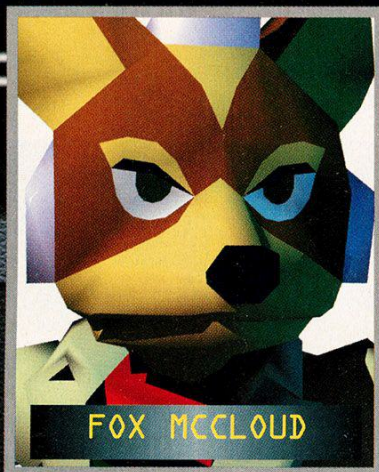


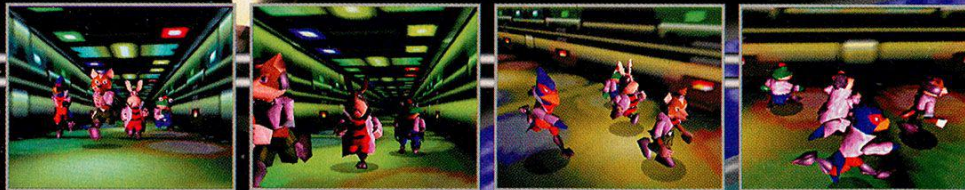
STARFOX 6



<ATTENTION ALL HANDS ON THE STARSHIP GREAT FOX, THIS IS GENERAL PEPPER. ANDROSS'S ARMY IS INVADING CORNERIA. OUR LAND AND SPACE DEFENSES HAVE BEEN OVERRUN. THE STAR FOX SQUADRON IS OUR ONLY HOPE FOR SURVIVAL. FOX, ONLY YOU CAN SAVE US NOW.>



FOX MCCLOUD



<ATTENTION TEAM, THIS IS FOX. OUR MISSION IS TO DESTROY THE STAR WOLF SQUADRON AND SAVE THE LYLAT SYSTEM FROM ANDROSS'S TYRANNY. THE WORLD DEPENDS ON US, BUT DON'T FORGET THAT WE DEPEND ON EACH OTHER, TOO. OKAY, LET'S GET CRAZY. LAUNCH, LAUNCH, LAUNCH!>

Scramble! Scramble! Condition Red! The klaxon wails and red strobes flash as we sprint down the long corridor to the launch hangar of Great Fox where our Arwing fighters stand ready.



ATTENTION TEAM, THIS IS FOX.

After dropping into space, we dive like eagles, screaming out of the sun toward the green hills of Corneria far below. Suddenly the sky blooms with balls of fire and traces of enemy lasers. The shock waves rattle my ship and I nearly lose hold of the controller. Then the com unit

spits out static like a mouthful of sand and I hear Falco's voice squawking above the interference.



YOU'LL NEVER PLUCK THIS BIRD'S TAIL.

Falco's in trouble, so I barrel roll to starboard to avoid a Venom fighter and boost toward the weasel on Falco's tail. You don't make it on the Star Fox team by ignoring your pals. I pop up behind the bandit and blast him. Smoke pours out of his engines and the craft wobbles off and smashes into a hillside.



LOOK OUT, ACE. YOU'VE PICKED UP SOME COMPANY. TRY

Peppy knows all the tricks. I check the bogey's position behind me, then pull back on the control stick and perform a neat backwards loop so that I drop down behind him. One smart missile is all it takes. The viper never knew what hit him.



TWO SPLASHES, KID, THAT'S GREAT. NOW DON'T GET COCKY.



HELP! I'M HIT! I'M LOSING ALTITUDE.

I spot the frog's Arwing in the distance, face-to-face with a robot the size of a city tower. Black smoke pours out of Slippy's engine as we move in, perhaps already too late. As we close in, the robot fires missiles and a spread of energy

beams wildly trying to slap our fighters out of the air. From time-to-time we glimpse a



vulnerable chink in the robot's armor and fire our missiles. The battle rages all around the

giant machine, then it's over as the robot crumples to the ground and explodes. Slippy is saved. Corneria is free. But Andross waits on Venom.



GOOD WORK, TEAM. LET'S HEAD BACK TO GREAT FOX FOR REPAIRS. THE WAR HAS JUST



DATA UPLINK
SUBJECT:
STAR FOX 64
Message Follows...

STAR FOX 64 CONFIDENTIAL
DESIGNERS—E.A.D. GROUP AT NINTENDO
MEMORY SIZE—64 MEGABITS
MEMORY SAVE—GAME PAK SAVES TOP 10 SCORES
PLAYERS—UP TO FOUR PLAYERS IN BATTLE MODE

ONE PLAYER IN STORY MODE
STAGES—15
ACCESSORY—RUMBLE PAK (INCLUDED WITH THE GAME)
EXTRA—HIDDEN MISSIONS, 3-D ANIMATED SCENES WITH 23 SPEAKING CHARACTERS

THE STAR FOX EXPERIENCE

When you enter the explosive battlefields of Nintendo's Star Fox 64 this June, be prepared for a new gaming experience—be prepared to take the leading role in an action-packed adventure, and be prepared to feel the action for the first time ever. When you plug in the Rumble Pak that comes with Star Fox 64, your controller actually transmits the bumps and blasts taking place on the screen so you can almost feel the bruises when you slam into an asteroid or take a laser blast on the port wing. But direct game feedback is just one of the revolutions you'll experience in Star Fox 64. The game also surrounds you in a world of dynamic sound where 23 characters talk to you and each other using 600 different voice messages. You'll hear from good guys and bad during the battle and during the 3-D cin-



ema scenes that follow. It's more than a game and more than a story—it's interactive, immersive magic. So come along with us on our test flight of the first completed Japanese version of Star Fox 64.

BY LAND, AIR AND SPACE

By fulfilling mission requirements and discovering warps, you can activate new areas and take different paths between the 15 worlds in Star Fox 64.

Unlike the first Star Fox game, the action now takes place in both Arwing fighters and the new Landmaster jet tank. It's never easy, though, because the Game Pak saves only your best scores, not your position in the game. In addition to the mission game, two, three or four players can join in on three variations of the Battle Mode in which you gun down targets for the highest score, fight face to face with a time limit, or engage in a sudden death dogfight. Your primary job in every mode is to blast enemies from the cockpit of your vehicle or from a view point behind the vehicle. Lasers and smart bombs do most of the damage and items (in the story mode only) help you repair your ship and earn extra ships.



DATA UPLINK
SUBJECT:
VOICES IN SPACE
Message Follows...

WHO SAYS NOBODY CAN HEAR YOU SCREAM IN SPACE? IN STAR FOX 64, AUDIO COMMUNICATIONS WILL SUPPLEMENT SCREEN TEXT IN A BIG WAY. FOR THE NORTH AMERICAN VERSION OF THE GAME, SIX PROFESSIONAL ACTORS (FIVE MALE AND ONE FEMALE) WILL PLAY THE VOICE ROLES OF FOX MCCLLOUD AND

HIS COHORTS, AND ALL THE MAJOR ENEMIES, WHICH INCLUDE THE LIKES OF THE STAR WOLF TEAM AND ANDROSS. IN ALL, 23 ANIMATED CHARACTERS WILL CHATTER WITH YOU AND EACH OTHER DURING ACTION AND CINEMA SCENES. ANOTHER VOICE WILL CONVEY GAME INFORMATION AND THE INTRODUCTION.

THE FEARLESS STAR FOX TEAM

In Star Fox 64, you play the role of Fox McCloud, ace Cornerian pilot and all-around hairy hero. You'll notice that screens pop up during battle with messages from your three wingmen. By listening to the advice of your comrades and responding to their distress, you add to



the strength of the team. Some of the game conditions require that you have certain team members with you at the end of a stage in order to move on to another stage or access a bonus area. So when Slippy starts croaking about enemies on his tail, don't write him off. Instead, go to his aid and try to keep him in the fight.



DRIVEN TO EXTREMES

You are what you drive. In the case of Star Fox 64, that means you are either an Arwing space fighter pilot or a Landmaster tank driver. During Story Mode play, the choice of vehicle is determined by your location. If you're on the ground, you drive the Landmaster. If you are in the skies or in space, you'll fly an Arwing. In Battle Mode you can control your character directly. Although you never fly the Great Fox mother ship, it is the launching base for all of your sorties, and it is from the Great Fox that you receive NUS computer messages.

Your piloting and driving skills are tested in two ways during the game. In some stages, the scene scrolls continuously forward and your control is limited to a 3-D corridor. The corridor may be fairly wide, however, so there is plenty of room to maneuver. The second type of area is a battlefield. There, you have complete freedom of motion in any direction, but there is a surrounding border beyond



STAR FOX 64



which you cannot move. You'll find one additional vehicle in Star Fox 64 that doesn't fly or roll. It's a submarine fighter that carries you beneath the ocean waves.

ARWING

The legendary Arwing fighter packs firepower and maneuverability. You can spin left or right to avoid shots and fire both lasers and bombs while using a heads-up targeting square to lock on to enemies. Arwings can make acrobatic maneuvers such as loops, as well, and they can accelerate or brake at your command.

LANDMASTER

The Landmaster tank races over the terrain at high speed, dodging debris and enemy fire. The tank can roll sideways out of danger, just like the Arwing, and it has a cool jet feature for hopping into the air for a shortflight.



DATA UPLINK
SUBJECT:
RUMBLE PAK
Message Follows...

THE FIRST VIRTUAL FEEDBACK ACCESSORY DEVICE FOR THE N64 WILL BE PACKAGED WITH EVERY COPY OF STAR FOX 64 SOLD IN NORTH AMERICA. MAXIMUM PLAYER IMMERSION IS POSSIBLE ONLY WITH OPERATIVE RUMBLE PAKS.

DEVICE DATA:
FEATURES MODULATING INTERNAL DC MOTOR. PLUGS INTO CONTROLLER PAK SLOT OF N64 CONTROLLER. REQUIRES 2 AAA BATTERIES.





**BE CAREFUL,
EVERYBODY.
ANDROSS AND THE
STAR WOLVES WILL
STOP AT NOTHING
TO DESTROY US.**



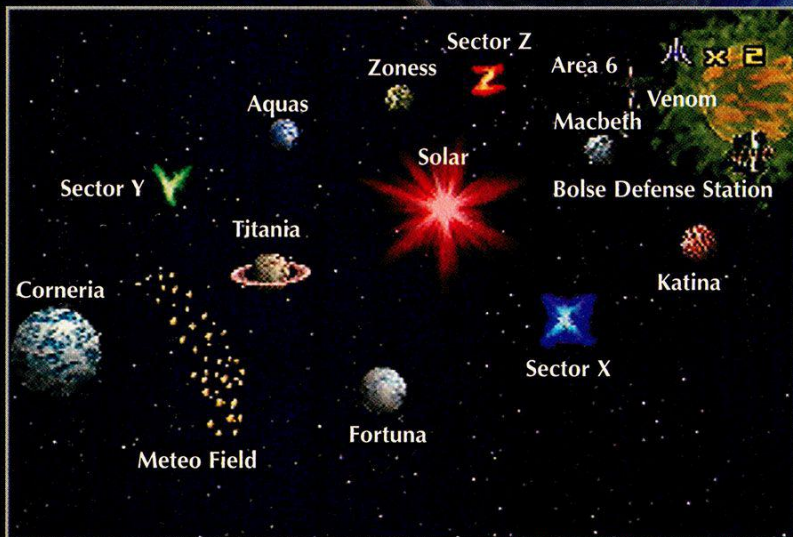
MISSION BRIEFING

Cutting a swath of destruction through the Lylat System won't be easy. Fifteen battle-grounds wait to be conquered by Fox and Friends. As you can see on the system map, more than one route leads from Corneria to Venom. In fact, each area contains one secret mission that can take you on a new path if you fulfill the requirements. And if you find all of the secret missions in the game, you'll find an additional surprise waiting for you.

PLANETARY EXPLORATION

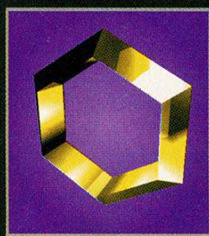
The many worlds you encounter present many faces, from the green, populated cities of Corneria to the dangerous seas of Aquas and the ravaged plains of Venom. But some things never change, such as the defensive installations and forces set up by Andross, which continually fire upon the Star Fox team. New dangers crop up everywhere. Buildings come crashing down as your Arwing swoops to safety. Squadrons of enemy fighters appear out of bunkers. Giant walkers as tall as towers march toward you waving mechanical pincers that can crush an Arwing. Interior areas often include even more dangerous obstacles such as sliding panels that block off narrow corridors.

And at the end of every level is a final guardian with awesome firepower and a hidden weakness.



DATA UPLINK
SUBJECT:
ITEMS AND WEAPONS
Message Follows...

CORNERIAN FORCES UPDATE: ALL ARWING AND LANDMASTER UNITS HAVE BEEN EQUIPPED WITH LASER CANNONS AND A SUPPLY OF SMART BOMBS. TARGETING COMPUTERS ARE LINKED TO GUIDANCE SYSTEMS FOR A SEAMLESS USER INTERFACE. REPAIR RINGS WILL BE DISTRIBUTED AS REQUIRED IN BATTLE ZONES.





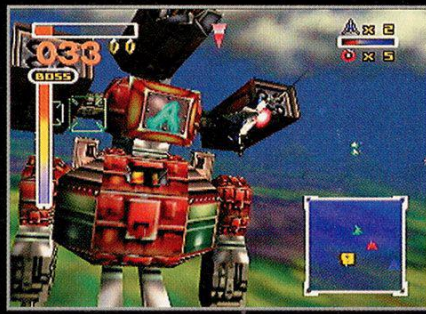
STAR WOLF TEAM

For every hero there is a villain. In the case of the Star Fox team, that means the Star Wolf team. (Apparently it never got its ships off Venom during the first game for the Super NES.) This brotherhood of badness includes the leader, Wolf, Leon the chameleon, dastardly Pigma who betrayed James McCloud, and Andrew the baboon, who just happens to be Andross's Nephew. The Star Fox team will engage the Star Wolves on many worlds.



ANDROSS AND COMPANY

When this mad scientist turns his genius to evil, the Lylat System faces its greatest challenge. Andross remains the final and most frightening enemy.



THERE'S NO GOING BACK NOW. EITHER WE WIN EVERY BATTLE, OR WE SPEND ETERNITY AS SPACE DEBRIS.

Aboard the Great Fox, we look out at the gathering forces arrayed against us in the vast asteroid field. We outnumbered one hundred to one or more. The onboard computer, NUS, tick off our odds for survival and suggest that we come up with an alternate plan.

DATA UPLINK
SUBJECT:
BATTLE MODES
Message Follows...

TWO, THREE OR FOUR PLAYERS TAKE ON THE ROLES OF THE STAR FOX HEROES IN A FIGHT AGAINST EACH OTHER IN STAR FOX 64'S BATTLE MODE. THE BATTLE TAKES PLACE IN ONE OF SEVERAL HUGE ARENAS. YOU BEGIN BY FLYING ARWINGS, THEN,

ONCE YOU'VE BEEN SHOT OUT OF THE SKY, YOU'LL SWITCH TO THE LANDMASTER TANK. FINALLY, IF YOU LOSE YOUR TREADS, YOU'LL FIND YOURSELF ON FOOT, ARMED ONLY WITH A SHOULDER BAZOOKA. IT'S EVERY ANIMAL FOR HIMSELF!