

Star Fox Jump

Welcome to the Lylat System, the home of the famous mercenary group Star Fox. You'll be joining Fox McCloud and his team as they battle throughout the stars and take on some space menace (for a price, of course). You'll start out on Corneria, 3rd planet in the Lylat system, with your new space fighter, the Arwing. You'll be here for ten years, taking jobs from the Cornerian army to defeat new foes as each new situation arises.

Rather than “backgrounds” you'll be able to choose a certain specializations based on one of the five Star fox games. Whatever specialization you choose will indicate who is currently on the Star fox team. This will also determine what enemy is currently threatening the Lylat System when you begin your jump (other enemies may appear later).

Star Fox- Specialize only in flying the Arwing. Out of the five backgrounds, you will be the best at piloting the Arwing. You will be fighting the evil scientist Andross and his army.

Star Fox 64- Specialize in Vehicles. You are excellent in piloting the Arwing, the Landmaster, and the Blue Marine. You will be fighting Andross and his army.

Star Fox Adventures- Specialty in infantry and hand to hand combat. Rather than the Arwing, you'll be spending most of you're time on the ground out of a vehicle. You will also be starting on Sauria instead of Corneria. Your enemy will be General Scales.

Star Fox Assault- Jack-of-all-trades. While not specializing in one particular area, you'll be able to do everything pretty well. You'll be able to beat the “Star fox” background in a Landmaster, but not an Arwing, etc. That being said, most of your perks have to do with shooting guns. You'll have to deal with the Apparoid invasion.

Star Fox Command- Specialize in Arwing as well as leadership. While you are excellent at the Arwing, you'll also excel in strategizing and leadership. You will be fighting off the Anglar Empire.

Perks

Twin Lasers (100, Free Starfox)- While the standard Arwing is equipped with only one laser, this perk gives you an extra one. While more can be equipped throughout the Jump, they can also be lost, and this perk makes two the default. May be bought again to upgrade to Hyper Lasers.

Mechanic (200 Discount Starfox)- Not only can you fly the Arwing, you can also fix it. You understand the ins and outs of all the vehicles that Star fox flies, and can repair any of them if they get damaged.

Smart Bomb (400, Free Starfox)- Now the bombs that you fire can track enemies. Useful for taking out large clusters of quick enemies.

Warp Gates (600 Discount Star Fox)- Rather than waiting to travel from one planet to another, you'll travel there ten times as quickly as you normally would. Applies for any kind of warp-related space travel.

Vehicle Master (100, Free 64)- As soon as you step into any cockpit, you'll be able to pilot that vehicle at a proficient level. You'll know what all the controls do, even without your teammates help. You can also perform barrel roles with any vehicle.

Shields Analyzed! (200, Discount 64): Just by looking, you'll know how strong an enemy is, and how much firepower it will take to destroy it.

3 Gold Rings (400, Discount 64): The endurance of whatever vehicle you are currently operating is doubled.

“Just Like old times, eh Fox?” (600, Discount 64): Once a month, you will be able to call upon the assistance of Bill Grey and the two squadrons of fighters that he leads. The fighters they fly aren't as powerful as the Arwing, but their pilots are top-notch.

Hand to Hand (100, Free for Adventures): You're an expert in hand-to-hand combat, as well as any non-ranged weapon. If you can pick it up and swing it, you can fight with it.

Puzzle Solver (200, Discount Adventures): You can easily figure out any puzzle that you might encounter. Whether it's the daily crossword or the 36 cube, you'll be able to solve it in a couple of seconds.

“Don't Worry, I speak Dino” (400, Discount Adventures): You will be able to speak the language found on Sauria. Your ability to learn new languages also increases.

Telepathy (600, Discount Adventures): You are able to leave telepathic messages that only intended individuals can receive when they come in contact with a specific object. You can also sense the brain patterns of other nearby organisms, allowing you to pinpoint their location.

Wing Riding (100 Free Assault): You are able to stand on the wing of a moving Arwing and shoot down enemies. Comes with plasma cannon.

Weapons Master (200, Discount Assault): You can use any hand-held weapon at a proficient level. Includes double-handed and single-handed weapons.

Master's in Xenobiology (400, Discount Assault): You are able to learn about new species twice as fast by studying them. Information includes the species biology, history, culture, etc. as well as its weaknesses.

I Can Hold All These Weapons (600, Discount Assault): You are able to hold ten weapons without them taking up space or weighing you down. Simply by reaching back, you are able to pull one of these weapons out of thin air. You must own these weapons, and once you put one down, you must pick it up again in order to use this ability.

Leader of the Team (100, Free Command): Your leadership skills increase, and you are able to plan out and effectively communicate complex strategies, even if they require participation of others halfway across the system. If you would like, you may also become the new leader of Star Fox, with Fox taking orders from you.

Increase Fuel Gauge (200, Discount Command): Your Arwing takes longer for you to run out of fuel.

You can now stay in space for days on end (barring biological needs). Also allows you to boost and brake for longer periods.

Specialized Allies (400, Discount Command): Allies'/companions' abilities will change according to what mission you are going on or what task they are performing. For instance, if you are going on a hit-and-run mission, you'll be finding your fellow pilots will be faster and perform aerial tricks easier.

Personalized Arwing (600, Discount Command): Your Arwing now reflects your personal attributes. The faster you run, the faster your Arwing flies, the stronger you punch, the stronger your laser, etc.

Items

Map of the Lylat System (100): A map of the entire Lylat system. You will also be given data about each planet, including it's environment. Navigation will be much easier and precise, and you'll always know about the natural conditions you'll be facing.

Bombs (2 for 100, 2 Free for Starfox): A small explosive launched from an Arwing for massive damage. While you can find these bombs when flying around, the bombs you purchase here will instantly regenerate every ten seconds after firing.

Wing gyro (100, Free for Starfox): This item strengthens the wings of your Arwing. Broken wings limit your Arwing's maneuverability and firepower, making you an easier target.

Training Ground (200): An area you can use to hone your Arwing skills by performing various exercises, such as simulated dogfights. Post-jump, this area will be added to your warehouse. You will then be able to use the Training Ground to train with any vehicle you own.

Wolfen (100): You change your Arwings out for Wolfens. Wolfens are faster and more maneuverable, but have weaker shields. The other issue is that Wolfens are notoriously known for being used by criminals, so you might get some odd looks flying one of those around.

Landmaster (200, Discount 64): The tank used by Star Fox. It's gun is much more powerful than that of the Arwing, but cannot be upgraded. The Landmaster can also hover for a short time and roll side to side.

Blue Marine(200, Discount 64): The Blue Marine is an assault submarine that shoots both lasers and light torpedoes, which it can use indefinitely. In darker waters it can use sonar to find it's way around.

Time Bomb (100, 2 Free for Command): Your ship can fire a bomb that is timed. Can be used to attack in a more calculated manner.

Custom Team (200): You will be able to build your four person team using any of the Star Fox characters. You may also use any companions you bring with you.

Great Fox (400): The home base for Star Fox, this giant spaceship is used to house Star Fox and it's equipment. It has two turbo lasers and 3 plasma engines, and can warp through space (not as quickly as warp gates). If you purchase the Great Fox, it is yours to keep.

Krystal's Staff (400, Discount Adventures): A staff that can be used as a melee weapon, but also has many magical properties. It can release a 3m² shock wave, shoot fireballs, and emits a stream of freezing ice.

Barrier (100, 1 Free for Assault): A Blue orb encircles you and protects you from all attacks. Lasts for 30 seconds. Regenerates every month.

Stealth Suit (100, 1 Free for Assault) User becomes invisible for 30 seconds. Regenerates once a week.

ROB (200): A robot assistant that flies the Great Fox. If purchased, he will occasionally send you supplies that will help you out in a tight spot. You may also bring him along as a companion after the jump.

Drawbacks

You can take up to a total of 600 points worth of drawbacks:

Hey Einstein! I'm on your side! (+100): Your aim seems to be a little off, and as a result, you tend to hit your teammates more frequently. Be prepared for some pissed-off pilots.

Slippy (+200): You'll have this incompetent pilot on your team who can only seem to get shot at. He'll constantly be crying for help, which you must always respond to. At one point, you'll have to travel to an alien planet just to rescue his sorry crash-landed ass. Oh, and when he's not being shot at he'll be an annoying little pest.

Can't let you do that Star Fox (+200): There's another team of mercenaries that really have it out for you. No matter what job you'll take, at some point they'll show up to try and stop you. They're just as skilled as you are, and they have better ships too. Not to mention that constantly being attacked by one particular group isn't exactly great for business. Good luck!

Daddy Screamed Real Good Before He Died(+100): You've recently experienced the death of a close family member. As a result, you will constantly hear about them. Your enemies will endlessly taunt you about it, and friends will mention it in conversation, even in compliments. It will put a real damper on your morale.

Are You Going to Listen to That Monkey? (+200): Everyone speaks a strange language you can't understand, no matter how hard you try. A text box will pop-up translating the speech, but this might be a problem when trying to concentrate on something else, such as surviving a battle.

Something's wrong with the G-Diffuser (+200): Your Arwing seems to always be breaking down, no matter how good of a mechanic you are. Be prepared for things to start falling apart, especially at crucial times.

Cocky Little Freak (+200): You're a real hothead. You're arrogant, you disobey orders you don't like, and generally get yourself in trouble biting off more than you can chew. This will make you significantly less likable.

Be careful! It's a trap! (+300)- You are constantly being ambushed by enemies. They are overall much sneakier, better coordinated, and have more stealth capabilities. You've got to always be on guard when going on dangerous missions.

You can't beat me! (+300)- It appears as though your enemies are prepared for you. Boss enemies are now twice as strong as before.

Play time is over, Star Fox! (+600): Rather than starting off with having to face one villain, you'll have to face all four. Andross, General Scales, the Apparoid aliens, and the Anglar empire all have decided to declare war on Corneria. Prepare for all-out war!

Conclusion:

You've defeated all threats to Corneria and survived the Starfox jump for ten years. You have an important choice ahead of you.

I'm going my own way: You've had your fill of adventure. It's time to head back to earth with all your powers and items. This option is mandatory if you die at any point in the jump.

Never give up. Trust your instincts: You decide to stay here for the rest of your life protecting the Lylat system from any further threats.

It's time for us to go now: You move on to the next jump, and the next grand adventure.