

= Star Fox Adventures =

Star Fox Adventures is an action @-@ adventure video game developed by Rare and published by Nintendo for the GameCube as part of the Star Fox series . It was released in North America on 23 September 2002 , Japan on 27 September , Australia on 15 November and Europe on 22 November . Along with being Rare 's only GameCube title , it was Rare 's final game for any Nintendo home console before the company was acquired as a first @-@ party developer for Microsoft 's Xbox division the day after the game 's release in North America . It is the third installment in the series and the direct sequel to Star Fox 64 .

The plot centers on Dinosaur Planet (known as " Sauria " in subsequent games) of the Lylat System , where Fox McCloud is dispatched by General Pepper to restore the planet after pieces of it have broken off and pose a risk to the System . After arriving , Fox discovers a mystical staff from a blue fox named Krystal and sets off to save the planet . The game began development as an unrelated game named " Dinosaur Planet " , initially intended to be Rare 's last standalone title for the Nintendo 64 system . The game endured a number of dramatic changes during development before Shigeru Miyamoto noticed similarities between the original game and Star Fox and convinced Rare to re @-@ brand it into a Star Fox title for the upcoming GameCube .

The game received mostly positive praise from critics upon release . Notable topics of praise included its detailed graphics , new character design for Fox , dynamic environments and The Legend of Zelda @-@ influenced gameplay . However , the game was criticized for its aforementioned gameplay being too much of a departure from previous Star Fox games , while mixed reactions came from critics and fans alike for Rare 's departure from Nintendo .

= = Gameplay = =

Star Fox adventures is a 3D action @-@ adventure game with platforming elements . Its gameplay is frequently compared to that of the The Legend of Zelda series , especially The Legend of Zelda : Ocarina of Time . Like Ocarina of Time , Star Fox Adventures has a day @-@ and @-@ night phase , but a more gradual one . The game also has a widescreen mode , designed for widescreen television sets .

The game includes thirteen different locations , each of which is unlocked when the player completes parts of the story . Unlike other Star Fox games in which most of the player 's time is spent in air combat , playable protagonist Fox McCloud is on foot for most of the game . He pilots his Arwing aircraft only to reach other parts of the planet , although the game includes a few space battles involving the Arwing . The game 's combat system is melee @-@ orientated , as General Pepper forbids Fox from using any sort of blaster , telling him " This mission is about saving the planet , not blowing it up ! " Fox instead relies on a magical staff belonging to a native named Krystal that he discovered on the planet . The staff can be used to attack and defeat enemies as well as interact with the surrounding environment . While Fox uses the staff primarily for melee combat , he can later gain power @-@ ups for the staff which allow it to fire projectiles , freeze enemies or help him reach high up areas that are normally inaccessible . Fox homes in on his targets automatically when he approaches them , after which combat begins . Fox cannot jump unless he runs off the edge of an object or a cliff , but can roll after landing on the ground .

= = Plot = =

= = Characters and setting = = =

Star Fox Adventures features both the established main characters of the Star Fox series ? Fox , Falco Lombardi , Slippy Toad , and Peppy Hare , although Falco is absent for the majority of the game ? and a host of new characters . Major additions are a quiet , mysterious blue fox named Krystal and the small dinosaur Prince Tricky , Fox 's helper during the game . The entire planet is

populated with dinosaurs , like the tyrannical General Scales , and other prehistoric animals such as pterosaurs and mammoths .

The entire game takes place on the world of Dinosaur Planet (known as " Sauria " in subsequent games) and a number of detached pieces of the planet that are suspended in orbit around it . Dinosaur Planet is ruled by the EarthWalker tribe , which resemble Triceratops , and the rival CloudRunner tribe , similar to pterosaurs and birds . The SharpClaw tribe , which are the major antagonists in Adventures , are humanoid theropods .

= = = Story = = =

The game takes place eight years after the events of Star Fox 64 , after Andross has been killed by Fox McCloud . Krystal , a mysterious fox looking for answers to the destruction of her home planet , Cerinia , and the murder of her parents , lands on Krazoa Palace after receiving a distress call from the planet . She discovers that the planet had been attacked by General Scales and his SharpClaw army , and is persuaded by a wounded EarthWalker in the Palace to help by collecting all of the Krazoa Spirits and returning them to the palace , which would supposedly tilt the war in the dinosaurs ' favor and stop Scales . However , after releasing the first one , a mysterious being pushes Krystal into the spirit 's path , trapping her in a floating crystal atop the Krazoa Palace until all the spirits can be returned .

Meanwhile , General Pepper contacts the Star Fox Team and asks them to investigate a planet on the edge of the Lylat System called Dinosaur Planet , which is falling apart . Since the team is in desperate need of money for maintenance on the Great Fox , their aircraft , Fox McCloud agrees to take a look , arriving unarmed at Pepper 's request to avoid trouble with the locals . On the planet 's surface , Fox comes across Krystal 's magic staff , which Krystal had lost earlier when she was attacked by General Scales at the beginning of the game , and it becomes his sole weapon in the game .

Fox learns from the Queen of the EarthWalker Tribe that General Scales has stolen the four Spellstones from the planet 's two Force Point Temples . To prevent the planet from breaking up further and restore it to its original unity , Fox must restore the Spellstones to the temples , with the help of the Queen 's son , Prince Tricky . As Fox retrieves the Spellstones , he discovers that he must also retrieve the other five Krazoa Spirits to repair the planet and save Krystal 's life .

When Fox finds the last of the Krazoa Spirits , he discovers that it is guarded by General Scales himself . However , just before Fox and Scales engage in combat , a mysterious voice that Fox seems to recognize orders Scales to surrender the spirit , to which he reluctantly agrees . Fox takes the spirit to the Krazoa Shrine and frees Krystal . The spirits are forced into a Krazoa statue , which reveals itself to be Andross , the mastermind behind the spirit scheme , who flies off to resume his conquest of the Lylat System . Fox pursues him in his Arwing , and , with the help of Falco Lombardi , who arrives during the battle , defeats Andross , restoring the Krazoa spirits to the planet and repairing it . Afterwards , Falco rejoins the Star Fox team . Krystal flies to the Great Fox to thank the team , particularly Fox , in person , subsequently joining the team .

= = Development = =

What would become Star Fox Adventures was initially developed by Rare as Dinosaur Planet , a Nintendo 64 game unrelated to the Star Fox series . According to lead software engineer Phil Tossell , development of Dinosaur Planet began after the release of Diddy Kong Racing , with two teams to work on the latter title and Jet Force Gemini towards the end of the Nintendo 64 's lifespan . The game was changed many times during early development before Rare settled on the eventual idea of a open world adventure @-@ game based around two interwoven stories . The plot concerned Sabre (whose role was given to Fox) and Krystal , along with sidekicks Tricky and Kyte (who both appear in the finished game) , and Randorn , a wizard who was Sabre 's father and Krystal 's adoptive father (who was dropped entirely) . The game featured elements such as the ' SwapStone ' , which would let the player switch between Krystal and Sabre . Dinosaur Planet was

intended to be Rare 's last game for the Nintendo 64 and was adorned with gameplay and cinematics introduced by The Legend of Zelda : Ocarina of Time . Dinosaur Planet initially utilised the Nintendo 64 's Expansion Pak and was housed in a 512 @-@ megabit (64 megabyte) cartridge , which would have placed it among the largest Nintendo 64 games by stored data .

Shigeru Miyamoto mentioned in a retrospective interview that , after reviewing content of Dinosaur Planet , the similarities of Rare 's anthropomorphic design of Sabre to Nintendo 's Fox McCloud design were striking . The title was later changed to be a Star Fox @-@ brand launch game for the Nintendo GameCube . According to Tossell , the sudden change was not " accepted willingly by all " of the team as the plot had to be entirely re @-@ written in places to accommodate the Star Fox canon . The updated title was originally named Star Fox Adventures : Dinosaur Planet , but " Dinosaur Planet " was later removed . The team later realized the potential of using the Star Fox licence in hopes of boosting awareness , and decided to switch development from the Nintendo 64 to the upcoming GameCube console . Before the change , Rare released downloadable , limited full length MP3s from the unreleased game ? many of which did appear in Star Fox Adventures ? to video game websites , along with numerous trailers and screenshots of gameplay .

With the Star Fox theme established , Rare begun re @-@ working the game for the upcoming GameCube and was subsequently met with little interference from Nintendo . During development , the team was invited to Nintendo 's headquarters in Kyoto to discuss progress and certain changes ; in return Star Fox creator Takaya Imamura came to stay at Rare 's Twycross studio to oversee development . Tossell stated that " without a doubt " , Nintendo strengthened their relationship through trust and respect , despite Nintendo only owning 49 % of the company at the time .

The game was Rare 's final console video game released under Nintendo before the Leicestershire @-@ based studio was sold and became a first @-@ party developer for Microsoft . Shortly after the game 's release , Microsoft purchased Rare for £ 375 million , thus ending Rare 's entire association with Nintendo . Many fans and critics do not consider Star Fox Adventures to be an " essential " Rare title , as the negativity was attributed to Microsoft 's takeover , which led to some fans speculating that Microsoft were " buying out competition " .

David Wise used Peter Siedleczeck 's Advanced Orchestra library in creating the music for Star Fox Adventures . Wise said the tracks that referenced the music for the previous Star Fox games came very late into development , which was after the developers created Dinosaur Planet into Star Fox Adventures .

= = Reception = =

Star Fox Adventures received " generally favorable " reviews , according to video game review aggregator Metacritic . It sold over 200 @,@ 000 copies in Japan following its release , and was the fastest @-@ selling GameCube game at the time . Star Fox Adventures was eventually designated a Player 's Choice game by Nintendo , signifying over 250 @,@ 000 copies sold , and was thus available at a reduced retail price .

The visuals were very well received . Edge wrote that the " visual splendour is immense " , whilst in a similar fashion Matt Casamassina of IGN noted that the game is a " perfect companion " to The Legend of Zelda series , to which Adventures is often compared . Casamassina noted that elements of its graphical rendering were sophisticated for its time , in particular the advanced real @-@ time rendering of the movement of the characters ' fur . NGC Magazine praised the game 's vibrant atmosphere and detailed textures , adding that Adventures had " the best real time graphics on the GameCube so far " . The game 's combat system garnered some accolades , with GameSpot adding that the combat is simplistic , despite being " good looking " and not " frustrating " . Casamassina also praised the combat system , calling it " a beneficial addition " . NGC Magazine similarly praised the use of the combat system , however they noted that the battles did not require any skill and eventually " felt like a dull chore " . The voice acting was viewed negatively , with Casamassina remarking that it is " over the top " in some places . NGC Magazine felt that the accents of most of the characters did not suit that of the Star Fox world , in particular they noted the use of a Scottish accent for the Warpstone Master was " awful " .

Despite the mostly positive reviews , Star Fox Adventures is often criticized for its setting being too much of a departure from the other Star Fox games . Casamassina said that " Fans expecting a true Star Fox experience akin to the older games are in for a disappointment " . He also added that the Star Fox license has been utilized sparingly to the point where the game felt " out of place within the confines of the Star Fox game universe " . Casamassina asserted that Fox was " clearly only on ' Dinosaur Planet ' at Nintendo 's request , not because he belongs " . NGC Magazine similarly expressed concern on why Fox was added to the game , adding that Adventures was " one game Fox himself would probably want to forget " and further speculating that Nintendo only added the Star Fox license to prevent Dinosaur Planet from appearing on the Xbox .