STARFOX

BY REALTIME GAMES

ENGLISH
INSTRUCTIONS

C64/128 DISK: RK 72694

C64/128 CASSETTE: RK 52694   AMSTRAD 464/664/6128 CASSETTE: RK 54694

AMSTRAD 464/664/6128 DISK: RK 74694

SPECTRUM 48/128 RK 56694

STORY LINE

You are 'Hawkins', the pilot of the STARFOX.

Peace has ruled the Hyturian System ever since the Rubicon, a protective cube, was built surrounding the system. To leave the cube projects you forward in time and your flight path is reversed.

It appears that theRubicon has been breached and a ninth planet has entered the system. This mysterious planet seems very hostile and proceeds to attack anything that comes in its path. In fact they go out their way to put them in their path! These star thugs must be destroyed before they destroy you.

HOW TO PLAY

The easiest way to explain how to play the game is to explain the individual features.

LEVELS

The game is in eight levels. To complete a level you must complete the task set at the beginning of the level, as well as destroying a large amount of enemy craft. When you have achieved this you will be told and the idea is then to fly out of the cube. As explained, this transports you through time. You must then complete the next task.

The task on the first level is simply to prove your marksmanship. Keep destroying enemy craft until you are told you may proceed to level 2.

THE WEAPONS

You start the game with a laser MK1. This is fairly useless!

Your first task is to update this by visiting a planet. (Explained later!). You have three weapon slots, and you can change numbers 2 and 3.

Throughout the game you will have to update your weapons, as the star thugs adopt the weapons used against them on the previous level. Not only that but they adopt a defence against them. You must stay one step ahead of them but make sure it is only one as there are a limited number of weapon systems available. You don't want to be confronted by an enemy with a Smart Bomb!

THE PLANETS AND THEIR MOTHERSHIPS

There are eight member planets of the Hyturian system and above each of these is a mothership. Unfortunately you have no idea where they are!

For extra protection each planet is hidden from normal vision by a worm hole in space and it is only through these that you can find them.

When your scanners detect them you will be informed. Fly down the worm hole to enter orbit above the planet.

In this orbit is the Mothership. You have to approach until it is within docking range (signalled) and then turn around until it is behind you. It will then pull you in by its tractor beams.

Apart from damage repairs and refueling this is where you update your weapons.

Remember, you can only update from each planet once in a level.

Each planet has eight weapon packs but only offers you four at a time. These will always be the weakest four it has, but not necessarily in the right order (you will have to learn).

FUEL

There are a number of fuel ships flying around the cube and if you need to refuel the procedure is simple. Wait for your computer to indicate the presence of fuel ship, drop out of turbo (if you are in it). and press 'F'.

THE HOLOCUBE

This is a three dimensional map of the Universe which unfortunately has nothing labelled on it. Whenever

convoys of enemy craft are located or planets are logged they are placed on the cube. This may be rotated to any angle and zoomed in on. When you leave this mode you will be facing the direction you were facing inside in the cube after you spun it!

THE LOGS

There are two logs. The first of these shows the location of ice and electron storms as well as your current weapon packs. If you are under attack then details of the enemy craft are shown.

The second log is the Auto-pilot. Select the logged planet you wish to visit and you automatically swing round to the correct direction.

You can still change the direction of the STARFOX but if you leave the controls for a couple of seconds then the auto pilot resumes control.

LOCATE ENEMY SYSTEM

When this is active the STARFOX will swing to face enemy craft enabling easier battles.

STORMS

There are two types of storms, 'electron' and 'ice crystal'. These may well be involved in one or more of the missions.

Travelling at turbo speed in these storms will cause serious damage.

CONTROLS

On all but Amstrad tape version you may reconfigure your keyboard. The default settings are.

FIRE		Space/leave holocube mode
UP	Q	
DOWN	A	
LEFT	O	
RIGHT	P	
ACCELERATE	X	Also zoom in on holocube
DECELERATE	Z	Also zoom out of holocube
CHANGE WEAPON	S	
TURBO	T	
HOLOCUBE	H	
PLANET LOG	2	
GENERAL LOG 1	1	
FUEL CALL	F	
ENEMY LOCATE	L	
ESC		PAUSE (with save options on all but Tape versions)

FOR LOADING SEE LABEL

THE COCKPIT AND ITS METERS
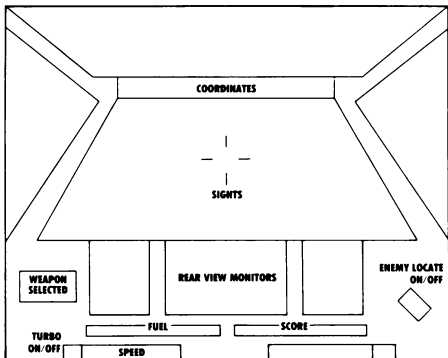
CREDITS

Game Concept	The Tech Team
Holocube Concept	Gary Yorke
Story Board	James Poole
Amstrad/Spectrum	Real Time Games
C-64 Graphics	Rob Jackson
Instructions	IFRIT
Production	Mark and James

HINT:– At the start:– Don't move, bring up the HOLOCUBE. Rotate it left 90 degrees and hit the turbo. Don't stop until you find two planets!

NAME	DATE	HI-SCORE/LEVEL