

# Solar Jetman FAQ/Walkthrough

by The\_Vic\_Viper

Updated to vFinal on Aug 19, 2006

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Solar Jetman FAQ

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This FAQ is being used as the basis for the Solar Jetman FAQ on Strategy Wiki ([http://strategywiki.net/wiki/Solar\\_Jetman:\\_Hunt\\_for\\_the\\_Golden\\_Warship](http://strategywiki.net/wiki/Solar_Jetman:_Hunt_for_the_Golden_Warship)) with my permission.

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Table of Contents  
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- I. Gameplay Basics
  - A. Controls
  - B. Ships, Equipment, and the Planets
- II. Walkthrough
- III. Planet Charts
- IV. Routes
- V. Bonus Room
- VI. Items & Equipment
  - A. Collected Items
    - 1. Key Items
    - 2. Equipment
    - 3. Treasure
  - B. Purchased Items
- VII. Interstellar Marketing Co.
- VIII. FAQ
- IX. Misc. Info

- A. Credits
- B. Contact Info

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I. Gameplay Basics  
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Solar Jetman is a space shooter/adventure with a weird twist to it. The main part is exploring hostile alien planets to collect enough pickups and fuel so you can make your way to the next planet. Before landing, occasionally there are shops that let you buy weapons and other upgrades for your small spaceship (called a Jetpod) your spaceship is only equipped with thrusters and a gun in the beginning of the game, but with the use of the tractor beam of the Jetpod, you can draw pickups towards your main ship to analyze them and receive possible upgrades. The main goal of each level is to bring enough fuel to the main ship to blast off again, but before you do, you must first collect a piece of a legendary spaceship (the Golden Warpship) which was broken into 12 pieces. When your spaceship is destroyed you are left along on the planet in just your spacesuit. Luckily, it is also equipped with a gun and thrusters but it can't be upgraded besides with different bullets. But as a last resort it can be rather handy, but one shot is lethal.

Controls:

Left/Right - Turn the ship  
Up/Down - Raise/lower shields  
B - Boosters  
A - Gun  
Start - Pause  
Select + B - Stronger boost  
Select + A - Special Weapon  
Start, Select - Map

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Ships, Equipment, and the Planets:

Pods - The small craft you will be flying around it, unless it is destroyed and you are left in your spacesuit. Only the pods have shields and tractor beams. You can upgrade your pod twice during the game. If you lose your pod, but manage to get back to the ship you get another one, so you only lose a life if your spacesuit is destroyed.

Spacesuit - If your pod is destroyed you are left in your spacesuit, which has zero defensive and very weak offensive capabilities. The only benefit of your suit is that moving is easier, and you can still use the stronger booster. If you are in your spacesuit, do not try and fight anything; just retreat. The spacesuit is able to use the small wormholes to get back to the ship.

Ship - Your mobile base which can travel between planets once you find enough fuel for it to be able to take off. Returning to your ship refuels/replaces your pod, gives your full special weapons, lets you select your equipment, and dropping equipment (such as shields) into it will equip your pods with it.

Shields - The single most important item in the game. Always have these on unless you are carrying something. These keep bullets from destroying you in one hit and reduce the amount of fuel you lose when hitting things. Your human form does not have shields.

- Tractor Beam - A short energy beam that can carry items as long as your shields are down. The tractor beam engages as soon as you are in range and don't have shields up. If you want to drop an item, just raise your shields. When you upgrade your pod you can carry different things.
- Main Gun - A somewhat automatic gun that fires directly forward. Weak, but you have unlimited ammo. Upgraded pods have better firing capabilities.
- Booster - Accelerates your pod forward. How much you accelerate depends on what direction you are going, gravity, and if you are carrying anything. Using the boosters consumes fuel, so don't use it if you can just drift to where you want to go. Using the stronger boost accelerates you faster and may be necessary to build up enough momentum to overcome gravity, but burns fuel very rapidly.
- Special Equipment - Equipment you can buy from the store in between worlds. These items have a limited use, but can be refilled when you go to the ship. If your pod is destroyed, you lose whatever specials you had on you.
- Map/Radar - A large map of the planet you are currently on. The planet is automatically mapped, so you can see all areas, even if you haven't explored them yet. Later on you can get radar which will show you where all of the items and wormholes are located.
- Small Wormhole - A small, glowing circle that is connected to your ship. You can either drop items into it to deliver them to the ship or fly into it with your spacesuit to return to the ship quickly. Once you upgrade your pod you will be able to fly the pod into the wormhole or carry it with your tractor beam. A second upgraded pod will allow you to travel from one small wormhole to another by flying through them.
- Large Wormhole - A large black hole-like vortex that leads to the special area containing the piece of the Golden Warpship. You will not be able to enter until you have enough fuel cells.
- Gravity - Gravity can be an ally in the right situation, but 99% of the time it will cause more of a problem than all of the enemies on the planet. Gravity can vary from almost non-existent, too so strong it feels like you are dragging a piece of the Warpship, even when you are not. To make things even more interesting some planets have reversed gravity, and certain enemies can create small gravity fields.
- Cyberzones - Certain Planets have special blue wormholes that take you to a secret zone where you can collect up to ten \$100 crystals with a \$1000 bonus for getting them all. The wormholes are usually along an edge of the planet and start to disappear as soon as they are in sight. After collecting a Piece of the Golden Warpship you go to a special Cyberzone where you have ten seconds to collect 10 crystals.
- Warpzones - Invisible wormholes that take you to a special Cyberzone with a number of wormholes. Each wormhole will advance you to a certain stage, and one warpzone will take you to a secret stage that is otherwise inaccessible.

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Walkthrough  
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Planet 01: Preludon  
Gravity: 8  
Diameter: 7  
Fuel Cells: 1/1  
Crystals: 1/0 (\$500)  
Treasure: 0  
Equipment: 1 (Shields)  
Tanks/Ships: 0/0  
Cyberzones: 1 (\$2000)  
Warpzones: 0  
Password: KBBKBBDBBDBB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_11.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_11.gif)

Planet 1 is short and easy. First thing you want to do is smash your ship into the rocks so you are in your human form. Then quickly head left and slightly upward. Along the left side, right underneath an overhang, is a Cyberzone, so fly into that (It's easier to get to it in your human form. It's hard to get to if you don't know it's there, but since it's the first thing you do you can just start the game over and try again.

After than head downward, destroying the guns when they open up to fire. Just be careful not to get hit by a bullet, since one hit will destroy your ship. At the lowest point your will see a weird shaped thing, that is your shields, so when all the guns are destroyed fly near it to pick it up, then fly back to the large ship, drop it in, and you now have shields.

Refuel if you need, then follow the path back towards the shields, and take a right. At the bottom of the planet after the narrow passage is a diamond, so grab it and take it back to the ship.

Go back down the path, continuing past the crystal, destroying whatever enemies you come across. You'll see a large wormhole in the bottom right corner, but you can't go in yet, so head upward into a small alcove. There is a fuel cell, so once the guns are gone, take the cell back to the ship.

Now, refuel and head back to the wormhole. Now you can get through if you drop your shields. You'll be in a small cave with two guns and a huge artifact. Take out the guns and grab the artifact, which is a piece of the Golden Warpship. Rather than trying to take the artifact back through the large wormhole (you can't do it, so don't bother trying) take it through the small circular wormhole. It's harder than it sounds because the wormhole is wedged in a corner so you have to swing the Ship part into it. If you lose your ship, just go through the large wormhole. Once you get the ship piece through, smash your ship to get into human form and fly through the large wormhole to leave the planet and go to the first Cyberzone.

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Intermission: Store #1

[Homing Missiles, Time Bombs, Titanium Bullet Pack, Efficient Engines, Mapping Device]

You are now able to spend any money (points) that you earned on the first

planet on various items here. The homing missiles and time bombs aren't that useful, and the bullets are expensive and have a limited use. Two items you might want to buy are the Efficient Engines and the Mapping Device. However, the engines will only help you get one item, and there is a free mapping device on the next planet.

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Planet 02: Mexomorff  
Gravity: 24  
Diameter: 31  
Fuel Cells: 3/4  
Crystals: 0/2 (\$1000)  
Treasure: 4 (\$9429)  
Equipment: 2 (Boosters, Mapping Device)  
Tanks/Ships: 1/3  
Cyberzones: 1  
Warpzones: 0  
Password: KLBLBKHBKLG

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_12.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_12.gif)

As soon as you enter this planet two things will become very apparent: that this is a much larger place than Preludon, and the gravity is much, much stronger. Mexomorff is shaped sort of like a doughnut; a large rocky doughnut that is trying to kill you.

There is a special Bonus Zone on this planet that you should go to immediately. Unlike the one on the first planet this will warp you to another area on Mexomorff, not a CyberZone. The warp is on the high rock to the right of the ship. You do not have time to get any items or switch to your jetpack, so go as quickly as possible. It will disappear very quickly, so you will only have one shot at it. If you are using an emulator make use of your save states. Once through the warp you will be in the center of a huge cavern (about one fifth of the planet's total size). On the floor and ceiling of the cavern, more or less directly above and below where you enter, are two treasure chests, worth \$354 and \$4872, and in the upper right corner is a Radioactive. To the right of where you enter is a large L-shaped rock formation with a Crystal at the bend. Underneath the same formation is a small wormhole for you to drop your treasures into and then fly through when you are done.

Due to the strong gravity, you are going to have a very hard time carrying items, so you should get the Boosters as soon as possible. Head left from the ship and fly over a large valley containing a Fuel Cell. After the next peak drop down and you will see something that looks like a light bulb. Those are your boosters, so destroy the guns and drag it back to your ship. This is a very heavy item and can be hard to lift into the air. The best way is to start out behind it and fly at it, building up speed. As long as your shields are down, you will automatically grab it and be able to maintain your inertia to a certain degree. If you find yourself falling uncontrollably, raise shields to drop the boosters and rush at it again. Efficient engines can make this a bit easier, but they are rather expensive.

After getting to boosters, refuel and then grab the Fuel Cell in the valley next to the ship that you flew over before. Then head to the right and grab another fuel cell two valleys right of the ship. It is guarded by a very large and powerful laser cannon, so carefully shoot at it from above. Take the fuel back to the ship, then head as far right as you can. In the upper right corner of the planet is a large treasure chest worth \$2453.

Now that you've cleared off the planet's surface, head as far left as possible and drop down the shaft. At the bottom is a cavern containing a crystal. Rather than taking the crystal back to the ship, carry it down the opening to the left. About mid-way through the tunnel you're in on the right is a small wormhole for you to drop the crystal in, as well as a Fuel Cell that is in an alcove in the upper left of the tunnel, basically right below where you picked up the crystal.

If you bought a Mapping Device before landing on the planet, skip to the next paragraph. Otherwise continue to the very bottom of the planet. At the bottom, near the water, is another laser cannon and a Mapping Device. Kill the cannon and take the Device to the small wormhole. If you lose your ship or a running low on fuel, there are two spare ships and a tank along the top of the gigantic cavern that you are in. There is also another Fuel Cell, but you only need three to get off the planet.

Whether or not you got the Mapping Device, you should now be at the small wormhole in the shaft. As I said earlier this planet is donut shaped, and the wormhole to the ship piece is in the lower right of the planet. You can either head back to the ship, refuel, and then drop down a shaft on the right side of the planet, or head through the massive underground cavern at the bottom of the planet.

If you decide to go back to your ship, refuel and then slowly work your way down the shaft on the right of the planet. You will have to worry about a number of guns and a few orange gravity balls, which have a strong repulsive force. There is a small wormhole on the top of the cavern in case of emergency, just head right after getting out of the vertical shaft.

I recommend going through the cavern below, since you have to deal with fewer gravity balls. You will probably be low on fuel, so grab a spare ship or the energy tank, and head to the narrow passage on the right of the cavern. Be careful of the space snakes which appear quickly out of nowhere and fire rapidly. As soon as you clear the passage you will be in another cavern. Head directly up, along the left wall and soon you will notice you are being shoved downward. That would be the three gravity balls guarding the wormhole. Destroy them, and if you aren't too damaged, enter the wormhole. If you need a spare ship there is one on a rock formation almost level with the wormhole, but near the right wall of the cavern.

The wormhole will take you to into a long narrowing shaft with a bunch of guns. Take out the guns, and if you have enough fuel drag the warship piece up to the small wormhole.

As you will always want to do after collecting a warship piece, smash your ship and enter the large wormhole in your spacesuit.

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Planet 03: Omebru  
Gravity: 16  
Diameter: 23  
Fuel Cells: 4/4  
Crystals: 1/1 (\$1000)  
Treasure: 4 (\$4605)  
Equipment: 0  
Tanks/Ships: 1/2  
Cyberzones: 0  
Warpzones: 1 [5-6-7]  
Password: KNBTMQNBRGHB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_13.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_13.gif)

The good news is that Omebru is smaller than Mexomorf and has weaker gravity. The bad news is that it is nearly every surface is covered with crystals, which cause more damage than normal rock surfaces. There is a warpzone to planets 5, 6, and 7 in the cavern directly to the right of the ship.

If you're just interested in the warp (which is REALLY not recommended, since you have to finish this stage to be able to buy a ship upgrade) fly into the hole to the right of your ship. Follow the ceiling until you get to a ring of gunships firing inward. Drop your shields and fly in to the dead center. You will be a Cyberzone with an enemy and three large wormholes in a row. The first is to planet 5, the last to planet 7.

If you're staying on the planet, fly along the top of the screen until you pass by a very high hill. On the right side of the hill is an Alien Artifact, so take it back to your ship, then proceed down the hole to the right of the ship. Along the left wall is a Fuel Cell, and in the upper right corner of the cavern are a Large Treasure and a Crystal. Take them back to your ship one at a time.

Make sure you are completely full on fuel and then head back into the cavern. Below the warpzone, along the right hand wall, is a very narrow tunnel overgrown with crystals. Carefully fly through it, trying to minimize the amount of damage you take.

Right above the tunnel exit is a large treasure chest. Rather than going through the tunnel again with your shields down, carry the chest upward. Follow the ceiling until you get to the upper right most point of the cavern where there is a small wormhole. After dropping the chest off, continue following the edge downward until you get to a Fuel Cell. Take the Fuel back to the wormhole, and then go down the shaft to the left of where the Fuel Cell was.

The shaft is guarded by a rather powerful battleship that can only be hit from behind. Stay above it and when it turns around, shoot it repeatedly. Now continue down the shaft, around the rock formation, until you see a Fuel Cell. Grab it and take it back up to the wormhole.

By now your fuel is probably low, so you can either take the wormhole back to your ship to refuel, or grab the fuel tank which is left of the shaft once you exit. Once you are refueled go back down the shaft and head through another narrow crystal covered tunnel.

You are now in a small tunnel that leads to a huge cavern. The small wormhole that you will be using is along the ground in the middle of the cavern, left of a large rock formation. Fly up and left out of the tunnel into the cavern, and continue left past a gap in some rocks, until you see another rock formation. Head below it and slightly left until you hit the ground, where you should see the wormhole.

There are three items to collect here. Right after you get out of the narrow crystal tunnel, head down to grab a Radioactives. As you are heading into the cavern, you will see a crystal, and once in the cavern head downward and follow the outer wall to get to the last Fuel Cell.

Once everything is dropped off at the wormhole, head to the bottom left of the cavern and replace your ship to get refueled. Head upward from the ship

and go through the third and final crystal covered tunnel. You will be in a somewhat small doughnut shaped room. Head to the lower left section to find the large wormhole.

On the other side of the wormhole you will be in a large area, with three paths to choose from. The left and right ones are guarded by laser barriers that can only be destroyed from the right, so go up the middle. Fight off another battleship like you did the last time, then grab the Piece of the Golden Warpship.

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Intermission: Store #2

[Homing Missiles, Anti-Gravity, Time Bombs, Multiwarhead Missiles, Titanium Bullet Pack, Super Shields, Efficient Engines, Nippon Sports Jetpod, Italian Racing Jetpod]

The Nippon Sports Jetpod is an absolute must have, so hopefully you have at least \$10,000 for it. Anti gravities can also make carrying items a lot easier in certain situations, so grab a few if you have the money. If you have around \$15000 you might as well buy one of each, just in case the need should arise.

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Planet 04: Corso Qwero

Gravity: 8

Diameter: 39

Fuel Cells: 3/3

Crystals: 1/1 (\$1000)

Treasure: 4 (\$7659)

Equipment: 0

Tanks/Ships: 2/3

Cyberzones: 0

Warpzones: 0

Password: KNBHPPDBXPNB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_l4.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_l4.gif)

Gravity on this planet is very weak; as weak as on the first planet to be precise. This would seem like a good thing, but after getting used to the gravity on the previous two planets, keeping the pod from going out of control can be difficult. Not only do you have to get used to the change in gravity, but this planet adds a new challenge: water. When you are under water you float, so it is as if gravity is reversed.

Your ship is on a narrow ledge to the right of a narrow gap that leads into a series of tunnels. Fly into the tunnels and head right along the bottom until you get to a Fuel Cell. Take it back and then head back and continue along the bottom until you get to a pit. Inside the pit is a crystal, so pick it up.

Past the pit the tunnel narrows for a second and then widens. Along the top of the room is a spare ship, though you shouldn't need it. Continue along the tunnel, following the bottom edge into another pit. At the bottom is a Large Chest. Grab it and take it out of the pit and directly up. Once you get to the ceiling head left a little ways to get to a small wormhole.

With the Nippon Sports Jetpod you can tractor the wormhole along with you as you head to the right along the ceiling. When you reach the narrow opening to the surface, drop the wormhole. On the surface there is a Fuel Cell all



of the way to the right, which you should grab first. Then head back to the opening and go through the extremely narrow tunnel to the right and grab the Radioactives. If you need to refuel just go through the small wormhole.

Continuing through the main tunnel, it will drop down steeply until you can either go down into a pit or right into a narrow tunnel. The only thing in the pit is a fuel tank, so go through the tunnel, straight through the next intersection, grab the Fuel Cell, and go around the bend to another intersection. Here you want to go straight, into a small chamber with a treasure and a small wormhole.

This when things get unpleasant. Grab the wormhole and go back to the intersection, and go down. When you get to a split in the tunnel, drop the wormhole and head right, into a large chamber. On the bottom left of the chamber is a crystal, on the bottom right is a fuel tank, and in an alcove on the top left is a spare ship.

Take the wormhole down and left, through a short tunnel and into another large chamber. When the rocks are black with a blue outline, you are underwater, and are going to have a much harder time controlling your ship. In the chamber, there are two paths along the left side; take the upper one a short distance and get the treasure along the ceiling. Drop off the treasure into the wormhole, and now you no longer need to drag the wormhole with you.

From the large chamber, take the lower path this time, and head through the long and narrow tunnel. You will come to a spare ship, and if you maneuver your pod you will be able to see (and shoot) a fuel tank on the other side of a rock wall (The fuel tank is actually in the upper path, but it takes a while to get to and just results in you getting attacked by snakes). Grab the fuel tank if you need it and continue left.

You be at an intersection, and once you fight off the battleship, you can head up. At the top of the small chamber you're in is a small wormhole, and to the left is a larger chamber with a treasure chest in the upper left. Drag the chest to the wormhole and don't bother taking the wormhole with you.

Back at the intersection, take the left branch into the other section of the long, narrow tunnel. Once you clear the tunnel you will be in a massive chamber with the large wormhole in the upper left, out of the water. Fly through it, and if you need to refuel, fly into it to get back to your ship. Before you go back, try and clear as many of the guns in the room. On your way back, grab the spare ship at the end of the first leg of the long underwater tunnel so you go in almost full.

The Golden Warship room is pretty basic, however there are several laser guns that can only be hit from the right side. Carefully take all of the guns out, and then take the Piece to the wormhole, or the wormhole to the Piece, whichever is easier.

-----  
Planet 05: Bokky  
Gravity: 32  
Diameter: 29  
Fuel Cells: 4/4  
Crystals: 1/1 (\$1000)  
Treasure: 3 (\$1993)  
Equipment: 0

Tanks/Ships: 3/2  
Cyberzones: 1 (\$2000)  
Warpzones: 0  
Password: KMDWQHKGDBNB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_15.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_15.gif)

Bokky is another doughnut shaped planet, and this time the large wormhole is in the center, accessible through the bottom. You will need to clear both the right and left sides to get everything. The left side is a bit easier, but has fewer items.

From your ship, fly to the left side of the planet. On the rock formation closest to the left wall is a crystal and under the rock formation is a Radioactives. Rather than taking the items back to the ship, take them down along the edge, past where the Radioactives are and downward into a four-way split. To the left is a small wormhole, so drop the items in and then take the wormhole downward.

Right below is another four-way split, with a fuel tank to the left and down. To the right is a narrow, crystal covered tunnel, similar to the ones found on planet three. On the other side is a crystal near the top center of the room and a spare ship in the lower right corner. You will need a lot of fuel to take the crystal through the tunnel, so switch to the spare ship.

Take the wormhole further down into a twisting tunnel, and if needed grab the fuel tank along the right wall. Further down there will be a split in the tunnel to the left, where there is another Radioactives. At the very bottom is a crystal covered tunnel, which leads to the chamber containing the large wormhole. Since you only have one Fuel Cell now, don't bother going through the tunnel; just head back to your ship and then down the right side of the planet.

Two Fuel Cells can be picked up almost immediately. The first one is below the ship and can be found by following the ledge the ship is on down and to the right. The other Cell is all of the way on the right side of the planet in a trench by the right wall.

Once the Fuel Cells are returned to the ship, follow the path down and to the right of the ship. Past where the Fuel Cell was the path goes up a bit then right until you get to an opening that leads downward.

Past the opening there are three paths; the one on the right leads to a treasure chest in the lower right corner and a bonus zone in the upper right corner. Like the bonus zone on planet 1, the wormhole disappears quickly and leads to an area where you must dodge rocks and mines while grabbing crystals. The path on the left leads to the last Fuel Cell, and straight downward leads past a fuel tank and eventually to another crystal covered tunnel. To the left of the tunnel is a small wormhole and going through the tunnel leads to a large vertical cavern, with another crystal tunnel in the lower left.

Going through the vertical cavern lead to a long horizontal tunnel which connects to the other side of the planet. In the upper right corner is a spare ship, and in the middle is a vertical shaft leading to the large wormhole. The shaft is guarded by two extremely powerful battleships that can only be hit from behind.

On the other side of the wormhole is a long tunnel with a single 90 degree turn at the end. There is one drone ship that fires missiles and is exactly

like the others in the level. After taking out the ship, grab the Piece of the Golden Warship at the end and take it back.

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Intermission: Store #3

[Homing Missiles, Anti-Gravity, Time Bombs, Multiwarhead Missiles, Titanium Bullet Pack, Super Shields, Efficient Engines, Super Mapping Device]

The Super Mapping Device is a must have, but aside from that you should try to have one of each item if possible.

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Planet 06: Lemonte  
Gravity: 40  
Diameter: 47  
Fuel Cells: 4/4  
Crystals: 3/1 (\$2000)  
Treasure: 6 (\$8295)  
Equipment: 0  
Tanks/Ships: 1/2  
Cyberzones: 0  
Warpzones: 1 [9-10]  
Password: LKDDGDNDNRNB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_16.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_16.gif)

Lemonte is an absolutely huge planet with numerous tunnels and long vertical shafts. There is also a ton of items to collect and countless gravity balls there to slam you into walls.

First thing you should do is fly upward and slightly to the right to a floating rock with four laser cannons and a large treasure chest. The chest is worth almost \$5000, so be sure to get it.

After getting the chest, go down the shaft to the left of the ship. The shaft is very long and there is a gravity ball off to the side, so be careful on the drop down. At the bottom of the shaft is a large cavern with an underground lake. There are two laser cannons that hop around, and in the upper right corner is a crystal. Take it back to the ship and then return to the cavern and go up the left most shaft until you get to a small chamber containing a crystal. Take the crystal and continue up to the end of the shaft. At the top is a small chamber containing another lake. At the entrance of the chamber is a small wormhole. Along the left side of the lake is a bouncing laser cannon and a Fuel Cell. Take the Fuel Cell to the small wormhole. Beyond the lake is a long fight that leads to a crystal and a warpzone. If you don't want either take the small wormhole to the ship and skip the next two paragraphs.

To get the crystal tractor the small wormhole as you go down the long shaft to the left of the lake. Destroy the guns if you want, but since you won't be coming back this way they can just be avoided if it's easier. Near the bottom of the shaft is a spare ship you can get if you need it. The shaft empties out into another large lake, with more bouncing laser cannons. Fight them off and proceed right. After you get past the lake is the crystal guarded by two shielded laser guns. Take the crystal to the wormhole, and if you are not warping take the wormhole back to the ship.

Getting to the warpzone would be simple, except for the bouncing laser cannons. Continue right from where the crystal was, down the drop off. At the bottom is a spare ship, and to the right is another lake with three double-sided bouncing laser cannons. After the enemies are destroyed find the flat surface in the center of the lake, drop your shields, and fly into the invisible warpzone. Inside the warpzone is a battleship that fires homing missiles and two wormholes; the top goes to planet 9 and the bottom to planet 10.

Assuming you did not take the warpzone, you should now be back at your ship. Go back down the shaft and this time take the rightmost path upward from the cavern. The shaft opens up into a cavern with a treasure along the top that can be taken to the ship and in the lower right corner, after the cavern drops downward, is a crystal. Grab the crystal and take it down the shaft to the left into the next cavern.

Directly below where you enter the cavern is a fuel tank and in the upper right corner is a small wormhole. On the opposite side of the rock formation by the fuel tank is a treasure. Drop the crystal and treasure into the wormhole and then continue right, through a tunnel, into a chamber containing a Fuel Cell. Grab the Cell and fly all of the way up the shaft above to the surface, where there is another small wormhole. Then go halfway back down to a chamber off the left side, which contains a lot of guns and a Fuel Cell.

On the surface, there is a crystal to the left of the small wormhole and a spare ship a ways to the left along the high cliff. After getting all of the items needed, fly past the high cliff and down the large gap at the bottom. You will find a large cavern to the left, which contains the final Fuel Cell. Grab it and continue down into a massive cavern. At the top is a small wormhole and in the upper right, lower right, and lower left corners are Radioactives. There are also two bouncing laser cannons at the bottom.

After getting the items fly back to the surface and then to the right. There is another opening which leads to a small chamber with a couple of vertical laser guns and blue gravity balls. After clearing out the area, fly into the large wormhole in the upper left corner.

The chamber with the Piece of the Golden Warpship is very simple. It is a large area with a lot of blue gravity balls. Clear them out, then grab the small wormhole along the left wall and move it to the center of the area. Grab the Piece at the bottom and fly it into the wormhole.

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Planet 07: Chorlton  
Gravity: 32  
Diameter: 35  
Fuel Cells: 3/4  
Crystals: 5/1 (\$3000)  
Treasure: 4 (\$2366)  
Equipment: 0  
Tanks/Ships: 3/3  
Cyberzones: 0  
Warpzones: 0  
Password: LGDZGLBHTQNB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_17.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_17.gif)

This planet is one of the worst in the game, with gravity orbs, gunships,

narrow passages, and water. The one redeeming thing about the planet is that there are a lot of crystals and treasures to collect.

When you first start out go left and immediately down into the large cavern next to your ship. At the bottom are several guns and a tube that spawns gunships. Clear the area and take the treasure back for an easy \$865. Now fly all the way to the left of the planet and down into the cavern over there. Clear out all of the guns (and there are a lot of them) and take the crystal back.

In between those two caverns in another cavern with more guns and a crystal on the right side. Take the crystal through the gap in the floor into a much larger cavern with guns on the sides and a small wormhole directly below where you came in. On the right hand side is a fuel tank if you need one. Leave the worm hole and go through the opening at the bottom into a wide tunnel. Clear out all of the gravity orbs and follow the tunnel into another cavern, destroying all of the guns and orbs you see. Take the crystal at the top and fight off the gunships that swarm you, then go back to the wormhole. Take the wormhole back through the tunnel to the Fuel Cell, which is down and to the right of where the crystal was. Drop it in then go through it yourself to get back to the ship.

Now fly to the right, onto the second plateau to the right of the ship, on top of which sits another Fuel cell. All the way to the right of a planet is a cavern with a treasure chest worth a whopping \$1, so you probably don't want to bother. To the left of the plateau with the Fuel Cell is the path to the inner part of the planet, so head that way.

The center of the planet is a large cavern with two purplish rock formations so you'll know when you're there. At the top of the cavern is a crystal, a Radioactives is along the right wall, a Fuel Cell is in the very center, and a small wormhole is to the right of the Fuel over a small ridge. To the left of the cavern is a tunnel that leads to a crystal, but is heavily guarded by gunship spawners.

Once you have everything you need, head into the water in the lower right of the cavern, defeating a guardship on the surface. As you head down the long tunnel you will pass by a fuel tank at a bend, then a few guns at the bottom. Right past where the tunnel empties into a massive underwater cavern is a spare ship along the bottom.

Inside the cavern are six rock ledges in two rows of three ledges each. At the very bottom of the cavern is a fourth Fuel Cell, which you may or may not need. There is also a gunship spawner near it that should be taken out as quickly as possible. Straight up from the Fuel Cell is a small wormhole on top of the upper middle rock, and a Radioactives on the lower middle ledge. On the lower left ledge is a crystal, and the easiest way to get to it is by going around the bottom of the ledges where it is much wider.

On the left wall of the cavern, between the two rows of rocks, is the tunnel to the large wormhole. This tunnel is really narrow and crooked, and has a battleship in the center of it. Right after the battleship is a fuel tank, and further on the tunnel opens into a cavern with a spare ship on the left. Another tunnel leaves the cavern in the lower right corner, with another spare ship a short ways in. Grab the ship to make sure you have full fuel and continue through the tunnel until you get to the wormhole.

Through the wormhole is a medium sized oval chamber, with four gun platforms, which are basically the upper half of the battleships you fought before, and they are also stationary. Take them out one at a time and be sure to avoid

flying into the center of them. Grab the ship piece, drop it off, and get off the planet.

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Intermission: Store #4

[Homing Missiles, Anti-Gravity, Time Bombs, Star Bullets, Multiwarhead Missiles, Titanium Bullet Pack, Super Shields, Momentum Killers, Efficient Engines, Double Strength Thrusters, Italian Racing Pod]

New toys include Star Bullets, Momentum Killers, Double Strength Thrusters, and the all important Italian Racing Pod. The pod is \$25,000, which you should have by now, and it is worth it.

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Planet 08: Shishkebab  
Gravity: -24  
Diameter: 29  
Fuel Cells: 4/4  
Crystals: 3/1 (\$2000)  
Treasure: 4 (\$2444)  
Equipment: 0  
Tanks/Ships: 3/2  
Cyberzones: 0  
Warpzones: 1 [13]  
Password: MKDVBPFDZRTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_l8.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_l8.gif)

Welcome to the wonderful world of reversed gravity. It takes some getting used to how fast carrying object will drag you upward. There is a warpzone to planet 13 in the upper right corner of the planet, on the surface. After completing planet 13 you will go directly to planet 12, which is the last stage in the game.

If you are not going to take the warpzone, head out to the right anyway. Past the hill is a crystal, so grab it and then head to the left side of the planet's surface, where there is a Radioactives. Once the surface is cleared, fly down into the pit to the left of the ship, remembering that it is actually very hard to fly downward now.

At the bottom of the shaft is a crystal guarded by a gunship spawner. Take it back to the ship and then head further down past where the crystal is. A short ways downward, there is a ring shaped area with another crystal in the lower right corner. Head right at the intersection, fight past the gun platform in the upper right, and down to the crystal, which is next to another gunship spawner. Ignore the crystal for now and continue down the main shaft. Next to a Fuel Cell is a guardship, and past the guardship is a small wormhole. Dump the Fuel Cell and the crystal into the wormhole, and grab either the fuel tank or the spare ship, both of which are down past the wormhole.

Fly through the wormhole into a small area with two round rock formations above and below you. There are several clawships in the area, so clear them out before taking the Large Treasure Chest and Radioactives in the cavern. Along the left and right walls are narrow, crystal covered tunnels that you have seen a lot of times by now. The cavern you are in now is located directly below your ship, and the left tunnel will take you back into the shaft that you went down originally. The tunnel to the right leads to a

small cavern with a fuel tank in the upper right and a crystal along the bottom. Clear out the enemies, grab the fuel tank, and then take the crystal back through the tunnel to the wormhole.

By now you probably need more fuel, so either head back to the ship if necessary. Rather than going through the narrow tunnels again, take the first small wormhole than you came to on the planet into the cavern with the treasure chest, and then go through it again to get to the lower part of the planet.

Fly downward and to the right and you will see two ways to head to the right. First take the lower path into a large area with a Radioactive in the lower left corner. After dropping it off in the wormhole take the higher path until you get to the intersection. In the middle of the intersection is a group of armored things flying in a circle around a fuel tank. Take them all out and then head upward. As you head up you will pass by a narrow crystal tunnel that leading into the area where you go the crystal and a fuel tank.

At the very top, the tunnel bends to the right, where a new fighter ship is waiting to attack you. Destroy it like you would any other high powered heavily armored ship and grab the Fuel Cell to the right of it. Take it back to the wormhole then go back to the intersection and head right. At a bend in the path are two gun platforms and another Fuel Cell. Further down is a spare ship, and at the very bottom of the path is the final Fuel Cell. Take the Cells to the wormhole, hope in the spare ship, and then head to the lower left corner of the cavern to find the large wormhole.

Through the wormhole is a large cavern shaped like a '[' with gun turrets along the walls. Fight through all of the guns (and there are quite a few) then take the ship piece back. Because the small wormhole is wedged in a corner, it is hard to get the ship piece into it. If you are having problems drop the ship piece off slightly under and left of the wormhole as close as possible. Fly behind the ship as fast as possible, that way your momentum will move the ship piece forward into the wormhole without it swinging around behind you.

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Planet 09: Zlaz Tordus  
Gravity: 24  
Diameter: 37  
Fuel Cells: 4/5  
Crystals: 3/1 (\$2000)  
Treasure: 4 (\$2170)  
Equipment: 0  
Tanks/Ships: 3/1  
Cyberzones: 1 (\$2000)  
Warzones: 0  
Password: NBGMKQDGHWTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_19.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_19.gif)

This planet is where things start to get much more difficult, with the return of old enemies like the space snakes and battleships, as well as new threats like the armored gunpod. On the bright side, it is also the return of Cyberzones with \$2000 worth of crystals. The Cyber zone is located along the very top of the planet to the right of the ship, and will disappear quickly, so be sure to grab it as soon as you land.

Besides the Cyberzone there is not a whole lot on the surface of the planet, just two items that can be gotten later and three shafts leading into the depths of the planet.

After the Cyberzone, fly into the first shaft to the right of the ship, fighting past the guns as you get to them. Inside the cavern there are two Fuel cells along the bottom of the ring shaped tunnel you are in, and a crystal right at the top, which you will see as soon as you get through the shaft. Above and to the left is a treasure chest worth a whopping \$1, and a small wormhole at the start of the tunnel to the left.

Halfway through the tunnel there will be an split tunnel to the right with a crystal at the end. Take it back to the wormhole then continue down the main tunnel into a small underground lake. Fight off the armored gunships and guns in the crowded area to get to the Radioactives. If you are low on fuel, there is a tank to the right of the treasure.

After taking the Radioactives back to the wormhole, go back to the ship to refuel if necessary, and then fly into the small wormhole. You will now be deep in the middle of the planet, in a cavern that is also accessible by flying through the center shaft on the planet's surface.

Considering the massive size of the cavern it is relatively empty. There are no large enemies, however you will have to be very careful of the swarms of armored gunpods and space snakes. You enter the cavern through the small wormhole along the top right side of the cavern. Directly left of where you enter is a rock formation, underneath lies a crystal. There is also a fuel tank to the left along the cavern wall you can get if it becomes necessary.

At the very bottom of a cavern is a tall stalagmite with treasure chest on the left along the floor and a Fuel Cell on the opposite side. Once everything is gathered, head up through the top of the cavern into the shaft to the surface. Along the way you will see a side tunnel that leads to the left of the planet, but ignore it. Continuing up the shaft you will run into a battleship, but it will be in front of you, so it will be practically defenseless. At the very end of the shaft is a treasure chest, so drag it back to the ship and refuel.

Head over to the third shaft along the surface and fly down it until the intersection. Taking the left path will lead to a ring shaped tunnel, which has a crystal along the top. Take the crystal back to the intersection and down the right path. Head downward, left around the rock, ignoring the path to the left, and further down is another small wormhole. Drop it off and head back to the path to the left that you ignored earlier. Fight through the tunnel until you get to a spare ship and the last Fuel Cell.

Either go back and get into the spare ship where the Fuel Cell was, or get a fuel tank along the cavern floor, directly below where the small wormhole. After refueling, head right along the cavern floor, and up the small tunnel shooting upward from the right side to get to the large wormhole.

Through the wormhole is the standard area containing a piece of the Golden Warpship. Fight your way through a couple of guardships and grab the piece around the bend. Keep the ship piece below your pod if possible and fly it into the small wormhole.

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Intermission: Store #5

[Homing Missiles, Anti-Gravity, Smart Bombs, Time Bombs, Star Bullets,



Multiwarhead Missiles, Titanium Bullet Pack, Military Bullet System,  
Super Shields, Momentum Killers, Efficient Engines, Double Strength Thrusters]

The last two items, Military Bullet System and Smart Bombs, are now in stock,  
making all items available now.

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Planet 10: Shammy Gen  
Gravity: 24  
Diameter: 33  
Fuel Cells: 4/5  
Crystals: 4/1 (\$2500)  
Treasure: 3 (\$1499)  
Equipment: 0  
Tanks/Ships: 1/2  
Cyberzones: 0  
Warpzones: 0  
Password: NPGLHHMGNDTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_l10.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_l10.gif)

Another crystal planet, but this one is fairly small so it shouldn't take  
very long to get through. Not only is it small but there isn't a whole lot  
of treasures to collect either.

To the right of your ship at the bottom of the cliff is a treasure chest  
worth a grand total of \$1. Far to the right along the surface of the planet  
is a crystal, and slightly to the right of the treasure chest is a small  
cavern below the surface of the planet with a crystal and another chest.  
Along the right wall of the cavern is a long narrow crystal tunnel that  
leads to a Fuel Cell. This is one of the hardest item in the game to collect  
since you will have to travel a long ways through the narrow tunnel without  
shields while being attacked by orbs and space snakes. The planet also has  
an extra Fuel Cell, so don't bother with this one unless you really want a  
challenge.

After getting whichever items you want head to the left of the ship and down  
into a cavern below the ship. Defeat all of the gravity balls before going  
through, and once inside grab a Fuel Cell in the upper right and a  
Radioactives underneath a rock formation in the center of the cavern. The  
exit of the cavern is to the right, and a spare ship is right there. You  
will now be in the middle of a vertical shaft, with a crystal at the top and  
another chamber at the bottom. Inside the lower chamber is a Fuel Cell below  
a rock formation and a gap in the upper right that leads past a small  
wormhole to a larger cavern. After dropping the Fuel into the wormhole go to  
the right cavern and grab another Fuel Cell in the middle of the upside-down  
'U' shaped rock. If you need more fuel there is a tank in the upper right  
side. Below the fuel tank is a narrow crystal tunnel that leads to the rest  
of the planet, but take the small wormhole which is safer and leads to the  
same place.

After going through the small wormhole you will find yourself in a large  
chamber with a large rock formation in the center. Fly into the vertical  
shaft at the top of the chamber, past the spare ship, and into another  
chamber. This chamber has the last Fuel Cell on top of the rocks above you  
and a crystal to the lower right, next to the exit of the narrow tunnel.

After taking everything back to the wormhole, grab the spare ship if needed  
and flying through the tunnel sticking off of the right side of the cavern

with the small wormhole. After a short way the tunnel dead-ends at the large wormhole. Inside the wormhole do the routine of destroying everything before taking the piece of the Golden Warpship, and then get off the planet.

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Planet 11: Shankoo  
Gravity: 56  
Diameter: 39  
Fuel Cells: 4/4  
Crystals: 5/1 (\$3000)  
Treasure: 5 (\$3101)  
Equipment: 0  
Tanks/Ships: 3/1  
Cyberzones: 0  
Warpzones: 0  
Password: PHGBKMKHTQTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_111.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_111.gif)

And now the fun really begins. Shankoo is basically a fortress with tons of bullet and laser cannons along the surfaces and armored gunpods and battleships flying around all over the place. Gravity is also much stronger than any other planet so far, so if you have Super Shields and/or Double Strength Thrusters, this is a good time to start using them.

Once outside of your ship fly left along the surface a pick up a treasure chest to the left of the gap that leads into the planet and then a crystal even further to the left past the mountain. After clearing the surface go through the gap into a shaft which will eventually drop you into a four way intersection. Head straight down a ways to get to a chamber which contains a crystal on the rocks and a Fuel Cell in the lower left corner. Take both items directly back to your ship and then head back to the intersection.

This time head right a very short distance and then down into the pit which contains a crystal and a Radioactives. Take both back to your ship and then go left at the intersection. As you head left you will quickly see a rock with a way above and below, head below and grab the treasure chest. Take it back to the ship then go all the way through to get to a wide shaft with tunnels splitting off to the left at the top and bottom. Stick to the top and fly past a fuel tank to get to a Fuel Cell in the upper tunnel. Take the Fuel Cell back to the shaft and fly downwards to get to a small wormhole underneath an overhang. After dropping off the Fuel Cell follow the wall down and left to get to a crystal. Drop the crystal off and then fly into the wormhole to get to a small chamber with a battleship. Fight it off and then follow the path out to get to a pool of lava. On the right side is a Fuel Cell and on the far left side is a Radioactives.

If you need to refuel after taking the Radioactives to the small wormhole head back to the left side of the lava. Go up the shaft to get to a small area with a fuel tank above a large rock, then fly left into a large chamber with three big rocks in the middle. If you don't need to refuel just fly through the wormhole to get to the same chamber, except you'll be on the right. In the chamber there is the last Fuel Cell in the lower left corner and a treasure chest along the top by the uppermost rock.

Take everything to the third wormhole and then fly to the right of it to get into a chamber with a crystal along the center bottom and a spare ship at the very top. After than fly up the shaft directly above the wormhole to get back to the surface. A crystal is a ways to the left and a fuel tank

is nearby on the right. After collecting what you need fly to the right, over the ridge and downward, fighting off the gunship spawners and gravity balls. At the very bottom of the valley is the large wormhole.

Through the wormhole is a long tunnel heading left, which will take you past two laser cannons with telescoping necks and then two jumping laser cannons. After destroying everything grab the piece of the Golden Warpship and take it all the way back to the right, then on to the final planet.

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Intermission: Store #6

[Homing Missiles, Anti-Gravity, Smart Bombs, Time Bombs, Star Bullets, Multiwarhead Missiles, Titanium Bullet Pack, Military Bullet System, Super Shields, Momentum Killers, Efficient Engines, Double Strength Thrusters]

You won't be needed any more money after this store, so buy as much of everything that you can, because you never know when it will help.

-----  
Planet 12: Miplezur  
Gravity: 72  
Diameter: 45  
Fuel Cells: 4/1  
Crystals: 5/1 (\$3000)  
Treasure: 5 (\$3608)  
Equipment: 0  
Tanks/Ships: 2/2  
Cyberzones: 0  
Warpzones: 0  
Password: QQGLNBKKZKTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_112.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_112.gif)

The fact that Miplezur is not only the largest planet, but also has by far the strongest gravity should be a hint that this is not a fun place. Fortunately the enemies aren't very numerous and most areas are fairly wide open, so you only have to really worry about the gravity. The planet has three different sections: at normal surface/underground, an underwater section, a final cyberzone-like area. Because you really don't need money at this point, and very shortly in won't matter how many lives you have (more on that later), so I'm only going to give directions Fuel Cells.

From your ship fly out and to the right, then head underground into a tunnel. There are two side tunnels, the first leads to a crystal and the second is the long way to the final section. Ignore them and continue to the right until the tunnel bend upward and then dumps you into a large chamber. Head all the way to the left and then follow the wall upward. Fly past the small wormhole and continue upward until you reach the end where a Fuel Cells rests. Take it back to the wormhole and then fly through.

You will now be at the top of a large chamber. Head down, into the water, and head right. Eventually the tunnel will narrow and bend upward. Once it levels out again fly along the bottom to find a pit with the second Fuel Cell. Take it back to the wormhole and then follow the ceiling from the wormhole to the left. Continue following it as you fly left, then up a small shaft, and then to the right, which leads to a chamber with another Fuel Cell.

Take it back to the second wormhole and then fly through it to get to the right side of the planet's surface. A short ways to the left of the wormhole are a couple of armored gunships and the final Fuel Cell of the game. Take it back through the worm hole and then go through it to end up in the underwater section of the planet.

The good news is that you are actually at the end of the water section, having used the worm holes to completely bypass it. Head left a little ways and then right as you get to a spare ship you will see an opening where the ocean floor opens into a humongous Cyberzone-like structure. The section is a maze that leads to the large wormhole and the final stage of the game. The solution to the maze can be found here:

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_112\\_maze.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_112_maze.gif)

Basically what you need to do is head all the way to the left and then down to the bottom. Once in the bottom left corner of the maze make your way to the right until you are directly below the large wormhole and fly straight up and through it.

On the other side of the wormhole is an extremely large chamber with two ridges sticking up from the bottom. You enter on the left and the final piece of the Golden Warpship is on the right. Make your way through fighting past the gravity balls and gunship spawners, navigate through the narrow passages, and get to the piece of the Golden Warpship. As soon as you get the Piece into the small wormhole you automatically begin the final flight sequence.

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Planet 13: Urownd (Secret World)

Gravity: 32

Diameter: 31

Fuel Cells: 4/4

Crystals: 3/1 (\$2000)

Treasure: 4 (\$2802)

Equipment: 0

Tanks/Ships: 1/1

Cyberzones: 0

Warpzones: 0

Password: MKHWBPHDXTB

[http://db.gamefaqs.com/console/nes/file/solar\\_jetman\\_113.gif](http://db.gamefaqs.com/console/nes/file/solar_jetman_113.gif)

For a planet that lets you skip four very hard stages, number thirteen is very easy. The planet is basically a planet-sized cavern with a straight passage down the center a large rock formations on both sides. There are very few enemies; just gravity orbs, flying balls, guns, and a few battleships, none of which pose a major threat.

Left of the ship is a gap that leads into the planet, but first fly past it is to a small pit with a tunnel containing a tunnel with a crystal. Past the crystal is another small pit with a treasure in the lower left corner. After collecting both items fly into the gap, where a treasure is along the left wall of the short chamber.

Fly into the main chamber and take the upper rightmost path around the large rock formations. Almost directly under where your ship is a pit containing a Fuel Cell. Take the fuel back into the tunnel and continue around, hugging

the right wall of the planet, heading down past a fuel tank. Near the bottom of the planet is a large rock formation, with a way past it above and below. Take the upper route to the top of the rock where there is a small wormhole. Head to the left and then into a small tunnel in the left wall, where there is another treasure. Underneath the rock formation is another Fuel Cell, and to the left of the Fuel Cell, directly below the gap to the surface, is a crystal.

Once all of the items are collected, fly through the small wormhole to get to a tiny chamber containing a crystal. Drop it in the wormhole and fly through it until you get to the small wormhole in the western side of the planet. Below the wormhole is the third Fuel Cell and directly to the right, back to the eastern side of the planet, is a chamber with another crystal.

Go back to the rock formation where the third Fuel Cell was located and fly around the left side until you reach a spare ship. Fly to the left and up the left side of the rock overhang to get to another treasure. From the wormhole fly up to the ceiling of the inside of the planet and head to the left until you reach the first narrow pit, which contains the final Fuel Cell. After dropping off the Cell return to the same area and continue to the left around the side of the planet. Along the side of the planet are two paths to the right; the upper one leads to a spare ship, and the lower one leads to the large wormhole. Get the ship if needed then clear out the area through the wormhole and grab the piece of the Golden Warpship.

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Finale: Destiny Summons

This is the end of the game, and if you aren't using an emulator, then you are going to have to be good. You are only given one chance (since there is only one Golden Warpship after all) and you have no shields, so every hit does a lot of damage (four to five hits will kill you, depending on what you get hit by). Also, since you do not get a new password after collecting the last Piece of the Golden Warpship, if you die you have to redo all of the last planet again, which can be the most frustrating thing in you can experience.

The level is pretty much an automatically scrolling side shooter (kind of like a slow paced Gradus or R-Type) with large bubble like enemies floating around, which break into smaller pieces when hit. The scrolling last for a while, switching directions every so often. The final boss is an odd rock shaped creature with five eyeballs on the left side. Each eyeball must be destroyed, and can only be damaged when it is open. Basically you just have to avoid everything that comes flying at you and move in to hit the eyeballs when you have a clear shot. The screen will scroll a little ways back and forth in short jerky motions (it'll seem like the rock-thing is moving but if you watch the stars you'll see them move as well) and you can scroll up and down a little bit since the thing is bigger than a screen. Stay as far back as you can so you can maneuver around the blue orbs it fires and hold down the fire button when you line up with the eyes.

As you destroy the eyeballs it'll change colors and start shooting a little faster. When you are down to the last one the screen will begin to shake and it will become harder to hit. Keep at it, because once the last eyeball goes you win the game.

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III. Planet Charts  
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	Gravi.	Dia.	Blue C.	Orange C.	Total \$
Planet 01	08	07	1	0	\$2500
Planet 02	24	31	0	2	\$10429
Planet 03	16	23	1	1	\$5605
Planet 04	08	39	1	1	\$8659
Planet 05	32	29	1	1	\$4993
Planet 06	40	47	3	1	\$10295
Planet 07	32	35	5	1	\$5366
Planet 08	-24	29	3	1	\$4444
Planet 09	24	37	3	1	\$6170
Planet 10	24	33	4	1	\$3999
Planet 11	56	39	5	1	\$6101
Planet 12	72	45	5	1	\$3608
Planet 13	32	31	3	1	\$4802

Cumulative Totals

	Blue C.	Orange C.	Total \$
Planet 01	1	0	\$2500
Planet 02	1	2	\$12929
Planet 03	2	3	\$18534
Planet 04	3	4	\$27193
Planet 05	4	5	\$32186
Planet 06	7	6	\$42481
Planet 07	12	7	\$47847
Planet 08	15	8	\$52291
Planet 09	18	9	\$58461
Planet 10	22	10	\$62460
Planet 11	27	11	\$68561
Planet 12	33	12	\$72169

| Blue C. | Orange C. | Total \$ |

```

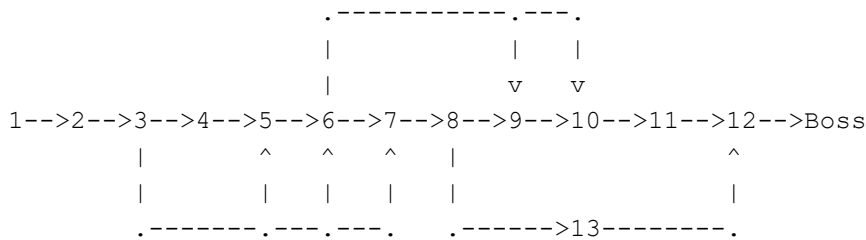
-----|
Planet 01 | 1 | 0 | $2500 |
-----|
Planet 02 | 1 | 2 | $12929 |
-----|
Planet 03 | 2 | 3 | $18534 |
-----|
Planet 04 | 3 | 4 | $27193 |
-----|
Planet 05 | 4 | 5 | $32186 |
-----|
Planet 06 | 7 | 6 | $42481 |
-----|
Planet 07 | 12 | 7 | $47847 |
-----|
Planet 13 | 15 | 8 | $52649 |
-----|
Planet 12 | 20 | 9 | $56257 |
-----|

```

```

=====
IV. Routes
=====

```



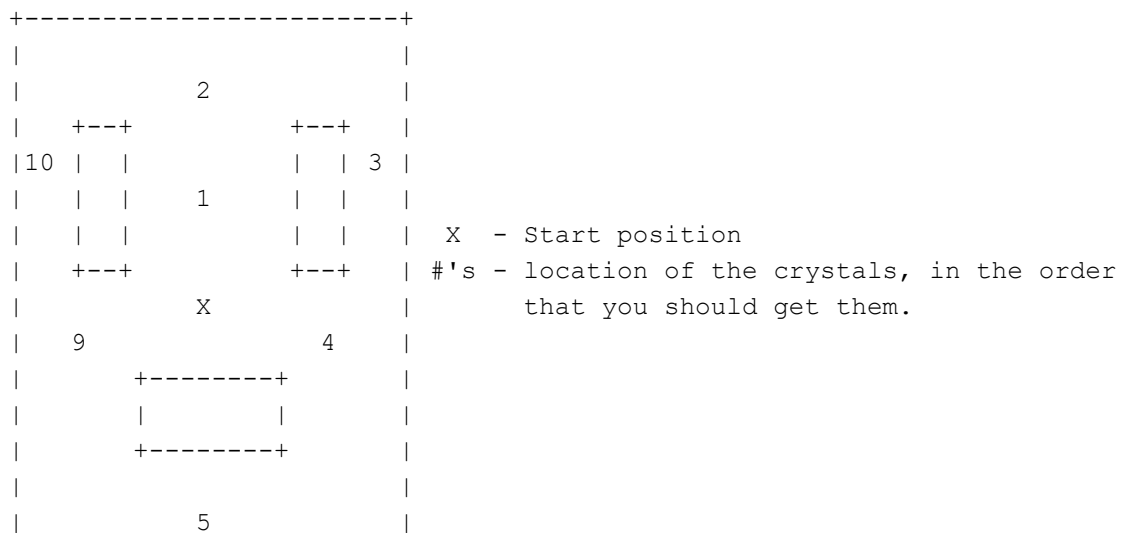
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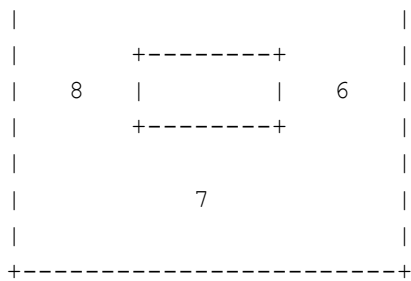
=====
V. The Bonus Room
=====

```

After collecting a piece of the Golden Warpship and leaving the wormhole, you will go into a Cyberzone, where you will have up to 10 seconds to collect 10 crystals for \$100 each, and a bonus \$1000 if you get them all. You only get one chance per planet, but if you know the location of the crystals you can get a pattern down and always get all 10. It is also much easier to do this in your spacesuit than in a pod, so after getting the piece of the Golden Warpship, smash your pod before going through the wormhole.

Map of the Bonus Room:





=====  
VI. Items & Equipment  
=====

Collected Items

These are the items that you find on the planet and have to tractor back to your ship to activate. There are three kinds: Key Items are needed to finish the planet, Equipment adds abilities to your pods, and Treasure gives you more money.

[Key Items]

Fuel Cells

Large blocks easily identified by the word Fuel on them. You will need between one and four to be able to leave the planet after finding the piece of the Golden Warpship.

Weight: Moderately heavy

Piece of the Golden Warpship

Your goal in the game is to find all of these pieces and reassemble the legendary Golden Warpship. Each piece is hidden in a special area accessible by the large wormhole on each planet.

Weight: Very heavy

[Equipment]

Shields

Lessens the damage caused by impacting enemies and surfaces and keeps bullets from killing you in one hit. Only pods have shields and tractor beams cannot be used when the shields are activated.

Weight: Heavy

Planet: 1

Boosters

Gives you a much strong thrust at the cost of burning fuel at a very high rate. Thrusters make carrying object much easier and allow you to over come gravity faster.

Weight: Moderately heavy

Planet: 2

Mapping Device

Same as the one you can buy, this allows you to view a map of the planet.

Weight: Moderately heavy

Planet: 2

Fuel Tank

Refills the fuel of the pod or spacesuit. Shoot to activate.

Weight: N/A

Planet: Various



### Spare Pod

A bonus ship; fly into with your spacesuit to get.

Weight: Light

Planet: Various

[Treasure]

### Fancy Alien Items

Small pentagon artifacts worth money.

Weight: Light

Value: \$1000

### Small Chest

Chest dropped by the gunpods; shoot to acquire.

Weight: N/A

Value: \$25

### Star

Symbol dropped by snakes; shoot to acquire.

Weight: N/A

Value: \$50

### Large Chest

Large treasure chest with varying contents.

Weight: Moderate

Value: Varies

### Crystal

Blue or Orange crystals. Collect 10 to get a bonus life.

Weight: Light

Value: \$500

### Radioactives

Radioactive material denoted by a radiation symbol.

Weight: Light

Value: \$750

-----  

### Purchased Items

Items you purchase through the Interstellar Marketing Company before each planet (except the first). Shop numbers refer to the shop you go to BEFORE landing on a planet. In other words, if an item is sold at Shop 2, then it is the one you get to after you leave Planet 1, but before landing on the second planet. Special Weapons are items that are limited in use by your special weapon meter, upgraded equipment is the better version of your standard equipment that you lose if your pod is destroyed, and permanent upgrades are things that you can never lose after buying.

[Special Weapons]

### Star Bullets

Bullets fire from pod, then change direction once to fire at enemy.

Shops:                      Cost: \$400              Usage: 7

### Smart Bombs

Damages all enemies on the screen.

Shops:                      Cost: \$2500              Usage: 2

#### Homing Missile

Missiles fire from ship and home in on nearby targets. Up to four missiles can be on the screen at once.

Shops:                    Cost: \$400            Usage: 56

#### Time Bomb

Bomb is set at ships location and then creates a fairly large explosion after a few seconds.

Shops:                    Cost: \$150            Usage: 7

#### Multi-Warhead Missiles

Each shot fires several missiles with limited homing abilities.

Shops:                    Cost: \$400            Usage: 14

#### Anti Gravity

Reverses gravity, making it easier to travel upward.

Shops:                    Cost: \$1000          Usage: 112 seconds

#### [Bullet Packs]

#### Efficient Engines

Boosters burn fuel at a much slower rate.

Shops:                    Cost: \$500

#### Titanium Bullet Pack

Much stronger bullets

Shops:                    Cost: \$800

#### Military Bullet System

Very strong bullets that expand as they travel.

Shops:                    Cost: \$1600

#### [Ship Parts]

#### Super Shields

Double strength shields

Shops:                    Cost: \$500

#### Momentum Killer

Instantly stops your pod, regardless of its current speed.

Shops:                    Cost: \$800

#### Double Strength Thrusters

Thrusters have twice the power, and as a result twice the acceleration and better carry capability.

Shops:                    Cost: \$1000

#### [Permanent Upgrades]

#### Mapping Device

Pressing Start then Select will bring up a map of the planet.

Shops:                    Cost: \$1500

#### Mapping Device

The location of all items and wormholes will appear on the map.

Shops:                    Cost: \$5000

#### Nippon Sports Jetpod

Improved pod with better engines and guns, and can now carry small wormholes.

Shops:                    Cost: \$10000

## Italian Racing Jetpod

Best pod with improved engines and guns, and can now go through small wormholes as well as tow spare ships and fuel tanks.

Shops: Cost: \$25000

## VII. Interstellar Marketing Co.

Before landing on even numbered planets, you will have an opportunity to purchase weapons and pod upgrades. You can only shop before landing, and each shop has progressively more merchandise.

	p02	p04	p06	p08	p10	p12
Homing M.	X	X	X	X	X	X
Anti-gravs		X	X	X	X	X
Smart Bombs					X	X
Time Bombs	X	X	X	X	X	X
Star Bullet				X	X	X
Multi Miss.		X	X	X	X	X
Titanium B.	X	X	X	X	X	X
Military B.					X	X
S. Shields		X	X	X	X	X
Momentum K.				X	X	X
E. Engines	X	X	X	X	X	X
DS Thruster				X	X	X
Map Device	X					
S. Map			X			
Nippon Pod		X				
Italian Pod		X		X		

## VIII. Frequently Asked Questions

NOTE: The section was taken directly from Frits and Axl's FAQ.

NOTE: EPoetker wrote a good FAQ with more basic questions. Check [http://db.gamefaqs.com/console/nes/file/solar\\_jetman.txt](http://db.gamefaqs.com/console/nes/file/solar_jetman.txt) if your question hasn't been answered in this document.

Q: How can a person fly this ship?

A: Stop complaining and practice.

Q: Is the game gonna stay this hard?

A: Much harder.

Q: Whets the shortest way through the game?

A: The shortage (but hardest) way is to warp to level 7 from level 1, complete it, go to level 8 and take the warp to planet 13 there, and finish it and go to 12. There you go.

Q: But what's the easiest then?

A: Play through 1 and 2, take the warp in level 3, go to 6, take the warp there to level 10 and continue the game.

Q: Why are there so many bugs?

A: Why do you even bother asking?

Q: Should I save my cash, or just waste it to whatever I want?

A: Save it, there are only very few things you need, and those you need are expensive.

Q: Do I need all the cash in the game?

A: Not all, but you do need a lot, don't waste your time on the cash in level 12 though.

=====  
IX. Misc. Info  
=====

Other sources for help:

Cheat codes - <http://www.gamefaqs.com/console/nes/code/8141.html>

Planet Maps - <http://www.gamefaqs.com/console/nes/game/8141.html>

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Credits:

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-The ASCII title, Frequently Asked Questions, and various other sections were taken (with permission) from an incomplete FAQ that GameFAQs users Frits van Wijk (Z01) and Axl de Rechter (The Other End) had started.

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Special Thanks:

-Z01 for figuring out the password to start Planet 1 with a mapping device.

-solar Jetman 95 for reminding me how to get into the center of Planet 2.

-Z01 and The Other End for sending me their Solar Jetman FAQ  
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Feel free to contact me about corrections, comments, etc to the FAQ, but be sure to let me know it's about this FAQ in the subject line of the email. Any additions or alternative information to what I have is welcome, and I'll add it to the FAQ and give credit for it.

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