

Jet Force Gemini FAQ/Walkthrough

by Chapplen

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My first FAQ and the best FAQ

Jet Force Gemini

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Just so you know, this is a FAQ/Walkthrough for the entire game and is 100% finished.

This is the best game I have EVER played! A good thing I like about it is, it's not your boring level to level game. I like how you have to back track to previous places. I don't know why people hype about it being so long. I beat it in 23:56. It's no longer than Banjo-Kazooie. Anyway, let's get started.

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1. Legal Information

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2. Game Junk

Weapons and Short Information

Jet Force Gemini has numerous weapons. I'm not going to go through them all and describe every little detail about them. I'm saving that for the walkthroughs, but I will list them along with a little helpful secret:

1. Pistol- fires about 6 rapid-fire shots when fully charged. How do you know it's charged? When the meter in the blue box in the upper left hand corner of the screen is all green, great for shooting down gems from high places
2. Machine Gun- Fires fast all the time
3. Plasma Shotgun- Hold Z down to charge it up and it will release a more powerful shot.
4. Homing Missals- Hold R and move the joystick to lock onto a target. You are locked on when you hear a beep and a red meter with the word "Lock" in red pops up next to the cross hair. Then let go of R and fire the weapon. It will fire at the same target every time you fire unless you move or press R again
5. Tri-Rocket Launcher- More powerful than homing missals. In fact, very powerful
6. Sniper Riffle- Zooms in closer by holding R
7. Flame Thrower- Only fires at close range, To get extra ammo for this gun, shoot the Tribals with lanterns once and they'll drop the lantern. Then pick it up
8. Shocker- Really shocks
9. Grenades- Good to use when sneaking up behind enemies
10. Shurikens- Good for killing those pesky barricade drones, By the way, can anyone pronounce that right?
11. Remote Mines- The first time you press Z it deploys the mine only. You have to press it a second time to set it off
12. Timed Mines- If you tap Z it becomes proximity mine, but if you hold it down you'll set the fuse for a certain amount of time
13. Cluster Bombs- Not only will the big bomb go off, but a little while later 3 more little bombs will go off. 4 bombs in 1
14. Flares- Press Z to light them in dark places. They're not the 70's fashion trend
15. Fish Food- Feed fish, what else

Game Controls

The controls are fairly easy. It just takes some getting used to.

A and B- Cycle back and forth through weapons, moves Floyd forward and backward

C up- Jump (Hold for higher jump, and with Lupus, when he's in the air, press it again and he will hover)

C down- Crouch (Then press the joystick forward to crawl on stomach. (Only available with Juno and Vela)

C right- Strafe/sidestep right

C left- Strafe/sidestep left

L- Nothing

R- Brings up cross hair, locks on, aims

Z- Fires weapon

+ Pad- You can enter the start menu, go to weapons, choose the weapon you want by moving the joystick, then press any direction on the + pad to set that weapon, then you don't have to toggle through using A and B, it's a faster way to find weapons.

Analog/Joystick- Moves character in any direction, moves Floyd up, down, left and right (When Lupus is hovering, use it to move him in the air)

More Game Junk

Full Ammo Creates- These crates have red stripes. When you pick one up, the specified weapon is displayed on the top of the screen.

Partial Ammo Creates- These crates have 1 yellow stripe. When you pick one up, the specified weapon is displayed on the top of the screen.

Capacity Creates- These increase the amount of ammo you can carry for a specific weapon. When you pick one up, the specified weapon is displayed on the top of the screen.

Health Gems- These vary in colors and restore different amounts of health.

Pads- Standing on different pads enables you to certain abilities by pressing the A button or just standing on them.

Invincibility Orbs- These make you invincible for 15 seconds (very few in the game)

Gemini Holder- These increase your maximum health

Mizar Tokens- Collect these to buy health and ammo from Diamond Geezer

Tribals- Fury, annoying bears. You must save every last one in the game. You can see how many Tribals you have throughout the game by pressing pause and

going to the Tribals section.

Chests with blue flashing light- These contain your various weapons, to open them press A

Life Force Doors- These can only be opened by killing near by enemies, they have a picture of a bug by them in red if they are locked and in green if they are unlocked

Character's special abilities:

Juno- can walk on lava

Vela- can swim under the surface of the water

Lupus- can hover (Only for about 5 seconds)

3. FAQ/Walkthrough to Mizar 1

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a. Juno Walkthrough

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Goldwood

Tribals:

Outset- 7

Interior- 9

Lodge- 15

Rim- 11

Outset

The game begins with a really awesome cinema about how the jet force team separated. After Juno's ship lands, run forward up the plank, across the bridge and talk to Magnus. Now run through the door, go to the right and behind the wall. Here you can get fish food and Mizar tokens, although you won't ever need the fish food, it's cool to have. There are also 2 capacity creates, but you can't get those until later. Now exit; go across the bridge and into the hut on the right. Here you can get a gemini holder on top of the stairs and across the platform. Then talk to King Jeff. He'll show you another awesome cinema about the bug invasion on Goldwood. Exit the hut, head right and you'll run into Magnus again. He'll tell you the whole story about how to activate life force doors. (I will now abbreviate life force door as LFD throughout the rest of the FAQ.) Kill the Cyclops drones and go through the door. You will see a cinema describing Goldwood and what you have to do. Next, head down the path killing soldier drones and collect the 1 Tribal off to the right, but watch out for the green sniper drones on tree tops. Once every drone is dead 2 LFDs should be open. Collect the remaining 2 hidden Tribals. A good strategy is, after a fearsome battle, backtrack and fill up on health. REMEMBER THAT FOR THE ENTIRE GAME! Now head through the door on the right that looks like wood. As soon as you

get through, there are bugs shooting at you from the left. Kill them and head down the left path. Keep to the left the whole way down. Up above there will be gems on platforms. You can shoot those down with the pistol. When you get to the open area, there will be 4 Tribals to rescue. Be careful, if any Tribals die, you have to start over. THAT GOES FOR ANY LEVEL. Now shoot the big crate in the center and get the yellow key. Next leave the open area, keep to the right, follow the path until you come to a waterfall, drop down, exit through the hole, go up the stairs, collect the gemini holder and exit through the right door. You should now be back in the place were you opened the 2 LFDs. Head straight, follow the path, and exit at the far door. You will get an "area cleared" screen. After that, go to the right, head straight into the water, hop up on the island with the dock and go through the door. Notice the spidery design by the door. That tells you which color key you need to open it. In here, kill the stag drone, and get the shuriken weapon. Now leave the room, go across the water, to the right, cross the bridge, go behind the wall that leads to were you got the fish food, collect the shuriken capacity crate and leave. Now you've seen this place before, hopefully you know were you are. Go all the way back to where you entered the wooden door. Yes, you will have to fight the drones again, but you won't have to collect the Tribals again. This time go through the metal door, go straight through the next door and you've entered a new area.

Interior

Follow the path, go up the stairs, stay to the left and you'll meet Magnus. Talk to him and he'll give you the red key. Ignore the door behind him. Turn around, follow the path, stay to the left and you'll come to another open area. There'll be a path that leads up to the door that requires the red key, hence the spidery design. Go through that door. Kill the drone blocking the way and collect the machine gun. There will also be full health gems on another platform shoot them and of you're lucky they should bounce over to you. Next exit the room, go back down the path and to the right there will be another door and next to it there will be a thing with a red dot in the middle. Shoot it with the machine gun until all the things turn light blue. If you're low on ammo there's a crate off to the right. Go through the door. Follow the path down and go through the next door. Here you must kill all the bugs to open the LFD at the end. There is a machine gun capacity crate atop a box and a Tribal by a box off to the right a little farther down the path. When you get to the open area with U shaped forts there is a hidden Tribal on top of the first one on the left. When all the drones are dead, you can replenish your health and ammo. If everything is gone, go back through the previous door, return and the gems and creates should reappear, however, if you go back through one that gives you an "area cleared" screen the enemies will reappear too. Go through the LFD. Follow the path, collect the capacity crate, ignore the gorge on the right and keep left. Here, there is lots of flying drones to kill to enter the LFD. Once they're dead, go through it. Right away there will be a ninja drone that hunts down Tribals. Kill it before it picks off Tribals. Then collect the 4 that are there. Head through the next door. Collect the invincibility orb as soon as you enter, kill all the stealth drones, go across the bridge, rescue the 3 remaining Tribals behind boxes on the far left, exit through the door.

SS Anubis

Tribals:

Hold- 10
Depository- 14
Passageway- 8

Hold

Start by going to the right side of the room, up the boxes, collect the plasma shotgun, (There's a hidden ammo crate for it if you go farther to the left and up more boxes.) go to the left of the chest, drop down to the next ledge, collect the 2 capacity crates and the gemini holder, drop down and talk to Magnus. He will show you a cinema on how Vela got captured. Go through the door. Kill the bugs on the ground, jump up the ledge to the right, kill the sniper drone across the way and the big one down below, drop and rescue the 2 Tribals. Now go and face the LFD, go to the second box on the left, and jump up on it. Look up high on the far wall and you should see a panel in the corner, shoot it. Shooting the panels contributes to rescuing Tribals and Vela at the end of the world.) Now go through the LFD. In here there is another panel on the left as soon as you enter. Kill all the soldier drones and flying ones. Go to the LFD, collect the capacity crate by it and go through. Kill all the drones, go to the far right, shoot the panel, rescue the Tribal and go to the center gap. Wait for the platform to come around, jump onto it, take it to the opposite side, and kill all the drones. When you're in the far-left corner there are 2 yellow drones that drop their guns. Kill them and receive a full health gem. Next, go back to the gap, look down to the left and shoot the panel. Go through the LFD. Immediately kill the drones on the ground. Then look up on the right wall and shoot the panel. Now, go up the left side of the ramp, (Watch out for land mines!) shoot the panel and make your way to the top. When you get there, there will be drones circling the room in the air. Kill all of them to open the LFD at the bottom. Next, Shoot the glass on the right, go through, collect the gemini holder, go through the little door, follow the path way down until you come to a place where you can look straight down below, recognize the gap? Shoot the panel in the upper left corner. Carefully walk across and go through the door. Follow the path until you come to an area with

Mizar tokens. You can collect the cluster bomb weapon and then go all the way back to the bottom of the ramp to get a capacity crate for that weapon. Go through the LFD next to it. Shoot the panel on the left. Now if you shot all the panels, all the prisons should be open, if not, you missed one. Rescue the rest of the Tribals and then go to Vela's prison. She'll show you what happened to her and Lupus then run away. Don't worry, she's fine! Now go through the door at the other end.

You can begin playing Vela's missions now, but those are later in the FAQ. This continues with Juno.

Tawfret

Tribals:

Bog- 10
Bridge- 12
Castle- 6

Bog

When you begin, immediately run straight through the door in front of you, so you don't have to deal with the slow moving zombie stag drones. The next place has lots of stuff to get, but you have 1 mission: to open the LFD way off to the right. To do that you must kill the 4 drones in the area. Use your plasma shotgun, it might take a while and a few trips back and forth to replenish ammo. Once that is done, head way right and back towards the beginning. Go through the LFD, ignore the drones, grab the 2 Tribals and the gemini holder and exit. Now head to the far end and go through the new door. Here there should be a gate to walk through. If not, you went the wrong way. Go through the gate and talk to King Jeff. He will show a cinema on how Tawfret came to be and give you one of the coolest weapons in the game, the tri-rocket launcher. Next, go into the huts by blasting the doors off. Collect the Tribals and items. There is also 1 Tribal up on a ledge by the altar with tri-rocket ammo and a hidden capacity crate by one of the huts. Head through the next door.

Bridge

This part is very easy to do. All you have to do is run, but you must gather things in the process. Immediately grab the capacity crate at the beginning of the bridge and if you want to you can swim to the first stone on the left side of the bridge and get another capacity crate. Then run to the first pole, ignoring the tons of fling drones, grab the Tribal and keep on running. Run to the next pole, grab 2 more Tribals, ignore the capacity crate and keep on running. When you get to the third pole there is 1 more Tribal to get and then stop there. Drop down to the water and go through the door. This part is actually easier than it looks. Instead of killing all the drones, run to the very end to the LFD and to open it, just kill the swarm of stealth drones at the end. You can get a little help from the invincibility orb nearby too. Now go through the LFD. There are lots of rhino drones here but don't worry about them; they're just a nuisance. Just run straightforward from the entrance, across the water and to the island. Here, climb the tree and grab the pants. Now, just go back in the water, facing the direction you came and through the next door. There are a lot of cool things to do here. Here we go. Go into the water and up the left side of the castle. If you jump over the little wall, go across the ledge and up there is a rooftop full of goodies. If you go to the left side there is a capacity crate. Anyway, jump down to the courtyard. Next, go through the door with the big window above it. In here is Gimlet, the guy who's pants you have. Give him the pants and he'll give you the crowbar. Exit the room, go to the left, through a small door and rescue the Tribal. Also collect the sniper riffle. Exit, go across the courtyard, behind the wall on the right, up the ledges and talk to Floyd. He'll show you how he got all blown up and you must find his missing pieces. Now, jump down and look up on one of the ledges. There're 3 jewels up there to get. Then run back across, behind the wall on the left, but not all the way to the left, up some more ledges and you should be on a rooftop. Then go across the ledge and down the chimney. Please bare with me, I did the best I could to describe that. I think you'll find it though. Now you should be standing in water and in an area that splits into 2 directions. Go left. Shoot the coffin on the ledge to open a passage. Crawl through it and collect the 1 crate you can and the Tribals. Leave and continue left. Now you'll come to a platform with some stuff. Grab the Tribal and the first of Floyd's pieces. Continue left and you'll come to 2 coffins this time. Blow them up, go through and collect the remote mines. Leave the room; keep following the path, stay left and you will eventually exit. You'll end up back out side the castle, so go back in. Once you are there, go towards the door at the end, but not through, climb up the ledges on the left and collect the second Floyd piece. Now for the final Floyd piece. Go left, behind the wall, blow away the door, go in, collect the

flares, use them to light up the wall so you can see the ledge to climb up and rescue the 2 Tribals and collect the capacity crate. Climb down, go by the trap door, it should open if you have the crowbar, and go in. Follow the passage; collect the Tribal and the last Floyd piece. To get Floyd, return to the post where you first talked to him. It's right above you when you exit back through the trap door and then the bigger room where you got the flares. Once you have Floyd he will follow you over your left shoulder. I will explain what you can do with him later. For now you can go through the door at the end of the courtyard.

Castle

When you begin the castle section of Tawfret, there are huge parapets shooting huge rockets at you from both the left and right towers of the castle. Just strafe to avoid them and shoot them with your own rockets, however, there also are other fling drones to take out, but you can do it! Now you must take out the drones up top with the sniper rifle. Use the boxes as cover. When you're done there is a full health gem across the moat (surrounding water) and on the far-left side of the castle. Now enter the castle. I'm going to do my best to explain this part. It's hard to describe this part in a walkthrough. Here's a suggestion, if you don't want to waste time reading this part just be careful, go slow, check all nooks and crannies, follow the path and kill all the enemies. For those of you who actually want to read this, here it goes. Grab the capacity crate, jump up on the ledges to get the ammo, follow the path down and watch out for sniper drones. Now is a good time to use those shurikens you got, on those barricade drones. Continue following the path and killing enemies. By now you should have ctivated a LFD. Continue on and activate the next one. That will lead you into water. You have 2 choices here: go left or right. Even though there's ammo if you go right, I suggest going left. Assuming you went left, you'll come straight to a Tribal. If you went right, for a lousy ammo crate, go straight down and to the right for 1 more Tribal. Then go left. Good, now we're all on the same page. Continue down and don't forget the gemini holder on the ledge. Just past the gemini holder, if you look closely in a dark corner, there are 2 hidden Tribals. Keep going and you'll come to a heavily infested drone area. Rescue the Tribals before doing anything else. There is 1 on the right and another around the corner. When all the drones are dead the big arched LFD will become unlocked, but before you go in, go almost all the way down to grab the much needed capacity crate. For the person who went left, if you keep going you'll come to the pillared area that the right person started in. If you didn't already, go down to the right to get the last Tribal. Go back to the arched LFD and enter.

Tawfret Boss

First of all, grab all the full ammo crates. This boss is the second easiest in the game. Believe me, they get harder! He has only 3 attacks that he does. 1: he spews bat-like creatures at you 2: he sends heat waves across the ground and 3: when you get his small antenna looking things blown off, he shoots missals form his bigger antennas. The basic strategy is jump, strafe and shoot. Use your tri-rocket launcher for this battle. The first two things to blow off are the small things in the center, by his mouth. They look like small antennas. You must blow off the right one then the left one. The next two things are to blow off the antenna looking things on the very top. Blow off the right one then the left. Now the monster will shoot electrical bolts at you. Just aim at his chest and keep firing. BOOM! He's dead. Exit through the

door and to your spaceship.

Mizar's Palace

Tribals:

- Lobby- 14
- Flume- 6
- Chasm- 10

Lobby

This continues with Juno's walkthrough.

Run straightforward through the first 2 doors and then you'll come to a place with a glass floor. Run all the way straight through the next door. Now you're in an area with arches. Go all the way down and in the right door. Hurry up and run through the next door and rescue the 3 Tribals. Now run back out to the arch place and go through the left door. Quickly turn left, rescue the 2 Tribals, open the LFD, grab the 3 capacity crates and leave. When you're back in the arch place there are also torches burning on the ground, go into the second one on the right. Don't worry you won't die. In fact, you will view a little cinema. It's another place crawling with barricade drones. This is another hard part to explain in a walkthrough. Start by going down, collect the capacity crate and to the right. Stay to the right and you'll come to a room with 3 Tribals. Exit that room, stay to the right and you'll come to a room with 2 Tribals. Leave and go to the right until you come a fork. Take the left fork. Then you'll come to a left and that's where you started. Continue straight, go right, left, right, left and through the door. There is a capacity crate right outside the door or right inside, I'm not sure. In here is 1 capacity crate, 2 Tribals and a full health gem. To obtain the full health gem, just kill the coward drones and cockroaches. Exit the room, go left and then the very next left. Go through the door. This place has lava in it, but remember? Juno can walk on lava! Collect the 2 capacity crates, walk across the lava, get the 2 Tribals and through the next door.

Courtyard

This area has the first of only 3 Floyd missions you have to do to beat the game. Go forward and when you pass the pillars, stay to the right and you'll come to a pad with Floyd on it. The object of the Floyd mission is to collect the 3 power keys. In other words, they are 3 groups of 3 triangles. 1 is found in a square hole to the right of the Floyd pad. 2 is found inside the giant rings and 3 is found across from the Floyd pad, on the other side of the courtyard, in a narrow slit just before the finish. Save that for last. When done, Mizar's pyramid will float down. Go into the door with Juno's symbol and you will view a cinema. Juno is stuck there until you get Vela and Lupus inside the pyramid, so you have to get them to Mizar's palace too.

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b. Vela Walkthrough
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Sekhmet

Tribals:

Battle Cruiser- 15

Battle Cruiser

First of all, go talk to Midge, then walk around the room making sure you pick up the 4 Tribals and the grenades. Then head up the ramp and through the door on the left. Drop down off the ledge and kill all the drones to unlock the LFDs. Go into the one without an ammo crate by it. If you went through the right one there's a weapon chest inside. It's the machine gun! Also get the gemini holder next to the door you came through. Now back track and go through the other LFD. Here, kill more drones and go to one of the sides and climb up the boxes. Now you should be by a white path with 2 ammo crates on one of the branches. If you used grenades, pick those up. Then drop down and go to the rapid-fire crystal, shoot it and go through. At the end of the path are barricade drones. Use your grenades to easily take them out. Go through the door they were guarding, up to Fishface and he'll give you the red key. Also there is a capacity crate in one corner and the plasma shotgun kitty-corner (diagonal) from that. Back track to the place with the rapid-fire crystal, climb up the boxes on the side again and this time, go through the LFD. Kill all the flying drones and go through the LFD. Remember, only Juno can walk on lava, so if you fall it will cost you major damage. You have to kill 3 sets of flying drones. Once the first set is gone you can walk a little farther and the second set will come out and so on. Go into the red key door on the other side. Don't worry about Tribals in here and in the next 2 rooms. Just follow the path and try not to fall off, but if you do there's platforms to jump on to get back up. After going through the first 2 doors you'll eventually come to a Tribal standing alone on the same platform you're on, so it's not the ones on platforms you can't get to yet. If you look down and to the left, you'll see a walkway that leads to another door. Jump down and go through. There's a capacity crate in the corner too. If you come to a room with boxes, pink gems and flying drones then you've done it right. Kill the drones and enter the LFD. Now you should be in a place with a glass floor. Shoot the glass, collect the capacity crate and open the chest to get the green key. Ignore the pad for now. Enter the next door. Grab the gemini holder and work your way around to the right killing drones. Ignore the doors in the water. Go into the green key door. Now you are back at the very beginning. Stay on the path you are on and go through the door at the top of the ramp. It requires the green key also. Go forward, grab the capacity crate, work your way to the top of the spiral path and enter the door.

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Cerulean

Tribals:

Dune- 8

Dune

At the start, go around the pad and grab the 2 capacity crates and the gold bar. You'll need 3 of those to get the tri-rocket launcher. Follow the path, kill the drones and open the LFD straight ahead, not the one on the left. In the big open area, around the corner to the right, is an essential drone. Kill him to open the other LFD at the beginning. Keep to the right until you come to a pond. There is a gold bar there. Run all the way to the left now, until you see another pond with a gate. There's the third gold bar. Turn left, go back to the LFD that wasn't open before and go in to get the tri-rocket launcher from

Fishface. Run all the way back across the field until you run into more drones. Kill them and go into the next door. If you made the dumb mistake of not reading this before going on, the door won't open because you don't have the tri-rocket launcher. In here, grab the yellow key, 6 Tribals and some Mizar tokens if you want. Ignore the totem pole. I'll explain that later in the FAQ. Continue through

the next door. Keep to the left and you will find a hut. Go inside to get the homing missiles and a gemini holder. Continue going left around the outside and you'll find a capacity crate. There are also some flying drones that fly around the whole place. Just stand in 1 spot and wait for them to come by and then shoot'em. It may take a few laps,

but once they're dead go through the LFD you see on the right hand side. This is another very difficult part to describe in a FAQ. It is very confusing even with a walkthrough because there are so many places to get lost. A lot of this place is just killing drones. Also, if you shoot the larva hanging from the ceiling you can get some gems. Go slow and it's easier. From the start of the room go straight and then left through the LFD. The next sentence is going to be really long. Now, from here, continue and look for a yellow key door on the left, go in to get a capacity crate, exit, turn left, go down to look for a fork that goes left and right, go to the right, then left, then right again to get a capacity crate in the room at the end, back track, then right at the fork through the LFD, around the bend, through the door on the right to get yet another capacity crate, exit back the way you came, through the LFD again, continue straight, then the second left, all the way down and out. Phew! Sorry if that was hard to read. Before you leave, grab the 2 remaining Tribals hidden by the launch pad.

Ichor

Tribals:

Military Base- 16
Perimeter- 8

Military Base

This level is pretty long too. Collect the capacity crate behind the launch pad and head to the door. Kill the drones out there, but watch out for the big cyborg drone blocking the entrance to the next area. Kill him, grab the capacity crate and the full health gem, and then enter the once blocked door. Work your way around the boxes; kill the sniper drones in the towers first and then finish off the ones on the ground. When done, go to the box in the center, jump up to the walkway and if you are facing towards the LFD down below, go to the right and enter the door. Follow the path around the corner and enter the first door on the left. Grab the 2 weapons, go back outside and enter the door on the other side of the walkway. You could have just dropped down off

the walkway outside and gone through the LFD, but it's more fun this way. Follow the path around the corner, killing the cyborg drone blocking your way and enter the door. Using your sniper riffle now, you can kill the drones with shields easily by zooming in and popping them in the head. Next, drop down, go by the door on the left and look to the right. There's a capacity crate. Also, if you shoot the glass, hop through and enter the door you'll come to the cluster bomb weapon. Now go through the LFD on the other end. Don't worry about Tribals here either because Lupus is the only one who can rescue them all. Head straight, up the boxes to get a gemini holder and then to the right and down the ramp for a capacity crate, but stand to the side and shoot the drones before going down. Head into the LFD next. All you have to do here is kill enemies and continue on. In the next room, grab the capacity crate on a box and the gemini holder around the corner. Kill the cyborg drone to open the LFD up top. Go back to the entrance of the room and up the boxes to the moving pistons. Watch their pattern and cross them easily. Enter the LFD. In this room, go down the ramp to get the capacity crate, then back up, step on the yellow pad to move the yellow platform, then cross over, move the red pad, cross over, move the pink pad, cross over, move the green, pad and cross over to finish. You can figure out your own way to get the capacity crate. Also, if you get to Diamond Geezer, you can top off your ammo and health if you have enough Mizar tokens. In the next room just collect the 1 capacity crate and enter the door on the left side. Now, just work your way to the end killing the drones, but when you get to the bridge, run across as fast as you can. In here, grab all the ammo crates and the bunch of gems before the boss.

Ichor Boss

The only defensive move the big bad bug has is the exploding maggots that drop from the ceiling. Just strafe to avoid those. Shoot the bugs arms with homing missiles. When they're gone, use the tri-rockets to blast up the abdomen. When the head starts flying around, use your remaining ammo to take it out. BOOM! Dead. Now you'll meet Lupus.

You can begin playing Lupus' missions now, but those are later in the FAQ. This continues with Vela.

Mizar's Palace

Tribals:

Lobby- 14
Flume- 6
Chasm- 10

Flume

Run forward through the first 2 doors, across the glass floor and when you get to the stream of water in front of the big door go right, through the water and through the hole. Now you're in a giant under water place. You don't have to worry about running out of air here. Swim forward, grab the 2 capacity crates and go left. At the end of the passage there's another capacity crate to get, then head left again. Around the bend and to the right is a room with another capacity crate and a full health gem. Continue left, take the second right you see and you are outta

there. Easy huh? The next room has 4 Tribals. Collect them and continue into the next door. This area has 2 Tribals and 2 capacity crate. Snatch them and go into the waterfall. In the ourtyard, the pyramid is already up, so just find Vela's door and enter. 2 down, 1 to go.

=====
c. Lupus Walkthrough
=====

Spawnship

Tribals:

Troop Carrier- 15

Troop Carrier

You start off right away with 2 weapons. Grab those and the gemini holder. Go to the right, up the platforms and grab the capacity crates. In the next area just follow the path into the LFD. Don't worry about Tribals here either because Vela is the only one who can rescue them all. Grab the 2 capacity crates on the right, kill the drone across the gap and then use Lupus' hovering ability to float across. In the next area, grab the capacity crate on the box. Now you have to jump on the floating platforms, you don't have enough power to float across this gap. On the other side is another capacity crate. Enter the LFD. In this area, don't worry about anything, just kill the drones, but go through the left door. You should come out right in front of the weevil trooper. Blast it down and fetch the red key behind him. Hover across to the next platform and go through the door on the left. Then follow the path through the next 2 doors. 2 should require the red key, which you just got. After the second red key door, drop down to the right and kill the ninja drone. You can get the Tribals if you want. Head back up the stairs and go through one of the pipes across the way. It doesn't matter which one. Inside is the yellow key and sniper rifle. Exit, hover back to the walkway and go through the yellow key door. In here is a gemini holder to get off to the right and then just follow the path to the next world. Don't enter the lava.

Rith Essa

Tribals:

Bluff- 8

Interior- 4

Ascent- 6

Mine- 16

Bluff

Begin by climbing up the path and on the first bend, hover across to the platform to get the capacity crate and gemini holder. Also, go behind the waterfall and in the door are the homing missals. Now drop down, go up the zigzag path and through the door. Go forward, grab the 2 capacity crates and continue on. When you go little farther, look

down to the left, you'll see alone capacity crate on a cliff edge. Drop down and get it. Continue on, killing drones. You don't have to worry about saving all the Tribals here. Only Vela or Juno can do that. Grab another capacity crate down the path a ways and enter the LFD at the end. In here, pick up the capacity crate and the tri-rocket launcher. From there, go across the water and to the right side of the cliff. This area has the cluster bombs, a gemini holder and lots of health gems on the little dog house. Exit back the way you came, go to the other side of the cliff and through the other door.

Interior

It's wise to rescue all the Tribals here. From the start, Jump up to the cliff on the right, collect the capacity crate and the Tribal. Jump down and walk down the path. The basic thing here is to follow the path and keep an eye out for Tribals. You should have collected 4 in this area. There are lots of cyclops drones and many other hovering drones here too, so the machine gun is a must. When you enter the door to your spaceship at the very top of the path, there's a capacity crate right by the door. Get it before you leave.

Eschebone

Tribals:

Approach- 6

Thorax- 12

Cortex- 5

Approach

At the start, kill the rhino drones across the lava, then go right to get a capacity crate, then go back the way you came, keep going in that direction to rescue 1 Tribal and hover across from platform to platform. There's another Tribal to get by the door. To do the next area safe, you got to take some hits. Before killing the hovering drones, drop down to the right, get the gemini holder, jump to each platform, rescue the Tribal and climb up at the end. Drop down on the other side, grab the capacity crate, hover over and get the last Tribal. Climb up to the bridge again. You have to do all that fairly quick to take the least amount of damage. Now kill the hovering drones and enter the door behind you. In here, first get the grenades and on a platform lower down are the last 2 Tribals. Climb back up to the platform you entered on and chuck grenades in to the mouth. This will cause the tongue to splurge out. Climb up it. All you have to do in this room is grab the 1 capacity crate, work your way down killing drones and enter the LFD. Use your sniper riffle here to kill the drones up above to open the LFD.

Thorax

This first section is very interesting. Collect the 3 capacity crates on the floor, then go to the right and in the opening. There's Diamond Geezer if you want to fill up. On the other side are some ammo crates. Work your way back and through the door. Use the oil cans to generate big explosions to take out groups of drones. Work your way down and enter the LFD. There are

lots of difficult drones to kill in this part. When they're all dead, enter the LFD on the other side. In here, kill lots of drones and follow the path until you come to a place with 2 lava pits. Kill the remaining drones there and go into the LFD on the left side. Follow the path through the LFD, across the bridge, through the next and one more LFD. Now you're in a place with water. Grab the gemini holder on the rock and enter the door at the top of the stairs. Follow the path through the LFD and you'll come to a room with the magenta key. Grab it and head through the door on the left. Follow the path and you're back to the place with all those hard drones. Go through the first door on the left.

Eschebone Boss

Fill up on ammo and prepare to fight a pretty hard boss. This is the second hardest boss in the game, or should I say bosses. That's right, there are 2 praying mantises to fight, but lucky for you, only one shoots at a time. The attacks: 1- is shooting you with their pistols at the end of their arms. 2- is using their other arm to chuck explosives at you. 3- is the weapon equipped on their tails. 4- is their long-range missals that they fire when their arms are gone. At this point they both do fire at you. When everything is gone, they'll spit rocks at you. Now for your counter part. First use homing missals to blast off the pistol hand. There are platforms on each side of you and they do jump to them, so watch out. Next, go for the other arm with tri-rockets. When all 4 arms are gone, switch back to homing missals to take out their tails. Watch out for their missals! With that done, whip out your machine gun and blast their faces. BOOM! They're dead. Yeah! You rule!

Mizar's Palace

Tribals:

- Lobby- 14
- Flume- 6
- Chasm- 10

This is the last leg until Mizar 1. Lupus begins in his own little area.

Chasm

Start by grabbing the 2 Tribals and the capacity crate. Head down the corridor and in to the open area. Kill the drones and enter the LFD. Get the night vision goggles out of the chest and stand on the pad. This will bring you into a green zone. This area is a little easier to describe than Vela's flume area. Walk down and left. Collect the capacity crate and continue down. When you come to a second capacity crate, grab it and turn back. Stay to the left, continue down, and grab 1 more capacity crate. After that, go to the right, all the way back and rescue 4 Tribals in the dark corner (Look closely!). Go back to the original path and continue down. You'll come to a place with 2 boxes close together. Head left from there and collect the capacity crate in the corner. Keep going down the path and collect another capacity crate. When you come to the next right turn, take it. Once in the new area, look left and there is a lone Tribal on a cliff. Rescue it, hover back over and head to the gap. At the gap you must time you jump and your rocket booster ignition correctly to

make it across. When across, rescue the Tribal under the center waterfall and jump up the next level. Up there are 3 capacity crates and 2 Tribals. 1 crate is on the left side and there are 2 together on the right. After collecting all that junk, head through the new door. You recognize the place. Find your door and enter. With all 3 characters in the pyramid, you'll view another of the many awesome cinemas.

Mizar 1

Do to the fact that Lupus is the only one who can fly over the blue flames in the cinema, he'll be fighting Mizar. This boss is so easy I don't even have to tell you his attacks. Just strafe to them and blast him in the face with rockets when he moves his hands away. Easy huh?

Half Way Point

Now King Jeff appears, remember him? He'll give Juno and Vela the awesome jet packs and Lupus gets outfitted with a tank. King Jeff will also tell you that you have to find all 12 parts of the Tribal's spaceship. You have very few new worlds to go now, so what's left but to warp back to previous worlds. To do that, press start, go to the map section and all the worlds are connected together. Use C right and left to choose your desired character and the analog/joystick to choose the world, but after you beat Mizar 1, you get taken back to the character select screen. Choose Juno and start the game.

4. FAQ/Walkthrough To the End

I will tell you whether or not all the Tribals are rescued in each section of each world.

Mizar's Palace

Race Track

>From Mizar's pyramid, exit, and head towards the wall with the square hole. There's a gap by it. Go through and enter the smaller looking pyramid. Inside the pyramid, is a jet pad, fuel up and fly to the top of the platform. On top is another pad. Step on, activate it and you'll turn into a drone. Drop down, enter the unlocked door and stand on the platform in the new room. Now, head down the corridor and find you ship in the third stall on the left. Press A to hop in. I suggest getting a feel for how the ship moves before heading through the door. Head through the door now.

<End Fragment>

Spaceship Part 1: Fuse

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All you have to do is win the race and you'll get your first spaceship part. Pick up as many blue tokens as you can as you race around the track. These will give you speed boosts.

<Begin Fragment>

When you win the race, save the game and return to the character select screen. Choose Lupus and warp to Goldwood.

=====
a. Lupus Walkthrough (continued)
=====

Goldwood

Tribals:

Outset- 7
Interior- 9
Lodge- 15
Rim- 11

Outset

All the Tribals are already rescued in this part.

>From the start go up the ramp and through the door. You can now go right if you want the fish food. If you want the shurikens, go left and into the yellow key door. From here, go across the ramp and through the LFD. Follow the path to the open area and open the metal LFD. If you want Diamond Geezer, blast open the door on the right hut. Continue across the bridge and through the door.

Interior

All the Tribals are rescued in this part.

Follow the path and go through the door you had to use the machine gun to open. Follow the path down to the big open area with U shaped huts, kill all the drones and enter the LFD. Follow the path until you get to the first right. Now that you have Lupus, you are able to cross the gap, but there is a LFD on the other side and to open it you must kill the sniper drone above the LFD in the open area. If you position yourself just right you can kill it without triggering the aerial swarm that come out of the top. Hover across the gap and enter the door.

Rim

You must rescue all the Tribals in this part.

Head down the path, kill drones and enter the LFD. When you come to the right turn, don't go that way, there's nothing good. However, the next left turn has 2 Tribals. Before shooting the drones that descend from the ceiling, run and grab the Tribals. Kill more drones, head straight and into the LFD. As soon as you walk forward, soldier drones will jump down from above. Take them out and continue on. Follow the path and when you come to the next left turn, take it and rescue 1 Tribal. Continue on the original path and when you get to the place with many platforms, kill the drones and

hover hop your way up. When you're on the tallest one, float over to the LFD. Inside is the shocker and 2 Tribals. Exit the room, float across to rescue the Tribal on the other big platform and then jump down to the place with pillars. Now go to the right and look for another lone Tribal on a platform. Hover across to rescue it and then hover back. Go to the left this time, look for an opening with 2 pillars and float across to that. Take the right path to rescue another Tribal and then go back to the left one and go through the LFD. In the new area, grab the capacity crate on the first box, follow the path, kill the drones that shoot at you from the middle of the air, kill the drones in your path, shoot the land mines that block your path with the pistol to blow them up and go through the door at the end. Snatch the capacity crate right in front of you and take the first left you see down the path. To avoid the mines and killing Tribals, float across them and rescue the fury creatures. Continue down the path, up the stairs and don't forget the Tribal on the right side. Clear out the drones behind you and enter the LFD. Follow the path and enter the next LFD. Go down the path, go right at the fork, through the LFD and your done.

Gem Quarry

I know you haven't been here yet.

Tribals:

Landing- 5

Landing

You have to rescue all the Tribals here.

Spaceship part 2: Radar Dish

+++++

This level is very easy, no enemies! Go straight and rescue the 2 Tribals. If you would like Diamond Geezer, he's in the second right hut. Go in the left hut to talk to Magnus. He'll give you the task in the next area. Exit, go down the path more, rescue 3 more Tribals and go through the door. In here, go across the area, stand on the cliff and when the Tribals dump the green gems from above, shoot them into the hole in the rotating generator. Use the pistol, it's best. It will take a while to get enough gems into the generator! With good aim and timing you can do it. When you finish a neat cinema will play, showing the generator blowing up the asteroid. Return to where you talked to Magnus after blowing up the asteroid and he'll give you this spaceship part. Return to your spaceship at the beginning.

The game should automatically take you back to Goldwood. From there, warp to Ichor.

Ichor

Tribals:

Military Base

You'll need to rescue all the Tribals in this part.

>From the start, go straight and enter the next door. Keep going, kill the sniper drones in the towers first and then the deflector drones on the ground. From there, jump up onto the walkway and go in the right door. (Assuming you were facing the LFD down below.) Follow the path around and when you enter the room with more deflector drones, use the sniper rifle to pick them off. Jump down and enter the LFD. Run across to the left and rescue the 2 Tribals in the corner. Kill all the drones, but watch out for the giant drone on top the boxes. When the LFD is open, head towards it, but go down the ramp on the left first. To kill the aqua drones easily, stand on the nearby ledge and shoot down. There are 2 Tribals at the bottom of the ramp. Head into the LFD. Kill all the drones in here, but in the meantime, run all the way across the room and to the left and in the corner is a Tribal. Be careful of the sniper drone up on the ledge. If you shoot too fast, you'll kill a Tribal. When the drones are all dead, fuel up on the jet pad, fire it up, rescue the Tribal on the ledge and above the entrance. Enter the LFD. Hop up onto the boxes leading up to the pistons, kill the drone guarding the LFD and cross the pistons. Now you can float across and rescue the 2 lonely Tribals on the platform. Hover back over and enter the LFD. Don't even bother with the pads here; just hover to each one you need to. Don't forget the 3 Tribals and the capacity crate if you didn't get it way back when you had Vela. In the next place, kill the ninja drone right away, rescue the 2 Tribals at the end of the room, climb up the stairs to the right, float over to the next platform, fuel up on the pad, rescue the Tribal next to you and on the other platform.

<End Fragment>

Spaceship part 3: Lupus' Hatch Key

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>From the platform with the jet pad hover into the pipe you see near the wall. In there is another spaceship part. Exit.

<Begin Fragment>

Go across the room to the next door. You know what to do to get through the LFD at the end. In the next room, enter the door straight ahead. The boss is dead; you don't have to fight him again. Follow the path to your spaceship.

The game should bring you back to the map screen and from there, warp to Sekhmet.

Sekhmet

Tribals:

Battle Cruiser

You'll need to rescue all the Tribals here, but not with
Lupus.

You won't really spend a whole lot of time here. From the start, head up the ramp and through the left door. Follow the path around and go through the red key door. Fuel up on one of the jet pads and fly over to the white platform across the way. Go in the right door. Keep following the path through the next 4 doors and don't worry about Tribals. After the fourth door, take the next right. This will take you to a new world.

Water Ruin

I know you haven't been here before.

Tribals:

Lost Island- 8

Lost Island

You'll need to rescue all the Tribals here.

At the start, turn around and there's a Tribal right there, standing all alone. Continue on the path and after a little bit, look to your left and there will be a Tribal on a rock in the water. Swim out and get it. Go back to the path and walk up to the ruins. From there, there is another Tribal on a rock to the right. Swim back to the path and go around the corner to the left to rescue another Tribal. Now enter the arched door on the previous side. Climb up the stones on the left to rescue 2 more Tribals. Use the rocks to float over to the Tribal above the arched door you entered. Drop down, go across the yard and jump on the rocks up to the last Tribal. If you're confused, you should have rescued 8 Tribals in this world. Return back to your spaceship.

>From the map screen, choose Vela and warp to Goldwood.

=====
b. Vela Walkthrough (continued)

Goldwood

Tribals:

Outset- 7

Interior- 9

Lodge- 15

Rim- 11

Outset

All the Tribals are rescued in this part.

Head straight up the ramp and through the door. Go right and behind the wall if you want the fish food and/or left and through the yellow key door if you want to get the Shurikens. Once you have all the stuff you want head through the LFD on the other side of the bridge. Follow the path (You should know this area by now.) and enter the steel LFD. Head straight-ahead, but jump into the water, go right and through the door deep down.

Lodge

You'll have to rescue all the Tribals in this part.

Grab the capacity crate on the left, head down the path and into the hut on the left. Rescue the 4 Tribals and grab the capacity crate. Exit the hut, go across the way and snatch the 3 capacity crates. Enter the door to the next area. This part is somewhat difficult. Go down the stairs, kill drones and enter the first LFD you see. If it's not open yet, kill more drones and backtrack to it. You must go through this door first! There are plenty of difficult drones to dispose of here. Turn left grab the invincibility orb right away, kill the big drones and more, head up the stairs, stay to the left and go through the LFD at the end.

<End Fragment>

Spaceship part 4: Vela's Hatch Key

If you went through the right door, you'll be in a place with flying drones. Quickly run down the path and behind the tree trunk, grab the invincibility orb and blast the flying drones out of the sky. When they're all dead, drop down the ledges and enter the LFD at the bottom. Inside is a spaceship part.

<Begin Fragment>

Climb back up the ledges, exit the area, follow the path, take the first left, follow it around, kill drones and enter the LFD. Now you should be in an area with many huts. Rescue the Tribal on the right next to one of the huts, go inside the hut next to it and grab 2 more Tribals. Diamond Geezer is in the hut across from that. In the hut next to Diamond Geezer is another Tribal. On the other side of that hut is 1 more Tribal in the corner. Now, exit the area, go straight ahead through the round door, down the stairs, turn right, and through the door on the left. When you enter the door, turn left, follow the path, kill lots of barricade and deflector drones as you go and enter the LFD at the very end next to a burning fire. There are 2 invincibility orbs here to help you kill the tons of stinger drones. When they're dead, hop on one and only one of the platforms, quickly rescue the tribal and hop off. The platforms will crumble down. 2 of the Tribals will die, but if you exit the room and then immediately return, the platforms will return too. Rescue the remaining Tribals and leave. Follow the path back to the previous LFD. It's the one that leads to more paths. Enter the door, turn right, walk down a ways, and go up the stairs and into the LFD. You should be back in the place with many huts. Go all the way down and enter the door on the left.

Space Station

I know it's a new world.

Tribals:

Abandon Wreck- 12

Abandon Wreck

You'll have to rescue all the Tribals here.

At the start, drop down to the lower level and enter the tunnel. In there is 1 Tribal. Use the boxes to hop up and jump through the holes above you. After rescuing the 1 Tribal, jump through the hole above you and then the next one. There's 1 Tribal in that area and through the 2 tunnels on the side is another Tribal and the flame thrower. From the top, use the ledges to get yourself back to the middle floor. Once there, go straight and an elevator will take you to a new area. Now, go straight and left to get a capacity crate in the corner and then cross the gap using the middle ledge. When you get through the door, go down and take the first left. There is a capacity crate there and a Tribal in the open area. Exit the open area on the right and you'll see another capacity crate down the corridor. To rescue the Tribal on the other side, turn left, go back through the door and to the area with the gap and the middle walkway. Drop down through one of the holes and exit through the door. Don't go through the door straight ahead. Go right, rescue the Tribal on the left, continue in that direction and rescue another Tribal in the new open area. Backtrack to the original path and go through the door straight ahead. Follow the path down into one more door and up the elevator. Enter the door straight ahead and there's the Tribal you couldn't rescue before. Use the jet pad to hover across the gap, turn right, enter the door, walk down a little ways and drop through the hole once again. This time, go straight ahead through 2 doors and into the elevator. Head into the open area and rescue the 2 Tribals. Head to the right and when you come to the part with a door on each side, take the left door. Take the next left you see and rescue the 2 Tribals in the open area. You should have 12 Tribals by now. Now all you have to do is get back to your spaceship. Head right, into the door, up the elevator, through the door, left, through the next door around to the next door, up the elevator, cross the gap, right, through the door, across the middle ledge, straight to the elevator and drop down to your ship.

>From the map screen, warp to the Spawnship.

Spawnship

Tribals:

Troop Carrier- 15

Troop Carrier

You'll have to rescue all the Tribals here.

>From the start, head up the elevator. Kill the hovering drones and stop. Rescue the Tribal on the right standing on a doorway down below. Jump just right to land on it. Go through the door that the Tribal was on top of. On that walkway, jump down to the ground below. Go through the door on the end without the stairs. You're back at the beginning. Head back up the elevator straight ahead and into the LFD. Rescue the Tribal on the right and drop down to the ground below. There's a Tribal in the corner there. Exit through the door and then enter the door on the end to the right. Back up the elevator you go and straight ahead.

This time, kill the drone across the gap and go through the LFD on the other side. In the next room, just concentrate on crossing the gap. Enter the LFD. Drop down below in this area too and rescue 2 Tribals. They are under heavy drone fire, so be careful. Enter the LFD, go left and head back to the beginning. Up the elevator, straight ahead and cross the 2 gaps again. You should be back in the area where you

last drop down. In other words, you should be in a place with 4 doors. 1 being a LFD, 1 being a green key door and 2 others being regular doors. Go through the green key door. Work your way through the electric bolts of energy and into the door at the end. In that room there are 4 Tribals. Go back to the area with 4 doors and go through the door that's not a LFD. You must go through that door because you

can't hover across the gap with Vela. Kill the drones and go through the next door. Go through the next 2 doors. In this area, Quickly hop down the stairs and rescue the 3 Tribals before the ninja drone picks them off. Now here's where it gets interesting. Go back through the previous door, drop down to the ground and go through the door in the water. Kill the drones in this area and go into the next door. Kill more drones in here and enter the LFD. In this room, there is a jet pad to rescue the Tribal on the box and 2 more on top of the doorway. You can also get the shocker weapon here too. Backtrack through the previous 3 doors and exit through the door in the area you are swimming in. o through the door that leads to the beginning of the level on last time. Up the elevator, across the 2 gaps, through the right door, and when you come to the place with the stairs where you had to kill the ninja

drones go through the yellow key door at the end. Then follow the path to your spaceship.

>From the map screen, warp to Eschebone.

Eschebone

Tribals:

Approach- 6
Thorax- 12
Cortex- 5

Approach

All the Tribals are rescued in this part.

Hop across the lava using the platforms to the other side. If your lucky, you can run across the bridge in the next area and not have to deal with drones. After that section, walk up the tongue and into the next area. Just work your way down and enter the LFD here. I know you remember this place!

Thorax

You have to rescue all the Tribals here.

This is where you have to start rescuing the Tribals. Go through the passage on the right side, blow away the door and you'll find a jet pad. Full up and fly up above. There are some squares there that you have to drop down into to rescue Tribals. The first square on the right and the second one on the left have Tribals waiting. Now drop back down to the ground and enter the door at the end. Ignore the door you saw up above you for now. Follow the path and enter the LFD. Now you're back in the big open area where all those drones are. There are lots of them! Take them out and enter the LFD. Follow the path through the next 4 doors and you'll come to a place with 2 lava pits. In that room there are 2 Tribals on the far side. Next, instead of going all the way back the way you came, head through the door on the left side. It's a LFD. Through the next LFD too. Now you're on the overhead bridge. Go down and through the next door. Follow the path through the next LFD. Head up the stairs and into the door. Notice there was water in that room! Follow the path through 2 more doors and you'll come to the place where you got the magenta key. It will be there if you want Vela to pick it up although; it's not necessary. Down below there are 2 more Tribals waiting to be rescued. Now backtrack to the room with water, jump in and swim through the door. Once you're under water, swim to the intersection and go left. In that room are 2 Tribals and the blue key. Go back into the water, swim straight ahead and into the next little room. Go left from there, swim through more water and in the next room is the specialist magazine. Go straight, into more water and go left at the intersection. In that room are 2 more Tribals. Now swim straight-ahead into the next room, follow it around to 2 more Tribals. If you go left from there, into the water, there is a full health gem in that room. By now you should have all 12 Tribals in this section, so you now need to go back to the place with the jet pad that you used to rescue Tribals. Head back into the water and take all left turns. That will bring you back to the beginning. Swim up to the surface and go left through the LFD, which is green. Follow the path down and into the open area. Go all the way across the area and into the LFD. Follow the path down, through the door and you're back to where you want to be. Refuel on the jet pad, fly up above again and enter the door now.

Cortex

You have to rescue all the Tribals here.

This place is very simple. First, grab the capacity crate on the left, then head right. Watch out for the electric shockers Just run through when they disappear. Blast the glass and rescue the Tribal. Head down the path and rescue another on the left. Head straight through 2 more pieces of glass and when you get to the fork in the path go left. There is a Tribal right there and on the other side of the next piece of glass is another. Blast the last piece of glass, go down a little ways, rescue the last Tribal and enter the door at the end. There is a spaceship part in this area.

<End Fragment>

Spaceship part 5: Oxygen Tank

+++++

All you have to do here is, dodge the electric bolts and use the platform to get to the top. Some of them move, so watch where they go before you jump on. On the top platform is the spaceship part. Leap back down to the bottom and into the door. It takes some health off, but it's fun to do.

<Begin Fragment>

Backtrack through the glass plates, keeping to the left all the way. Enter the door at the end. Now, go to the map screen and warp to the Water Ruin.

Water Ruin

Tribals:

Lost Island- 8

Lost Island

All the Tribals are rescued here.

Spaceship part 6: Nitrogen Tank

+++++

Swim up to the ruin area and go to the right side of the island. Jump off the side and under the water is a door. Enter the door, follow the path to a spaceship part and a capacity crate. Exit the room, swim back to the surface and back to your ship at the beginning.

>From the map screen, warp to Tawfret.

Tawfret

Tribals:

Bog- 10

Bridge- 12

Castle- 6

Bog

You'll have to rescue all the Tribals here, but not with Vela.

Run straightforward through the door at the beginning, follow the path all the to the next door. (Don't worry about enemies there, just run!) Go into the gated area, follow the path and out the next gate. Go through the door right there.

Bridge

All the Tribals are rescued in this part.

Spaceship part 7: Cargo Bay Key

+++++

Run all the way to the end of the bridge and take the little elevator down. Go into the next door. Follow the path all the way to the end, grab the invincibility orb and kill the stealth drones to open the LFD. Enter it. In this area, swim through the water to the island in the middle, go to the far side and through the door under water. Inside is a spaceship part. When you exit the under water area, swim straight ahead and through the door. You're now in the castle area where you got Floyd. Jump up the wall, run across the courtyard and through the door. When you get an "area cleared" screen, the game will save your data, so in the next area just press pause.

Warp to Rith Essa.

Rith Essa

Tribals:

Bluff- 8
Interior- 4
Ascent- 6
Mine- 16

Bluff

You have to rescue all the Tribals here, but not with Vela.

Run straight up the winding path, through the door, down the next path and into the LFD. Go down into the water and through the door on the right. In this place, go into the big hut, talk to Fernando and he'll give you the mine key in exchange for the specialist magazine from Eschebone. Exit and go into the door on the right.

Mine

You have to rescue all the Tribals in this part.

Follow the path straight and go down the stairs on the left. Rescue 1 Tribal at the bottom 2 more on the other side. (Go under the bridge.) Go back to the original path, cross the bridge and through the door. Go straight, down the stairs, rescue 2 Tribals on the ground and another above the elevator. To activate the elevator, shoot the red panel behind the boxes. After riding the elevator, (Notice the big guy standing there.) go right at the fork and through the door. Follow the path straight, go down the stairs on the far left, up the ramp to the elevator, shoot the panel and the elevator falls. No worries! Use the jet pad nearby to fuel up. Fly to the very top to rescue 2 Tribals. Then go to the very bottom again, Straight and into the door. Follow the path to the 2 poles. On one side is another elevator switch behind a crate and on the other is a Tribal. Go straight and up the elevator to 2 more Tribals and one more is across the bridge on the right.

<End Fragment>

Spaceship part 8: Deflector Shield

+++++

Go into the door straight from there. Don't go across the other bridge. Follow the path to a pad on the ground. Go past it and grab 2 Tribals farther down the path. Go back to the pad, stand on it and you'll turn into a Tribal. Cool! Backtrack over the railroad tracks and through the previous door. Now go across the other bridge and through the door. Follow the path and you're back to the big guy. (Farmer Mole) Talk to him and he'll give you a spaceship part.

<Begin Fragment>

Turn around, go back through the door, back across the 2 bridges, through that door, down the path back to the pad, change back to Vela, go straight down the path a long ways and through the door. In this area, follow the long path, grab the last Tribal at the bottom of the stairs and continue through the door. You should have 16 Tribals by now. Follow the path, staying to the left and enter the door. Go straight, jump off the ledge, up the stairs and enter the door. Just go straight all the way down and enter the door to get an "area cleared" screen.

Now you are done with Vela's missions. Choose Juno on the map screen and warp to SS Anubis.

=====
c. Juno Walkthrough (continued)
=====

You now begin the final leg of the game. This will take you to the end.

SS Anubis

Tribals:

- Hold- 10
- Depository- 14
- Passageway- 8

Hold

All the Tribals are rescued in this part.

This time at the start, climb up the boxes that lead to the upper walkway. Follow the path through the yellow key door.

Depository

You have to rescue all the Tribals here.

This first part is a maze. I'll do my best to help you through. Take the first 2 lefts, then right, left, past 2 lefts that lead to dead ends, then left up to a single box in your path. Take the next 2 rights, then a left, then right, left, left again, ignore the door on the right and keep going straight. From here, you can't get lost just follow the right wall and enter the door at the end. Immediately kill the ninja drone in the room and then rescue the 5 Tribals. Exit the room, follow

the wall on the left and enter the door I said to ignore. Hay, that rimes!
Now before you jump to your ship, rescue the 9 Tribals in the room. Now you
can jump to your ship.

Hold

<After the Walkway, see below world>

At the start, climb back up the boxes and this time use the jet pad to fly
to the upper door on the right. Follow the path straight down through the
next 2 doors.

Passageway

You have to rescue all the Tribals in this part.

This place is a bit difficult to describe. Grab the capacity crate and head
down the path. Be sure not to fall off. You must not fall off any ledges
here. Kill the drones at the bottom. You'll have to kill lots of flying
drones here as you go from platform to platform. Fuel up on the
jet pad and fly up to the ledge on the wall. From there, go down to the next
pad. From here, it's a ways to the next platform with a pad, but stay to the
left you'll see it. It's on the other side of the plank with health gems.
Fuel up to 100% fuel because it's a ways to the next platform again, but on
your way, grab the capacity crate on the top
plank. Remember to stay to the left. When you get to that platform, fuel up
and fly into the air. If you look at the electric fence and then to the
right, you'll see a door. Enter the door instead of the electric field.
Inside are 2 Tribals. Exit at the other end, fuel up again and fly up to the
next platform. Then fly straight-ahead. You'll see a gap of nothing. Keep
flying and you'll come to a larger platform, land, fuel up and enter the
door. Fly across the gap and into the tunnel. Here, you can either fly or
run across the water to avoid the drones. Enter the door on the other side
though. Ignore the door on the right. Now just fly up to the top level and
rescue the remaining 6 Tribals.

<End Fragment>

Spaceship part 9: Spaceship Fin

Exit the room, go back a cross the water and through the door you didn't
before. There's a spaceship part there. Talk to Midge to get it.

<Begin Fragment>

Now you must go all the way back to where you started without dying. If you
do, you'll lose the spaceship part and Tribals you rescued. You need to get
to an "area cleared" screen by going through one of the doors back at the
beginning. It's 1 of the 2 doors you went through to
get here. Go down through the door to the beginning. There's one more thing
you must do... a Floyd mission. Drop down to the very bottom and go through
the door. Kill the drones here and enter the LFD. Kill the drones here and
enter the next LFD. Kill more drones, cross the gap, kill more drones and
enter the next LFD. Don't worry about anything here just race to the top,
shoot the glass and enter the door. Follow the path all the way down until
you can't go any more. You'll come to a room with the Floyd symbol. Crawl
under and you're there.

Floyd Mission

Your goal here is to get the earplugs. To obtain them you must collect all 8 circuit board components, destroy all 3 switch boxes, destroy the reactor hub and finish the level in under 1 minute. It's hard!!!!!!!!!!!!!! Try not to scrape any walls, it slows you down a lot! Start the mission, go straight and collect the first 3 circuit boards. When you get to the open area, look down and shoot the electric blue thing. (Reactor Hub) Shoot the panel above the tunnel, (1 of 3) collect the next 4 circuit boards (One is at the bottom, so don't miss it) and in the next open area are the last 2 panels. After shooting them, break right and enter the secret tunnel to get the last circuit board. Break right again and head to the finish.

After that, warp to Tawfret.

Walkway

Tribals:

Peak- 6

Peak

Run down the long path and kill drones. When you get to the LFD, which should be green now, go behind it to find a jet pad. You'll only get a little bit of fuel when you fuel up, so rescue the 4 Tribals on separate trips to each. 1: is around the corner to the right. 2: is right above the jet pad. 3: is below the jet pad. 4: is on a platform out in the distance. Once all those Tribals are rescued go enter the LFD. In this room is the homing missiles and Diamond Geezer. Enter the trap door on the floor. That rimes too! I'm pretty good! To open the trap door, you need the crow bar from Tawfret. All you have to do here is rescue 2 Tribals, kill drones and enter the LFD at the end. You're back where you just came from. From there, go out the door and back to the beginning to your ship.

Now warp back to SS Anubis.

<Back to SS Anubis, see above>

Tawfret

Tribals:

Bog- 10

Bridge- 12

Castle- 6

Bog

You have to rescue all the Tribals in this part.

Go through the door and kill the 4 drones in that area to open the LFD on the far right. You remember. Rescue the 2 Tribals on the other side of the LFD, exit, and then enter the door all the way down to the right. You'll come to the gated area. Rescue the 2 Tribals in the right hut and the one on the ledge by the altar. Behind the altar is a trap door. You couldn't open it before because you didn't have the crow bar. Open it and go down. Follow the path to many doors. Be careful when you open the doors. Some have Tribals and others have drones. Use your tri- rockets to take out the drones. You must kill all the drones to open the gate at the end to rescue the last Tribal. Once all 5 are rescued, exit, head straight, through the gate and the door to an "area cleared" screen.

After that, warp to Sekhmet.

Sekhmet

Tribals:

Battle Cruiser- 15

Battle Cruiser

You have to rescue all the Tribals here.

Grab the 4 Tribals in the beginning area and head up the ramp. Enter the left door. Drop down off the ledge, kill all the drones to open the 2 LFDs. Enter the right one. It's the one near a full ammo crate. Kill all the drones in this room to open the LFD up top. Climb up the stairs on one of the sides, fuel up on one of the jet pads and fly across to the white ledge. Go right and through the door. Follow the path through the next 2 doors to rescue 2 Tribals. After rescuing the second Tribal, backtrack through 3 doors, which will bring you back to the white ledge. Drop down, climb up a side and enter the LFD. Kill the drones here and enter the next LFD. Drop down into the lava and enter the pipe on the left. Follow the straight path through the next door. You'll end up at another lava place. Run all the way down to the end and up the ramp. On the other side of the lava is a capacity crate and another one is all the way down on the other end. Follow the plank to a door and enter. Inside are Diamond Geezer, the blue key and 2 Tribals. Exit the room, jump off the plank and exit the larger room. Follow the straight lava path through the next door and jump out of the pipe. Run across the lava to the left, up the stairs and into the red key door. Use the jet pad on the floor to fly up and rescue the abandon Tribals. That is the only jet pad there is for the next 2 rooms, so after rescuing the Tribals, it is best to use the platforms to get to the doors instead of flying. It conserves fuel. After rescuing the 4 Tribals in those rooms head through the door on the bottom. Kill the drones in the room and enter the LFD, In this room, break the glass on the ground to reveal a jet pad. Fuel up and then look up. Shoot the 2 Layers of glass above you to open a flying area. Fly up and land on the first platform. There are many flying drones here too, so take them out before flying any higher. Fly from platform to platform and you should rescue 3 Tribals in this area. Go back down to the ground and enter the other door. Work your way around to the right and through the green key door. Your back at the beginning, but you need an "area cleared" screen, so you'll need to go through the green key door at the top of the ramp and then through the

LFD at the top of the spiral walkway.

Warp to Ichor.

Ichor

Tribals:

Military Base- 16

Perimeter- 8

Military Base

All the Tribals are rescued in this part.

Start by killing all the drones in the first part and then enter the big door. In this next part, you don't have to do anything, just run to the blue key door on the far side. You should have the blue key from Sekhmet.

Perimeter

You have to rescue all the Tribals in this part.

As you go down the path, kill the sniper drones and such in the towers and on the ledges. Go through the door at the end. To open the LFD in the next area, you have to stand on the window ledges and shoot the drones in the outer towers and on the ground. Once that's done, you can enter the LFD. Work your way through this area, but be careful of the barricade drones on the boxes, they have good aim. Be sure to take them out. At the beginning of the room is a vent on the upper left. Jet up to it and rescue 2 Tribals inside. If you go to the other side, you can easily kill the drones on the mounted guns. Turn around and go back to the original path. Continue down and rescue the Tribal near the box on the right. Go around the corner and rescue the Tribal on the first ledge on the right. You'll have to jet up to it. There's another one on the ground to the left and the last one is on the ledge on the right. Continue around the next corner and enter the LFD at the end of the hall. Stand on the pad in the next area and press A to turn into a bug. You then can go down and around the corner and enter the door. Look at those drone bouncers. It's a disco club! Go to the far right and rescue the 2 Tribals. As soon as you do, run out of there because the stag drone will blow you down. You could play video games in the back too. With that done you need to back track all the way back to the blue key door where you entered. Just turn around and follow the doors until you get an "area cleared" screen.

Now warp to the Spawnship.

Spawnship

Tribals:

Troop Carrier- 15

Troop Carrier

All the Tribals are rescued here.

Spaceship part 10: Juno's Hatch Key

I'm sure by now you've memorized these levels after reading this FAQ. At the start, ride the elevator up and through the door. Enter the LFD too. Cross the gap, enter another LFD, cross the other gap and enter the next LFD. Go across and enter the right door. Kill the cyclops drones and enter the next door. Go through the next 2 red key doors. Follow the path and enter the yellow key door. Now you can drop down into the lava, go way over to the left and get tons of capacity crates. Then follow the lava farther to the left and enter the door. There's a spaceship part in the pipe. Exit the room, follow the lava back out and enter the door on the hut in the center. In there are 2 capacity crates and the shocker weapon. Exit there, climb back up the stairs onto the path and through the door at the end. Go through the door on the other side of the room.

Warp to Rith Essa

Rith Essa

Tribals:

Bluff- 8
Interior- 4
Ascent- 6
Mine- 16

Bluff

You have to rescue all the Tribals here.

Go to the left and into the blue key door. Follow the path around to the left to get 2 Tribals and a capacity crate. Kill drones and enter the LFD straight ahead. Follow the path and be careful because at the next right there is an armor drone. Take him out quickly before he takes you out. Kill more drones and enter the LFD at the end. Immediately go to the left and rescue the 2 Tribals before firing any weapon. Continue on the path and enter the door at the end. On the cliff edge are 2 More Tribals. Those are the ones you couldn't get when you were here with Lupus. Jump off the cliff and enter the door to the left. Go down the path, grab 2 Tribals right in your path and into the LFD at the end. Go down the stairs and into the blue key door on the left.

Ascent

You have to rescue all the Tribals in this part.

Trot up the path, rescue 2 Tribals and into the door at the top. Go down the spiraling path, kill drones and enter the LFD at the bottom. Here's where

you need jet packing skills. You need to be able to land precisely on the cliffs and watch out for the flying drones, they can be a nuisance. Jet pack from cliff to cliff and enter the door on the other side. Snatch the 3 Tribals before taking out the soldier drones, race up the spiral path, grab 1 more Tribal on the way and enter the door at the top. Run down the path, into the door to get an "area cleared" screen to finish the area.

You now have rescued every single Tribal in the entire game. There are only 2 more things to do before going to fight Mizar fore the last time!

Warp to the Water Ruin.

Water Ruin

All the Tribals are rescued here.

Spaceship part 11: Power Cell
+++++

Go down the path, into the water, swim up to the ruin area into the tunnel door, over to the left and to the big bear in the corner. If you have the earplugs from the SS Anubis Floyd mission, talk to him and he'll give you a Spaceship part. Go back to your ship now.

Warp to Mizar's Palace.

Mizar's Palace.

This is it, the last thing before the final fight with Mizar! Your goal is to make it back to the Courtyard.

Lobby

All the Tribals are rescued in this part.

Run straight through the first 2 doors and in the area with the electronic map. Jump into the second pit on the left. From there take the first 2 left turns and then stay tot he left until you get passed the first door on the left. Then take the next left after that. Run straight into the next door.

Courtyard

Spaceship part 12: Stabilizer
+++++

Run into the pyramid door in the center with Juno's symbol on it. Talk to King Jeff and if you rescued all the Tribals in the game he'll give you the last spaceship part. The Tribals spaceship will then assemble the spaceship in a cinema and you're off to the Asteroid.

Asteroid

The Last World! There's a neat cinema about who gets to chase after Mizar.

Tribals:

Mizar's Lair- 0 (Yeah!)

Mizar's Lair

Go forward, jump down off the cliff and enter the door at the bottom. Follow the path and keep to the far right. Continue through the door at the very end. Cross the platforms and enter the door. In here, just break lots of glass, kill the big drones and make your way to the door at the other end. To open the LFD above you, stay down below and take out the big bugs that are perched on the ledge above. Then hop onto the platforms with the health gems and jump to the ledge. Now you can enter the LFD. You are now on the upper cliff from where you were before. If you look down you'll see the platforms you had to once jump over. Step on the nearby jet pad and fly to the door straight across. Not the right one! Blast the barricade drone right away and make your way to the door at the end.

Mizar 2

The game developers decided to leave the hardest boss until last, but then isn't every other game like that? This is the hardest boss! There are 3 stages: 1: It starts with Mizar chucking asteroids at you. Strafe to avoid them and/or shoot them with the machine gun. Then he'll charge you and slam his claw into the ground. Jump over the shock or get to the opposite side of the platform. Then He'll do 1 of 3 attacks. 1- He'll shoot a bolt of electricity at you, which moves fast, medium and slow. You can jump over, but the fast moving one is hard to dodge. 2- He'll shoot purple lasers at you and those are the easiest to dodge by strafing. 3- He'll blow toxic breath at you. You can dodge that too, but it's hard to dodge those attacks for a long period of time. In the meantime, you must hit him in the back on the plate you see when he turns around. Use your homing missals to get a lock on. You must hit the plate 5 times. That's why you need all those capacity crates you got on you journey here. I'd say you need at least 15 homing missals and 10 tri- rockets. In between each stage he'll chuck asteroids at you. 2: The second stage consists of the same thing, hit the plate 5 times. Except for each stage he'll be turned around for less and less time. When you finish hitting him 5 times on the third stage his wings will sputter and he'll land on the ground in front of you. Now it's just like Mizar 1, blast him in the face with tri- rockets. BOOM! He's dead! Yes!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Floyd Mission

This is the easiest of the missions. All you have to do is follow the path and get to the end before time runs out. You don't need to collect anything, but make sure to shoot the glass as you go. As you find out in the cinema afterwards, Floyd carried a bomb and it blows up with him. Somebody had to save the world!

YOU HAVE SUCCESSFULLY BEATEN JET FORCE GEMINI! CONGRATULATIONS!

5. Secret, Cheats and Comments

Secrets

There are lots of secret things to activate through out the game. These totem poles activate secret multi-player character and levels. There are also other Floyd missions that get you more secret stuff, but I'm not going to list those.

Yellow Drone- in the pond where you get the fish food (Goldwood, Outset)
Soldier Drone- near the upper grated walkway (SS Anubis, Hold)
Armor Drone- under water near the long bridge (Tawfret, Bridge)
Zombie Stag Drone- in the hut near the long bridge (Tawfret, Bridge)
Stag Drone- in the little door in the lava area (Mizar's Palace, Lobby)
Infantry Weevil- at the top of the long spiral path (Sekhmet)
Male Tribal- through the magenta key door (Sekhmet)
King of the Hill Level- in the room where you got the yellow key (Cerulean)
Red Drone- in the lava area (Ichor, Accessible through the pipe in the area with the fast moving platforms.)
Sniper Drone- through the pipe near the second large gap (Spawnship)
Winding Tunnels Level- under water near the Tri- Rockets (Rith Essa, Bluff)
Female Tribal- very top of the second elevator (Rith Essa, Mine)
Multi-level Maze- near the bottom of the second elevator (Space Station)
Rith Essa Mine Level- very top of the cliff, near the jet pad (Walkway)

Cheats

There aren't very many in game cheats, but there are lots of Game Shark codes. Here are a few in game codes. They're kinda fun! I'm not going to list the Game Shark codes.

Rainbow Blood Mode- collect 100 drone heads with 1 character
Jet Force Kids Mode- collect 200 drone heads with 1 character
Ants in the Pants Mode- collect 300 drone heads with 1 character

Comments

I don't know if you paid very close attention to the opening cinema in the game, but Juno was using the machine gun to kill of the drones that invaded his ship and he escapes with it too. Then why don't you start out the game with it? Wouldn't he still have it?

Did you know that there are 263 Tribals in the whole game?

I know you are probably wondering why I don't have a section for the up dates and revisions to this FAQ. Well, I felt that if I just did it all at once and then posted it, I wouldn't need that section because it would be totally complete.

I also heard something about a secret weapon in Goldwood. I tried it and it didn't work, but here's what I heard: If you go to the far right waterfall behind your ship when you land and jump up. You would land in a secret weapon area and get some odd bizarre weapon. I don't really know for sure if it works, but I read it worked for some people.

Here's an interesting challenge: Try beating the game without picking up any

capacity crates between Vela and Lupus and let Juno get all the capacity crates and see how much of each weapon you can carry.

It's neat to just start shooting like mad in the disco club, or set time mines next to a Tribal and watch what happens!

6. Credits and How To Contact Me

I have to give the majority of the credit to www.gamefaqs.com because it helped me with all the guidelines and such on how to right this FAQ. They were a big part in this.

Secondly, myself. I need to give credit to myself for typing this long FAQ for the enjoyment of you people. I put 20,094 words, 15 1/2 hours and 52 pages into this FAQ. It was grueling!

The makers of Jet Force Gemini deserve credit too. Including Rare. They did a spectacular job coming up with such a great game. THANKS A BUNCH GUYS!

You can contact me with any questions at Kissrox73@hotmail.com. The address is also at the very top of this FAQ.

Bye!