
STARFOX 64
STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED
AGE: 18
HEIGHT: 1.73 SM
WEIGHT: 70.31 SK
RATING: SP 1ST CLASS
BRAIN SCAN
RETINAL SCAN
REFLEX METER
FOX McCLOUD

FOX McCLOUD

Personal Data

Son of ace star pilot, James McCloud. Leader of the Star Fox team, the renowned mercenary squadron founded by his famous father. Fox possesses not only his father's incredible piloting skills, but his profound sense of justice, as well. Fox has dedicated himself to defeating Andross and bringing the traitorous Pigma Dengar to justice.

Scouting Report

The Star Wolf team's ships are invulnerable to charged laser blasts, so go after them with regular lasers. When they approach from behind, pull a loop to turn the tables on them. Press the top C Button in All-Range mode to get a better view of the action.

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STARFOX 64
STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED
AGE: 19
HEIGHT: 1.88 SM
WEIGHT: 74.84 SK
RATING: SP 1ST CLASS
BRAIN SCAN
RETINAL SCAN
REFLEX METER
FALCO LOMBARDI

FALCO LOMBARDI

Personal Data

Former head of a gang of space "hot rodders," Falco's piloting skills are second only to Fox's. He's often described as hot-headed and arrogant, but he is cool under fire and fiercely loyal to his teammates. If he could only curb his recklessness and his quick temper, he just might mature into an even better pilot than Fox.

Scouting Report

In Sector X, take the left-hand path to find the warp gates. Shoot each of the four gates until they turn red and open up. Fly through the gates to activate the warp mechanism. You'll pass through a hazardous "warp zone" before you enter Sector Z.

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STARFOX 64
SPACE OUTLAW
SPACE OUTLAW
APPROVED
AGE: 41
HEIGHT: 1.70 SM
WEIGHT: 71.03 SK
RATING: SP 1ST CLASS
BRAIN SCAN
RETINAL SCAN
REFLEX METER
PEPPY HARE

PEPPY HARE

Personal Data

Peppy and James McCloud served together in the Cornerian military and were the founding members of the Star Fox team alongside Pigma Dengar. After Pigma betrayed the team and James was killed, Peppy declined the leadership role and urged Fox to take his father's place. Humble and wise, Peppy has been a second father to Fox.

Scouting Report

In Zoness, destroy all of the searchlights to avoid being detected. If the searchlights turn red, the enemy fleet will send out more patrols. If you're not detected and you defeat the Sarumarine base, you'll go on to Sector Z instead of Macbeth.

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STARFOX 64
STAR FOX
SPACE OUTLAW
SPACE OUTLAW
APPROVED
AGE: 18
HEIGHT: 1.67 SM
WEIGHT: 63.50 SK
RATING: SP 2ND CLASS
BRAIN SCAN
RETINAL SCAN
REFLEX METER
SLIPPY TOAD

SLIPPY TOAD

Personal Data

A close friend of Fox McCloud's at the Cornerian Defense Academy. Slippy withdrew when Fox invited him to join the new Star Fox team. What Slippy lacks in piloting skills he makes up for in engineering expertise. He created the Blue-Marine attack sub with help from his father, Beltino Toad, Director of Engineering at Space Dynamics Co., Ltd.

Scouting Report

In Aquas, fire homing torpedoes to light up the darker areas of the stage. You have unlimited torpedoes, and you can direct torpedoes after they've been fired by shooting at and "tagging" a target with your lasers.

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STARFOX 64

ARWING

Vehicle Data

Length: . . . . . .28 sm
Height: . . . . . .5.5 sm
Maximum Speed: . . . . . .M 4.2 (in atmosphere)
Engine: . . . . . .NTD-FX1 plasma engine w/G-diffuser
Crew: 1
Armament: T&B-H1 laser cannon and Smart Bomb launcher

Piloting Tip

Press and hold A to charge up the laser. While charging, point the targeting cursor at an enemy to lock on to it. Tap A to fire. The charged laser will then home in on the target. The target lock also works with the Smart Bomb. If a target moves off screen before it is destroyed, you won't receive any hits.

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LANDMASTER

Vehicle Data

Length: . . . . . .24 sm
Height: . . . . . .8.5 sm
Maximum Speed: . . . . . .207 skm/h (using booster)
Armor: . . . .65 sm at front and rear, .45 sm at sides
Crew: 1
Armament: T&B-J2 laser cannon and Smart Bomb launcher

Piloting Tip

Tap the Z or R Button twice to roll to one side. Press and hold either button to fire one thruster continuously. Firing one thruster can help you climb sideways up steep inclines that you normally wouldn't be able to scale. Press and hold both buttons to fly for short distances.

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STARFOX 64

BLUE-MARINE

Vehicle Data

Length: . . . . . 30.5 sm
Height: . . . . . 7 sm
Maximum Speed: . . . . . 116 skt (using booster)
Maximum Dive: . . . . . 2,000 sm
Crew: 4
Armament: Modified T&B-U3 laser cannon and torpedo launcher

Piloting Tip

When rolling, the Blue-Marine generates the same kind of protective force field that the Arwing does. The shield helps protect the sub from laser fire but not from solid objects. The Blue-Marine also has an unlimited supply of homing torpedoes. If things get crowded in the deep blue, press A, B and R continuously.

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STARFOX 64

GREAT FOX

Vehicle Data

Length: . . . . . .890 sm
Height: . . . . . .375 sm
Maximum Speed: . . . . . .M 1.4 (in atmosphere)
Engines: . . . . . .NTD-FX9 plasma engine x3
Crew: . . . . . .1+4
Armament: . . . . . .T&B-H9 hyper laser cannons x2

Piloting Tip

When ROB 64 tries to contact you, you'll hear a musical tone and see an icon flash at the top of the screen. Press the right C Button to answer his call. ROB will send a Supply Container to your location. Blast it open to reveal an item. Enemies often attack from behind as you try to collect these items.

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