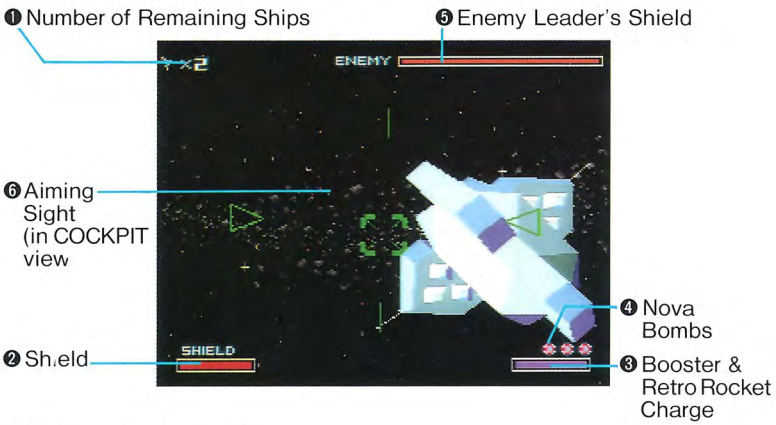


Selecting a Course

You will see green lines marking different courses on the Lylat System Mission Map. You can choose a course by using the SELECT Button or one of the right or left arrows on the ✣Control Pad. Three different courses are available. Course One is less difficult than Course Two and Three. You will begin your mission when you press the START Button.



Game Screen



❶ Remaining Ships

The number of ships you have remaining is displayed here. Your game will be over when your last ship is shot down.

❷ Shield Meter

The red bar here will be shortened when an enemy attack damages your ship or when you collide with an obstacle. Your ship will explode when your Shield Meter is empty. You will also lose one of your remaining ships.

❸ Booster Rockets Charge Meter

This meter shows how much energy is consumed by your booster rockets or Retro-rockets. Your boosters or retros will be available to use only when this meter is full. This meter will gradually refill after you have discharged your boosters or retros.

❹ Nova Bombs Remaining

The number of Nova Bombs you have remaining is indicated here. You begin your mission with three Nova Bombs.

❺ Shield Meter of Enemy Leader

When you encounter the final Enemy Leader in a stage, this meter will appear. This will tell you when you have damaged the enemy. Keep attacking the enemy until you have destroyed it!

❻ Sight

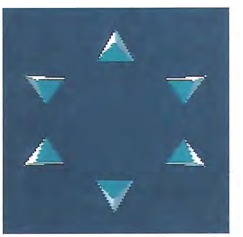
This mark will help you aim your Blaster at a target. It appears only in the COCKPIT view.

Items

A variety of special items that help you through your difficult mission will appear during your battle. You can obtain shield energy by flying through a "Supply Ring". Weapon power-ups will appear as objects that you must collide with. It can be easier to collide with these items if you use your Retro-rockets to slow down. Some power-ups will be revealed only when you have destroyed a certain enemy or feature.

Supply Ring

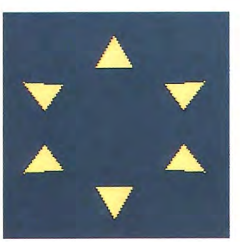
After you fly through this ring, it will become your starting point if your ship is destroyed before you finish a stage. Flying through this ring will also restore most of your shield energy.



- If you miss the Supply Ring, you will continue an unfinished stage from back at the beginning.

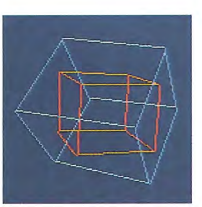
Small Energy Supply

This small ring will appear after you have destroyed certain enemies or missiles. When you fly through it, some of your shield energy will be replenished.

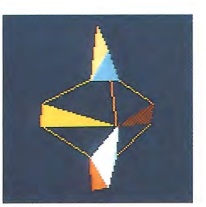


Power Shield

When you obtain this item, you will be impervious to the next several enemy attacks. You can obtain this protective shield by colliding with the object shown or by defeating the pictured enemy.



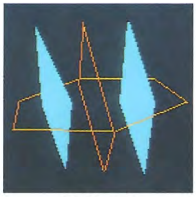
Object



Enemy

Twin Blaster or Wing Gyro

The effect of this item on your ship will depend on your ship's condition. If your wings are intact and you collect it, it will allow you to fire two Blaster beams simultaneously (Twin Blaster Type A). If one of your wings is damaged and you collect it, a Wing Gyro will appear and repair your wing. (Note: If your wing is damaged, this item will only repair your wing, it will not give you a Twin Blaster.) If you collect a second Twin Blaster/ Wing Gyro item after you already have Twin Blasters, the power of your blasters will be improved (Twin Blaster Type B).



Object



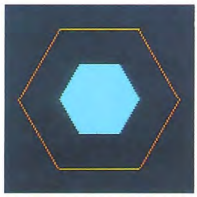
Enemy



Wing Gyro

Nova Bomb

For each of these items that you collect, your ship will be equipped with another Nova Bomb. Your ship can carry only five Nova Bombs, so collecting another of these items when you already have your limit is useless.



Object

Extra Ship

Collect this to receive another ship – in other words, this is a "1-Up". When you shoot the three objects in the photo below, a small ship will appear in the center of the screen. Bump into this ship to collect the 1-Up.



The three objects

The Arwing's Arsenal

Blaster

This Laser Cannon, equipped in the nose of the Arwing, fires a powerful laser beam.



Twin Blaster

By collecting the Twin Blaster item, you can fire two laser beam Blasters simultaneously, one from each wing. When one or both of your wings are destroyed, you will revert back to a single Blaster firing out of your ship's nose.



Nova Bomb

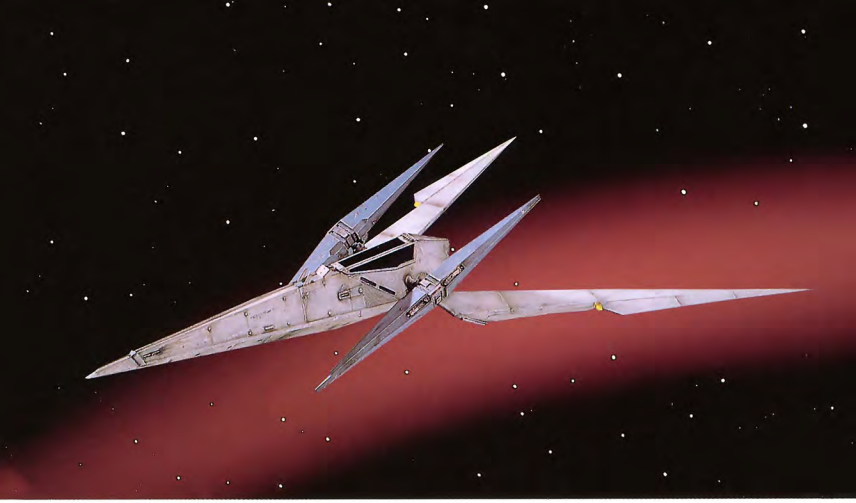
This will damage all the enemies that are within range of the explosion. While it is powerful enough to destroy some enemies, very strong ones will be only damaged by this weapon. You can carry up to five of these bombs, which are obtained by collecting Nova Bomb items.



Power Shield

This powerful defensive shield can be obtained by taking a Shield Item. While the Power Shield is active, your ship will become transparent (wire frame) and will not take damage from enemy attacks or collisions. After you have suffered a certain number of attacks or collided with a certain number of objects, the Power Shield will wear off and your ship will return to its original form and take normal damage.





Damage

The amount of damage that is subtracted from your damage meter depends on what part of your ship is hit (or damaged in a collision with an obstacle). For example, if only your wing undergoes a shock, the damage to your shield meter will only be half what it would be if the body of your ship were hit. If the damage goes beyond the tolerance of your wing, the wing will be destroyed. You should pay attention to your shield meter at all times.



Recovery From Damage

Your shield meter will refill whenever you complete a stage. Certain items will also help you recover from damage. If your wing is only damaged, it will be repaired when the body of your ship is repaired. Once your wing is completely broken, you will be stuck in that condition even if your shield meter is refilled by items. The only way to repair a destroyed wing is to collect a Wing Gyro.

Score

Your score will depend on how many enemies you destroy in a stage. After each Stage you'll see your current score. You can also check your score on the Map Screen. You will be given a scoring summary at the end of your mission. If you miss an enemy and it goes past you, don't give up! One of the wing men following you might be able to vaporize it.

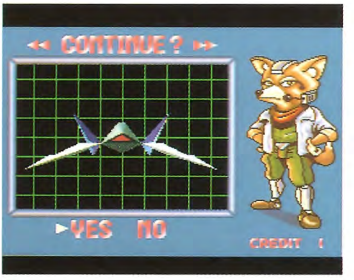
• It is to your advantage to make sure your wing men survive, because they will often shoot some enemies that you might miss. You will receive points for the enemies your wing men shoot down.



Credits and Continues

If you have credits when your game is over, you can continue to play. Every time your score reaches 10,000, 30,000, and 50,000 points, you will earn a credit to continue your game. When you have a credit and your game is over, Fox McCloud will appear and ask you if you want to continue or not. To continue a game, move the cursor to YES, and then press the START Button. The game will start from the beginning of the last stage you played. It is important to steadily earn credits by scoring as many points as possible because you do not have any credits at the beginning of the game.

• Selecting NO will erase all your credits and cause you to go back to the title screen.



Your Wing Men

Don't forget about your wing men, who usually fight behind you, out of sight. When one of these characters gets in a pinch, it's up to Fox McCloud (that's you!) to save him. If you do not help your friend, he will take damage from enemy fire and may even be shot down! Because you are the leader of this band of space adventurers, it is your responsibility to make sure that they all survive the mission.



FOX MCCLOUD

Fox is the young leader of the Star Fox Team. Always at the forefront of the team's attack, he is an aggressive fighter who often must rely on his skill to get his team out of trouble. Your skill will determine if his name goes down in space history as a champion of the people or a space rouge scoundrel.



FALCO LOMBARDI

As a member of an avian race, Falco Lombardi is at home in the skies or in space, where his piloting skill exceeds even that of Fox McCloud. While his short temper may lead to arguments with Fox, the two remain fast friends and loyal allies when it comes to combat.



PEPPY HARE

Peppy is the moderating force on the Star Fox team. His gentle character and wealth of knowledge make him an invaluable balence to the chaotic chemistry of the other Star Fox Team members. His skill as a pilot is an added plus.



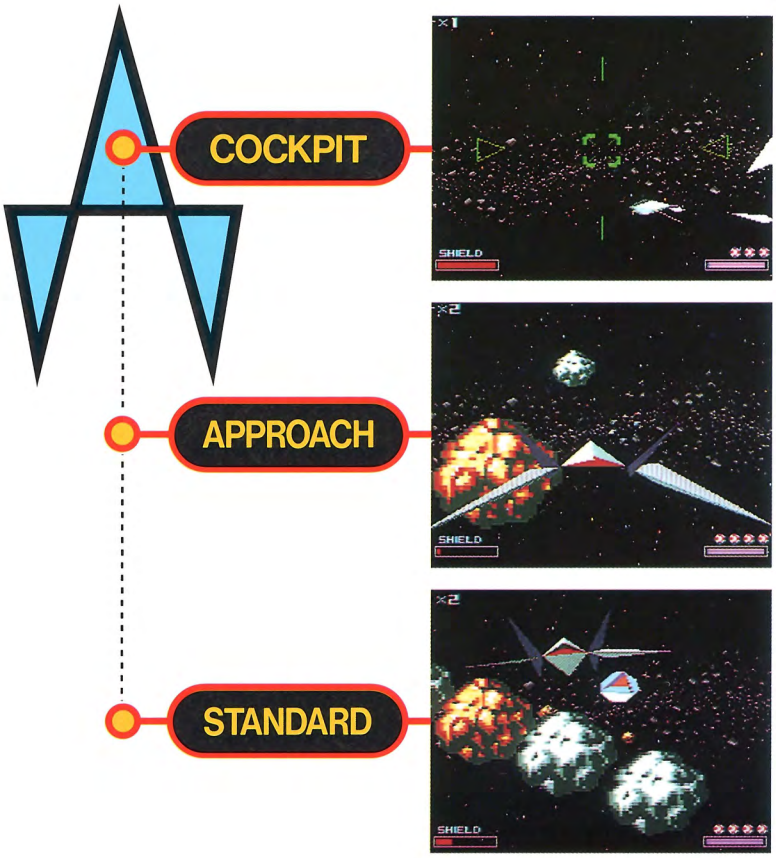
SLIPPY TOAD

While Slippy may seem to be timid and passive at times, he always keeps a positive mind set about things. The scrapes he gets himself in may add some comic relief to the dangerous situations you find yourself in during your mission.

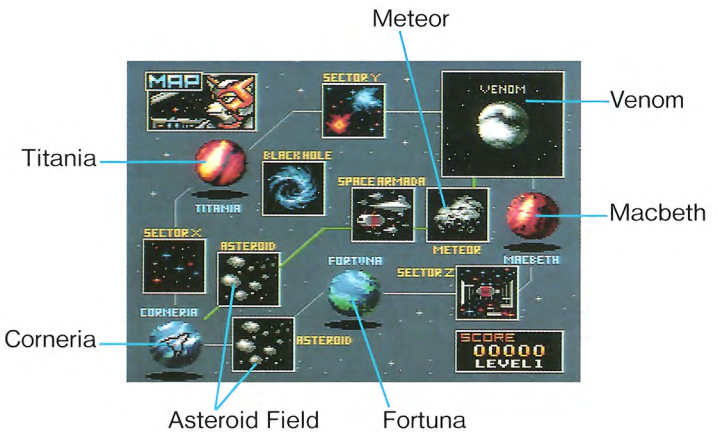
• At the end of each Stage, you will see how much damage your wing men have taken.

Viewpoint Change

You can select one of three different viewpoints on the action. The APPROACH viewpoint is from outside and slightly behind your ship. Another outside view is similar to the APPROACH view, but is from slightly farther behind your ship. It is called the STANDARD viewpoint. The last viewpoint choice, which is available only in space scenes, is from inside your ship's cockpit. You will have a green aiming sight only in the COCKPIT view. Marks on the side and bottom of your screen will show the orientation of your ship in the COCKPIT view.



MAIN STAGES



Planet IV: Corneria

The fourth planet in the Lylat System, Corneria, is known as the "bread basket" of the system. It is a fertile farming world with a variety of climates and terrains. Most of the inhabitants live in the shelter of the mountain ranges, where the most productive farming soil can be found. Corneria is a peaceful planet with only the smallest of defense forces. Most of its starships are designed for exploration and transportation. When Andross's invasion fleet threatened the planet, it was up to General Pepper to improvise some kind of planetary defense. He hired the Star Fox Team to pilot the experimental Arwing Fighters.





Asteroid Field

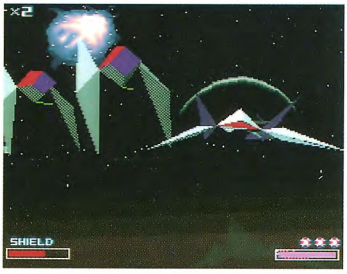
There are two asteroid fields, consisting of thousands of small planetoids, surrounding Corneria. These swarming chunks of rocks form a dangerous natural barrier to invasion of the planet, as they must be carefully navigated through. However, Andross has developed a powerful new battleship, known as the Rock Crusher, which is capable of reducing planetoids to cosmic dust. It is up to the Star Fox Team to destroy these Rock Crushers before they can clear the way for Andross's main battle armada.

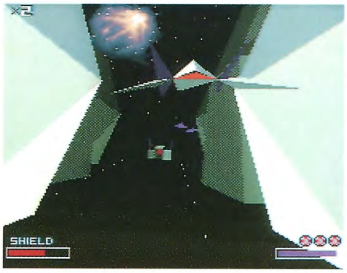




Meteor

This giant planetoid is actually an artificial asteroid that was created to be a great amusement facility called "Meteor Land". The evil Emperor Andross, however, turned it into his advance base, leaving it a mere shadow of its former self. This well stocked military depot is hurtling towards Corneria behind the Space Armada of Andross.





Planet II: Titania

Titania has no indigenous creatures and is nearly always wrapped in a dense fog. This planet is known as a treasure world because of the large deposits of raw materials that can be found there. While it has not been as hard hit by Andross's invasion fleet as some planets have, it is occupied by a large garrison of his troops. The resources here are extremely valuable to Andross's plans of future conquest.





Planet V: Fortuna

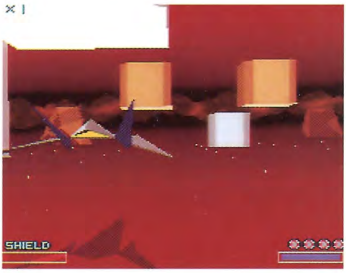
Fortuna is also known as the Dinosaur Planet and is prowled by untamed and brutal creatures. Andross has fed and gained control of these brutes and plans to turn them into living weapons. The giant dragon, Monarch Dodora, is the living spirit of this planet and has powers exceeding state-of-the-art weapons. His name is feared throughout the Lylat system.





Planet III : Macbeth

Macbeth has a long history of geological disasters which have changed its very shape. In a unique geological occurrence, the core of the planet shrank while the crust remained the same size, making much of the planet hollow. Andross has used this to his advantage, stockpiling the world with weapons, ammunition and spare ships. As a result of the amount of weaponry stored there, the planet is a gigantic bomb waiting to explode.





Planet I : Venom

When Andross was driven out of Corneria by Director General Pepper, he occupied this planet as his base. While it used to be known as the "evergreen planet", and boasted beauty second only to Corneria's, Andross has re-made it into a dark, polluted world of military machines. The natives, who were not advanced, were enslaved by Andross and drafted into his military machine. Though they serve Andross, they inwardly hope that the forces of Corneria can win a victory and liberate the Lylat system.







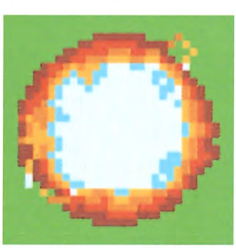
ENEMY INFORMATION

Enemy Weaponry

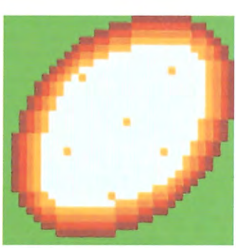
WEAPON	POWER LEVEL
Missile	High
Plasma Ball	High
Oval Beam	High
Ring Laser	Medium
Regular Laser	Low



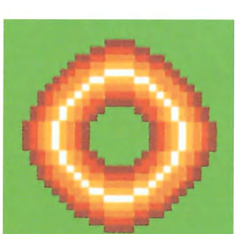
Missile



Plasma Ball



Oval Beam



Ring Laser

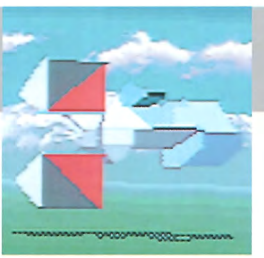


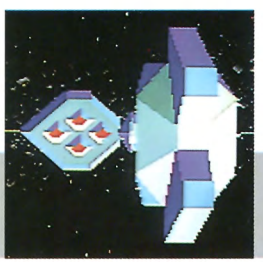
Regular Laser

Enemy Force Commanders

These are the Enemy Force Commanders that appear at the end of each stage.

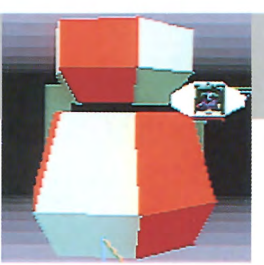
Advance Scout Mother Ship
ATTACK CARRIER





Asteroid Destroyer
ROCK CRUSHER

Planet Bomber
ATOMIC CORE





Spider Shaped Machine
DANCING INSECTOR

Special Close Orbit Robot
PHANTRON



Master Computer
PROFESSOR HANGAR





Hydrogen Harvester
PLASMA HYDRA

Super Gravity Powered
METAL SMASHER





Central Guard Machines
GALACTIC RIDERS

Ground Supremacy Vehicle
DESTRUCTOR



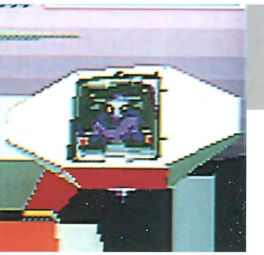
Space Station
BLADE BARRIER

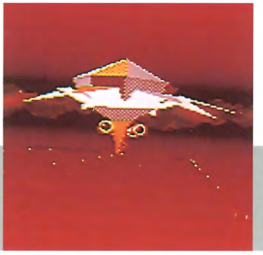




Primitive Dinosaur
MONARCH DODRA

Invasion Troop Carrier
ATOMIC BASE II



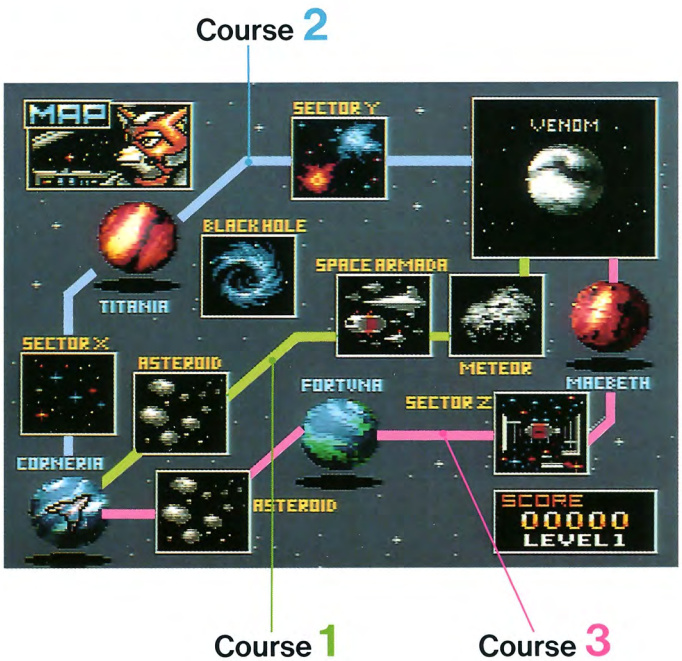


Light Speed Revolution
SPINNING CORE

Final Battleship
GREAT COMMANDER



COURSE MAP



There are three different courses you can take to reach the planet Venom. Course 3 is the most difficult. The levels are shown on the Map Screen in the order : Course 2, Course 1 and Course 3. Although your auto-pilot will keep you on course for most of your mission, it may still be possible to lose your way and wander into strange places like the Black Hole. To select a course on the Map Screen, use the SELECT Button or press ◄ or ► on the Control Pad.

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90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

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