

We already know how N64 games can give the look of something incredibly real. Glancing over the shots of *StarFox 64* here, you have to agree that the futuristic universe really comes alive. With the aid of the new Jolt Pack accessory, the experience ought to feel real too. This is something CVG will have full experience of by the time you're reading this. So, a full hands-on report is planned for the July issue. Meantime here are some more tasty details.



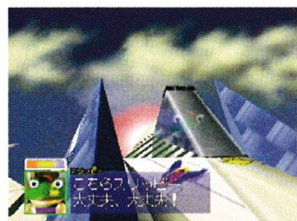
↑ Fox heads toward the screen as his Arwing loops the loop!



↑ Sector X as it appears on N64!



STAY ON TARGET!
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STARFOX 64 IS
COMING SOON,
FOLKS!

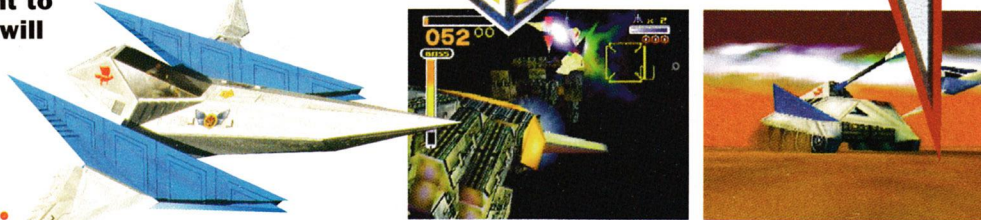


↑ Looks to us like this is the new fly-by sequence after victory. Let's go Slippy!

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Buckle up space cadets, and get ready for launch – of *StarFox 64* in Japan! This first N64 game to use the Jolt Pack is due here in August.

STARFOX



WHOLE NEW WORLDS

As with the original *StarFox*, the stunning new locations in *StarFox 64* are themed as planets. There are eight such worlds which comprise the Lairat Star Cluster. Lost among them is an asteroid field, so there's every possibility of secret warps similar to those in the Super NES game (shoot the asteroid with the face, remember?). Also out there are three strange gas nebulas – a blue X-shaped one, a green Y-shaped one, and a red Z-shaped one. It's not certain what kind of threat these will pose to the Arwing craft.

PLANET CORNELIA

Revisit the familiar surroundings of this planet not unlike our own. Lush greenery and stretches of water. Some cool enemies could lurk under the surface...



↑ Everyone here is just dying for the opportunity to fly under that rock!

SECTOR X

In the original *StarFox* adventure Sector X was just a bunch of elongated cuboids floating about. It was scary at the time. Now look at it – awesome!

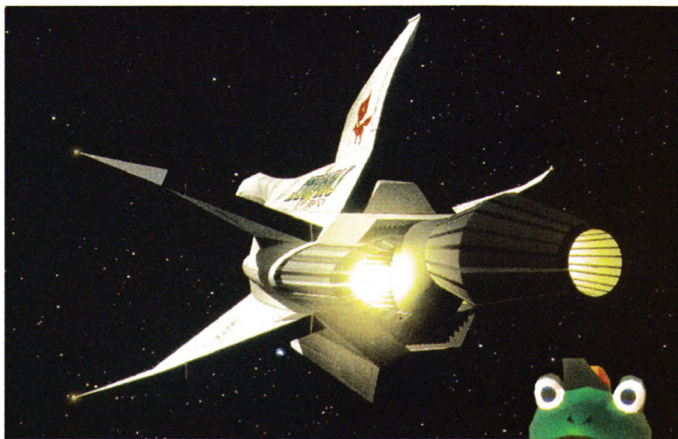


↑ Almost sure to find that this enclosure rotates around Fox's Arwing here.





Jumping Beagles! It's the view from inside the cockpit!



PLANET TITANIA

Here's where players get to experience the Artank. Titania is nothing more than a barren desert world, where giant enemy craft emerge from the dust.



Using the shoulder buttons the Artank can roll from side to side.

4 PLAYER!



Four players go crazy in Battle Mode. Imagine flying between the cross-fire of three opponents. Wow!



TALK FOXY TO ME

StarFox on the Super NES has a nice little feature where Fox's wing-men 'speak' to him during missions – a window appears on the bottom of the screen, featuring the portrait of a character and a line of text. A garbled sound effect accompanies the message representing their voice. In the 64-bit update these crude exchanges have been replaced by over 600 recorded messages. Not only do Star Fox and his closes pals talk to each other, but newcomers Kuraibal and Star Wolf chip in too.



Look forward to hearing the voices of the two new characters – Kuraibal, and Star Wolf! Wonder what role they play?



At some points it's possible for hero Fox McCloud to converse with his wing-men at will. Just press the Right C-button.



Falco buzzes Fox's frequency to offer advice in a tight spot.



BUMP AND GRIND

As you may already know from reading CVG, the Jolt Pack is an accessory which fits inside the N64 controller to make it vibrate. It slots right in where the memory pack usually goes. Though we have no exact details, Nintendo have revealed that there are at least three types of reaction to expect:



Bomb Detonation – a fairly long shake whose force depends on the distance between you and the explosion.



Direct Damage – Short but violent. Players will most likely feel the effects of this when Fox crashes into something!



Booster – weak, but lasts as long as you continue to use you booster. This should really enhance the thrill of speed!



TO CATCH A FOX

There's a good chance CVG will stop making sense very soon – we'll all be playing StarFox 64 too much to care!!! Don't worry, everything should return to normal once we've completed the whole thing. Oh happy days!



STAR FOX IS PAUL AND JAMES FAVOURITE! I WILL NOT LET THEM DOWN!