General Pepper of the Corneria outpost wore a grave expression as he watched the bright corona of one of the planet’s two suns appear behind Corneria’s largest moon. The faint glimmer of light signalled the end of a long eclipse which had left the base without communications for some days.

Before Corneria’s moon passed over the sun there had been some urgent high-level briefings concerning the recent expansion of the Venom Empire into areas which brought it within attacking distance of Corneria, the last defence before Earth itself. What angered the General was the lack of political will to prevent Venom’s endless supplying of materials towards the ‘front-line’ of the two powers, when it was clearly evident that big trouble was brewing. That’s one of the reasons he had requested the Star Fox team for a tour of duty - they were a crack squadron of animal hybrids, equipped with the best fighters in the Fleet. Hopefully the tour would pass without incident...

Klaxons suddenly screamed through the silence. As the base’s equipment again was able to see into space it had detected an awesome sight. Venom had used the cover of the eclipse to launch an attack on Corneria! The call to defence was wailing out! Even as the Commander was making his way to Operations, Star Fox were donning flight suits and pounding the corridors to the hangars.

Fox himself barely paused for thought as he tapped the preliminary data codes that made his cockpit’s HUD displays spring up into life. Another combat flight with the three wings he trusted more than any other beings alive. “Have a good one, Fox!” He smiled — it was Peppy’s voice crackling across the channel, the most dangerous rabbit in the galaxy, he thought. “Good luck!” he yelled back, the G-forces catching his body as the formation sped out into the new Cornerian sunlight. “Good luck”.

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**DATA: ARWING SPECIFICATIONS**

**MODEL:** Arwing Defence Fighter AD74: Designed as a fast attack craft, with the ability to fly in air and airless environments. Fully manoeuvrable.

**WEAPONS:** Sapphiric-focused Front mounted Pulse Laser: Initially a single-centre mounted gun, this weapon may be wing-mounted for double power.

**ADDITIONALS:** Photon Delayed-release High Energy Shells: Special use for heavy enemy firepower. Photons detonate in a spherical attack pattern. Initial complement of three shells.

**DEFENCE:** Energy Repulse Full Cloaking Shield: The most effective fighter defence system yet devised. Able to withstand multiple laser hits, and to a lesser extent, structural collisions.

**PROPULSION:** Nucleide engine with Hyperspace capability: Light Speed ready in 9.45 seconds. Extra boosters provide double acceleration for 1-2 seconds. Retros slow velocity by one half for an equivalent interval.
The four members of Star Fox have been selected from several animal Hybrid squadrons for their individual skills and by computer matching for group suitability. Many previous recommendations exhibit their extraordinary ability to work together. But, individual tendencies have been noted, and should be acknowledged:

**FOX:** Squadron Leader. Responsible for directing raids and roll-calling. For the main, his position is foreground, his battle specialties involve audacious raids on superior enemy equipment. Mostly, the complement defend his vulnerable rear area.

**FALCO:** The Squadron’s second forward flyer. Falco is unparalleled in his aggressive techniques. Highly effective, he rarely needs assistance from his comrades, and practically flies as a loner. This has bred a certain arrogance in him, and he makes it known he is unhappy in his role as second in command. The Admiralty has decreed a transfer as necessary in the near future.

**PEPPY:** Furred mammalian lifeforce and newest addition to squadron. Peppy’s position is mostly background, providing covering fire for Fox and Falco.

**SLIPPY:** Amphibious lifeforce. Slippy is a gifted flyer, who performs on instinct. He mostly provides support with Peppy, and can be relied upon to maintain a rearguard. However, he is prone to reckless tendencies and ‘fancy flying’. Fox has had to put his tail out on more than one occasion.

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**COMMENT**

This is the most astonishing console game I have ever seen! Using unbelievably fast, super-smooth and ultra-realistic polygon 3D graphics, Starfox is a game that you’d normally expect to see running on a mega-fast souped-up PC! But here it is running on Super NES - and it’s amazing.

Not just because of the stunning visuals; the sound is superbly atmospheric and it plays brilliantly too. Level one is fairly straightforward and shouldn’t take more than a couple of days to complete, but the higher levels are really tough and require plenty of skill to master. Because the whole game is so impressive, you really want to keep on playing to see what’s next - and there are certainly some fabulous things later on, with some great effects and mightily impressive baddies to test your mettle. Starfox is a truly superlative title and is a showpiece of what the Super NES is capable. And considering this is the first game to use the Super FX chip, I can’t wait to see what’s next - mind-blowing racing, flying, space combat and even virtual reality-style adventure games could all be created! Gimme! Gimme! Gimme!
**How To Control**

The joypad is used to pilot the ship across the dangerous 3D landscapes. The customary eight directions are used to steer the craft and alter its height. In addition, the pad is used to move the target sight during the asteroid section.

- **A**: BOMB
- **B**: BLASTER
- **X**: THRUSTERS
- **Y**: RETROS
- **L/R**: BANK LEFT/RIGHT
- **S**: START: STARTS/PAUSES GAME

**How To Play**

With three ships at their disposal, the survival of which is determined by an energy bar, the player embarks on a series of missions. In turn, each of these fighters is armed with an upgradable laser and three 'smart' bombs.

**AREA 1: CORNERIA**

**SCENARIO:** Eliminate forces intruding on Fleet base on Corneria's surface. Annihilate Ground Drop Mothership.

**TERRAIN:** Densely structured base area. Low flying is necessary to avoid missile tracking, which means flying at building height. Craft may have to fly banked down narrow corridors, and through narrow hangars at extreme low altitude. Some structures may be unsafe due to battle damage.

**WARNING**

**MISSION TARGET:** Ground Drop Mothership. This massive unit has the advantage of noise-dampened propulsion, so may be able to sneak up on you from behind. It has four laser defence systems, located as side-arms. It is suspected that these are the most vulnerable areas to attack. Separate homing missiles are located on these arms. Other attack points include the bridge and rear engine port.

**DATA: BATTLE CPU**

Battlezone depiction is assisted by the use of VR-generated images. Pilots choose to view engagements on a conventional HUD canopy display, with rotating arrows showing Pitch and Yaw. Targeting is achieved using the green, self-centring sights. Alternatively, engagements appear in Virtuality, with the pilot's eye-view from behind his craft, at a distance of 25m. Studies have shown this to be an appropriate mechanism for low-altitude scenarios, and CPUs have been instructed to adopt the viewpoint automatically on surface sorties.
**AREA 2: ASTEROID BELT**

**SCENARIO:** Navigate Asteroid field and destroy any hostile forces massing for attack. Head for Andross’ rock-crushing equipment before making Hyperspace jump.

**TERRAIN:** Deep space but the path crosses a heavy asteroid belt. Some of the rocks are destructible, judge yourself by their colouring. Some asteroids are arranged in spinning formations, dissipate them by destroying the central link.

**ENEMY HARDWARE:**
High concentration of enemy ‘Moth’ ships, and highly manoeuvrable snake-tailed vehicles. Both armed with pulse lasers.

**WARNING**

**MISSION TARGET:** Andross Rock Crusher. The machine is constructed in three parts, with laser defences grouped in sets of four on both wing pods. Crusher attempts to ram you in space. After the pods are compromised the main unit’s bulk is jettisoned in your direction. Caution! Beware final missile defences located on polar antennae.

**COMMENT**

My past experiences with 3D blasters have left me playing either fast-moving ‘epics’ with absolutely nothing to shoot, or sluggish efforts which have compromised the game’s speed by cramming as many polygons in as possible. Star Fox, however, is quite simply the most stunning 3Der you are ever likely to see. Even just watching the game being played is impressive, but actually getting your hands on the extremely controllable craft opens up a new dimension in playability. As your assorted squad members weave around in front of your ship, passing on the odd retort, it’s hard not to get totally involved in this epic blaster. The Star Fox ship is a dream to pilot, and avoiding the many obstacles soon becomes second nature - although it’s impossible to take anything of the game’s stunning effects and tweaks for granted. In addition to the fast-paced 3D and plentiful blasting action, the missions are varied and should keep even the best players hooked for ages. I really cannot praise Star Fox enough. Not only does it cement the Super NES’ position as THE number one console, but it also proves the machine’s versatility in all areas. Along with Street Fighter II and Mario, this is a game every Super NES owner should own. Hunt down a copy now and prepare to boldly go where no man has gone before...

**DATA: STARMAPS**

Previously it was thought necessary to have a single Hyperspace corridor between Venom and Corneria. This direct route is the simplest attack path to adopt, in terms of length and ease of navigation. It is also agreed that the firepower deployed by Andross on this path is inferior and vulnerable (despite the presence of his Armada). More ambitious commanders may pause to consider the second alternatives. The first involves a perilous navigation of the Space Station under construction near Corneria, and unquantified defences on the planet of Titania and the attendant black hole. The last option is even bleaker: a course through the thinnest asteroid belt in the quadrant, and further horrors in the Macbeth system, but that ‘option’, gentlemen, is the chosen course of fools and madmen...
### AREA 3: ANDROSS ARMADA

**Scenario:** Intercept Venom’s main fleet as you come out of Hyperdrive. Breach fighter defences to attack large command ships. Destroy Mothership to disable Armada.

**Terrain:** Deep Space. See Special Briefing.

**Enemy Hardware:** Fighter defences include triangulars. These produce photon attacks from rotation, and may reform up to three times. Also, armoured carriers, which are large, rounded vehicles which can take massive damage. Most larger ships are invulnerable to exterior attack. See Special Briefing for interior attack plan.

**Special Briefing:**

Arwings have access to Armada ships’ launch hangars. Enter the corridors by lining up with the docking doors, then avoid the shield door defences. Each ship has a nuclear core which houses its one weak spot. Go for it.

### WARNING

**Mission Target:** The Armada Mothership. Destination is core, which is housed in rotating chamber with two defence fields. These produce an energy link between wall and core at two levels. Destroy the link at the wall to expose the core. Emergency photon defences are activated in the final moments.

### COMMENT

Stay calm, concentrate on the screenshots: you are experiencing the future! Star Fox ushers in a whole new era for Super NES owners, who should now have access to stupendous effects and amazing 3-D games. Star Fox looks amazing here, but you have to see the incredibly smooth movement to appreciate the power of the Accelerator chip. Massive sprites zoom around the screen, craft whirl and zoom as the viewpoint spins 360 degrees. One great feature is the way the best scenes are kept for later. Level one is jaw-dropping, but wait until you reach the Armada, or Fortuna - you’ll need a new face! The brilliant presentation adds even more to the cinematic atmosphere of the whole package. But please don’t think that Star Fox is ‘fur coat, nay knickers’ (Glasgow expression). The gameplay itself is totally outside the sphere of most other Super NES games - even the likes of Aelste and Axelay. There’s so much to do, so many ways to tackle levels - three paths, two viewpoints and incredibly imaginative bosses. Star Fox is clearly the most ambitious and accomplished project yet attempted on the Super NES - and a milestone in console 3D games. VVG!

### DATA: CHANNEL OPEN

Star Fox is wired to four com channels. The first three are visi-links with your squad. Fox receives messages from Peppy, Slippy and Falco about mission tactics. Picture ID is shown, and the CPU translator turns their animal utterings into readable text. The last channel is a sound-only link to Base, where Radar warnings of incoming energy or sustained damage reports are announced.

**Get Lost, You Fiend!**
AREA 4: METEOR

SCENARIO: The approach to Venom is guarded by this outpost stationed on a massive meteor. Destruction of Insectoid defence systems is necessary to proceed.

TERRAIN: Non-atmospheric, low gravity environment. Low light intensity means ‘night-flying’ techniques. Extreme rock formations means squadron has to fly canyon runs.

ENEMY HARDWARE: Insectoid creatures with two or more legs. Spider-like sentinels guard narrow approaches. There are fixed rotating missile emplacements.

WARNING

MISSION TARGET: Plasmatron. This towering device is a devil to hit, since its six legs provide protection. Its attack procedure involves flattening the legs and spinning towards the squadron. Once the legs are destroyed a part in the centre of the unit opens, exposing a plasma spray which deflects off the ground towards its target.

AREA 5: VENOM

SCENARIO: Penetrate Andross’ outer ring of defences, in the space approach. Pursue the Phantax Battle Craft onto the planet’s surface.

TERRAIN: Venom orbiting space and upper atmosphere.

ENEMY HARDWARE: The best of Andross’ hardware. Spinners rotate using their four in a cross shape, spraying laser-fire from their centre. Rotators stop at a point, releasing fire in a circular pattern. Some enemy craft are made of resistant alloys which make them resistant to attack in all but one spot. There are reports of three-winged craft having access to invincible shields like our own. These will appear as wire-frames on your imagers.

MISSION TARGET: Classified.
DATA: SCROOPS

Battle analysis showed weaknesses in the Arwing's ability to maintain energy levels. This has led to the installment of scoops on all craft, that are able to grab additional energy from the debris of enemy units. To enable the ship to locate these sources, the ship's CPU presents them as a target circle on the display. Flying through these is equivalent to scooping energy at the central point of the energy matrix - and shield level is raised. The latest, highly classified customisation is the anti-matter shield. Picking up these symbols produces a flux of energy so vast as to remove the craft from this dimension, making it practically invincible. Naturally, the volatile nature of A-Matter mean this state is temporary.

AREA 2,3: TITANIA

SCENARIO: Retrieve this resource planet from the clutches of Andross' pillagers. Destroy the alien cold generator. Enter the base corridor to attack the controlling robot.

TERRAIN: Treacherous weather conditions compounded by rocky contours. The planet's natural cosmology is of extremely high temperatures, but intelligence reports artificial cooling equipment has been shipped there by the enemy. Surface is now approaching Absolute Zero.

ENEMY HARDWARE: Incredible and bizarre crab-like aliens have taken to the surface. Plenty of missile sites and barricades have been erected by invaders. Note: lots of weapon enhancers are stockpiled behind the barricades.

AREA 3,3: FORTUNA

SCENARIO: Liberate the Earth-type planet from Andross' forces. Head for the Dragon cyborg located on the second continent.

TERRAIN: Verdant, organic area. Clear skies and a mixture of land and sea battle areas.

ENEMY HARDWARE: There is a massive build-up of bio-mechanoid hardware on Fortuna, that mimics indigenous species. Biomechanoid flowers sprout and launch photons from their petals. The seas harbour robotic sea monsters and gull-like attack craft. Mayfly fighters cause massive damage with their double wings.

WARNING

MISSION TARGET: Dragon cyborg controls the invasion force. His impressive array of weapons and powers come from two heads and a huge prehensile tail. Avoid these appendages and aim for the rear area of the cyborg.

DON'T EVEN THINK ABOUT IT...

Forget about buying an imported Star Fox cart for your UK Super NES because it won't work, even with adaptors. The only thing you get to enjoy is the pretty music on the intro, but no graphics.
**WARNING**

**MISSION TARGET:** The controlling robot Professor Hangar hides in a massive base and retreats down a massive corridor, firing missiles as a rearguard action. Intelligence reports him to be a weak adversary.

**AREA 2.2: SPACE STATION**

**SCENARIO:** Sabotage the building of Andross’s deep-space base and disable his rock-crushing equipment.

**TERRAIN:** Hazardous environment caused by free-floating girders. Alleys formed of steel columns must be traversed. The rock crusher lies behind an awesome matrix of crisscrossing steel shapes.

**ENEMY HARDWARE:** The base affords a hold for fixed missile emplacements, and drop ships lay photons directly in your path. But generally the base structures cause the bigger problems.

**MISSION TARGET:** Rock crusher - behaves the same as one in Quad 1, Sec 2.

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**CLASSIFIED DATA!**

Star Fox is the first Super Nintendo cartridge to be fitted with the stunning new hardware chip, commonly known as the Super FX chip. It is this which allows the amazing high-speed polygon scaling and rotation effects, previously unavailable on all but expensive arcade cabinets. Also, problems of slowdown are entirely eliminated. The workings of the chip remain secret, but it appears to use the extra pins on the machine/cartridge connectors that other games do not. There is no news yet of the next game featuring this wonder. Let’s hope it’s soon.

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**PRESENTATION**

Perfectly and also thoughtfully in little ways: there is the amazing scorable sequence, the end of level scenes and the idea of being part of a team.

**94**

**GRAPHICS**

Incredible (in the freshest, most gaw-smacked way). The fastest, smoothest, most detailed 3-D ever seen on a home console. Amazing use of rotation and colour.

**95**

**SOUND**

The best of the music is a booming orchestral backdrop to the epic action that begs to be listened to. Dolely Sound - at the local Odeon. You MUST put it through your stereo.

**91**

**PLAYABILITY**

No one ever plays a game on Star Fox - they feel compelled to have a session. The hook is instant, due to the flawlessly smooth action, and the constant challenge of each moment of each level.

**96**

**LASTABILITY**

A near-perfect difficulty gradient encourages you to play on, and you will gradually get through each level. But progress into the deepest recesses of the game is jealously guarded to ensure weeks of playing.

**94**

**OVERALL**

The stunning, the staggeringly smart Star Fox; set to become an industry standard for excellence - and a player’s standard for FUN.

**96**