

Star Fox Game Script

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"Star Fox Game Script" version 1.00 by William Matheson
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Star Fox was published in the United States of America in 1993 for the Super
Nintendo Entertainment System.
Star Fox was released as 'Star Wing' in PAL countries.

William Matheson can be found on the World Wide Web at:
<http://www.willmatheson.com>
and the latest version of this script can be found either there or at GameFAQs.
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make alterations to it, you need only say that you are doing so, though I'd
appreciate being directed to it if and when you get it published. Among this
experienced audience I need not say that credit needs to be given where it is
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My e-mail address is me@willmatheson.com. But if you're interested in quick
answers, start with using the search function of your web browser or word
processor (usually Ctrl+F) and search for a word - you should find what you're
looking for without too much trouble. If you have a suggestion, clarification,
or contribution, please don't hesitate to contact me - if your addition makes
the script, full thanks and credit will be given to you.

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=====
I - Notes on the Script [0-0]
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The development of this script was assisted by reading the game ROM in the text editor Edit Pad Lite (totally free, and available at <http://www.editpadpro.com/editpadlite.html> - it's a dandy feature-rich Notepad replacement for Windows users). There may yet be punctuation errors or punctuation-transcription errors, and if you have any corrections, comments or suggestions, please contact me at me@willmatheson.com. Also note that the capitalization presented here is my own, and provided for aesthetic reasons - the text is in the game ROM in lowercase, which is then displayed by the game in uppercase.

The game has a predilection for the double exclamation point - they're generally in the ROM as a single mark but appear on-screen as two. If you chose to look at the ROM on your own, you may be interested in knowing that a # generates a period. "?!" translates to "?!!".

The credits and some other textual items that appear on screen are likely stored in the cartridge as vector graphics - they don't appear in a text dump. So instead of writing a program to scale the text in 3-D, the characters in the credits were just rendered as graphics.

I've also transcribed the digitized speech, and fortunately there is not an excessive lot of it because it is very hard to distinguish the words due to the low bitrate and the fact that the words are barely spaced at all so that they can cram the most speech into the fewest microseconds of real audio.

=====
II - Gameplay / Stages [S-0]
=====

[S-1] - Opening

NINTENDO PRESENTS

STAR FOX

PUSH START

(c) 1993 Nintendo

[S-S] - Your Ship

(you destroy a wing)
SHIP: Wing damaged.

(you pick up a wing gyro)

SHIP: Wing repaired.

(Enemy Force Commander appears)

SHIP: Incoming enemy.

[S-2] - Training

(opening moments)

PEPPER: OK, Fox!! Let's see your real ability!!

PEPPY: We've got to fly through all the rings!!

FALCO: I can't believe pepper has to test us!!

SLIPPY: Hit START to go back to the game, ribbit!!

PEPPER: I recommend you use control type A or B!!

(ring training)

PEPPER (5): Ahhh... you are quite skillful, Fox!!

PEPPER (10): OK, you passed!! Go fight the real enemy!!

PEPPER (15): I'm sorry I doubted you!! Press START!!

(formation training)

SLIPPY: Hit START to go back to the game, ribbit!!

FALCO: Follow me, Fox!!

PEPPY (if you slip out of formation): Stay in formation!!

FALCO (if you don't roll when they do): Roll, Fox!! Rock'n roll!!

FALCO (if you're awful): What's wrong with you today, Fox?!!

SLIPPY (if you're perfect): Yer g-g-great, Fox!! Ribbit!!

[S-3] - Corneria

PEPPER: Good luck!

ALARM: Emergency, emergency! Emergency, emergency! Incoming enemy fighters -
prepare for launch!

FOX: All ships check in!!

FALCO: Ready, Fox!!

SLIPPY: OK!!!!

PEPPY: Yeah - let's go!!

(Level 1, beginning of stage)

SLIPPY: Look, look!!

SLIPPY: Did you see me?

(Level 3, end of stage)

FALCO: The attack-carrier will be mine!!

[S-4] - Space Stages

(you'll get one of these quotes randomly)

FALCO: Here they come!!

PEPPY: Incoming enemy craft!!

SLIPPY: There's too many of them!!

[S-5] - Space Armada

(approaching picket ships)

FALCO: Let's head in!!

PEPPY: I'll follow you in!!

SLIPPY: Should we go in?!!

(inside vessels - also apply to times you should slow down on other stages)

FALCO: Slow it down, Fox!!

PEPPY: Retros!! Fire retros!!

SLIPPY: Let's turn back, okay?!!

[S-6] - Sector Y

(amoebas*)

FALCO: Roll, baby!! Rock 'n roll!!

PEPPY: Roll over!! Shake it off!!

SLIPPY: Something's sticking to me!!

* - You can also see these lines during the fight with Blade Barrier in stage 3-2

(stingray)

FALCO: Beware of the big stingray!!

PEPPY: Beware of the big stingray!!

SLIPPY: Beware of the big stingray!!

(Plasma Hydra)

FALCO: Shoot down its arms to hit its body!!

PEPPY: Shoot down its arms to hit its body!!

SLIPPY: Let's be careful!!

[S-7] - Fortuna

(Monarch Dodora)

FALCO: Make the neck and tail shorter, Fox!!

PEPPY: Please make the neck and tail shorter, Fox!!

SLIPPY: Let's be careful!!

[S-8] - Venom

(Andross, Level 1)

ANDROSS: Fox, you are indeed a worthy foe...

ANDROSS: But, your foolish efforts are futile!!

ANDROSS: Your Arwings have no chance against me!!

(Andross, Level 2)

ANDROSS: I thought you might make it eventually...

ANDROSS: General pepper has guided you well!!

ANDROSS: However, you will not escape here alive!!

(Andross, Level 3)

ANDROSS: Ah.. your choice of routes took me by surprise!!

ANDROSS: Your father was a reckless fighter too...

ANDROSS: But this will be the McCloud's last battle!!

[S-9] - Finale

(I assume a perfect score for this section ;-). The "ending" that you get at the end of the Out of this Dimension stage plays the credits described here, except that you are still in your Arwing, the "THE END" letters can be rearranged, and there is no score given.)

FOX: All ships check in!!
SLIPPY: Ribbit!! I'll bring up the rear, Fox!!
PEPPY: I'm behind you, Fox!!
FALCO: I'm with you, Fox!!

STAGE 1 100%
STAGE 2 100%
STAGE 3 100%
STAGE 4 100%
STAGE 5 100%
STAGE 6 100%
STAGE 7 100%

TOTAL SCORE
70000

AVERAGE SCORE
100%

FOX: Come in, Corneria.
PEPPER: This is Corneria. Pepper speaking. Congratulations on a job well done!
FOX: Roger. I am heading back to Corneria.

(The appropriate sequence of Enemy Force Commanders is shown to you. For the descriptions, see Section [Z-0] below.)

STAR FOX
PRESENTED BY
NINTENDO

Executive Producer
HIROSHI YAMAUCHI

Producer
SHIGERU MIYAMOTO

Director
KATSUYA EGUCHI

Assistant Director
YOICHI YAMADA

Programmed by
DYLAN CUTHBERT
GILES GODDARD
KRISTER WOMBELL

3D System
PETE WARNES

CARL GRAHAM

Graphic Designer
TAKAYA IMAMURA

Shape Designer
TSUYOSHI WATANABE

Sound Effects
KOJI KONDO

Music Composer
HAJIME HIRASAWA

Assisted by
ARGONAUT SOFTWARE

Super FX Staff
JEZ SAN
BEN CHEESE
RICHARD CLUCAS
SATOSHI NISHIUMI
HIRONOBU KAKUI

Software Support
YASUNARI NISHIDA
YASUHIRO KAWAGUCHI
SHIGEKI YAMASHIRO

English Support
DAN OWSEN
TONY HARMAN
JON DEAN
IAN CROWTHER

Japanese Support
KEIZO KATO
TAKAO SHIMIZU
MASATO KIMURA
HAJIME YAJIMA
KENJI YAMAMOTO

THE END

TOTAL SCORE
70000
AVERAGE SCORE
100%

[S-C] - Continue?

FOX (if you select "Yes"): Let's go!

[S-X] - Dummied

(As far as I can tell, these quotes I extracted from the ROM can no longer be seen in the game. They may be a relic of a feature or stage that was abandoned during the game's development. It would seem plausible that the first set of phrases would occur if those wingmen had crashed, so I tried finishing the game without any wingmen, but Fox simply gave his "All ships check in!!" call and nobody replied.)

FALCO: My ship's messed up...

PEPPY: Pick me up on your way back!!

SLIPPY: I c-c-couldn't go, Fox!!

FALCO: I'll cover your tail!!

PEPPY: I'm off your starboard!!

SLIPPY: Hope there's no more!!

=====

III - Wingmen [W-0]

=====

Note: Under "SHIELD OF TEAMMATES" on the scoring screen at the end of each stage, if a wingman is down their picture will be shorted out and the caption will read "[NAME] IS DOWN".

[W-1] - Falco Lombardi

(defensive)

In trouble:	Bogey on my six!!
First hit:	...This one could be trouble...
Second hit:	I'm hit!!
Lost:	They got me!! I'm gone!!!!
Rescued:	Mind your own business, Fox!!
He rescues you:	Eyes forward, Fox!!
You hit him:	Watch it, Fox!!

(offensive)

Targeting enemies:	This one's mine!!
First phrase:	I'll blast 'em all!!
Second phrase:	There's more on the way!!
Third phrase:	You can run, but you can't hide!!
Fourth phrase:	Bogies, I'm comin' through!!
You shoot one of his:	Hey!! That one was mine!!

(shield status)

100%:	No sweat, Fox!!
75%:	It's looking good, Fox!!
50%:	Be a bit more careful, Fox!!
25%:	It's going pretty badly!!

[W-2] - Peppy Hare

(defensive)

In trouble:	Get lost, you fiend!!
First hit:	Hurry!!

Second hit: Ouch!! Ouch!!
Lost: Aargh!!!! I'm a goner!!
Rescued: Yeah!! Thanks!!
He rescues you: Be careful, Fox!!
You hit him: Watch your aim, Fox!!

(offensive)

Targeting enemies: You're not getting away!!
First phrase: Let's smash 'em!!
Second phrase: I got one!! I got one!!!!
Third phrase: Take this, enemy brute!!
Fourth phrase: Out of my way!!
You shoot one of his: Hey!! He was mine!!

(shield status)

100%: Ok, ok!! What's next?!!
75%: We did it, let's go!!
50%: Please tread carefully, Fox!!
25%: I don't think I'm going to make it!!

[W-3] - Slippery Toad

(defensive)

In trouble: Croak!! Help me!!
First hit: Hurry up, Fox!! Croak!!
Second hit: Ribbit!! I'm hit!!!!
Lost: No!! No!! Crrroakk!!
Rescued: Ribbit!! Thanks fer the save!!
He rescues you: This time, I saved you!!
You hit him: Hey!! It's me, Slippery!!

(offensive)

Targeting enemies: I'll get this one!! Ribbit!!
First phrase: I'll get him -- ribbit!!
Second phrase: Piece of c-c-cake!!
Third phrase: Take this, j-j-junk heap!!
Fourth phrase: C-c-clear out, astro-geeks!!
You shoot one of his: Hey!! Don't be so g-g-greedy!!

(shield status)

100%: So far, so g-g-good!!
75%: G-g-great!!
50%: Remember not to shoot m-m-me!!*
25%: My ship's falling apart... Ribbit!!

* - To be clear, there's nothing you can do with your Arwing (bomb, laser blast, or collision - though that last item will hurt you!) to hurt your wingmen. This doesn't stop them from complaining, however. ;-)

=====
IV - Pepper's Area Descriptions [P-0]
=====

PEPPER (as you begin each area): Good luck! *

* - A compelling case can be made for "Goodbye!" and there is a raging debate. It's really difficult to tell. My present hypothesis is that the clip sounds like "Good luh" because the sample ends before the speaker can enunciate the

"k" properly. If the sample were just a few tenths of a second longer, there'd be no debate! One thing on the side of "Good luck!" is that it makes more sense for him to say *that* at the start of every stage (and it's even transcribed for two of the Corneria stages) - presumably he already said goodbye to the Star Fox Team, perhaps before they boarded their ships. It's all business now, you know?

You can listen to the clip over and over again on YouTube if it helps:

https://www.youtube.com/watch?v=v4ocQCKj_ls

[P-1] - Level 1

CORNERIA - THE BASE

Star Fox Team, our last resort is to counter attack Venom!! Good luck!!

ASTEROID BELT

Andross's forces intend to build a base in this area!! Destroy their rock crusher!!

THE AWESOME BLACK HOLE

This space grave yard, created by Andross's experiments, is where your father vanished, Fox!!

THE ANDROSS SPACE ARMADA

The Space Armada consists of powerful battleships!! Destroy their energy cores!!

THE BATTLE BASE METEOR

Be sure to use your retros if you're going too fast!! Be careful with my Arwings!!

VENOM - THE FINAL GOAL

Andross is hiding on Venom!! Fox, you must find his core brain and destroy it!!

[P-2] - Level 2

CORNERIA - THE BASE

Star Fox Team, our last resort is to counter attack Venom!! Good luck!!

SECTOR X

Andross's forces intend to build a base in this area!! Destroy their rock crusher!!

THE PLANET TITANIA

Corneria's resource world has been overrun!! You must re-take the weather control unit!!

SECTOR Y

How are the Arwings handling? If an amoeba clings to your ship, use L or R to get rid of it.

VENOM - THE FINAL GOAL

Is everyone all right, Fox?! You're on course to sneak into Venom's back door!!

[P-3] - Level 3

CORNERIA - THE BASE

You've chosen Course Three... A good choice to take Venom by surprise!!

ASTEROID BELT

Use the L or R button to escape the tractor beam of the enemy battleship!! You can do it, Fox!!

OUT OF THIS DIMENSION

Come in, Arwings!! Fox, where are you?! We need you to protect Corneria!!

THE PLANET FORTUNA

Andross has taken control of the huge creatures who live on Fortuna!! Take care, Fox!!

SECTOR Z

Your team is doing well, Fox!! I hope you're taking good care of my Arwings!! Go for Macbeth!!

THE PLANET MACBETH

The hollow interior of Macbeth is ideal for a base!! Prevent Andross from building here!!

VENOM - THE FINAL GOAL

You've made it this far... it's your fate to destroy Andross!! We're counting on you, Fox!!

=====
V - Enemy Force Commander Descriptions [Z-0]
=====

(Note that you only see the enemies you encounter on a particular route, so if you skip, say, the Space Armada and Meteor stages and go directly to Venom via the Black Hole, you won't see the data or animations from those bosses in the ending. The slot machine from the Out of this Dimension stage has no description, though it has no energy bar so it may not count as a canonical Enemy Force Commander. Your ship does, however, announce "Incoming enemy.")

[Z-1] - Level 1

Level 1

Corneria

Name - Attack Carrier
Weapon - Missile Blaster
Size - H70xW100xD150

Level 1

Asteroid

Name - Rock Crusher
Weapon - Laser
Size - H60xW86xD45

Level 1

Space Armada

Name - Atomic Base

Weapon - Laser
Size - H600xW850xD1200

Level 1

Meteor

Name - Dancing Insector
Weapon - Fire Blaster
Size - H120xW87xD72

Level 1

Venom

Name - Phantron
Weapon - Laser
Size - H25xW22xD31

Level 1

Venom

Name - Phantron
Weapon - Laser
Size - H25xW22xD31

Final Stage

Name - Andross...
Weapon - Telekinesis
Size - H100xW80xD30

[Z-2] - Level 2

Level 2

Corneria

Name - Attack Carrier
Weapon - Missile Blaster
Size - H70xW100xD150

Level 2

Sector X

Name - Rock Crusher
Weapon - Laser
Size - H60xW86xD45

Level 2

Titania

Name - Professor Hanger
Weapon - Shadow Thruster
Size - H25xW18xD30

Level 2

Sector Y

Name - Plasma Hydra
Weapon - Plasma Spewer
Size - H96xW280xD55

Level 2

Venom

Name - Metal Smasher
Weapon - Crush Attack
Size - H17xW20xD38

Level 2

Venom

Name - Galactic Rider

Weapon - Air Bikers

Size - H80xW61xD25

Final Stage

Name - Andross...

Weapon - Telekinesis

Size - H100xW80xD30

[Z-3] - Level 3

Level 3

Corneria

Name - Destructor

Weapon - Plasma

Size - H45xW150xD90

Level 3

Asteroid

Name - Blade Barrier

Weapon - Web Attack

Size - H90xW90xD65

Level 3

Fortuna

Name - Monarch Dodora

Weapon - Fire Breath

Size - H85xW160xD200

Level 3

Sector Z

Name - Atomic Base II

Weapon - Laser

Size - H92xW90xD1100

Level 3

Macbeth

Name - Spinning Core

Weapon - Laser

Size - H63xW52xD45

Level 3

Venom

Name - Great Commander

Weapon - Laser

Size - H73xW97xD250

Level 3

Venom

Name - Great Commander

Weapon - Iron Balls

Size - H73xW97xD250

Final Stage

Name - Andross...

Weapon - Telekinesis

Size - H100xW80xD30

* * *

Comments, suggestions, contributions... send all to me@willmatheson.com

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