

- Since this is a simple action platformer, there's not much to expect in an intricate fashion. Jay can be moved around using the control pad. Pressing down will have Jay prone on the ground, which allows for low shots on your opponents. Because of the game's horizontal design, you may only move left or right with the main character. You have unlimited ammo with your default blaster, but are limited with weapon energy (a bar in the upper left portion of the screen).

/Weapons/

Unlike other certain shooters, sometimes the weapons can be fairly limited. This ends up bringing down the overall fun the player will receive blasting away different enemies with unique and special weapons. Journey to Silius has a set number of 6 different weapons that you may use. Each weapon has a special power or shot radius which makes it different when compared to another. Most special weapons can only be used sparingly because of a weapon energy bar in the upper left hand corner of the screen.

|>#-> HAND GUN \
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^ Acquired: Stage 1
^ Usefulness: ***

- The Hand Gun is your basic weapon which will be used exclusively throughout the game. Unlike other special weapons which use energy, your hand gun does not use any weapon energy at all. This basically means you have infinite ammo when using the hand gun, and are not restricted on how many shots to fire. The weapon is semi-automatic, so you'll have to keep tapping the firing button in order to send out rapid fire.

|>#-> SHOT GUN \
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^ Acquired: Stage 1
^ Usefulness: **

- The Shot Gun is more of a specialist weapon. When fired, it sends out three shots, one that goes up diagonally, one that goes straight, and one that goes down diagonally. In simpler terms, the Shot Gun is designed for hitting targets in obtuse or awkward positions that cannot normally be reached. You'll often find robotic mounted units in elevated positions that are hard to reach. The Shot Gun let's you keep yourself secure, and lay down these angled shots to hit targets. Unfortunately, you do not get a boost in power per shot, and it does use up energy in the weapons bar. You will also start with this weapon.

|>#-> MACHINE GUN \
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^ Acquired: Stage 1
^ Usefulness: ****

- The Machine Gun is one of the better weapons you will use throughout the game. Its primary feature is that it has rapid fire, allowing you to send several bullets right in a row without any remorse. This is perfect since you can easily kill bosses and enemies by holding down the firing button, and hitting their exposed positions. The only flaw is that the weapon uses up A LOT of energy in a short amount of time. You can get this weapon near the end

of the first stage.

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|>#-> HOMING MISSILE \  
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^ Acquired: Stage 2
^ Usefulness: **

- The Homing Missile launcher is basically what it stands for. It allows you to send out up to three rockets at a time which home in on an enemy's weakness point. Unfortunately, these babies eat up a ton of energy, despite having an increase attack power rating upon hitting targets. These are best used on enemy bosses, or tougher opponents. You will receive this weapon by defeating a mini-boss on the second stage.

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|>#-> LASER RIFLE \  
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^ Acquired: Stage 3
^ Usefulness: ***

- The Laser Rifle sends out blue streaks of lasers that do extended damage. Basically, when one ray is launched, it will go through its target, but also lay down extended damage because the lasers are long, stretched-out attacks. Because of this, you may also penetrate certain structures, allowing you to hit opponents through walls. Each shot does use a hefty amount of energy in the weapons bar, but these are still very useful. Again, this is acquired during Stage 3.

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|>#-> GRENADE LAUNCHER \  
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^ Acquired: Stage 4
^ Usefulness: *****

- The Grenade Launcher is one of the best guns in the game, however, you'll receive it near the end as well. This weapon let's you launch a grenade out at targets, which then explodes to cause massive, heightened damage. While it does use a decent amount of energy per shot, the results are worth it based on the damage sent to your opponents.

/Other/

Along the course of Journey to Silius, there are some other key elements, items, and principles you will have to get use to. This brief section will describe each of the gameplay elements that you should get familiar with.

- LIFE ENERGY METER - in the upper left hand corner, you will see a pink meter. This designates how much life Jay has left. If it ever gets damaged or lowers, you may be able to find red energy capsules off of defeated opponents, which will increase the life bar.
- WEAPON ENERGY METER - in the upper left hand corner, you will see a blue meter. This designates how much weapon energy Jay has left. It's a universal setting, meaning all weapons draw from the same energy stash. Blue energy capsules will replenish a depleted bar.

/Stage 2/

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Young Jay will start off in an underground labyrinth, which was probably part of the terrorists' network. Inside you'll find various chemical barrels, industrial machines, and threatening security systems. Some key enemies includes a slow moving robot which fires after so many seconds on screen. The typical screw-shotgunner, along with a rotary machine gun that sprints up, fires, then retreats to the back lines. There's also a screw on the ground that pops up when you get close. Finally, there will be mounted circular traps that shoot bullets in clockwise directions.

- Start off by going right and taking down typical threats until you see a pit on the right. Jump down, and watch for enemies along the edges. You might have to use your Shot Gun to take out a troublesome turret. Once you're at the bottom, watch for two laser mounters. Continue to the right. You'll run into the plasma cannon from the first stage. Use the same tactics from before, and board the elevator. It might be best to use the Machine Gun on him. You'll face some usual enemies then reach another elevator. Board it. This next part can be fairly tricky. I usually sprint right through shooting my pistol. There will be troublesome bombardments from above, along with traps to avoid. Sprint right through, but keep firing to take out anything straight ahead. Once you pass the two lasers in a pit, pull out your Machine Gun, and prepare to fight the mini-boss. The enemy is basically a large armored cybernetic robot that walks straight towards you. Use your Machine Gun, and keep jumping up, and firing at the exposed lacking head. He will die quickly if you use the MG. Pick up the Homing Missile upgrade afterwards.

((BOSS #2)) "War Vehicle Robot"

- This boss is fairly tough if you don't have any energy left to use homing missiles. The problem is that it has a retractable arm that extends out when you get close. It also launches pink bubbles from its mouth that usually pelt your position at 3 different locations. Finally, if it touches you, you also take damage. Because of this, it moves closer and draws away to keep extending its range of attack. Aim for the pink-purple bubble flashing around its stomach line. Keep pelting it, but try to run forward to avoid the far bubbles that will come out about every 5-7 seconds. Really you should try to save your energy for this battle, and use the homing missiles.

/Stage 3/

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Young Jay will start off in the Terrorists' Headquarters. Obviously this freshens up the vengeance theme a bit, but we're still far off from completing the game. You'll have a new variety of enemies to deal with. Your first threat is a walking robot that's fairly tall. He'll fire off multiple shots after you've been on screen for so many seconds. A jetpack alien will fly slowly across the screen. You'll also have mines that come off of the side portions of the screen very fast. They can be destroyed with one shot, but try to keep firing off the edges on this stage.

- Start off by going right and taking out the basic threats. Leap over the pit holes to avoid death. Watch for the mounted bubbles on the ceiling and floors. They'll launch bullets in diagonal patterns in alternate sequences. Go up the elevator, and take out the wall-crawling spider on the left. Avoid the red forks along the level. These pesky items will quickly drop down to stab you when you get close. Get close, move back, then sprint across as they go back up. There are also alternating blue laser beams. These can be avoided by waiting for them to disappear, and quickly leaping through. Keep on going right, avoiding the tricky and tight rooms. Go down the elevator, and start to

move left. When you drop down the pits, watch for the spiders along the walls. These guys will prove to be real pains in the arse. Continue onward to the right, and leap down the pit. Move right to continue onward. When you reach an area with a blue laser and a tripper, use your homing missile to take out the tripper, then jump through. Hop onto the next elevator in the gray area. Once you reach a series of lasers in a row, watch for flying jetpack robots. When you reach the area ahead with the blue walking robot, pull out your Homing Missiles, and keep firing them until he dies. Pick up the Laser powerup.

((BOSS #3)) "Troops of Cannons"

- This boss takes a decent amount of concentration to get past. Start off by quickly sprinting to the right and proning right where the step is to the higher ground. You are untouchable in this spot. The only problem is that you'll have to figure out a way to hit the center bubble. Move Jay back slightly from this upper step, and prone there. Wait for the upper right diagonal laser to fire, then wait for the lowest cannon to fire. When this happens, stand up, and wait for the succession of cannons to fire again. Leap up when the low one fires, and shoot at the bubble (with your newly found laser upgrade). Time yourself another four seconds, get up, and fire again. The idea is to time your jump to fire right when the diagonal laser has gone by, and the lowest cannon can be leaped over.

/Stage 4/

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Young Jay will start off in the Terrorists' Spaceship. Apparently infiltration has never been so easy. This level is very threatening because of the speed of your opponents. You'll have to deal with floor sprinklers, along with flying blue robots off the side of the screen. The blue walking androids are sort of like the red mummies from the previous level.

- Start off by going right, and then down the elevator. Go right again, but watch out for the crushing pilons. There will also be red static crushers that swoop up and down. You can try leaping over them, or underneath them if you have enough distance. There will also be blue sweeping robots to watch out for. They launch out shotgun patterns. Continue down the gap on the left, and watch out for the ceiling metal droppers above. Use your machine gun on the blue swoopers for easy displacement. You'll eventually reach some pits on the left with metal blocks. Quickly leap onto the blocks and over, otherwise you'll plummet because the blocks fall off after so much weight. Blue flyers will try to take you down as you leap over the pits. On the pit with four blocks, fire as you leap over, otherwise two blue flyers will take you out. Go up the elevator.

Continue onward as usual, leaping down the right pit. Keep moving to your right, and you'll eventually hit a reddish area. There will be a few more sweepers and default enemies which can be destroyed a tad easier thanks to the Laser. When you reach the far end of the level, you'll be forced to face a blue flying master robot. This guy basically flies towards you, and will launch two cannon pellets. I find it best to use the Laser, and keep leaping up to shoot his head. You will take damage as it's extremely hard to defeat him before he closes in on you. Once you destroy his first form, watch out for his flying head. Use your normal Hand Gun to destroy it (it will shoot shotgun pellets every once in awhile). Pick up the Grenade Launcher upgrade.

((BOSS #4)) "Mammoth Cannon"

- This boss is actually one of the easier ones throughout the game. You'll be positioned on a small platform with a gigantic alien blaster. A blue launcher will charge up and then send out a photon beam. Jump over the beam, use the

newly-found grenade launcher, and fire it while in mid air. It'll actually have a delayed shot and hit the exposed core of the boss when he opens up. If you're out of energy, then you're going to have a tough time defeating him. He usually opens the bubble up after launching a photon at you.

/Stage 5/

Young Jay will start off in the Terrorists' Spaceship Factory. However, this level is MUCH different than the other ones you have encountered. For starters, the screen will scroll horizontally from the left to right, and you MUST move Jay away from the moving borders. If he comes within contact of them, he will be pushed along, so be careful. So not only is this a race for time, but you have to deal with environmental hazards as well. There are no enemies, but the environment will be your toughest opponent.

- Start off by going right. Watch out for the crates that drop down from above. There will be some lava sprinklers ahead that can only be triggered by getting close to them. Be weary though as each lava pit pummels down in specific intervals. You have to time them in your mind, and jump right when the last bit comes down. Otherwise, you'll take lots of damage, and the screen will catch up with you. When you reach the moving platforms section, try to get as close to the right of the screen as possible. When the one platform is moving a large crate to the right, jump on that crate, then jump to reach the conveyor belt above. Jump past the gap to reach solid ground again. That section alone might take some players LOTS of practice get past. As you continue to the right, make your way past the metal stompers. The next part is very tricky. Large brown crates will fall from above. You have to watch for the falling crates, while paying attention to the direction of each conveyor belt. When you reach solid ground again, watch for the two tricky ceiling squashers. Quickly leap past them onto solid ground ahead. You'll know you've reached the end of the map when you make it to the last long conveyor belt.

((BOSS #5)) "Giant Exodus Spaceship"

- This boss is easy if you can manage to dodge the rotating turrets at both the front and back ends. To start off, immediately equip your grenade launcher, and go to the far left. Start jumping and shooting at the head console of the ship. It should get destroyed after about 8-10 rockets. Meanwhile, you'll have to dodge a rotating eye turret. After the front is destroyed, start walking under the ship. Avoid the blue boosters that come out (each set will go off after a bit), and watch for the rotating back turret. Repeat the process by destroying the back console using your Grenade Launcher, and voila, you've taken down a massive ship. Make sure you don't get crushed when the ship lowers during the entire process.

((BOSS #6)) "Android"

- This is the final battle, and the person responsible for your father's death. To start off, the Android is a very simple boss, however, you're heavily worn out from the Spaceship battle, and have probably expended all of your ammunition on it. Thus, this battle is mainly designed for your Hand Gun. To start off, you have to leap and shoot him in the head to cause damage. He'll approach you rather quickly. When he gets about 1-2 centimeters away, jump in an arc pattern over him. He'll punch and miss, then turn around, and punch and miss again. Just keep repeating this pattern. Keep jumping and shooting until he gets within your radius, then leap over him, leap away, and keep firing. You'll eventually defeat him after about 30-40 bullets. Very

- 7) Proper Credit -

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"Some people make sacrifices to make other people happy." - Chris Zawada

"Freeeeeeddooommmmmmmmmmm!" - William Wallace (Braveheart)

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