

Addendum for the C-64 version of STARFOX

Due to certain alterations and enhancements Commodore 64/128 owners please note the following changes in the instructions:—

To reach a planet you must use the auto-pilot. It has been rumoured in certain space-bars that a Star thug had managed to find a worm hole and started to travel towards a planet. Luckily he did not make it but it was decided that an increase in planetary security was vital.

Due to improvements in Star thug technology it is no longer possible to plot the enemy convoys on the Holocube. The Rubicon Holographics Company is, at this very moment, working on the problem.

It has been decided by the Council of Elders that there is no longer a need to log the position of storms. Once the Starfox has located them the information is sent to the Storm Monitoring Station on Rehtona and they are tracked from there.

Due to the major graphic enhancements it was sadly no longer possible to include a keyboard configuration routine. Please use the keys indicated in the manual to

control the Starfox. You may also use a Joystick in port 2 if you so require.

Please note that the PAUSE function uses the ←key.

The shield indicator is positioned above the WEAPON SELECTED display (see diagram). As the shields grow weaker the oscillation in the display grows smaller, until ... boom!

To add to the challenge a timer has been added. The aim is to find the planet NONO (eighth level task), which has been at the centre of all your problems, in as short a time as possible.

As a beginner it may take up to five hours to complete all eight levels but as you become more skilled your time should be down to under two hours.

Changes to credits

Commodore version

and graphics by

Title Screen

Music

Christoph Schulte-Vennbur

Rob Jackson

Android