

Jet Force Gemini FAQ/Walkthrough

by marshmallow

Updated to v1.8 on Feb 12, 2000

Now in a delicious cherry flavor....

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*                               Version 1.8
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This is the first game of Rare's elite three (Jet Force Gemini, Donkey Kong Country 64, and Perfect Dark), which are a string of AAA+ titles that are going to sell like crazy. Thus, people will want to read guides for them. Therefore, I am here, like I always am...

Jet Force Gemini is definitely a triple A title. I could go on about the awesome artificial intelligence, hordes of secrets, tons of weapons, enemies, puzzles, music that is CD quality yet on a cartridge, etc. for paragraphs...but I won't. I'll just mention one thing: This game is long. I don't mean "long", I mean "LONG!" Gargantuan, enormous, titanic...these words only begin to describe this colossal game. In fact, some people actually complain it is too long! Now, this seems a bit hypocritical to me. People keep complaining that games are too short and too easy. What does Rareware do? Make a long and hard game (though, they've doing this for the past decade and a half...). What does everybody do? Complain. Stop being so darn picky, sit down, and play the damn game! Geez! :p

Quite frankly, if I were to list all of my favorite games of all time, this would definitely be in the top 15 (coincidentally, I've been playing video games for 15 years, so I've played *a lot* of games, and this isn't just your average shoot-em'-up).

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CHAPTER 1) REVISION HISTORY / UPDATES

Version 1.8 (Saturday, February 12th, 2000):

- * Added a rather large reader addition from Michael Vincze to chapter 13 (it's near the very bottom of this entire document).
- * Added "Good Quotations" to chapter 13 (below the above article).

Version 1.5 (Saturday, December 4th, 1999):

- * Thanks to Brian Zabell for sending me a list of every Gemini Holder in the game! It can be found at the bottom of Chapter 13 ("Secrets, Easter Eggs, Strange Observations, & More"). This is the largest addition from a reader I have ever received!
- * Added Brian Zabell to the Credits Section
- * It is now been proven that Jet Force Gemini never gets old. I've beaten it four times from start to finish, and I still want to do it again! Add in the fact that Mizar is the best last boss in a 3D game EVER...and well, you have a good game to play into the night :D
- * Arghhhh. My e-mail is so screwed up, I decided to switch on over to Planet2000's server. My brand new spankin' e-mail address is as so: marshmallow@planetn2000.com. Nice, eh?

Version 1.2 (Sunday, October 31st, 1999):

- * Fixed various mistakes
- * Added a new Observation to Chapter 13
- * Added person to the Credits Chapter
- * Revised some of the specific character walkthroughs
- * Fixed various typos that were not caught by the spellchecker (e.g.

"clam" should have been "calm")

* Added the Night Vision Goggles to the "Where to find Everything" chapter.

Anyone else have any additions at all?

Version 1.1 (Thursday, October 28th, 1999):

I fixed some tiny mistakes here and there, but it's nothing to really get ecstatic over. I haven't been getting very much Jet Force Gemini related mail, so I assume I've done my job of providing a helpful guide for you people. Likewise, I haven't received any additions, so again, I'm assuming I've covered just about everything that is possible. Unless something new is discovered, this could possibly be the last update to this guide. Here's looking at you, kid...

Version 1.0 (Tuesday, October 26th, 1999):

* Added the final areas to Chapter 10, including the final confrontation with Mizar (hey, if you want to find out how to make Mizar even more difficult, be sure to check that section out).

* Chapter 13 (the secrets section), I added the following: an in-depth analysis of the Drone Head cheats (under "General Secrets"). More easter eggs/strange observations. All Floyd Bonus Missions, and extra mini-games finished.

* The last of the Ship Parts have been added to the "Where to Find Everything" chapter.

* More questions answered in the "F.A.Q" chapter

Now that version 1.0 is here, feel free to send any additions, corrections, or whatever you want to myself, at my e-mail address: marshmallow@nintendomail.com.

Version 0.9 (Monday, October 25th, 1999):

* Added numerous areas to Chapter 10, "The List of Lists: A Breakdown of Every World and Stage."

* New weapon in the weapons chapter.

* New weapon in the "Where to Find Everything" chapter

* Various new sections within chapter 13, " Secrets, Easter Eggs, Strange Observations, & More"

* Two more important questions to the "Frequently Asked Questions" chapter, regarding the Ichor arcade/disco/chip objectives.

* Last enemy to the "Enemy Characters" chapter. It's the Octopoid!

There is, however, one question that still baffles me. What is the point of being able to collect Tribal heads? It seems counter-productive to me, seeing as the objective of the game is to RESCUE them, not decorate the ceiling with their entrails (though, that is mighty fun).

Version 0.8 (Sunday, October 24th, 1999):

* I beat the final Mizar last night...and he was incredible! Imagine, a last boss that is difficult! Feel free to ask me any questions about the game now.

* In the "Where to Find Everything" chapter, I divided each section into three parts: Keys, Weapons, and Character Oriented Items. This way, it's a lot easier to pin down something.

* I put a ton of levels in Chapter 10, more to come soon of course.

* More weapons, items, and space craft parts to the "Where To Find Everything" chapter

* New enemies in the "Enemy Character" chapter. I also changed the name of the "roach" into that of the "weevil" (correct name).

Version 0.7 (Wednesday, October 20th, 1999):

* Everything in the "Lupus walkthrough" chapter has been completed.

* Finished the "Meeting" chapter as well. So now, the biggest portion of the FAQ I have to finish is chapter 10...which lists the locations of Space Ship Parts, Tribals, and miscellaneous guns in secret stages...this is going to take awhile to finish -- I sure have my work cut out for me!

* I put "-" lines under the headers, making it look so much nicer, not to mention more readable.

* Many new questions in the "FAQ" chapter

* A few new items in the "Where to Find Everything" chapter

* In the Ichor Military Base (for Vela), the first header was "Fight Fire with Guided Missiles." It should have been "Fight Fire with Fire...And Guided Missiles." I've corrected it...my fault! :)

* Added the "Mite" to the "Enemy Characters" chapter

For your information, I'm going to be on a little hiatus for the next couple of days. Why? None of your business -- it's personal (no, nothing traumatic :P). So, I won't update the FAQ for awhile...sorry to break it to ya. When I do return, I'll be sure to give this guide a meaty update. Until then, adieu!

Version 0.5 (Sunday, October 17th, 1999):

- Added everything to the "Vela Walkthrough" chapter
- Finished first level for the "Lupus Walkthrough" chapter; the rest will come soon enough.
- Added the "Airbornes" to the "Enemy Characters" chapter
- Added all weapons to the "Weapons, Power*Ups, and Others" chapter
- Added a bunch of stuff for Vela/Juno/Lupus in the "Where to Find Everything" chapter
- I changed chapter 10 around. Instead of ONLY listing Tribals, it will now list any other weapons or items you can get (Spaceship parts, for example)
- Cheat Code Central is in the "Credits" chapter, booyah, etc.
- I added "Spaceship Parts" to the "Where to Find Everything" chapter. When I get to the point, I will add spaceship parts there, where to find them, and what character (s) you can also use, and the more detailed guide will be in Chapter 10

Version 0.2 (Saturday, October 16th, 1999):

First release, so everything is brand spankin' new -- plenty of stuff to read, though this FAQ is far from complete. Try not to make any additions or suggestions for this FAQ until I get to about Version 1.0., because I'm still playing the game quite a lot, and will add information as I get deeper into this awesome title.

I bet you anything that the final version, that will have everything in the game, will be over 200KB. I just know it...

CHAPTER 2) IMPORTANT LEGAL INFORMATION

This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they

share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

Any characters, names, places, or miscellaneous objects are copyright their respective companies. I am in no way affiliated with Nintendo, Rareware, nor any companies that were/are involved with this game.

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CHAPTER 3) BASIC JET FORCE GEMINI INFORMATION

If you're a newbie to the world of Jet Force Gemini, you should read this section -- unless, that is, you have the instruction manual...

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===== BACKGROUND STORY =====
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<copied from the instruction booklet>

"There goes another one," sighed Juno as one more dot on the splintered on-screen galaxy map flickered and turned red.

The twins were fast losing count of the number of urgent reports they'd made to the Federation since the whole affair begun. But still the Federation refused to commit. Just another petty tyrant, they kept saying. Let him have a few minor stars, and he'll be satisfied...

But of course that wasn't happening. Savage attacks on the Jet Force Gemini patrol ships had left the squadron crippled, with only a single ship -- that of Juno, Vela, and Lupus -- escaping by the skin of its teeth. And with their hyperdrive unit damaged beyond repair, they were trapped in a war zone that was expanding by the day.

As if that weren't bad enough, Mizar had invaded Goldwood, home world of the peace-loving Tribals, and taken almost the entire colony into slavery. The Tribals were valued allies, and it was a source of guilt and shame to Jet Force that they hadn't been there to help.

Vela rose suddenly from her seat. "We're out of options, Juno," she announced. "It's time to go."

"I know," he nodded, rubbing his head wearily. "We're a sitting target and we're not going to last another day if we...."

He found himself cut off in mid-sentence, as without warning, the floor beneath them shuddered from the force of a furious blast down in the bowels of the ship.

"What now!?" yelled Vela, wheeling to face the main monitor as it threw-up an abrupt, horrifying image of shuffling Drone raiders pouring from a Stealth Ship docked at the devastated cargo bay doors.

"You two get going, and I'll join you down in Goldwood when I've secured the ship."

"Now a chance!" sputtered Vela. "What if you...."

But Juno was already steering her out and into the corridor. "Vela, there's no time!" he hissed. "If Mizar takes the ship, we're all trapped, and the Tribals lose the only chance they have. Now take Lupus and get out of here!"

Vela took a deep breath, then turned and sprinted alongside Lupus in the direction of the teleport bay -- and the death-or-glory crusade that lay beyond.

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===== CHARACTER PROFILES =====
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<also taken from the manual>

JUNO:

With aspirations to be part of a crack Jet Force team since the day he

and Vela's trader parents fell foul of murderous pirates, Juno has become a well-liked and respected fighter of the Gemini squadron. Thoughtful and deliberate, all he's ever really wanted to do is keep his part of the universe safe.

VELA:

Juno's twin sister, Vela naturally shares his passion and dedication to their cause, but she often relies on her temper to get her out of tricky situations. Always the feisty one, she's followed the Jet Force dream both through a fierce sense of justice and a determination to prove the equality of the fairer sex in the skeptical military world.

LUPUS:

Each Jet Force squadron mascot comes cybernetically enhanced, as to hold their own as efficient fighting units should the need arise. Tough, unshakable, and totally loyal, Lupus the dog is a long-time companion of Juno and Vela and a vital member of the Jet Force Gemini crew.

FLOYD:

The relentless brutality to Mizar's ambition is even beginning to take its toll on his own forces. While the Drones are created subservient, other functions have their dissenters: in particular, the AI of the elite Airborne Squadrons improves with every new batch, to the point where some of the most recent versions are actually beginning to question the morality of their tasks. Floyd is among this number -- and unfortunately for him, he's about to find out the price of disloyalty to Mizar.

MIZAR:

Tyrants come and tyrants go, rising from nowhere only to be overthrown by revolution or other tyrants. It's this constant cycle that has lulled the Federation into complacency. Though shrouded in mystery, Mizar and his seemingly-endless Drone army have already broken the mold and proven themselves the biggest threat to intergalactic peace in centuries.

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===== BASIC GAMEPLAY INFORMATION =====
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Control Set Up:

WEAPONS OF CHOICE:

By going to the weapon menu on the pause menu and pressing the digital "+" buttons, you can assign four different weapons to four different buttons: left, up, right, or down. Press one of these during gameplay to automatically bring up the weapon for use.

FIRING WEAPON:

Press the "Z" button to fire the weapon you have selected.

RUNNING / WALKING:

Obviously, by varying the degree of the analog control stick, you can move your character around the levels.

JUMPING:

Press "C UP" to do a vertical jump. This can be turned into a horizontal attack by running, and obviously, the longer you hold the button, the higher the jump. You will not use this button often, which is why it was placed in a rather odd position (compared to other N64 games, that is).

SIDE-STEPPING / STRAFING:

Press "C RIGHT" or "C LEFT" to cause your character to side-step in the appropriate direction. By holding this button, you will run in that direction. Combine these two buttons along with the analog stick to evade gunfire...

SWITCHING WEAPONS:

By pressing the "A" or "B" buttons, you can easily switch between weapons. Rareware borrowed the onscreen weapon menu from the Turok series, which makes it much easier to know what weapon is next in the list!

FIRST PERSON MODE:

By simply pressing and holding the Right Shoulder Button, or "R", you can cause the camera to get right behind your character, make them transparent, and totally change the controls. In First-Person-Mode, or FPM as I will refer to it in the walkthrough, the Four-C buttons control the character, and the analog stick controls the aim of the gun, and hence your character. If you noticed, this is the exact same control concept from the Turok series -- which, quite frankly, makes this mode easy to pick up. Unfortunately, Rare, for some odd reason, did not give any options on what direction you have to pull the stick to control the cursor, even though they did in GoldenEye 007. Hmmm...

Regardless, FPM is a very, very useful technique, and you will be using it most of the time while fighting drones, seeing as it is the only way to hit enemies off the ground, or on a higher plane.

Finally, by tapping the "R" button, you can bring the camera behind you when it is in an awkward position (e.g. in front of the character, and you know Drones are in front of you).

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===== WEAPONS =====

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1 - PISTOL:

Your default weapon at the start of each mission, the pistol gives you practically unlimited ammunition...however, you will only be able to shoot about eight rapid fire shots before you will be required to recharge (a process which takes about one second -- which, in a game like this, is a very long period of time in the heat of battle).

2 - MACHINE GUN:

Get used to this weapon; you are going to be using it about 80% of the time, depending on the level and situation. Not only can it shoot hot lead at eye-melting speed, but it can literally rip apart the enemy within seconds. Add in the fact that it sprays quite nicely, and you'll soon come to understand just how useful this weapon is. Always be sure to keep some Machine Gun ammo with you...you never know when you'll need it.

3 - PLASMA SHOTGUN:

By tapping the fire button, this gun will rapidly shoot its energy pellets and do a small amount of damage to the enemy. On the otherhand, if you hold down the fire button, you will charge up a shot. Once released, a huge fireball will be unleashed, searing opponents.

4 - HOMING MISSILE LAUNCHER:

Read the name, think of what it means, and hey, I don't even have to write a description for this gun!

5 - TRI*ROCKET LAUNCHER:

This rather gruesome bit of military mayhem will shoot three, count 'em, three volleys of spiraling rockets. Upon striking an object, it will unleash a fiery explosion, heavily damaging anything around it -- and that includes you, buddy. Although slow, the blasts following should take care of anything within striking distance. However, due to the extreme power of the missiles, you can only hold a few shots. Collect backpacks to get the maximum way up there in the upper 30's.

6 - SNIPER RIFLE:

Allowing you to zoom in from a great distance, the Sniper Rifle will make quick work of any Drones not paying attention. However, due to the fact that most of the battles in the game are relatively close up, this

item is of little use, save for a few key situations.

7 - GRENADES:

Chuck this metallic cylinder, then back away and watch the large explosion that follows; ripping apart anything that is unfortunate enough to be on top of it.

8 - FLARE:

Not an actual weapon, this tiny sphere will light up dark tunnels. You can either carry it like a torch, or set it down on a wall.

9 - CLUSTER BOMBS:

First it acts like a grenade, except the first explosion will unleash three smaller arbs, which will go over a wider area and cause further damage. Useful against a large squadron of Drones!

10 - SHURIKEN:

A serrated blade, you throw it at the enemy and watch in joy as it is decapitated. Best used against the Shield Drones for an easy kill in what would otherwise be a huge battle.

11 - FLAMETHROWER:

A weapon that is, er, well, pathetic. It has almost no range, and if it does hit anything, it will run around as the fire eats it flesh -- and if it touches you, your energy goes down.

12 - SHOCKER:

A short range tazer that shoots electrical blasts, you will only use this in a desperate, last attempt to stay alive.

13 - REMOTE MINES:

Throw these into a horde of Drones, back off, press the trigger, and watch as the blood flies.

14 - PROXIMITY MINE:

Imagine the remote mines. Now think back to GoldenEye 007. Any questions? No? I didn't think so.

15 - FISH FOOD:

Not a real weapon, and not all that useful to boot. You can, almost too obviously, feed the fish with it. You can also use it to distract enemies, and feed Flopsy the Dog...which is pointless, considering it's

not much of a threat.

16 - PROXIMITY MINES A.K.A TIMED MINES:

Throw them to a suitable wall, then back away. If anything gets near it, including yourself, it will create a rather fiery explosion..

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===== POWER * UPS =====
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GEMS:

Depending on the color, these small jewels will effectively raise your health bar. You can find these scattered around the ground, or will sometimes be given up after destroying an airborne foe.

GEMINI HOLDERS:

Small green and blue containers, these will add more sections to your health bar. There are four separate "bars" you can have in total.

AMMO CRATE:

These will totally fill the magazine of a particular weapon, depending on which weapon you have out.

CAPACITY CRATES:

By collecting these, you will be able to carry more maximum ammunition of a particular weapon, depending on the power. For example, you will gain 50 shots for the Machine Gun, but only a scant 5 for the Tri-Rocket Launcher.

SHIELD ORB:

Far and few between, these glowing spheres will give you temporary invincibility.

KEYS:

Many doors in various levels are locked with a special, colored lock; by collecting the matching key, you will be able to open any and all doors with the same colored lock. For example, once you get a red key, you can open ANY red locks in the game...at least for that character.

ROBOTIC CONSOLE OPERATOR:

By coming upon certain computers, you will unleash this robotic assistant, which will give you ammunition and health...for Mizar Tokens.

MIZAR TOKENS:

Use this to pay the robotic console operator, and use for various mini-games, such as Jeff & Barry Racing, Floyd Bonus Missions, and for use on transformation pads.

TOTEM POLES:

By touching these cleverly hidden poles, you will unlock cheats, multiplayer characters/arenas, and more.

OIL TANKS:

Upon being shot with a projectile, they will erupt into a column of fire, engulfing enemies around it.

DRONE HEADS:

When you shoot and kill a Drone, sometimes their head will be left behind -- it all depends on where you shoot their body. By collecting heads, you can earn certain cheats.

PADS:

There are three kind of pads: Fuel pads will fuel up your jetpack once you have the upgraded armor. Floyd Pads will take you to a secret bonus stage where you control Floyd. Finally, transformer pads will change you into either a Drone or a Tribal, depending on its location.

BLUE CHESTS:

Go up to these and press "A" to open up and collect the item inside!

TRIBALS:

Each level has handfuls of these disgustingly adorable Ewok-like creatures. By touching them, you can rescue them from their prison...alternatively, you can shoot them in the head and watch a fountain of pink blood erupt from their skull. :p

Seriously now...when you defeat Mizar # 1, you will learn that you must rescue ALL of the Tribals IN THE GAME to stop Mizar's evil plans. Good luck...you're definitely going to need it, along with about 50 hours of free time!

CHAPTER 5) WHERE TO FIND EVERYTHING

In previous guides for large games, many readers have had a hard time finding a particular item in the large mass of text. Since Jet Force Gemini is arguably the largest and most complex game I have ever attempted a guide at, I knew this problem would arise again. To solve this, I have made this section. It will list the particular item, be it a key or weapon, and list the level it is in. Then, you simply scroll down to the appropriate character's walkthrough, find the level, find the header, and you're home free!

The setup goes as so:

ITEMS NAME:

World Name/Stage Name (very vague description)

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===== JUNO'S ITEMS =====
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. . . KEYS . . .

YELLOW KEY:

Goldwood/Outset stage (Underground sewer)

RED KEY:

Goldwood/Outset stage (Magnus gives it to you).

BLUE KEY:

Sekhmet/Battle Cruiser (In the one and only lava room, walk through the
lava to discover a pipe that leads to a room)

GREEN KEY:

Sekhmet/Battle Cruiser (The room with the glass you have to shatter; the
same location as Vela's in the walkthrough)

MAGENTA KEY:

Eschebone/Thorax (Almost at the very end, after countless Drone battles;
the same location as Lupus' in the walkthrough)

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. . . WEAPONS . . .

MACHINE GUN:

Goldwood/Outset stage (Inside red lock door).

LASER SHOTGUN:

Anubis/First Room (Top of crates)

CLUSTER BOMBS:

Anubis/Hold (door behind shattered glass room)

HOMING MISSILES:

Walkway/Peak (in the one and only building)

TRI-ROCKET LAUNCHER:

Tawfret/Bog (Given to you by King Jeff)

GRENADES:

Tawfret/Bog (In small hut near King Jeff, you need an explosive)

FLARES:

Tawfret/Bridge (In small hut in Gimlet's yard)

SNIPER RIFLE:

Tawfret/Bridge (In small hut in Gimlet's yard)

FISH FOOD:

Goldwood/Area 1 (secret pond located through passage in right wall)

SHURIKEN:

Goldwood/Area 1 (through the door that requires yellow key)

FLAMETHROWER:

Space Station/Abandoned Wreck (in the big holes near the start)

REMOTE MINES:

Tawfret/Bridge (In Gimlet's basement you get to via the chimney, shoot the logs with explosives and you will find a secret passageway)

SHOCKER:

Spawnship/Troop Carrier (in the area with the lava, go in the hole that is in one of the large pillars)

PROXIMITY MINES A.K.A TIMED MINES:

Water Ruins/Lost Island (near the run-down castle section. Very easy to oversee)

. . . CHARACTER ORIENTED ITEMS . . .

CROWBAR:

Tawfret/Bridge (Give Gimlet his pants)

PANTS:

Tawfret/Bridge (Up a tree, in the lake island before Gimlet's area)

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===== VELA'S ITEMS =====
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. . . KEYS . . .

YELLOW KEY I:

Cerulean/Dune (once you have the Tri-Rocket Launcher and exit the desert, you will find it in the first underground room)

YELLOW KEY II:

Spawnship/Troop Carrier (in the room that requires a yellow lock, go through the pipes in the side; the same area as in Lupus' walkthrough)

GREEN KEY:

Sekhmet/Battle Cruiser (Found in the room where you must shatter the glass)

BLUE KEY:

Eschebone/Thorax (Go to the underwater section, keep swimming, you'll find it in a chest)

RED KEY:

Sekhmet/Battle Cruiser (Give to you for free by Fishface)

MAGENTA KEY:

Eschebone/Thorax (At the end of countless Drone fights, at the end of the level; same location as in the Lupus walkthrough)

. . . WEAPONS . . .

GRENADES:

Sekhmet/Battle Cruiser (The very first item you can collect, in the first room)

MACHINE GUN:

Sekhmet/Battle Cruiser (Room that branches off from the first huge area)

PLASMA SHOTGUN:

Sekhmet/Battle Cruiser (A few yards away from Fishface)

TRI-ROCKET LAUNCHER:

Cerulean/Dune (Give Fishface three bars of gold)

HOMING MISSILES:

Cerulean/Dune (After getting the Tri-Rocket Launcher, you can go underground. In the second large room, you will find a hallway that leads to a chest...you can also find this in the Walkway: Peak stage)

REMOTE MINES:

Tawfret/Bridge (In Gimlet's basement you get to via the chimney, shoot the logs with explosives and you will find a secret passageway)

FLAMETHROWER:

Space Station/Abandoned Wreck (in the big holes near the start)

SHURIKEN:

Goldwood/Area 1 (through the door that requires yellow key)

FISH FOOD:

Goldwood/Area 1 (secret pond located through passage in right wall)

SHOCKER:

Spawnship/Troop Carrier (go to the area with water and swim down)

PROXIMITY MINES A.K.A TIMED MINES:

Water Ruins/Lost Island (near the run-down castle section. Very easy to oversee)

. . . CHARACTER ORIENTED ITEMS . . .

SPECIALIST'S MAGAZINE:

Eschebone/Thorax (In the area with the lake, swim down into the secret tunnels using Vela, and you will find several chests...need I say more?)

MINER'S KEY:

Riff Essa/Bluff (Trade Fishface the Specialist's Magazine for this particularly useful item that will open up a new stage)

=====
===== LUPUS' ITEMS =====
=====

. . . KEYS . . .

YELLOW KEY:

Spawnship/Troop Carrier (in the room that requires a yellow lock, go through the pipes in the side)

GREEN KEY:

Sekhmet/Battle Cruiser (Found in the room where you must shatter the glass, the same as Vela's walkthrough)

BLUE KEY:

Lupus CAN NOT collect the Blue Key!

RED KEY:

Spawnship/Troop Carrier (Behind a big bad Weevil, just look in the walkthrough, sheesh...)

MAGENTA KEY:

Eschebone/Thorax (At the end of countless Drone fights, at the end of the level; same location as in the Lupus walkthrough)

. . . WEAPONS . . .

MACHINE GUN:

Spawnship/Troop Carrier (Very first room)

PLASMA SHOTGUN:

Spawnship/Troop Carrier (Very first room also)

REMOTE MINES:

Tawfret/Bridge (In Gimlet's basement you get to via the chimney, shoot the logs with explosives and you will find a secret passageway)

FLAMETHROWER:

Space Station/Abandoned Wreck (in the big holes near the start)

SHURIKEN:

Goldwood/Area 1 (through the door that requires yellow key)

FISH FOOD:

Goldwood/Area 1 (secret pond located through passage in right wall)

HOMING MISSILES:

Rith Essa/Bluff (first area after ship, jump in secret waterfall hole.
Curiously, you can also find these in the Walkway: Peak section)

TRI-ROCKET LAUNCHER:

Rith Essa/Bluff (in the area where you can access the chamber with the mine entrance -- it has water and a blue lock door)

SHOCKER:

Goldwood/Rim (a secret antechamber where you need to use your rocket boost)

PROXIMITY MINES A.K.A TIMED MINES:

Water Ruins/Lost Island (near the run-down castle section. Very easy to oversee)

FLARES:

Tawfret/Bridge (in the area with Gimlet's house, use some explosions to break down the steel door on the nearby hut. Open the chest!)

CLUSTER BOMBS:

Rith Essa/Mine Entrance (in the chamber that houses Flopsy the dog, be sure to pay careful attention to the ledge along where you enter.)

SNIPER RIFLE:

Spawnship/Troop Carrier (the same location as the Yellow Key)

. . . CHARACTER ORIENTED ITEMS . . .

NIGHT VISION GOGGLES:

Mizar's Palace/Chasm (After the area with the reflective glass, you can open the chest to get this sweet item)

=====
===== SPACESHIP PARTS =====
=====

After defeating Mizar # 1, you will also have to search for several pieces of a spaceship. In this section, I will give you the parts, along with what level they are in, what section, and what character (s) you may use to get it.

It will go like this:

PART NAME:

World/Stage (vague description)

For the more detailed walkthrough on getting it, check out Chapter 10.

1 - RADAR DISH:

Gem Quarry/Landing (push lots of gems into the vacuum, watch cinema, and

then talk to Magnus)

2 - FIN:

S.S. Anubis/Passageway (Talk to Magnus at the end)

3 - CARGO KEY:

Tawfret/Bridge (Using Vela, swim into the hole under the island where you collected Gimlet's pants, and talk to Gimlet in the secret cave there)

4 - VELA'S HATCH KEY:

Goldwood/Lodge (this place is so confusing I can't even give a vague clue...just read the Tribal walkthrough)

5 - JUNO'S HATCH KEY:

Spawnship/Troop Carrier (look around in the magma area)

6 - LUPUS' HATCH KEY:

Ichor/Military Base (fly through the pipe in the wall in the room after the multi-colored platform chamber)

7 - NITROGEN TANK:

Water Ruins/Lost Island (as Vela, swim under the castle and through the tunnel...easy)

8 - DEFLECTOR SHIELD:

Rith Essa/Mine (Change into a Tribal, then talk to Fishface, also in the mine, and accept his gift)

9 - POWER CELL:

Water Ruins/Lost Island (Give Ivanna the Bear the ear-plugs; the ear-plugs are found by getting a gold for Floyd's Bonus Mission on the S.S. Anubis)

10 - FUSE:

Mizar's Palace/Meeting Point (Achieve first place in the Mizar's 3D Racing mini-game)

11 - OXYGEN TANK:

Eschebone/Cortex (Use the platforms in the brain room to reach the top)

12 - STABILIZER:

Mizar's Palace/Meeting Point (Collect every Tribal in the entire game and then talk to King Jeff)

CHAPTER 6) JET FORCE GEMINI: JUNO'S WALKTHROUGH

The actual planet will be represented by "====", while stages within the planet will be represented by triple ".....". Within this walkthrough, I will only (I repeat, only) do sections that must be done in order to meet up with Lupus and Vela in Mizar's Palace. If you want information on finding secret Tribal stages and such, look down a few Chapters.

=====
===== JUNO WORLD 1: GOLDWOOD =====
=====

Goldwood is a peaceful forest planet, home to the adorable little creatures known as Tribals. Just imagine Endor from Star Wars: The Jedi Strikes back, minus the walking robots and storm troopers...Also, Goldwood has the worst graphics in the entire game. Blurry textures, low polygon rate...going underground, however, will fix the problem.

.....
.....GOLDWOOD AREA 1.....
.....

ACCESSING THE OUTSET:

After your ship touches down, run forward, down the bridge, and talk to Magnus, the Tribal Ambassador. He will explain a few things, then allow you to go through the door. Go inside the hut that is straight ahead, and talk to King Jeff, the leader of all Tribals. Aside from explaining more things, he will replay the invasion that lead up to the present. After he is done talking, go up the stairs behind him to pick up a GEMINI HOLDER. Then exit the hut...now go behind the hut to again find Magnus. He will explain LIFE FORCE DOORS, which only open when all enemies in the area have been killed. So, shoot the three, stationary circles, and go through the door, to meet your first test!

.....
..... GOLDWOOD FOREST: OUTSET.....
.....

BATTLE 'DA BUGS:

After the briefing that explains a few items, head forward. You will quickly meet up with the foe...Blue and Green Drones! Pick the Green Drones off the tree tops using FPM (First Person Mode) and, if you wish, use auto-aim for the blue ones. However, I like to use FPM in all battles, because it gives me better aiming -- you may think differently, but I do suggest trying it out. After about an hour of playing, you should have the controls down pat, and switching from regular play to FPM should be easy to do.

COLLECTING THE YELLOW KEY:

In the wide open area BEFORE the wooden bridge that goes over the water, you will find two Life-force doors -- the only difference between them is that one is wooden. Go through the wooden door, and you will go into an underground sewer type place riddled with dozens of Drones. There are many forks in the road, but they all lead to the same room, so just go in random directions. Eventually, you will reach a deep chamber with several Tribals: and in the middle of the room is, naturally, the YELLOW KEY!

COLLECTING THE RED KEY:

The second area first introduces you to Oil Tanks! So, you may want to play around with those...After climbing a set of blue stairs, go to the left to meet up with Magnus again. He will explain what happened to Vela, and then give you the RED KEY if you ask for it.

COLLECTING THE MACHINE GUN:

After receiving the RED KEY from Magnus, head in the opposite direction. Go up the dirt ramp, and go through the previously locked door. Run through the crates, and blast the alien beast until it dies. Go up to the glowing, blue box -- press the "A" button to open it, revealing the MACHINE GUN! Exit this room the way you came in.

ACCESSING THE INTERIOR:

Go down the ramp, and to the door with a strange, blue/red crystal next to it. Take aim with the MACHINE GUN, and shoot until all of the blue mechanisms lock, forcing the door open. Go inside to reach the Interior stage.

.....
.....GOLDWOOD FOREST: INTERIOR.....
.....

REACHING THE EXIT PLATFORM:

You will now be able to collect backpacks, which increase the capacity of a weapon, and ammo boxes, which fill up your magazines. Definitely build up your Machine Gun ammo, and then unleash it on the flying enemies that swoop from the trees. Keep moving, and you should be able to kill them with minimal damage done to your self. You will continue to fight the insects, learning much as you go along. You will be able to rescue many Tribals, as well. Eventually, you will reach the last door to the Goldwood Forest, and fly away to the next, new world!

=====
===== JUNO WORLD 2: S. S. ANUBIS =====
=====

The Anubis is an enormous cargo ship, filled to the brim with boxes and crates. Recently, it has become a prison for the Ewok look-alikes, the Tribals.

MAGNUS, PLASMA SHOTGUN, AND GEMINI CONTAINER:

Go forward and talk to Magnus, he will show you a very cool cinema in which Vela is captured by the aliens when attempting to rescue a Tribal. After the cinema, go away from the door behind Magnus, and go up the

stairs, and up to the blue treasure chest. Open it up to find the PLASMA SHOTGUN. Near the chest, on a ledge, is a GEMINI CONTAINER as well. Now, go to where Magnus is, and open the door.

.....
.....S.S. ANUBIS: HOLD.....
.....

CLEARING OUT THE HOLD / GETTING GEMINI CONTAINER:

The first order of business is to clear out this cargo hold. So head into the next room and take cover behind one of the boxes, lean out and shoot as many of the Drones as you can, then lean back in, covering yourself from danger. When all of the Blue Drones are done, rush out and pulverize the obese purple monster near the middle of the room. This should unlock the door, so into the next room.

This titanic room holds six enormous drums, three on either side of the room. Weave in and out of them, using your Machine Gun to quickly take out air targets. Soon, the room will fall silent, the exit will open, and you will step into the next room.

...This colossal chamber truly uses the N64 power, for it is simply astounding they can get this at an acceptable frame rate! Run amongst the boxes to the right, killing ants, to the beat of the military music that rocks in the background. After collecting power-ups, jump onto the platform in the electrical pit, go on the other side, jump off, take care of this ants, and go through the next door.

Quickly run through the maze of boxes, shooting the Drones before they even know what's happening. Stand on the boxes and carefully pick off the Green Sniper Drones on the far away crates, and jump onto the platforms, going around the conveyor belt. That steady beeping you hear is the sound of a landmine...when you get near, it explodes -- so I advise you to stay away. When you finally reach the top of the area, and have killed all the Drones, a fleet of airborne foes will be let loose. Make short work of them with the Machine Gun, and the door at the bottom level will unlock. Before doing anything else, blast through the large glass panes, and collect the GEMINI COLLECTOR.

UNLOCKING VELA'S PEN AND EXITING LEVEL:

After collecting the aforementioned GEMINI COLLECTOR, drop down into the boxes below. You will see a small monitor on the wall: shoot it until it explodes, and "You have deactivated a cell door!" will flash on the screen. Remember the door that opened? Go down there, and go near Vela to start an informative cinema. When it's done, go through the door at the end of the corridor to exit the level.

COLLECTING THE CLUSTER BOMBS:

In the room with the monitor that you shot to open Vela's cell...the one with the shatter-able glass...well, behind the glass is a doorway. Go through it, and into the glass tube. You will be forced to go across catwalks which hang over a previous room...at the other side you will find a small hallway where you can just fit in. After blasting dozens of

Mites, you will come upon a treasure chest. Open it up to find the Cluster Bombs!

=====
===== JUNO WORLD 3: WALKWAY =====
=====

I said I was only going to include stages/worlds that are absolutely necessary to go through in order to reach Mizar's Planet -- but this stage houses an important item that will be very useful later, so I thought I would mention it.

REACHING THE PLANET WALKWAY:

First, you'll have to go to the Anubis. In the first room, climb over the boxes, making your way up, until you find a fuel pad and a door. Go through the door (you'll need the Yellow Key). You will now be in the "Hold Stage", so make your way around the perimeter of the room and go through the next door. You will now be inside a secret stage, the "Depository." Fight your way to the other side to find your ship, which is the exit, and you will land on the "Walkway" planet.

.....
.....WALKWAY: PEAK.....
.....

COLLECTING THE HOMING MISSILES:

Walkway is the smallest world in the game. It consists of a long (ironically enough) walkway that leads to a building. Inside the building is a chest, and inside the chest is the HOMING MISSILES, which will lock on to the nearest enemy and turn them into four or five different parts, making for a gruesome death as blood spurts all over the place, along with appropriate sound effects. The rest of the level is devoted to Tribals, so you may leave now if you wish.

=====
===== JUNO WORLD 4: TAWFRET =====
=====

Tawfret was once a beautiful planet, but has now been reduced to a swamp, while it rains all day, and the creatures have been turned into the Undead, stalking anybody and everybody who comes into their domain. Houses have been turned into dilapidated messes, and the last of the Tribal colonies has been raided.

Tawfret is definitely the most atmospheric level in the game...the rain, the music, the color of the sky, the sound of your feet over damp grass...everything comes together perfectly.

.....

.....TAWFRET: BOG.....
.....

COLLECTING THE TRI-ROCKET LAUNCHER:

Run through the murky swamp, ignoring the marching Zombie Drones, as they moan and groan at you. Shortly, you will come upon what was once a Tribal Village, reduced to nothing more than broken down pieces of stone, a few graves, and four small houses. In the middle of it all is King Jeff, who will explain what happened in an odd cinema, and give you the TRI-ROCKET LAUNCHER to help you defeat the Undead foes. Likewise, if you ever find yourself overwhelmed by Drones...don't think twice about using this to clear them away!

COLLECTING THE GRENADES:

After collecting the Tri-Rocket Launcher, use it to blast open the doors on the small huts. Some contain Tribals, other contain ammo cases -- but one contains a chest. Open it up to find the GRENADES!

On another note, one of the houses contains two backpacks. Collect these when the Tri Rocket Launcher is out -- you will be able to up the maximum storage to 15 shots!

ACCESSING THE BRIDGE:

Simply go behind the large mass of stone and brick to find a passageway, and then exit through it.

.....
.....TAWFRET: BRIDGE.....
.....

REACHING GIMLET:

Run across the bridges and various tree houses, avoiding any fire, and you will reach an elevator that will take you down. Go through the passageway to find another swamp area, heavy with zombies. After blasting your way through, you will be forced to fight a squadron of airborne attackers. Destroy them all to open the door, and go through to find a large area, occupied by a blue lake with an island in the middle. Run along the banks, using trees as cover as you blast Red Drones. At the end you will find a huge village type area, but no one seems to be home. Go up the stairs and...aha! A house! Go inside to meet Gimlet.

Is it me, or did the webmaster of Rareware.com have something to do with this character? Not only does he speak in a strange, yet amusing hippie language ("Since then, I've been in here nursing my karma"), but the main objective is to RESCUE HIS PANTS! Yes, apparently one of the more perverse Drones stole Gimlet's only pair of pants and put them up a tree. So, naturally, it's your job to go fetch them.

COLLECTING THE PANTS:

Backtrack to the area with a large lake. Swim to the island in the middle, and blow up the Red Drones at your leisure. In the middle of the island is a tree, and there are roots and branches you can stand on. Keep going up, holding C UP to jump higher, and as you collect the pants on the second or third branch, a delightful zipping sound will come to your ears. Yes, Rare is a strange company, folks...

COLLECTING THE CROWBAR:

Return to Gimlet's house and bequeath his khaki pants to him, and he will give you a Crowbar as a reward. Also, immediately after getting it, talk to Gimlet again. He says, and I quote, "Ahhhh...my yin and yang are warming up nicely." If you leave the hut, and then come back in, he will be gone, so be sure to talk to him after the trade.

COLLECTING THE SNIPER RIFLE:

On one side of Gimlet's house is a small hut: go inside, kill the Drone, and open the chest to find the Sniper Rifle!

FINDING FLOYD'S HEAD:

Get in front of Gimlet's house, so the entrance is in front of you. Now turn 180 degrees around, and tap "R" to bring the camera behind you. In front of your view will be a small fire, and a large, stone structure on both the left and right of the fire. Go to the structure on the RIGHT SIDE, jump on top, and you will find Floyd's head nailed to a post. He tells a sad story of how he went against Mizar, and tells you three of his parts are scattered about Gimlet's yard. If you can find all three, he will help you exit the level. So...

COLLECTING FLOYD PART # 1:

On the side of the yard with the exit door is a large structure, climb on top of it and collect the glowing piece of metal!

COLLECTING FLOYD PART # 2:

Along the side of Gimlet's house are small platforms that you can use to climb onto the roof. Once on the roof, jump down the chimney to fall into the watery basement, ripe with cobwebs and torches. After going down a few passageways, you will come upon the piece.

COLLECTING THE REMOTE MINES:

Near a group of Tribals in Gimlet's basement is a brownish log against the wall -- blow it away and crawl through the passageway behind it to find this almost useful bomb item!

COLLECTING THE FLARES / FLOYD PART # 3:

On the side of the yard with the exit door is a small hut with a metal

door. Use the Tri-Rocket Launcher, Homing Missile, Grenades, Cluster Bombs, or anything explosive to blow it off its hinges. Go inside, go up to the chest, and open it to receive the Flares! Now, use the crowbar to open the trapdoor (happens automatically), and go down into the dark sewers. At the end of the corridor is the final Floyd component.

ASSEMBLING FLOYD / ACCESSING THE CASTLE STAGE:

With the three pieces of Floyd in hand, talk to the robotic head and watch the cinema as he assembles himself. When it ends, go up to the exit doorway, and Floyd will allow you to open it.

.....
.....TAWFRET: CASTLE.....
.....

GOING TO THE BIG BAD BOSS:

The way to the boss is a long and hard one, but I'm sure this won't stop you, right? To get inside the actual castle, you will have to destroy all of the enemies behind the parapets -- I suggest using the Tri-Rocket Launcher (hopefully with a maximum capacity of 15, which I advised you to get) to get at them easily. Go across the drawbridge, and the slaughters begin! Toss a grenade or two around the corner, and reel back in laughter as literally gallons of green blood rain, splat, and shoot across the room. Now, isn't this the definition of fun?

Soon, however, the Shield Drones will put a stop to your guffawing. For you see, you will need to use your precious supply of explosives to easily kill them! After a lot of battles, you will end up in a room with several pillars, each marked off with a torch. Unless you follow these directions, you will get turned around: go to the right side and into the passageway, you will meet more Drones soon. You see a Life-force door, but it is locked, so destroy all the enemies in the immediate area. When you come to the bank of a river, turn around and go to the door, it will be open. Inside is a massive chamber, and several cases of ammo, which will totally refill your Machine Gun, Pistol, Tri-rocket Launcher, Homing Missile, and Laser Shotgun.

Step onto the symbol and an impressive cinema will play out, introducing the BOSS! A gigantic roach, beetle combination. After an ear-splitting war-cry, the battle begins!

HOW TO DEFEAT JUNO'S BOSS:

In boss battles, you must hit specific regions of the leader's anatomy at very specific times of attack. You could call it...specific! :p In the first part of the battle, you must hit the foe's "fangs", which lie below his eyes. He has two attacks: The first involves him rearing up on his hind legs, and "spitting" several bat-type creatures at you. You can take care of the bats rather easily with the Machine Gun. Next, he will pound his legs against the ground, causing two red shockwaves to form around the floor. Get in the MIDDLE of the battlefield and the two rings will hit each other, meaning you only have to jump once instead of twice to clear the fiery maneuver. To hit his fangs, get our your Homing Missiles / Tri-Rocket Launcher and carefully watch his patterns. When he

does the bat attack, he lifts his head into the air for a split-second. If you have your cursor over the fangs at this time, it turns red, and you can fire! Quickly do it, and the fang in question will be gone (unless you used something non-explosive, which will take you a long time to take off the part). If you are a split-second too late, it won't work. Remember: The second it turns red, fire. After both fangs are gone, it's on to phase II!

In this mode, the boss will fire large bombs at you, along with the fiery shockwaves. This time the target is his "antlers", on top of his head. When they are vulnerable your cursor will turn red, and they will turn white: fire away with a few missiles and watch them be ripped off. Last phase coming up...

The target is his head, and you can shoot at it any time. Continually fire volleys of rockets into his face before he has a chance to shoot his electrical blasts at you, and he will quickly die. In the overly dramatic death sequence, all of his antlers fall off. Then, in a deafening scream, his entire face explodes, and the torso of the body crawls around as blood pours out by the gallons from his exposed arteries. The headless victim squirms in place, writhing in agony. After a final death twitch, the body lies motionless. Juno runs around the enormous corpse, as blood flows out of the gaping hole that used to be his head.

You will now be able to exit this long and quite awesome level.

=====
===== JUNO WORLD 5: MIZAR'S PALACE =====
=====

Mizar's palace is a sprawling temple whose architectural design rivals that of the ancient Egyptians in sheer awe and disbelief. The entrance in and of itself will make you look around for several minutes, amazed at how something can look so real.

.....
.....MIZAR'S PALACE: LOBBY.....
.....

FINDING THE MEETING POINT:

In the Lobby, which is large enough to fit a few football fields, you will find a plexi-glass screen which has a map of the room. You will notice that one of the small alcoves has a circle on it -- make your way to that cubby, and you will find a hole...so jump down it!

In the bowels of the palace, you will make your way through several squadrons of Shield Drones. At the end, you will find a door that leads to a simply GIGANTIC cathedral, whose sheer size will dwarf that of any other area in the entire game. In the center are two enormous, golden rings, flipping about. To the right of this is a wall -- follow it and you will find a Floyd Pad in a separate area. Stand on the pad and press the "A" button to activate a Bonus Mission. You simply have to collect three pyramids and make it to the end by the time limit -- really easy stuff. When you have completed this simple task, a lengthy cinema will

show a titanic sized pyramid float in and SLAM against the golden rings, and then settle down.

After the cinema, go investigate the pyramid. There are three doors, and above each door a symbol that represents each character: Juno, Vela, and Lupus. Go through Juno's door, and a cinema will show him stand on a pillar, and get taken away...

CONGRATULATIONS!

You have completed Juno's initial quest of getting to the Mizar Palace meeting place. However, you must now go control the other two characters -- Vela and Lupus -- and get them to this point as well. The levels will be different, the enemies will be different, and the Palace will be different. Read the following chapters for more information...which, might actually be different ;)

CHAPTER 7) JET FORCE GEMINI: VELA WALKTHROUGH

The actual planet will be represented by "====", while stages within the planet will be represented by triple ".....". Within this walkthrough, I will only (I repeat, only) do sections that must be done in order to meet up with Juno and Lupus in Mizar's Palace. If you want information on finding secret Tribal stages and such, look down a few Chapters.

=====
===== VELA WORLD 1: SEKHMET =====
=====

Sekhnet is a mighty battle-cruiser, which is filled to capacity with weapons, drones, and of course, puzzles. As Vela's first mission, she will have to escape the ship and continue to look for her companion, Lupus.

.....
.....SEKHMET: BATTLE CRUISER.....
.....

COLLECTING THE GRENADES:

After a short chat with Midge (another Tribal ambassador, which looks strangely similar to Magnus), you can search the first room to find a chest with some Grenades inside. These will be very useful because you do not yet have your Machine Gun...

COLLECTING THE MACHINE GUN:

In the first room, go through the only door that you can go through (the other two require keys you don't have yet). As another of the games great musical scores begin, go down to the waterway and search for hapless drones to destroy. Boom, boom, fire, fire -- basic description of the battle. When they are all vanquished, two doors will flash green, meaning you can go through. One will lead to a small room with a chest, and inside the chest is the mighty MACHINE GUN!

COLLECTING THE RED KEY:

Go in the room with the Drones, and destroy them all to open both doors. One leads to the Machine Gun, the other to a room that looks very similar to the last one, except with Shield Drones. Go to the far end to discover a door -- shoot the crystal next to it with the Machine Gun until all four mechanisms lock in place, then you can go through it. This tight corridor contains a group of Shield Drones behind a trio of Oil Tanks -- hurl a few grenades their way and feel free to laugh as you see gallons of blood spray against the walls. Exit this hallway through the door behind them.

Talk to the hobbling alien character, named Fishface, to learn a bunch of stuff about the ship. Then, he hands over the RED KEY!

COLLECTING THE PLASMA SHOTGUN:

A few yards away from Fishface (see above), in plain sight, is a chest containing the PLASMA SHOTGUN!

COLLECTING THE GREEN KEY:

Go to the large chamber with the Shield Drones, and be sure to slaughter them all. Once that is done, go to the other large chamber that looks similar, and go up the slanting floor until you find the door that requires a RED KEY -- go through this to be on a higher level in the room with the Shield Drones. The reason I told you to destroy the Shield Drones, is that the door will not open if they are still alive.

In this tight room, several bots will fly in, and Drones will be hiding/running besides several crates. A few grenades here and there, a laugh or two, and the door is unlocked, allowing you to go into the next room.

Go across the catwalks that are above the boiling lava, carefully avoiding the persistent shots of the bots (don't run too fast, or you'll slip and fall to your doom). The next three rooms will be filled with elevators and Drones, which make for an interesting combination. Simply jump to the platforms and let them carry you away. In the third room, the exit is on the bottom; not near the ceiling, like the last two. After a short Bot fight, you will come upon a room with a circular glass pane on the floor -- shoot to shatter it, then fall in and open the chest to collect the GREEN KEY!

EXITING THE WORLD:

From where you receive the Green Key, go through the exit. You will not have to fight your way out, shooting squadrons of Drones and Bots. You

will eventually come to the very first room where you started out: through one of the green doors. Go through the other green door to enter a massive, massive chamber with a large ramp twirling around the wall, leading hundreds of feet up into the air. Destroy all of the Drones on the ground level to open the exit; you won't have to worry about the enemies on the ramp. Force your way through and you will reach your ship!

=====
===== VELA WORLD 2: CERULEAN =====
=====

Cerulean is a desolate planet -- a desert made of blue sand and gray walls that stretch in every direction, as far as the eye can see. It is set into a permanent night, and Mizar's troops are in full force. In a stark contrast, the underground caves are lush with plant life and insects, a hidden Eden of sorts.

.....
.....CERULEAN: DUNE.....
.....

WHAT WE HAVE TO DO...:

To exit the harsh desert, you're going to have to collect three bars of gold and give them to Fishface in exchange for the Tri-Rocket Launcher. To open the way to the desert and Fishface's room, simply destroy all of the nearby Drones.

COLLECTING THE GOLD BARS & THE TRI-ROCKET LAUNCHER:

- * One of the bars is hidden behind a pillar at the very start of the level, where your ship lands in the opening cinema.
- * The second bar is along the edges of the desert. Simply circle the desert and you will find a small lake, along with the golden rectangle.
- * The third, and final, gold piece is also on the edge of the desert. You will find a sewer pipe with water flowing from it: look on top of the pipe.

Then, simply go back to Fishface and make the trade, and the Tri-Rocket Launcher is yours!

REACHING THE UNDERGROUND CAVES:

Along the wall of the desert is a small tunnel dug in the rock, and several Drones live within it. Destroy them, then enter the gate. If you have the Tri-Rocket Launcher, it will open, giving you full access to the underground caves.

COLLECTING THE HOMING MISSILES:

After the room with the Yellow Key, you can go through a side hall and get into a small cal-de-sac, and open the chest to find the Homing Missiles!

COLLECTING THE YELLOW KEY:

In the first room after the desert, on a ledge.

NO, I DON'T THINK SO...:

I refuse to do a "guide" for the underground caves of Cerulean, considering it is simply destroying legions of Drones/Goliath Beetles and moving on to the next room. It is quite fun, but I very much doubt you will be stuck on any particular gate for more than a minute.

=====
===== VELA WORLD 3: ICHOR =====
=====

Ichor is Mizar's biggest and baddest military base, teeming with Drones and other insectoid menaces. Though short, it will provide some fun battles...

.....
.....ICHOR: MILITARY BASE.....
.....

FIGHT FIRE WITH FIRE...AND GUIDED MISSILES:

The first eight rooms or so are filled with boxes, crates, corners, and a plethora of other items. Add in a few dozen Shield Drones, and you have an interesting battle in your hands. I can't provide any strategy for this, it's all your skill...

DON'T BE SO PUSHY:

At about the halfway point, you will have to make your way across a ledge as several, large, metal tubes come out of the wall over and over, attempting to push anyone who tries to run across off and onto the floor below. To get past them, you'll need to watch their patterns very closely. Get to the point where you know how many numbers of time it pushes outwards before going slower...count in your head..."1, 2..." and when you get to the magic number, run across as fast as you can! For best results, run while in manual targeting mode, nearest to the ledge.

PUZZLE PLATFORMS:

Near the last big Drone battle, you will have to actually use your brain for a few seconds. You'll need to stand on the various colored switches to control platforms, and make a "bridge" of sorts to get to the exit. It's nothing major, though.

HOW TO DEFEAT VELA'S BOSS:

After several Drone battles, you will find yourself on a thin metal platform suspended above a lake of flowing acid! And, in front of you, is a huge beetle boss with you in its target!

Fighting Vela's Boss is very similar to Juno's; at least in strategy. You'll have to put your cursor over a particular body part right before it attacks, and when it turns red, fire immediately.

First you will have to shoot the two "arms" on its shoulder with a Tri-Rocket Launcher (preferably), which shoot laser at you. Throughout the battle, it will cause a large mass of maggots to fall on you, then a few seconds later they will explode. To avoid this, simply side-step a few times. When both arms are knocked off, you will need to aim for the chest. Once the shell around the animal has shattered, it will start to fly around in random directions, shooting machine gun fire at you. Use Homing Missiles on each individual arm to blow it off. Finally, with each set of arms off, the head becomes targetable: lock and load my friend, for it is the end. Now, wasn't that easy?

MEETING OLD FRIENDS; MEETING NEW ENEMIES:

After the boss, you will find your old pal, Lupus the dog (he now becomes a selectable character). After a particularly actiony cinema, Lupus boards the Spawnship while it is taking off, going off on his own adventure, surely to catch up later. Now you may exit the level via your ship...

=====
===== VELA WORLD 4: MIZAR'S PALACE =====
=====

Vela comes to Mizar's domain in hopes of reaching Juno, but she is unaware that he has already made it (if you cared to follow my walkthrough).

To reach Vela's stage, you will need to go towards the "Lobby" entrance; it is locked. In the river you had to go through is a hole in the side, go through it...

.....
.....MIZAR'S PALACE: FLUME.....
.....

REACHING THE MEETING PLACE:

Flume is a particularly nasty, confusing, and of course frustrating series of underwater pipes and tubing, creating a virtual labyrinth to wander about. There is only one entrance: it looks like a bright white circle. The exit looks somewhat like a triangle at the end of a long corridor...due to the massive size of the maze, I can not even begin to tell you directions. The only thing I can tell you, is to follow the path straight ahead until you hit an intersection, then go right. After

that, it's all up to you...

After exiting, you will find yourself at the enormous cathedral you found as Juno! If you activated the titanic sized pyramid, it will be there, so you simply need to walk inside Vela's doorway and watch as she is "abducted", leaving you with only Lupus to play through up to this point in time...Good luck.

CHAPTER 8) JET FORCE GEMINI: LUPUS WALKTHROUGH

The actual planet will be represented by "====", while stages within the planet will be represented by triple ".....". Within this walkthrough, I will only (I repeat, only) do sections that must be done in order to meet up with Juno and Vela in Mizar's Palace. If you want information on finding secret Tribal stages and such, look down a few Chapters.

=====
===== LUPUS WORLD 1: SPAWNSHIP =====
=====

The Spawnship is rumored to be the source of Mizar's seemingly endless Drone army. If this is so, then even the defeat of the mighty tyrant will not stop the Drones from taking over the galaxy!

.....
.....SPAWNSHIP: TROOP CARRIER.....
.....

COLLECTING THE PLASMA SHOTGUN:

In the very first room, the chest will be on the other side.

COLLECTING THE MACHINE GUN:

In the very first room, the chest will be on the other side...using your boggling intellectual capacity, you should be able to come to the conclusion that both of these weapons are side by side! :p

COLLECTING THE RED KEY:

From the start, step on the elevator so it lifts you up. Go through the door, and destroy the hovering bots to unlock the door. Shoot the Weevil across the chasm, and then take a running leap and use your rocket shoes to clear it. Go through the door. Here, shoot the Shield Drones with the Machine Gun until they die, and be sure to collect the ammo they leave behind. This chasm is much to long to rocket across, so you'll need to make use of the moving platforms. On the other side, destroy more

drooling insectoids to open the door. Here, you are on catwalks above a pit, and several regular Drones, so kill them easily, and go through the life-force door. Quickly destroy the black Centurion by shooting it in the face; otherwise it would take far too long. Behind its corpse you will find the RED KEY!

COLLECTING THE YELLOW KEY:

After collecting the Red Key, return to the catwalks area, and go through the other door, which leads to a different life force door (several airbornes will appear as you go in). After unlocking several security doors that require the Red Key, you will come upon a room with a yellow lock door, and two sewer pipes in the wall occupied by Snipers. Kill the obvious, and then get as close to the edge of the bridge as you dare. Press and hold "C UP" to do the highest jump possible. At the peak of your jump, press "C UP" again to activate the rocket, and then control Lupus so he glides smoothly into one of the pipes (doesn't matter which one). You will be led into a small room with the YELLOW KEY!

COLLECTING THE SNIPER RIFLE:

Strangely enough, the Sniper Rifle can be found in a chest in the same room as the Yellow Key.

EXITING THE WORLD:

After collecting the Yellow Key, use it to open the security door that requires said item, and you will have to navigate through a chamber filled with magma, and then you will find your ship soon afterwards.

=====
===== LUPUS WORLD 2: RITH ESSA =====
=====

Rith Essa is full of deep canyons, sheer cliff faces, and monstrous mountain peaks, raising hundreds of feet into the air. Due to this, it has a rather large mining operation underway. However, with the arrival of the Drone army, most of the planet's inhabitants have fled.

.....
.....RITH ESSA: BLUFF.....
.....

COLLECTING THE HOMING MISSILES:

In the area immediately after the ship (it has a blue locked door), you will find a waterfall to the right. As you go up the criss-crossing ramps of dirt, you will soon reach an area where you can see the peak of the waterfall: and behind the water is a dark cavern. Using your rocket boots, glide over into it, and open the chest with the HOMING MISSILES!

COLLECTING THE TRI-ROCKET LAUNCHER:

After the area near the ship, you will have to go along the ledge of a mountain, fighting off dozens of drones, airbornes, and of course, Goliath Beetles. I can't really give you any strategies, seeing as this is skill. After about three minutes, you will come upon a small Eden of sorts, with a flowing river, and a blue key door...and next to the door is a chest, and inside it is the TRI-ROCKET LAUNCHER! I suggest building its maximum capacity up to at least 20 -- you'll be thanking me when you see Lupus' boss in action.

ACCESSING THE INTERIOR:

Simply go through the only door you can open, aside from the one that leads to the mine entrance.

.....
.....RITH ESSA: INTERIOR.....
.....

EXITING THIS WORLD:

At the end of dozens of battles, which will take upwards of three minutes to get past, you will reach your ship, docked on a clam, yet peaceful pad...

=====
===== LUPUS WORLD 3: ESCHEBONE =====
=====

Eschebone is a smoldering world full of crimson blood, boiling acid, and flowing sulfur...brimstone tainted air...Perhaps the one feature that sets it apart from other such worlds are the literally titanic sized worms that live on its surface, sitting completely still...

This is my favorite level in the entire game! Not only is the music simply awesome (not to mention creepy), but the battles are full of hot, steamy action! If you like hot, steamy action, this is the world for you! Add in the fact that most of it is spent going through the digestive tract of an alien, and you'll see why I love this level so!

.....
.....ESCHEBONE: APPROACH.....
.....

COLLECTING THE GRENADES:

The first few areas are rather bland...lava here and there...then you reach a large, open area, and stuck in the wall is an ENORMOUS alien face, with serrated teeth sticking in, and a slimy, pink tongue twirling

about in the air. Beside it is an island in the boiling lava, and on the island is a chest: open it to find the GRENADES!

GETTING INSIDE THE CREATURE:

Simply toss a well-aimed grenade into the beast's mouth, and it will open up wide. Use its tongue as a bridge, and you're now inside the belly of a monster! Well, throat, at least.

ACCESSING THE THORAX:

After battling it out in the esophagus (use the big threads coming out of the walls as a shield) you will find yourself in a large room, with a bridge at the top, and a door at the far side -- a life-force door, and all the Drones are on the bridge, out of your reach. So, whip out your trusty Homing Missiles, aim, and fire! After a few explosions, which will cause the blood to literally rain down into the water, the door shall open, and you can make your way to the Thorax.

.....
.....ESCHEBONE: THORAX.....
.....

COLLECTING THE MAGENTA KEY:

This stage is LONG! It will take you, the first time, about 20-30 minutes to clear it, maybe 15-20 if you've done it before. Though it may be long, it is rather straightforward -- you have a big battle with tons of Red Drones...move to the next room...big battle... Somehow, the level designers made it so this doesn't get boring, I suppose you could thank the AI programmers for that.

...more big battles...even more...and the process keeps going until you find a room where you can not go on anymore until you find the MAGENTA KEY. Luckily, it is only a few yards away, on a pedestal. Speaking of pillars and pedestals, shortly before that room there will be a large chamber filled with water -- and there's a pillar out there. Use your rocket to glide there and pick the Gemini Holder!

GETTING TO THE BIG BAD BOSS:

After collecting the Magenta Key, you will go through several doors requiring it, and you will eventually be pooped out of the giant animal, returning to the hellish outside. After an un-necessarily long cinema involving a Tribal, you will face a very difficult BOSS!!

DEFEATING LUPUS' BOSSES:

Yes, you read correctly: bosses. Plural. More than one...as in two. It's a battle royal with two vertigo inducing Mantids! Oh, how pleasant...

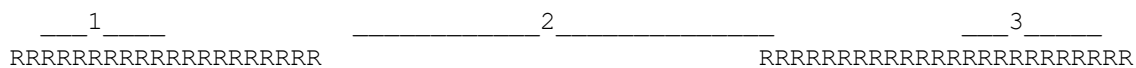
At first, one Mantid will attack you. It will shoot its small gun at you in two different ways: Shooting you from its side, and putting its insect eye behind the targetting-reticle and then shooting. When it puts

its eyes through the target, you have a clear shot at it: so take out the Pistol (you'll want to save your other weapons of mass destruction) and keep shooting it until it blows (nice effects, eh?). Then, it will use its other, clawed arm to fire bombs at you. When it raises its arm high into the air, quickly shoot pistol fire at it until it blows. It will move into the background, and the other will come, so repeat the process. However, the difference now is the one in the background will shoot homing missiles at you: quickly strafe left and right, to hide behind the rocky ledges, and the missiles will slam into the obtrusions, missing you completely. Use the Homing Missiles on the second one in the same manner as the pistol for the first, and its arms will blow off as well. On to Phase II...

Now it will use its tail to shoot powerful, exploding lasers at you. When it shows you its tail, quickly fire off a Homing Missile (you can hit it twice, because it will show you its tail twice), then quickly go left and right to hide behind the rocky shelf as the other will shoot homing rockets at our poor canine friend. When both their tails have been reduced to bloody stumps, it is time for the final round, Phase III...!

Both the monsters will leap to the ledge in front of you, and their heads will become target-able for a few seconds. Whip out your Tri-Rocket Launcher, lock, load, and shoot-'em! When the rockets hit their target, quickly move in the OPPOSITE DIRECTION of the farthest Mantid, this way you will avoid the first one's spit. Then move closer to the center one to avoid the second one's spit, which will arc over you.

Here's a diagram...The "R"s stand for a rocky outcropping you can hide behind. The "___" indicate an area where a single Mantid can stand at.



There will always be a mantid in the "2" position. So you'll have to shoot it...and then move away from the other Mantid. Let's say the other Mantid was on "3"...you would move towards "1" after shooting the center, as to avoid the "2"'s spit. Now, when "3" is about to fire (it's always delayed), you will want to move towards "2" (which will not attack). This way, the spit from "3" will go over your head, missing you completely. Capish? Good.

Now, Keep this up until they are all dead! You will then be able to exit the world!

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=====
===== LUPUS WORLD 4: MIZAR'S PALACE =====
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Supposedly, Lupus is the last member of the JFG team to reach the tyrant's abode. It's up to you to decide his fate...

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.....
.....MIZAR'S PALACE: CHASM.....
.....
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COLLECTING THE NIGHT VISION GOGGLES:

You're first going to start out in one of those ever-so nice looking arenas with reflective glass floor-tiles, thick pillars reaching to the sky, and seemingly "clean" walls with Drone symbols. Mizar's interior decorators sure have strange tastes...

Regardless, you will have to open the door by killing all of these big bad Weevils. Shortly afterwards, you will find a chest, and if you open it, you get the NIGHT VISION GOGGLES! Step on the "Night Vision Goggle" pad, press "A", and watch in amazement as the screen turns green, signifying the use of said goggles.

REACHING THE MEETING PLACE:

The underground maze contains hordes of Drones (surprise, surprise), boxes, and of course, guns. Though slightly confusing due to the fact that everything is green, you will soon find an elevator that takes you above ground (takes 1-2 minutes). When you reach sunlight, you will need to use your rocket boosters to glide over a huge -- appropriately enough considering the level's name -- chasm! Remember to hold "C UP" to make the highest possible jump while standing still, then activate the booster...easy stuff. Once you reach the door on the other side, you will come to the large cathedral that contains the pyramid. Find Lupus' door, and step right on in.

CHAPTER 9) THE MEETING

WHAT THIS SECTION IS ABOUT:

This section will explain what happens when you have Juno, Vela, and Lupus inside the pyramid that resides in Mizar's Palace.

I TALK LOUD, CARRY BIG STICK; IT'S ALL GOOD:

After an interesting cinema, Mizar will be revealed in all of his astonishing glory. He appears as a gigantic, jet black beetle/spider/mantid hybrid, with yellow stripes covering his legs, and with one of his right claws being made of metal, which has great animation.

And then...

HOW TO "DEFEAT" MIZAR # 1:

It's Lupus against a 40 foot tall arachnid! Hardly seems fair. Thankfully, Mizar under-estimates you terribly in this battle. His

attacks are as so: 1) Shooting a green fire breath at you. Simply go in one direction to avoid 2) Shooting purple energy bolts through his eyes. Dodge left and right, because he will track your movements. By moving constantly, his accuracy decreases. Just be careful not to step into a previously fired shot...3) Occasionally firing a bomb at you, and finally, 4) Stamping his claw on the ground, causing two large shockwaves. Unlike Juno's boss, these do not gather at the center, so you will have to either jump twice (the hard way) or move to the immediate left/right side of the arena (the easy way).

To cause damage to him, you simply have to target his head, and fire away with rockets when it becomes red (which is most of the time). When you have caused sufficient damage, he will cover his face with his clawed hands, and then counter with a powerful attack. Do this over and over, and a cinema will show him "dying."

UH OH, SPAGHETTI O'S:

As Lupus inspects the body of Mizar, the supposedly dead Tyrant's eyes flutter open, he stands upright, and two giant jetpacks on his back ignite, sending him high into space. You learn from King Jeff that he is on his way to destroy your planet. However, your Gemini Vehicles have been drained of too much power to make the trip back fast enough. However, King Jeff shows you a vehicle his ancestors used to find Goldwood...it is, sadly, broken down, and many, many pieces of it must be found. The furry-leader owns the final piece, but will not fork it over until you rescue EVERY SINGLE TRIBAL in the ENTIRE game. Ouch, that one stings...

UPGRADED ARMOR & THE MISSION AHEAD:

As a gift to you from him, King Jeff upgrades your armor. Besides the obvious cosmetic differences, you now have JETPACK CAPABILITIES! Now, by standing on the Fuel Pads found around the galaxy, you will be "fueled up", and can use the jetpack to reach previously unreachable areas.

Now, the game of Jet Force Gemini truly begins...

For information on Space Ship Parts, Tribals, and the inevitable battle with the final Mizar, you will need to check out the next chapter. Good luck; you're definitely going to need as much of it as you can get!

CHAPTER 10) THE LIST OF LISTS: A BREAKDOWN OF EVERY STAGE AND WORLD

PURPOSE OF THIS CHAPTER:

This section will break down every level IN THE GAME and show you how to collect everything you need to know how to collect, including: Tribals, Space Ship Parts, and weapons. Note that, unlike the walkthroughs, each

header that has "="s will have both the world AND the stage. This is because, generally, the Tribals, Secrets, and Ship Parts take up more space than completing the level itself.

Now, let us begin...

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===== GOLDWOOD: STAGE 1 -- OUTSET =====
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COLLECTING THE FISH FOOD:

In the section with King Jeff's hut, scan the right wall and you will find a small crevice that will let you find a secret lake. On the banks of the lake is a chest that contains the FISH FOOD!

COLLECTING THE SHURIKENS:

In the same area as Jeff's hut, you will find a high platform with a yellow locked door. With the Yellow Key in hand, you can step inside to find a small cave. Besides a Goliath Beetle, you can discover a chest that contains the SHURIKENS!

HOW TO GET ALL OF THE TRIBALS:

It doesn't matter what character you use for this stage.

As you start the stage, you will go around several bends. Below the first Sniper Drone, you will see a single Tribal on the ground, near a crate (1/7). After a few more turns, you will come upon a Tribal village that is being attacked by the Drones! You will be able to find two Tribals behind various buildings (3/7). When you have vanquished all the foes, two life-force doors will be open: one is made of metal, while the other is made of wood -- take the wooden one to find an underground cave. As you go deeper into the moist earth, you will come upon a large chamber with four more TRIBALS being used as slaves (7/7).

TOTEM POLES:

1 - YELLOW DRONE MULTIPLAYER CHARACTER

In the same secret pond where you locate the Fish Food, you can use Vela to dive deep into the water and touch this Totem Pole.

FLOYD BONUS MISSION:

This is found in the same area that Juno can collect the Red Key, you simply go through the door. In this mission, you must collect 12 (even though the total is 16) metal ore samples, destroy 10 pyramid type things, and make it to the end in under a minute to unlock a special targeting range in the multiplayer mode!

MISCELLANEOUS SECRETS:

In the village where you collect the Tribals, you can shoot the doors of the huts with an explosive ammunition of some kind and find several goodies, including Mizar Tokens, and a Robotic Operator that will replenish your supplies.

=====
===== GOLDWOOD: STAGE 2 -- LODGE =====
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HOW TO REACH THE LODGE:

In the "Outset" stage of Goldwood, the last region contains a bridge going over a river. Using Vela's swimming capabilities, dive into the life-giving fluid and locate the secret cave which will, naturally, get you to this area.

COLLECTING VELA'S HATCH KEY:

See below walkthrough.

HOW TO GET ALL THE TRIBALS / LEVEL WALKTHROUGH:

Vela is the only character that can enter the stage, so...

This particularly nasty stage starts off in a long underground cavern, which happens to be soaked in water. On the left side of the corridor, you will find a hut door (similar to the ones in Tribal villages). Enter and collect the four Tribals sitting there (4/15). Continue until you exit the desolate cave.

This is one huge section -- though, not at first sight. Use your large supply of Shurikens to quickly and efficiently take out the hordes of Shield Drones, and then look upwards for Snipers. You will quickly come upon a life-force door, but you must ignore it. Instead, continue, deeper into the maze of rock and foliage, and you will go into a cave region with wooden planks nailed to large rocks, and many more Shield Drones waiting. At the end of all of this is another life-force door: take it.

This area is drastically different than the one before it, sporting a turquoise colored sky, and everything seems much darker. As soon as you enter, quickly collect the Invulnerability Shield Item, and promptly dispense of the dozens of airbornes that come in (if you need another shield, look behind one of the crates). After the tough battle, be sure to pick up the red emerald (all health restored). You will notice three teddy-bear like Tribals sitting on platforms, suspended in mid-air. When you collect the first one, the platforms will begin to sink! Going as fast as you can, jump to the other two Tribals, and then back to the mainland. If you can not rescue a Tribal while it is falling, kill yourself, because it will reset the pillars...hopefully, good luck will be on your side (7/15).

Return to the life-force door I told you to ignore, and go inside.

This region is inhabited by Black Centurions, which are virtually invincible...except, for one weakspot, their head. Shoot direct missile volleys at their face, and these behemoths will be taken down briskly. Explore the area, clearing it of Mizar's troops, and you will again find two life-force doors (though this time, much closer together). Take the one that is at the end of a jungle type trail. Inside, the forest will abruptly stop, and a mountainous terrain will begin. Grab the Shield Item, and kill all the Drones and Airbornes to open the life-force door. Inside is a small chamber that holds VELA'S HATCH KEY <spaceship part>. Also, in the same room, behind a pillar, are two more Tribals (9/15).

Return to the area before, and go through the other life-force door. In the Tribal Village, it will be raining, and many Tribals will be outside, getting their furry hide wet (I wager they smell rather awful afterwards). The rest of the furry critters can be found here (15/15). Through the next door contains a Jet Force Gemini Ship, which will deliver you to the secret world: ABANDONED SPACE STATION!

=====
===== GOLDWOOD: STAGE 3 -- RIM =====
=====

HOW TO REACH THE RIM:

In the Interior, you will surely notice the enormous ravine that separates you from a Life-force door. Once it is open (kill the nearby Drones), you will need to use Lupus' rocket boost to float across rather effortlessly.

COLLECTING THE SHOCKER:

Covered in below walkthrough.

COLLECTING THE TRIBALS / STAGE WALKTHROUGH:

Since Lupus is the only character that can reach this stage, you won't have to worry about which character to select for the Tribals!

The first life-force doors can be unlocked by destroying all the nearby Drones, so there's not much to talk about here (be sure to use the Shurikens against the Shield Drones, though; saves a lot of ammunition). After the first life-force door, keep along the left wall and you will find a path that goes downward, leading to two Tribals. As you enter, several Airbornes will appear and hover over the furry ones: DO NOT shoot them, because if you do their explosions will kill the Tribals...so rescue them first (2/11).

In the third area, Drones will fall from above and hide behind the oil barrels: aim at each barrel, fire off a few shots, and watch their various appendages fly like some obscene ticket-day parade. As you go through the next tunnel, take the left passage to find a Tribal behind some rocks (3/11).

Continuing on, you will find a large chamber filled with water, and there are some makeshift islands made out of rock, going higher and

higher. Get on the highest pillar, and look above the entrance to this room: a ledge with a Tribal (better take care of the Drone next to it, as well). Glide to the ledge and rescue the little furball (4/11). Also, you should have noted the life-force door in the wall, with a tiny ledge sticking out. When all the Drones in the room have been extinguished, this door will open, and inside is a cal-de-sac with two Tribals (6/11)! Also, in the corner, you can collect the SHOCKER!

Returning to the previous room, rocket boost to the obvious exit, and you will find yourself on a higher plane from a previous room. Across from you, plainly visible, is a Tribal on a ledge: simply rocket to it (7/11). Rocket boost to the next exit, and you will come upon an intersection: go right. In this room full of oil tanks, your first reaction will be to let loose a flurry of grenades: DON'T! A small Tribal lies in the middle of it all, so be sure to rush in and collect the little fellow first (8/11).

After the exit door, you will be outside, on a thin ledge, battling dozens upon dozens of Drones, Weevils, etc. There is nothing to find here, so let loose with whatever you have. Soon however, you will find yourself back underground...I hope you like spelunking...

At the first intersection, go left, down the hill, and you discover a horrifying sight: two Tribals, surrounded by mines, and a Black Drone. As fast as you can, use your rockets to boost over the mines (no time to shoot them, and if you walk past them it will blow the Tribals away). and land on the precious cargo of furry love (10/11), then turn around and blast that Black Drone to hell! Talk about some intense action... :p

Shortly thereafter, you will come upon a large chamber with a Cyborg Stag -- a missile to his face should put an end to his moaning. At the top of the makeshift stairs you will find another drooling Tribal (11/11). As you collect it, a dozen or so airbornes will attack, so be ready. Now go through the life-force door...and then exit the world on the Jet Force Gemini Ship!

=====
===== GOLDWOOD: STAGE 4 -- INTERIOR =====
=====

HOW TO GET ALL THE TRIBALS:

Use which ever character you want to find all the Tribals here.

As you enter the stage, you can find a Tribal in one of the first bends, behind a box, much like the first one of the Outset (1/9). In the first village, there will be a dilapidated house -- on top of this is a Tribal! To get to it, get next to the place where it is, and do a mighty jump (hold C UP) and you will collect it (2/9).

In the area after the large ravine, you will go through a life-force door that leads to a cal-de-sac with dozens and dozens of stacked boxes. Before doing anything, you'll want to destroy the Black Drone, and then you can frolic with the four Tribals here (6/9). In the area immediately following, you will do battle with an entire squadron of airbornes, and then cross a bridge. This is the exit door...and to the left of the door are a stack of three boxes: the same number of Tribals hide behind them

=====
===== SPACE STATION: STAGE 1 -- ABANDONED WRECK =====
=====

HOW TO REACH THE SPACE STATION:

Complete GOLDWOOD: LODGE, and the ship will deliver you to this desolate, empty satellite, forever orbiting Goldwood, who's mysterious damage could have only come from that if Mizar's troops. This is definitely one of the most atmospheric/horrifying worlds of the entire game...it feels like a mix of Super Metroid and Aliens...I advise you to play with the lights on if you are easily frightened! :p

COLLECTING THE FLAME THROWER:

From your starting point, fall through the cracks of the space station's hull, and search around there, you will quickly find the chest that contains this not-so-useful weapon.

HOW TO GET ALL THE TRIBALS:

You may use any character you wish for this stage.

From your starting point, go forward and into the abandoned vessel. Soon, you will adjust your eyes to the dark, ominous corridors...Go directly forward, and you will come upon an intersection: go down the hall with the lights that quickly go down the hall in a pattern, lighting up the unseen for only an instant. It ends at a hall, and the hall stops in a dead-end room. Ah! Drones! Quickly dispatch of them, and pick up the cute, cuddly Tribal, that looks so out of place in this melancholy atmosphere (1/12). As you move on, you will notice that the Drones go through the halls randomly, which means you will have to be on alert at all times. Add into the equation the fact that the Drones blend easily into the blue frame of the ship, and you got yourself one hard trip ahead...

After exploring around, you will quickly (and quite accidentally) find that there is a basement floor to this level. In it, there is an elevator that goes down into a hole, which is across from a Totem Pole - ignore it, and move elsewhere. You will find one Tribal in a hall (2/12), and another in another dead-end room which was below your starting point (3/12). You will soon find another lift that will take you to the upper part of the floor, allowing you to get another Tribal (4/12). Of another interest is the fuel pad, which you can use to go across the gap and return to your ship (don't use it now though). Go to the elevator that was going up and down, and use it to go to the first basement.

Go forward and hastily snatch up the two Tribals (6/12) before the Drones slaughter them. This floor is in the shape of a circle, with different rooms branching off, and a lot less confusing than the first

one...you will find one chamber which has a Weevil, and another, guarded by a Drone, that holds two more Tribals (8/12). You will also discover another lift that goes to the lowest part of the station, but there is nothing more than Drones down there, so find your way back to the Jet Force Gemini Ship...but listen closely, if you hear the screams and shrieks from the Drones, you know something is up...

Before exiting the world, fall through the large, melted cracks of the space station's hull to find several passages. Here, you will find boxes to use to get higher, and not only will you discover the Flame Thrower, but you will uncover four Tribals (12/12)!! Return to your Jet Force Gemini ship to exit this region.

TOTEM POLES:

1 - SPACE STATION MULTIPLAYER ARENA

If you can't find this...you're pathetic. It's right under one of the Tribals on the very first floor, near the jetpack pad.

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===== GEM QUARRY: STAGE 1 -- LANDING =====
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HOW TO REACH THE GEM QUARRY:

In the GOLDWOOD world, find and complete the RIM stage. This level branches off of Goldwood, as well. It is a small moon, inhabited by Tribals, and they use it to mine precious gems from the underground quarries.

HOW TO FIND ALL THE TRIBALS:

Any character can be used here.

All five (5/5) Tribals can be found in the first section, in groups. Without a doubt, this level will have you exert the least effort in this area than any other world of the GAME!

COLLECTING THE RADAR DISH:

Go to the large hut, and you will find Magnus inside. He explains that a meteor is on a collision course with the moon (as illustrated in the world's opening cinema). There is a satellite in orbit around the moon that can deflect it, but it needs power from a special machine. Said machine is in the second area, and when powered up by the emeralds, will allow the satellite to do its deed. Magnus will have an appropriate reward for this tiny deed.

So, as the flappy eared Magnus said, you need to go into the next area. In the middle is a machine with a dish on it, and a vacuum at the front' the machine itself constantly turns in space, ever so slowly. At the extreme end of the clearing is a Tribal who will constantly supply you with emeralds...simply shoot the emeralds into the clearing, and watch as the machine sucks it up. When the machine has eight emeralds in a

certain amount of time (which doing so is easier said than done), you will be treated to a cinema of the satellite pulverizing the meteors, turning them to harmless space dust. Return to Magnus, and he will award you the RADAR DISH <space ship part>!

=====
===== S.S. ANUBIS: STAGE 1 -- HOLD =====
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FLOYD MISSION / EAR PLUGS:

The Floyd Mission can be found by going where the Totem Pole is, then across the catwalks, and then following the narrow corridors. It involves collecting circuit boards and shooting consoles. To get the EAR PLUGS, you need to collect all EIGHT circuit boards, shoot THREE consoles, shoot one REACTOR HUB, and make it to the end in under a minute!!

The only tip I can give you, is that when you get to the point where you shoot two consoles on large drums, instead of going straight ahead, turn to your right. A shortcut to the end -- with the last circuit board to boot!

Remember; practice makes perfect. And you'll need plenty of practice for this near-impossible task.

TOTEM POLES:

1 - BLUE DRONE MULTIPLAYER CHARACTER

In the room with the conveyor belt and the glass panes, go through the passage behind the glass to find yourself in an area with many catwalks, above a previous room. Explore each side of the ledges, and you will find this Totem Pole easily.

HOW TO GET ALL THE TRIBALS:

The first two Tribals are in the first room, next to the Oil Tanks and by the Goliath Beetle, so quickly run in and get them before they get nicked by stray fire (2/10). The rest of the Tribals are in the holding prisons, and you must find the individual switches that open them...so I will give you the locations of the consoles.

1 - In the first room again, stand on the boxes near the life-force door that leads deeper into the level. Look on the opposite wall, and you will see the console on the wall. Shoot it!

2 - In the second room, the one with the six large containers, it is right next to the entrance door.

3 - The third chamber contains a large pit in the center, with electricity permeating the emptiness, and a platform going to and from each side. The console is on the first side. On another note, you can find a Tribal in the boxes if you poke around (3/10).

4 - After crossing the gap with the electricity, look behind you, deep in the pit, and you will see a cleverly hidden console on the wall, almost touching the rim of outer space.

5 - Finally, you've entered the room with the conveyor belt and large panes of glass...as soon as you get in, use your Sniper Rifle to look above and around the life-force door that leads to the prison facilities. Bingo!

6 - Go in the passage behind the panes of glass, and you will find yourself on a higher level from a previous room. Go over the catwalks, and look on the left wall, then shoot the console (you may need to use the Sniper Rifle).

7 - The final console is in the prison facility itself, next to the one of the holding cells (the first one, in fact).

3/10 + 7/10 = (10/10)

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===== S.S. ANUBIS: STAGE 2 -- PASSAGEWAY =====
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REACHING THE PASSAGEWAY:

To reach this stage, you'll need the jetpacks. In the very first room of the ship (where Magnus was), use the rocket pad to go up to the door on the ledge, and...there ya go!

HOW TO GET ALL THE TRIBALS:

Obviously, everyone can easily find the "dead-end" part of the level that contains 6 Tribals on a platform (6/8), but there are still two left. Well, listen up laddies...in the sector where you must use your jetpack...it contains small platforms where you can fuel up at, lots of flying airbornes, many Sniper Drones, etc...you will also spot many "fake" door textures on the wall. Well, at one point you will find a tunnel that contains many electrical charges flowing inside. BEFORE this, to the very RIGHT, is an ACTUAL DOOR, with NO platform in front of it. Fly into it to open it up, revealing the last two Tribals (8/8).

Is Rare a genius or what?

COLLECTING THE FIN:

In the long corridor filled with water, one of the doors to the side lead to a small antechamber with Midge (Magnus' alter ego you could say; simply a color swap and shorter ears). Midge will give you the ever beautiful FIN <ship part>!

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===== S.S. ANUBIS: STAGE 3 -- DEPOSITORY =====
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HOW TO FIND THE DEPOSITORY:

In the first room of the ship (where Magnus was), climb up towards the top of the room. If you have the Yellow Key, you will be able to enter this short, but sweet stage.

HOW TO GET ALL THE TRIBALS:

The depository is a simply enormous cargo hold, filled with literally hundreds of crates and boxes, stacked on top of each other, forming 20 foot tall walls; creating a labyrinth filled with Drones. Follow the walls and you will find two doors on the other side. One is a small antechamber that contains a Black Drone! Kill it quickly (no explosives; I suggest the Pistol, because the Machine Gun is too imprecise). In here are five Tribals to be found (5/14). It is actually rather easy to miss the little baby one, which runs around in random directions.

Finally, in the room with the Jet Force Gemini Ship, there are nine (!) to be collected. All are rather easy to find, except for two on the platform with the ship (one is on the very edge, almost over the brink of the dark coldness of space), while the other is tucked in a corner, near the stairs that lead down (14/14).

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===== WALKWAY: STAGE 1 -- PEAK =====
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REACHING THE PEAK:

Complete the ANUBIS: DEPOSITORY level and the ship will take you here.

TOTEM POLES:

1 - RITH ESSA MULTIPLAYER ARENA

Use the Jetpacks to reach the top of the building, and you will find this on one of the columns.

COLLECTING THE HOMING MISSILES:

If you haven't already, you can receive the Homing Missiles in the building; simply open the chest that is in plain sight.

HOW TO GET ALL THE TRIBALS:

Rather, easy, eh? You must use Juno because he is the only one that can open trapdoors.

Four Tribals can be found on the top of the building...one on the roof (1/6)...one on a column...(2/6)...and one on either side, on a ledge, making two more additions (4/6). You need to use the jetpads to get

them!

Finally, go inside the building, into the trapdoor, and into the underground corridors, filled with water. After wasting dozens of Shield Drones (and creating a rather large mess in the process), you will come upon two Tribals (6/6)...hehe, don't accidentally blow them away with a missile like I sometimes do :p

=====
===== TAWFRET: STAGE 1 -- BOG =====
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HOW TO GET ALL THE TRIBALS:

You must use Juno, because he is the only one that can use the crowbar.

In the area immediately after your ship, you will come upon a long piece of land submerged in brownish water, with several Zombie Drones. Kill them all, and a life-force door will open on the side (I suggest using a Tri-Rocket Launcher). Inside will be another piece of land in brown water that twists around some gnarled trees -- huddling in the trees are two Tribals (2/10).

Eventually you will reach the cemetery/church place. Use some explosives to blow open the small huts, and you will find many different items -- one even has two Tribals (4/10). On the other side of the dilapidated building is a Tribal on a ledge, you simply have to jump to it (5/10). Near the one on the ledge is a trap-door, use the crowbar (happens automatically) and it will open. You will immediately find a Tribal running towards you for help (6/10). When you get near the various doors on the sides of the wall, they will open, revealing either 1) a Zombie. Shoot it with your Tri-Rocket Launcher! or 2) a Tribal. You can find three Tribals in the doors (9/10). When all the Zombies are dead, the gate will open, revealing the last of the demonic teddy bears (10/10).

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===== TAWFRET: STAGE 2 -- BRIDGE =====
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TOTEM POLES:

1 - ZOMBIE TERMITE MULTIPLAYER CHARACTER

While on the tree-suspended bridges, use Lupus to glide to the distant hut. Destroy the nearby squadron of enemies to open the door, and go inside it.

2 - BEETLE TERMITE MULTIPLAYER CHARACTER

In the same tree-bridge area, use Vela to swim in the water, and you will see bubbles coming from under one of the boulders...this is your cue to swim down there and into the secret hole!

HOW TO GET ALL THE TRIBALS:

You must use Juno because he is the only one that can open trapdoors.

In the tree hut region, you should be able to find four Tribals behind the large trees that hold the suspension bridge up (4/12). Skip ahead to the area with Gimlet's house...In the same hut with the Sniper Rifle, you can find a Tribal/Drone combination -- thankfully, the Drone is unarmed (5/12). On the other side of Gimlet's yard is a hut with a metal door -- blow it away with some explosives and go inside to discover a trapdoor and the flare item. Before opening it, use a flare in the dark corner and you will see several platforms going up, towards another ledge with two Tribals (7/12). Now go down the trapdoor, and you will find a Tribal at the end, behind the pillars (8/12).

Returning outside, jump on the ledges near Gimlet's house, up to his chimney, and fall down. You will easily find two Tribals around the corner (10/12). Use some explosives on the nearby wooden pillars that are nailed to the wall, and you will find a secret passageway. Crawl through, and the final Tribals await (12/12)!

COLLECTING THE CARGO KEY:

Using Vela, go to the area where you collected Gimlet's pants. On the island where the tree is, swim down and through the hole. Surprise! Gimlet is here in a tiny room, walking in circles, waiting for something...which must be you. Talk to him to receive the CARGO KEY <ship part>!

=====
===== TAWFRET: STAGE 3 -- CASTLE =====
=====

HOW TO GET ALL THE TRIBALS:

From the start, keep opening gates until you get to the point where you see a waterfall. Instead of taking the path with the Shield Drones, take the colored corridor (red, blue, yellow, etc.). When you reappear, you find a lonely Tribal (1/6). Continue down the river, but do NOT shoot the Drones -- you might miss and hit a Tribal. You will find two more of the hairy creations in a darkened alcove (3/6). Two more are found deeper, near the entrance to the boss area (5/6). The final one is in the area with the columns/torches.

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===== SPAWNSHIP: STAGE 1 -- TROOP CARRIER =====
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TOTEM POLES:

1 - GREEN DRONE MULTIPLAYER CHARACTER

In the room with the large chasm (the one not even Lupus can glide across), there are various platforms going back and forth, allowing you to go from one end to the other. Using Lupus' hovering ability, jump down, and glide inside the pipe that is sticking out of the wall.

COLLECTING THE SHOCKER <VELA>:

Read below walkthrough.

HOW TO GET ALL THE TRIBALS:

You must use Vela for this one, seeing as she has the mad skills when it comes to swimming/diving.

From the start of the region, go forward, use the lift to go to a higher level, and through the door. Kill the airbornes that come, and go through the life-force door. Destroy the Weevil across the gap, and go to the left (before using the floating platforms) to find a Tribal (1/15). Instead of going across, fall down to the lower level, in the water, and collect the Tribal in the corner (2/15). Exit, and you will be in a large corridor with several other doorways -- take the one directly across from you. In this room are several boxes, and a squadron of airbornes will come down! Don't shoot them; instead, run around and find the two Tribals before they get killed (4/15). Now shoot the flying goes, and exit the room.

Return to the watery area, and go through another passageway, the one leading to the chamber filled with even more water. Dive down into the deepest part, and go through the pipe. After two rooms of killing Drones, you will come to a dead-end chamber with a chest -- open it to find the SHOCKER WEAPON! Also, there are three Tribals in this room (7/15). Two are on top of the entrance pipe, and another is on a ledge near the ceiling; simply use the nearby jetpack pad. Return to the watery corridor, and fall to the start of the entire stage.

Use the elevator to go up, and through the door. Instead of going across the bridge, fall down to the lower catwalk, and jump to reach the Tribal above the doorway (8/15) -- go through this same door, as well. Continue, and you will find the area with three Drones, along with a Green Locked Door; go through here as well, and you will go through an obstacle course where you must avoid electrical blasts. At the end are four Tribals waiting in a pool (12/15).

Now, make your way to the room with the Yellow Locked Door...since you should have beaten this level before, I shouldn't need to explain it (for reference, it has the two pipes in it with Sniper Drones). In it is a Black Drone! Quickly fall down and plaster it before it can do its evil deed -- then simply collect the three remaining Tribals in the corner (15/15).

COLLECTING JUNO'S HATCH KEY:

In the magma room through the Yellow Lock Door, use Juno's fire resistant armor to wade through the boiling liquid. You will find a corridor that leads to a pipe that has JUNO'S HATCH KEY <space ship part>!! Also, you should be able to find three or four capacity crates for both the Tri-Rocket Launcher AND Homing Missiles! Your Tri-Rocket Launcher/Homing Missile ammunition maximum should be at least above 30 after that!

COLLECTING THE SHOCKER <JUNO>:

Use the same strategy as when collecting Juno's Hatch Key, except look for a hole in one of the columns floating out in the lava. After that, it leads to a chest...you can do the rest, surely.

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===== RITH ESSA: STAGE 1 -- BLUFF =====
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HOW TO GET ALL THE TRIBALS:

You can not do this with Lupus, because the Blue Key is required...and Lupus can't get the Blue Key anywhere.

Go through the Blue Locked Door to find an extensive underground network of tunnels, with roughly three or four life-force doors to be opened. You can find a total of four Tribals down here (4/8)...two are in a corner near the start, the last pair is at the end, behind some crates. When you get near them, a squadron of airbornes will come: DO NOT shoot them! If you do, their explosions will kill the poor furballs...so hold your fire until after they are collected.

When you exit the sewers, you will be on a high cliff, with two more Tribals (6/8) that couldn't be found otherwise. Drop down and continue with the level. At about mid-way through the ever-so long cliff area, you will come upon a nasty situation...when faced with three Goliath Beetles being backed up by squadrons of Airbornes and Drones, most people will push the panic button and unleash volley after volley of missiles...do NOT do this! Behind the Goliathes are two Tribals that would be killed if you carried out that plan (8/8). Nearby, you should also be able to find several Capacity Crates on a secret ledge...

TOTEM POLES:

1 - TUNNELS MULTIPLAYER ARENA

Technically, this is after the stage, but it's separate from everything else, so...I just stuck it here. Use Vela to swim under the waterfalls in the area directly after the Bluff stage, and you will find this Totem Pole easily.

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===== RITH ESSA: STAGE 2 -- ASCENT =====
=====

REACHING THIS STAGE:

In the area directly after the Bluff stage, there is a Blue Locked Door. Well, what are you waiting for? Go on in!

HOW TO GET ALL THE TRIBALS:

Lupus is the only character that CAN'T get the Tribals, but that makes perfect sense considering he can't even access this level in the first place.

Before the first life-force door, you should be able to easily locate two Tribals behind boulders and other obstructions (2/6). To open said door, simply kill all the Sniper Drones (using the Homing Missiles in this situation will provide bunches of laughs, because sometimes the head of the Drone will literally fly a hundred yards and land at your feet! Hahaha!).

The next part is a long vertical shaft, with a ramp spiraling around, leading to the bottom. Use your Homing Missiles to pretty much destroy everything in sight, and then go through the rusty door at the bottom. Here, you must use your jetpack to go across a simply staggering expanse, where you can just barely make out what's on the other side. Before going, however, you may want to destroy the flying Drone, otherwise he'll bother you to no end...

This is just like the last vertical shaft, except you start out at the bottom. In the middle are three Drones and a Tribal along side each one, and a bit above, on the spiraling ramp, is another Drone/Tribal combination. Thankfully, the Drones are unarmed, and do the little "surrender" pose, so go in and collect your just rewards (6/6). Now whip out your rockets and blast those defenseless insects to kingdom come! Hahaha! :p

Strangely enough, when you exit this region, you return to the criss-crossing paths that STARTED this entire stage...but we DIDN'T go in a circle...that's pretty strange. Regardless of this sloppy level design, the entrance also serves as an exit, so do so...

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===== RITH ESSA: STAGE 3 -- MINE =====
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COLLECTING THE CLUSTER BOMBS:

Directly outside the mine entrance, you can find a chest that contains some Cluster Bombs. I forgot to put it in the walkthrough, so I thought I would stick it here instead.

HOW TO REACH THE MINE:

In the watery area directly after the Bluff stage, you can go through a wooden door, and through the door is a small cavern with a hut. Inside the hut is another of the fishface creatures, and he is feeling, er, "lonely", and rather peckish...If you give him the Specialist Magazine (refer to the Eschebone: Thorax world for the location of that particular item), he will give you the MINE KEY, which allows you to, obviously, open up this stage.

HOW TO GET ALL THE TRIBALS:

Vela is the only character that can obtain the Mine Key, so you don't have to worry about which character to select.

From the entrance, go forward and you will reach a large chamber with several Tribals at the bottom. How many is "several"? Four, of course (4/16). Down the dark corridor, and you find another large room, this time holding two Tribals (6/16). Shoot the crates at the side of the room to reveal a switch -- shoot the switch and an elevator will come down from above, so step on to reach the second floor. When you get up there, you notice four things: The final fishface creature, a pillar, and two passages going in opposite directions. Behind the pillar is a Tribal (7/16), and you can ignore Fishface if you wish.

```

                                1
                                0_0
* *                               2
#* *
_____EEEEEEEEEE_____

Legend:
EEE = Elevator
1/2 = Passageways
* = Pillar
# = Tribal
0_0 = Fishface guy
```

Technically, you can go down whichever passage you want, because it will eventually curve around and spit you out the other, but for reasons I will explain later, take tunnel 1. You will soon reach another chamber that has a bridge leading to two Tribals (9/16). Behind the nearby pillar is another one as well (10/16). Now, look over the edge of the platform, and you will see land below, jump down there and collect another furry friend (11/16). Shoot the boxes to reveal a switch, shoot it, and hop on the elevator to get back up to where you were before. Continue down the mine (the side with the pillar on it).

Soon, you will come upon a Tribal Pad. If you stand on it and press "A", you will transform into a Tribal! However, as of now, you will want to IGNORE this. On the same path as the pad are two more Tribals waiting for you (13/16). Shortly thereafter, near a stairway, is another in the middle of the corridor (14/16).

Then, you reach an enormous room with a small river in front of you. Follow the river down (the other passage takes you to the fishface guy), and you will come upon a caged elevator shaft. Get inside, shoot the switch, and the elevator will transport you to the basement. Now, get out, and charge your jetpack on the fuel pad, then get back into the shaft and activate it, going higher and higher, until you get to the very top. Look around, and you will be able to see that there is a secret doorway near the uppermost region of the shaft: and inside are the last two Tribals!

HOW TO COLLECT THE DEFLECTOR SHIELD:

Deep inside the mine is a Tribal Transformation Pad that will allow you to metamorphosis into one of the adorable hairballs...do so, and return to the fishface character. Upon talking to him, you will learn much about his slave operation -- thinking you are one of his servants, he gives you the DEFLECTOR SHIELD <ship part> to look after.

TOTEM POLES:

1 - FEMALE TRIBAL MULTIPLAYER CHARACTER

In the elevator shaft, use your jetpack power to go to the uppermost

floor, and you will find two Tribals, along with a Totem pole on a platform.

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===== RITH ESSA: STAGE 4 -- INTERIOR =====
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HOW TO GET ALL THE TRIBALS:

The first three are near the start, while the last one is near the very end. Be careful after you get the first three, because you might accidentally blow the fourth one away, considering he's sitting right in the middle of an armada of Drones (4/4). Pretty easy level...if you can't find them all, consider yourself toilet when it comes to this game.

=====
===== ESCHEBONE: STAGE 1 -- APPROACH =====
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HOW TO GET ALL THE TRIBALS:

The first screen after the ship has two Tribals (2/6) in opposite corners. Just be careful of all the Drones, just because there are Tribals about doesn't mean they will hold their fire. In the second screen, a wave of airbornes will come up. DO NOT shoot them, because their explosions as they hit the ground will kill the two Tribals inhabiting the magma islands below (4/6). Finally, in the section with the head of the giant alien worm sticking out of the wall, look for an island in the lava, and the final two Tribals are yours (6/6).

=====
===== ESCHEBONE: STAGE 2 -- THORAX =====
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HOW TO GET ALL THE TRIBALS:

You must use Vela for this, because you will be required to swim for quite some time.

In the first region of this gargantuan level, you will find four pillars, and two Tribals on either side of each pair. On the side of the wall are white slits; walk through these to return outside. If you go through the ones on the right-hand side, you will find a steel door imbedded in the side of the rock. Whip out some explosives and blow it off its hinges! Inside is a jetpack pad, use this to rocket up on top of the worm's back, and you will see four holes. Fall down them according to where the Tribals are, and with some trial-and-error, you will get both (2/12).

Much later in the level, you will come upon a large chamber filled with

steam vents. Tucked away in the corner is, yes, a pair of Tribals (4/12).

A tiny bit later, you find a large open area with a lake to the side. Using Vela's swimming capabilities, swim through the cave there to find a vast network of underground water tunnels! You will find two Tribals next to the Blue Key (6/12), two in the dead-end room with the round, pink sphere objects (8/12), and the final two Tribals are in the room with the water passage that LEADS to another room with a Red Emerald (10/12). Just look behind the pillars and you will see them...

Returning back to the main path, you will soon come upon the room that holds the Magenta Key. Below it, on the ground level, is the last pair of Tribals (12/12).

FLOYD BONUS MISSION:

In the same room as the Magenta Key is a small antechamber containing the Floyd Pad. To reach it, simply make use of the nearby jetpack pad (or use your boosters if you playing as Lupus). In this mission, you must collect at least 21 (even though the total is 24) DNA strands and make it to the end in less than a minute to open up the RITH ESSA TARGET RANGE for the multiplayer section of the game.

This is a very difficult mission, but I find the easiest way to do this is to clear out one side, make it to the end, curve around, do the other side (not caring if I miss one or two strands), and then when I reach the intersection, curve around and go to the center room, then quickly fly to the end.

HOW TO COLLECT THE BLUE KEY <VELA>:

As mentioned in the walkthrough, as Vela you can find a lot of underwater areas to swim through. The Blue Key is one of the many goodies you can find here.

HOW TO COLLECT THE SPECIALIST MAGAZINE <VELA>:

A few rooms away from the Blue Key, you will find a chest containing this pornographic masterpiece, the SPECIALIST MAGAZINE! Take it to the fishface guy on Rith Essa to trade for the Mine Key.

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===== ESCHEBONE: STAGE 3 -- CORTEX =====
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HOW TO REACH THE CORTEX:

In the very first room of the "Thorax", go through outside of the great alien beast by running through the holes in his side. You will find a wooden door embedded in the side of the mountain; blast it away with some explosives and go inside to discover a jetpack fuel pad. Charge up, and then boost to the top of the worm's body. Go through the tunnel, and you will travel up the backbone and to the brain!

HOW TO FIND ALL THE TRIBALS:

Methodically search the halls, and you will be able to easily find the five Tribals that hide in them (5/5)...just watch out for the electrical blasts.

HOW TO COLLECT THE OXYGEN TANK:

Go to the last room, where the brain is held a few dozen yards above the ground. Use the spiraling platforms around it as footholds, and you will slowly make your way up towards the top of the chamber. On a ledge, you will find the OXYGEN TANK <ship part>!

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===== SEKHMET: STAGE 1 -- BATTLE CRUISER =====
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HOW TO GET ALL THE TRIBALS:

You must use Juno, because you will need to walk in some magma.

You should be able to find a total of four Tribals hiding in the very first room (4/15). Go through the door that doesn't require a Green Key, and follow the metal tube until you find a Red Key Door; enter. You will see a jetpack pad on the platform -- so power up. In front of the pad you should be able to make out a hallway, so use your boosting power and rocket there, flying over the river, and gracefully landing there. This circular passageway goes around the entire level. Besides some other items, you will be able to find two more Tribals (6/15).

Now, when you circle the level, you will return to the area where you entered, so drop back down, kill the Shield Drones, go to the next room, through the Red Key Door, and through the life-force door that is now open. Inside, destroy more enemies, and you will once again be faced with the lava room. Fall down into the boiling acid, and go through the sewer pipe. In this room, besides the Blue Key for Juno, you can find a ramp that goes to a small antechamber, with two Tribals inside (8/15).

Returning to the main path, you will again find the dreaded obstacle course of moving platforms. This time, however, you have the jetpack booster capabilities! So, charge up, then get the two Tribals on the lonely platform (10/15). In the second obstacle section, another Tribal is to be found (11/15), and yet another Tribal in the final obstacle room (12/15).

When you reach the chamber that holds the Green Key, shoot out the glass above your head, and then use the jetpack pad to fly above to a long, vertical shaft with several enemies/platforms to find. Keep going up, and you will find three more Tribals for your collection (15/15).

COLLECTING THE BLUE KEY <JUNO>:

In the lava area, drop down and go through the sewer pipe, and open the

pipe in the biggest room.

TOTEM POLES:

1 - METALLIC TERMITE MULTIPLAYER CHARACTER

In the spiral walkway that ends the level, at the very top, use Lupus' hovering ability to fly to the central pillar (hint: you see it in the cinema that shows the life-force door opening).

2 - MALE TRIBAL MULTIPLAYER CHARACTER

Go to the door that requires the Magenta Key (hint: the room where Fishface used to be). Besides LOADS of capacity crates, the totem pole will be in one of the alcoves along the way.

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===== WATER RUINS: STAGE 1 - LOST ISLAND =====
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HOW TO REACH THE WATER RUINS:

In the Sekhmet stage, from the starting point, go through the door that doesn't require a Green Key, and follow the metal tube until you find a Red Key Door; enter. You will find a jetpad there, so fuel up and boost yourself over the river below and into the secret passage in the wall. It circles all around the level, so you'll need to walk quite a bit. Besides some other treasures, you can find the Jet Force Gemini Ship docked in a hidden launch pad! Use it to reach this world.

HOW TO GET ALL THE TRIBALS:

You need to use Lupus for this world's Tribal hunt.

The first Tribal is directly behind your ship (1/8). Two more are out in the expansive water, on floating debris (3/8). Yet another is around the central castle, beside a pillar (4/8). The last four are on the topmost sections of the castle -- as if you haven't guessed by now, you must use Lupus' hovering ability from a nearby rock to get up there. Once you have arrived, it is a reasonably simple task.

HOW TO COLLECT THE PROXIMITY MINES:

Also known as the Timed Mines, the Proximity Mines lay in wait behind some debris near the castle. All characters can attain it from this location.

HOW TO COLLECT THE POWER CELL:

After searching the desolate castle, you should have effortlessly found Ivanna the Polar Bear. He loves to sleep, but all of these pesky Tribals are annoying the Heck out of him! If you bring back some ear-plugs, he will reward you with the POWER CELL <ship part>.

To find the ear-plugs, you must proceed to the S.S. Anubis: Hold stage, and get a gold or higher on the Floyd Mission. This is a very demanding task, but considering the prize, it's worth it.

HOW TO COLLECT THE NITROGEN TANK:

Thankfully, this part is much easier to obtain than the last. Simply use Vela's swimming prowess to dive beneath the castle, and find the NITROGEN TANK <ship part> on a pedestal, near the flaming skull statue.

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===== CERULEAN: STAGE 1 -- DUNE =====

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HOW TO GET ALL THE TRIBALS:

Use any character you wish for this one.

The first six (6/8) are found in the very first room of the underground caverns. Many-a-minute later, when you reach your ship after numerous battles, poke around behind the pillars and you should be able to locate two more (8/8).

TOTEM POLES:

1 - KING OF THE HILL MULTIPLAYER ARENA

In the first underground room, the game will award you for getting out of the desert by letting you easily find this Totem Pole!

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===== ICHOR: STAGE 1 - MILITARY BASE =====

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COLLECTING THE CLUSTER BOMBS:

Read the walkthrough, "Bonus Floyd Mission."

COLLECTING THE JEFF & BARRY II ARCADE CHIP:

Get a Gold Medal on the Floyd Mission (below).

BONUS FLOYD MISSION:

In the third screen (the first indoor room), you will see two sets of glass panes on the wall, about 10 feet up. Using Lupus, jump onto the highest set of crates, and hover to the ledge above. Turn around, and shoot out the glass. The farthest pair of glass has a secret passage behind it that leads to the CLUSTER BOMBS, as well as the Floyd Mission.

To get a Gold Medal, you have to collect at least 45+ oil canisters,

then make it to the end in less than a minute. Making it to the end in the time is easy, but the collecting part can be troublesome if you haven't become adapted to Floyd's unique controls. With practice, however, comes perfection, so do not give up hope.

HOW TO GET ALL THE TRIBALS:

You must use Lupus here, because his boosting abilities are required.

In the fourth screen (the second indoor room), you will find a total of four Tribals (4/16). Two are behind oil barrels, the other pair are hidden in a small alcove, surrounded by Octopoids. Some machine gun fire here and there will open the life-force door, allowing you to continue onwards. Just be careful...the Cyborg Stag might kill the Tribals with his missiles if you're not careful!

Another three of the furry creations can be found in the next room. Two are in opposite corners, while the third is on top of the entry-way door. Simply go to the nearby jetpack pad, fuel up, and rocket to it. 7/16 it is..

In the room with the yellow w/black stripe machines that try to push you over the edge, there are two more Tribals on a far-a-way ledge (9/16). You need to use Lupus' rocketing abilities to get there (surely you knew this?).

In the room where you control platforms via the colored switches, another three can be racked up in the corner. Reiterating what I said earlier, you simply glide to them (12/16).

In the room after the one where you control the platforms, the final four can be found (16/16). Two are alongside the wall, another is above the exit doorway, and the final one is on a high ledge. To reach the ones on a higher plane, simply make proper use of the jetpack pads. Also, be sure to kill that pesky Black Drone before he screws up your plans...

COLLECTING LUPUS' KEY:

In the room after the area where you control the platforms, you will find a jetpack pad. Use it to reach the pipe that is alongside the wall that houses the entrance doorway. In the pipe is a short trail that abruptly stops at LUPUS' KEY <ship part>.

TOTEM POLES:

1 - RED DRONE MULTIPLAYER CHARACTER

In the room after the area where you control the platforms, you will find a jetpack pad. Power up, and use it to reach the doorway above. Here, use Juno or Lupus to cross the magma and find the Totem at the other end of the corridor.

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===== ICHOR: STAGE 2 -- PERIMETER =====
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HOW TO REACH THIS LEVEL:

In the second screen of the Military Base, where there are pairs of drones on blue towers, you will be able to find a Blue Key Door in one of the corners. Any questions? No? Good.

HOW TO FIND ALL THE TRIBALS:

The first screen is rather empty, unless you count the Sniper Drones upon the blue towers. Keep running, and you will get to the second screen, which consists of a curved corridor, life-force door, an exit door, and two large slits in the wall. Get out your Sniper Rifle, position yourself in front of the slits, and have some fun as you snipe the Drones below. You should be able to find and kill Drones around THREE different towers. When they are dead, the life-door will open, and you can go in.

In this room, several platforms stick out of the wall, forcing the ground path into that of a zigzag shape. Destroy all of the Shield Drones using some Homing Missiles, then go to the far side of the room and look behind the platform there to find a Tribal (1/8). Backtrack to the start of the room, and charge the jetpack and fly into the small hole in the wall. Duck down using C DOWN, and crawl until you find a pair of Tribals in this tight hole (3/8). Instead of continuing on, turn around and return to the room with the zig-zaggy path. Keep going, and you will find another jetpack pad, along with even more hordes of Shield Drones. Be sure to collect the three Tribals here (6/8); one in a corner, and two on top of various platforms (use the jetpack, obviously).

Around the corner are four Drones sitting in large, rotating machine gun apparatuses! Sure, you can try to run it; but you'll take more damage than you can stand through. However, near the corner is a box of Sniper Rifle ammo...so whip out that baby, zoom in on the Drone's hand, and pull the trigger, then grin as the entire machine explodes in an electrical fizz. When it's safe, go ahead and through the door, entering the blue, sandy desert ahead.

Step on the Drone Transformation Pad and you will be turned into a DRONE! Take a few moments to look at yourself from varying angles, then march through the desert. You will soon reach a building that has the words "BIG BUG CLUB" in flashing neon bulbs. Outside are several lines of Drones waiting to get in, along with two Goliath Beetle security guards. Take aim, then let loose with a few rockets, enjoying the close up view of the bloody massacre.

Inside, you will doubtlessly fall to the floor laughing. I don't want to ruin it for you, so I won't mention what exactly is in there. Well, there are two wallflower Tribals, not caring to dance to the music...(8/8)...upon collecting those, the Goliath Beetle bartender will open fire on you, then all the dancing bugs start shooting at you. That's just a warning.

THE JEFF AND BARRY ARCADES:

Inside the Big Bug Disco Club (read Tribal walkthrough for location) is

a side door that leads to the arcades. Inside are two cabinets, though one doesn't work. The first one is JEFF AND BARRY ARCADE RACING. It is a simple car race which will bring back memories of the NES...

As for the second cabinet, if you can collect the Arcade Chip in the Ichor: Military Base area, you can restore it to its former glory. It is the same as Jeff and Barry Racing, except more complicated in its track design.

JEFF AND BARRY RACING "STUFF":

In the races, you can boost by pressing the "A" button, and you control the speed of your vehicle using the analog stick. Any items you pick up (shown as colored spheres) can be activated by pressing the "Z" trigger. The items you can get are the oil canister (green), which spins out opponents, the bomb (red), which slows down the others, and the boost (blue), which allows you to boost one more time -- at first you can only boost three times.

The key to winning is about the corners. You must take them very sharply, so as it come very close to the inside curve. If you do this, you can greatly improve your chances of winning. The final thing to remember, is to not use up your boosts at the start of the game! Instead, use them on straight-a-ways, to gain more momentum.

JEFF AND BARRY RACING SECRETS:

If you can beat the best time on both the Jeff & Barry and Jeff & Barry II machines (30 and 40 seconds, respectively) you can open up the Greenwood Special for the multiplayer section. Upon getting first in any race, it opens up its multiplayer equivalent.

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===== MIZAR'S PALACE: STAGE 1 -- FLUME =====

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HOW TO GET ALL THE TRIBALS:

Water. Which character is the only one that can swim underwater? Did someone say Vela? You get a cookie my good fellow!

After getting out of that horrible underwater maze, you can find four Tribals in the corner as a reward for the torture the game put you through (4/6). The next screen also has some Tribals, up on a ledge, out of eye-sight (6/6). If it wasn't for the underwater labyrinth, this stage might actually be easy! :p

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===== MIZAR'S PALACE: STAGE 2 -- CHASM =====

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HOW TO GET ALL THE TRIBALS:

You'll need Lupus' hovering abilities here.

As soon as you gain control of your character, you can find two Tribals behind you, along the wall (2/10). Head forward and the mighty door will swing open, revealing an even larger area full of Airbornes and Weevils. When cleared, the section's doors opens, and you will find yourself inside the night vision goggle maze once again!

Since everything is either three shades of green, and this is a maze, you might want to "mark" the places you've been (no, Lupus does not have a secret urine attack). When you see a box, shoot it, if you see any emeralds, collect them all, regardless of your health. This way, if you get turned around, you will know you're going in the wrong direction by looking at the hints you gave yourself.

Everytime you find an antechamber, search the walls methodically, and you will find a small alcove that holds four more Tribals (6/10). Continue on until you exit the maze, and find yourself back in the scorching daytime desert that is Mizar's Palace.

Instead of boosting towards the pyramid cathedral, go behind you to find a Tribal on a large stone column (7/10). After getting to the waterfall area, you can find one behind a cataract (8/10), and two more above, near one of the water fountain spouts (10/10).

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===== MIZAR'S PALACE: STAGE 3 -- LOBBY =====
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HOW TO GET ALL THE TRIBALS:

Because of some fire obstacles, you must use Juno here.

The first room contains several alcoves, torches, a plexi-glass map of the section, and two small tunnels behind the map. In either tunnel, you will find airbornes, two Cyborg Stags (!), and several Shield Drones to play with. The first tunnel leads to a room that has three Tribals (3/14), while the second leads to a room with many capacity crates, while the Tribals are hiding in a corner in the room with the boxes -- be sure not to use any explosives, or you risk the chance of killing them (5/14).

Return to the main lobby, and throw yourself into the trapdoor / torch combination.

When you come to the first intersection, turn right and rush through the hordes of Shield Drones. You will find two rooms; one containing two Tribals, the other three -- for a total of five (10/14)!

Backtrack to the start of the maze, and then turn left. On the wall next to the lava room entrance, you find another door that leads to a dead-end chamber, holding four yellow Drones. Kill them, then turn around and rescue the two impatient Tribals in the corner (12/14).

Finally, in the magma room, cross the hot liquid, turn to the left, and rescue the final Tribals of the entire game...(14/14)

TOTEM POLES:

1 - PURPLE TERMITE MULTIPLAYER CHARACTER

In the lava room, blast away the Goliath Beetle and crawl through the small tunnel behind him.

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===== MIZAR'S PALACE: MEETING PLACE ARENA =====
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FINDING MIZAR'S 3D RACER GAME:

Exiting from the Lobby area, go along the left-hand side wall and you will find a large pyramid inside a secret corridor -- go inside. Charge up on the jetpack pad, and boost to the top of the pillar that is in the center of the room. This is a Drone Transformation pad, and if you use it, you can metamorphosis into a that of a DRONE! Head through the next door, and jump on the elevator. In the next area, climb onto the car in the corner, and then drive through one of the tunnels.

COLLECTING THE FUSE:

Get first-place in Mizar's 3D Racer and you will receive the FUSE <ship part>!

COLLECTING THE STABILIZER:

Without a doubt, this will take the longest time of any of the ship parts to collect. Go inside the large pyramid that serves as the meeting place, and you will find King Jeff, along with the vehicle he owns. When you have collected ALL the Tribals IN THE ENTIRE GAME, talk to him and he will fork over the STABILIZER.

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===== ASTEROID: STAGE 1 -- MIZAR'S LAIR =====
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The asteroid that Mizar picked as his doomsday projectile to unleash upon the Earth is frigid, cold, uncaring, and very foreboding. Its vast network of underground tunnels are highly frigid; icicles hang from the ceiling, and a thick, white fog permeates the emptiness. Truly, this stage can only give you the feeling of wonderment, and melancholy...

HOW TO REACH THIS STAGE:

Once you have collected all the space ship parts in the game (a task that will take an unbelievable amount of time and effort), talk to King Jeff, who resides in the meeting place of Mizar's Palace. The ship will take off, and land on Mizar's Asteroid -- though, it will be wrecked and

twisted beyond recognition. Vela, Lupus, and King Jeff will stay back to see if they can fix it, while they send Juno (that's you, genius) ahead to find -- and stop -- Mizar.

BEFORE TAKING IT ON:

Check your Homing Missile / Tri-Rocket Launcher ammunition. If the maximum capacity for both of them is less than 25 (or even 30), you'll going to find Mizar and this level a bit more difficult than it should be. Here are some areas that have a lot of capacity crates for these two devastating weapons...

Tawfret/Bog: In the area with King Jeff, blow down the huts with the rockets and find the crates inside.

Sekhmet/Battle Cruiser: Open the Magenta Key Door, and as you go down the river, stop off at each alcove and really rack up on the crates.

Spawnship/Troop Carrier: In the magma room (through the Yellow Key Door), drop down to the bottom and scan the walls for a secret passage. YOU HAVE HIT THE MOTHERLOAD! If this doesn't send your capacity for missiles and rockets over 30, then you must have blasted through the regular levels. Shame on you.

THE PATH TO MIZAR:

If you thought the game needed a "snow" level, then you got your wish. However, the hot, steamy action will make it seem a bit more toasty...Run down the halls, blasting Shield Drone, Centurions, etc. with missiles, rockets, and whatever you want, and keep trudging forward. This stage has no complex puzzles, just pure action. In one room, several sheets of ice will surround pairs of the ever-so powerful Cyborg Stags...just one stray bullet and they will awaken, and send volley after volley of missiles at you! You can either go through here covertly: finding a way around them. Or my way, going in with machine guns blazing, then whipping out a missile launcher and killing them all. Sure, you might take some damage, but it will be a lot more interesting (not to mention fun).

After several more hallways that are filled to bursting enemy-wise, you will come upon a large room occupied by half-a-dozen or so ammunition crates. Step into the next door, and...

MIZAR'S INTRODUCTION:

As you step outside, you gawk as you see the planet Earth in the background, and a dark, blackish blue sky surrounds you, with gray/blue mountains sweeping around the arena. After a shudder, Mizar lifts his body over the ledge, grinning ear to ear (or, rather, horn to horn). Suddenly, Lupus and Vela appear behind you, ready to fight. Mizar takes care of them quickly, however, and then it's just you and one big, bad bug. It's a battle royal that entire galaxies have waited for!!

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MIZAR'S ATTACKS:

Mizar's home base is a large rocky outcropping about 30 feet away, and a huge chasm separates the two of you. At the start of each phase, dozens and dozens of gigantic boulders will be hurled at you by some unseen force generated by Mizar. These boulders will track you down, and when they explode you will be damaged greatly. The best defense is to stay in one spot, and when one is about to hit you, move in the opposite direction. To increase your chances of survival, constantly shoot your Machine Gun.

Then, Mizar's leathery wings spread wide, and he takes flight! He rushes you and the real action begins! Unlike other bosses, Mizar's attack patterns are completely random. His attacks are as so: 1) His purple eye bolts return! They are the easiest of his attacks to dodge; simply strafe left and right 2) A green, frigid blast of cold air will be snorted by Mizar, covering the tiny space you can maneuver around in. The second he breathes in, get away from the corners of the field, because he can trap you there. To avoid it, move in one direction 3) His patented "fiery claw" attack, in which he flies right in front of you, his massive body taking up the entire screen, and slamming his mantid claw into the ground, creating a single, fiery shockwave. To avoid it, move to the left/right of the claw, and then jump into the center of the ring (your playing field is too small to avoid it otherwise). Finally, 4) His most devastating attack; he spreads his fingers of his metallic claw wide, and arcs of electrical current slam into the arena, creating a small blob of concentrated energy, which he controls by moving his hand left and right. Merely getting hit by it for a split-second will cost you two life-segments; standing in it for more than two seconds will cost a staggering life BAR. Not segment, BAR (as in 1/4 of your entire energy capacity). As such, you're going to want to avoid this attack to the best of your ability. Unfortunately for yourself, it is the hardest. Sometimes it goes back and fourth very quickly. In this case, stand in one place and press and hold C UP when it comes towards you, hopefully you will stay in the air long enough to avoid coming back down on it. Another way he can do it is to move it very slow, in which case you must run at it and try to jump over it.

If you think that's all you need to know regarding his attacks, you're dead wrong. Since Mizar can fly, he can use his attacks in about 10 different locations, each of which will drastically change the slope, slant, and angle of his attacks. If you really piss him off, he will do a really awful attack in which he does his electrical blast for about two seconds, changes direction without warning, turns it off/on without warning, switches his location and varies the angle...which will, of course, disorientate you very much.

NEVER HIT A BUG IN THE BACK / MIZAR'S WEAKSPOT:

Mizar's weakspot, at the start, is a large colored box on his back. After avoiding many attacks, Mizar will fly backwards, exposing it: take aim with your Homing Missiles / Tri-Rocket Launcher and blast away. You know you nailed him if you hear a fizzle sound, it sounds almost like a short-circuit. Regardless of if you miss or hit, Mizar will abruptly

turn around, charge your platform, and do the fiery claw attack. Before he does the actual attack, you can shoot him in the chest and damage him that way (any other time will not work, it must be when he does the fiery claw, and it must hit in the chest/abdomen area. If it hits his metal hand, it won't have any effect).

A note on using weapons...some guides say to use Missiles, some say Rockets. True, Missiles will lock-on, but Rockets are twice as powerful. Pick whichever one you want. Just let me tell you, the best Rocket aimer could beat Mizar faster than the best Missile aimer. Rockets only take more skill, because you must use manual targeting, and you have only a split-second to shoot (because the rockets are barely faster than a flying Mizar). Also of note when aiming, is to watch out for Mizar's folded up legs -- they have been noted to deflect the shots.

PHASE I THROUGH III:

Mizar will send rocks at you, allow you to hit him, do tons of random attacks, allow you to attack him...and when you do enough damage, he moves on to the next phase, which is exactly the same, only the attacks are much harder to avoid. In the third phase in particular, Mizar will get really PO'ed and use his electrical blasts like nuts, so you'll probably lose A LOT of life then.

MIZAR'S FINAL PHASE:

After taking a critical hit, Mizar's flying becomes erratic. Just before a mighty explosion destroys his wings and creates a gaping hole in his backside, Mizar barely lands on the ledge you are on, clinging for dear life. As he lifts his head up, he screams a deafening war cry and we move to overtime!

Now, this is very similar to the first Mizar confrontation, but with one crucial difference: your energy is almost totally gone! Knowing this, Mizar attacks at a horrifying speed, sending attack after attack at you. Use your homing missiles to quickly shoot his metal claw, and it will be ripped off in a fiery explosion. After a fountain of rainbow colored blood spews from his shoulder, the battle continues. Now he uses his mantid claw to create double shockwaves! If you're low on energy (and you will be), this is a terrifying sight. When that claw is destroyed, Mizar is left with only his head.....it's time to end his suffering.

MY THOUGHTS ON THE FINAL MIZAR / ENDING:

Though this has nothing to do with beating the game, I thought I would share my opinions.

Has anyone noticed that since the introduction of 3D machines, the last bosses have generally been complete and utter crap? Mario 64, Shadowman, Turok I, Turok II, Sonic Adventure, Zelda V, Power Stone, Soul Calibur, Diddy Kong Racing, GoldenEye 007, and I could just keep going. Though the games themselves were awesome, the last boss was rather disappointing, to say the least.

Rare seemed to have noticed this, and made Mizar the best boss I have ever seen for a 3D game! The battle has everything: Awesome graphics,

adrenaline producing music (definitely a big plus there), and best of all, CHALLENGE! Yes! You will die many times at this boss! It's nothing to be ashamed of -- what, would you rather be able to kill him the first try? Even with all of those paragraphs I wrote about him, you will still die pathetically. It's mostly skill, which is why I like him so much. And let's not even mention how his attacks are random, instead of some crappy, monotonous repetition.

And the music. Whoohoo, it just made the battle oh so much sweeter. The first time I beat him, I was literally shaking, because so much adrenaline was pumping through my veins. It was that good. And still, I get that little rush when I'm about to die.

And the ending was OK, but the credits were just plain hilarious, and that's all there is to it. Again, thank Rare for their sense of humor that could only come from England...

FINALLY, IF YOU WANT TO MAKE MIZAR EVEN HARDER...:

So you've beaten the game so many times and you want Mizar to be EVEN harder? You're quite a demanding guy, you realize?

Thankfully, I can offer you some more bang for your buck. Between phases, when Mizar sends those huge boulders at you, don't avoid them. Just let go of the controller and watch as your hero's energy falls faster than the profits gained from the Bill Clinton blow-up doll fad. Surely, this will make the final fight much more interesting.

CHAPTER 11) FREQUENTLY ASKED QUESTIONS

NOTICE:

Before e-mailing me a question, please check out this section to make sure I haven't already answered it.

Q: Am I the only person who thinks the snarling, screaming, etc. of the Drone enemies sounds almost exactly the same as the velociraptors of Jurassic Park movie fame?

A: Actually, I always thought the same thing myself. Hmmm...I think it makes the Drones seem more dangerous that way :p

Q: Do the sound effects of the area near the ship in Goldwood (before the Outset) sound exactly the same as the Jungle mission in GoldenEye 007 (another Rareware classic)?

A: Yes, you're not the only one to notice the striking similarities.

Q: In Tawfret, I've tried to get the pants up the tree, but have failed. How can I get them?!

A: You have to hold C UP for a second or two to jump higher, instead of simply tapping it.

Q: Where do I get the jetpacks? How do they work?

A: After "defeating" Mizar # 1 (check chapter 9, "The Meeting") King Jeff will upgrade your armor. You now have the potential to use the jetpack! When you see a pad with an "F" on it, stand on it and watch as your tanks fill up. Then you can activate it by pressing C UP! Float in place with C DOWN (and save fuel by using the analog stick...you'll understand better when you use it).

Q: You do realize the "sticks" the Drones drop are guns, correct?

A: Yeah, but they certainly don't look like it, which is why I referred to them as brown sticks...

Q: What percent of the game am I through?

A: When you complete Juno's initial task, I'd say 10%. With Vela + Juno, 20%. With Juno, Vela, and Lupus, I'd say maybe 25%. Yep, at least 75% of the game is spent searching for Tribals and secret worlds!

Q: Where is the Arcade / Disco located?

A: Both can be found in the same place...the Ichor: Perimeter level! Check chapter 10 for more information.

Q: How do I get the extra arcade chip to power up Jeff & Barry Racing II?

A: Check out "Ichor: Military Base" in chapter 10, "The Lists of Lists: A Breakdown of Every World and Stage."

Q: I've seen you use the word "antechamber" numerous times throughout the guide -- what does it mean?

A: An antechamber is, generally, a small room off to the side of the main path. For Jet Force Gemini, antechambers usually contain power-ups and secret items, such as Totem Poles, Tribals, etc.

Q: Is an Expert Rating different from a Gold Rating when dealing with Floyd Missions? If so, how do I get an Expert?

A: Yes, an Expert Medal is rainbow colored, while the Gold Medal is, well Gold, obviously. Check out the secrets section (Chapter 13), and read the footnotes under the Floyd Bonus Missions area.

CHAPTER 12) ENEMY CHARACTERS

DRONE:

The Drone is the backbone of Mizar's entire army, and will be the most common enemy in the entire game. Appearing as a large ant with shiny, black eyes, they carry guns and are set out to stop you. Though weak, they often travel in groups of 4-5, and will attempt to overwhelm you in numbers.

The Drone is, quite honestly, one of the smartest creatures I have ever witnessed in a game of this type. Instead of running at you and shooting regardless of the situation, they will hide behind boxes, and when you are not shooting, get back up and fire, then duck again. They will use corners of walls, crates, boxes, and other, more powerful creatures as shields, and will try to protect themselves at all costs. If a single Drone is left from what was once a group of six, it will often flee, looking for backup. They strafe left and right, evading gunfire, and even duck in open spaces.

Drones come in a multitude of colors and hues. The basic Blue Drone will shoot at you, and lob grenades if the opportunity arises. Green Drones hide in high places, such as trees and poles, and snipe at you, often surprising you. Black Drones camp out in areas with Tribals, and the second they see you, will target the nearest Tribal and open fire: therefore, if you are on a hunt for Tribals, you will want to defeat the Black Drone as quickly as possible. Yellow Drones are rather idiotic, and just sit there and stare at you, but they are very rare. Finally, Red Drones are similar to Blue Drones, except faster, smarter, has more firepower, and better accuracy, defense, etc.

And, as you get further into the game, you will see Shielded Drones. These are particularly nasty in that they can deflect all but the most powerful of projectiles. If you are reduced to something as pathetic as, say, the Pistol, you will need to run behind them and shoot before they turn around. Missiles, grenades, rockets, and the like will make short work of them.

GOLIATH BEETLES:

Being about twice your size, these purple monstrosities sit in place and shoot powerful machine gun volleys at you. Go for head shots, because their body is simply too strong...unless you have a rocket or two handy.

WEEVIL:

Also sitting in place, the Weevil is very similar to the Goliath Beetle in that it shoots long streams of energy at you. The darker the color, the more powerful it is.

ZOMBIE:

A zombie will be of almost any type of insect, except the color brown and will have white, glowing eyes. They are roughly five times as powerful as their living counterpart: The Plasma Shotgun and any explosives you may have are your only hope.

AIRBORNES:

Like Drones, Airbornes come in many, many different shapes and sizes. Some link up into giant formations and shoot at you all at once, others go on predictable rounds and shoot anything that moves. Others still will relentlessly track you down! I often refer to them as "Bots" or "Airbornes" in my walkthroughs. The best way to take them down is with some massive machine gun blasts.

MITES:

Small, almost pointless insects which walk along the ground in certain, narrow passageways (such as ventilation shafts). You don't really have to kill them, considering the threat they hold is very low.

CYBORG STAG:

A gigantic behemoth, with one side of its body completely stripped of flesh, the other made of metal, and a single, glowing eye. One hand is that of a grotesque claw, the other of a rocket launcher. His armor is very strong, and having more than one of these on screen is rather terrifying unless you have a good supply of missiles! Try your best to avoid his rockets, because they hurt a lot.

OCTOPOID:

A flying, tentacle-sporting monstrosity, it will continually shoot machine gun fire at you. In groups of four or five, these are not a pretty sight.

CENTURION:

These black mammoths are the end all, be all enemy of Mizar's troops. Sporting double machine guns, their body is invincible to every type of projectile...the one and only way to destroy them is to shoot them in the face, continuously, with a strong weapon. Missiles and rockets are a must-have!

"Cheats" are slowly becoming outdated in the video game world, and "Secrets" or "Rewards" are replacing them. Where as cheats will let you easily complete the game with little effort, secrets will add to the game, make it longer, and a more fulfilling experience.

Note: Many of these were taken from Cheat Code Central (with their permission). I have re-worded many of them due to detail issues.

=====
===== GENERAL SECRETS =====
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1 - After destroying a Drone, you will often be able to see their various appendages fly around behind a fountain of gore. You can usually spot a brown, "twig" like object: if you pick this up, it will add ammo to your Machine Gun.

2 - Also after destroying a Drone, you can pick up their heads. If you get 100 heads, you get the "Rainbow Blood" cheat. If you get 200 heads, you receive the "Character Kid Cheat." And finally, a staggering 300 heads will allow you to proudly wield the "Ants Into Pants" cheat. Er...Rare is a bit psychotic if you ask me. ;)

RAINBOW BLOOD: The volume of blood unleashed by your ruthless attacks is increased by two, and it becomes a swirl of many colors: neon, green, yellow, red, blue, purple, and many different shades, such as dark green, dark blue, light pink, etc. I usually leave this on all the time, just to satisfy by perverse nature... ;)

JET FORCE GEMINI KIDS: The main characters become small children. Don't get too excited, now!

ANTS INTO PANTS: If you've visited Rareware.com for any amount of time, you should know of their "mascot" and ultimate inside joke -- Mr. Pants. Now, imagine this awful 2D drawing represented as a 3D model. Now turn this cheat on and see it as a reality! Mr. Pants! Ahhh!!! :p

4 - Not mentioned in the manual, so I thought I would share it with you. When using the jetpack, holding "C DOWN" will make you hover in place. This will consume less fuel that the standard way.

5 - If you are running low on Flamethrower fuel, shoot a Tribal that carries a lantern (only once), and pick up the lantern, it will add ammo to the thrower of flames!

6 - You will often times see jewels out of reach...simply shoot them with a gun and they will come to you!

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===== TOTEM POLE REFERENCES =====
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EXTRA MULTIPLAYER CHARACTERS:

1 - Yellow Drone (Goldwood/Area 1)

Use Vela's advanced swimming abilities to dive to the bottom of the secret fish pond.

2 - Blue Drone (S.S. Anubis/Hold)

In the room with the glass panes, take the path behind said panes, and you will find yourself on top of a previously explored room. Investigate the ledges, and you will find the Totem.

3 - Green Drone (Spawnship/Troop Carrier)

In the chamber with a chasm so wide that even Lupus can't cross, use Lupus' rockets to boost into the pipe that is in the side of the wall. Voila!

4 - Male Tribal (Sekhmet/Battle Cruiser)

Use the Magenta Key to open the Magenta Door, and float down the river, collecting numerous capacity crates. At the end, waiting for you, is a Totem.

5 - Female Tribal (Rith Essa/Mine)

In the elevator shaft, use the nearby jetpack pad to rocket to the uppermost floor. The Totem is on the ledge.

6 - Zombie Termite (Tawfret/Bridge)

Use Lupus' hovering ability to reach the faraway hut in the first section. Blast away the nearby enemies to open the door, and walk inside.

7 - Beetle Termite (Tawfret/Bridge)

In the first section again, use Vela to swim into the secret cave (indicated by bubbles breaking the surface of the water).

8 - Metallic Termite (Sekhmet/Battle Cruiser)

In the last region, there is a gigantic room with a spiraling ramp leading to the top. Before exiting, use Lupus to glide across to the central pillar, and awaken this Totem.

9 - Purple Termite (Mizar's Palace/Lobby)

In the area with the lava, blast away the Goliath Beetle and crawl through the hole that is behind him.

10 - RED DRONE (Ichor/Military Base)

In one of the last rooms, you can use a jetpad to fly around. In one of the above areas, you discover a long corridor filled with magma! Use Juno to walk across to the distant platform holding this Totem.

11 - CYBORG STAG

Receive an expert award on every Floyd Bonus Mission in the game. That one is going to be pretty difficult...check the Inventory Screen via the Pause Menu to check your medals.

MULTIPLAYER STAGES / MODES:

King of the Hill (Cerulean/Dune)

The first underground chamber holds this easy-to-access Totem. Sort of a reward after the harsh desert...

Tunnels (Rith Essa/Bluff)

In the area immediately following Bluff, you will come onto a peaceful area with waterfalls. Use Vela to swim into the underwater cave, and...I don't really have to explain the rest, do I?

Space Station Stage (Space Station/Abandoned Wreck)

On the first floor, near the jetpad area. Simply fall down and you will get it, though it's a pretty obvious target with its light in this dark world.

Rith Essa Mine Stage (Walkway/Peak)

Use the jetpacks to rocket up to the roof, then onto the columns, and you will find this one rather easily. The trick is knowing which pillar it is...

Goldwood Target Range (Goldwood/Outset)

Get a Gold on the Floyd Mission to open up this sweet multiplayer mode!

Rith Essa Target Range (Eschebone/Thorax)

Again, get a Gold on the Floyd Mission and you get another multiplayer stage for the new mode!

Jeff & Barry Racing (Ichor/Perimeter)

Get first place. The key to doing this is to take the corners very tightly, and to use any power-ups you acquire wisely.

Jeff & Barry Racing II (Ichor/Perimeter)

Get first place, again. However, to "fix" this machine, you need to get a gold at the Ichor Military Base Floyd Mission to get the Arcade Circuit Board -- then get first place to open up its multiplayer brother.

Greenwood Village Race Track (Ichor/Perimeter)

Beat the best times on both arcade machines (hint: the best time is at the top of the screen when you start a new game and it says the title).

Mizar 3D Racing (Mizar's Palace/Pyramid Area)

Get first place, and it becomes playable in multiplayer. If you've played Wipeout, F-Zero X, Extreme G, etc., then you should have a tight handle on this mini-game!

=====
===== FLOYD BONUS MISSIONS =====
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GENERAL FLOYD TIPS:

The hardest thing about the Floyd Missions are the turns. If you take them too fast, you lose control. If you take them too slow, you drift. This wouldn't be so bad if it weren't for the fact that items you must collect are often in the tightest curves...instead of using your targeting cursor as your guide (as most people do), use the horizontal lines at the bottom. It requires practice, but you should be able to master it with time.

A NOTE ON RATINGS:

A Gold Rating will allow you to unlock the secret that the particular mission has. For example, achieving a Gold on the S.S. Anubis stage allows you to collect the ear-plugs. However, an EXPERT RATING (the medal is rainbow colored) is different. To achieve an Expert, you must get ALL the items, destroy ALL the targets, and get to the end in a certain amount of time. Naturally, that will be much more difficult than acquiring a Gold.

GOLDWOOD:

This is found in the same area that Juno can collect the Red Key, you simply go through the door. In this mission, you must collect 12 (even though the total is 16) metal ore samples, destroy 10 pyramid type things, and make it to the end in under a minute to unlock a special targeting range in the multiplayer mode!

S.S. ANUBIS:

The Floyd Mission can be found by going where the Totem Pole is, then across the catwalks, and then following the narrow corridors. It involves collecting circuit boards and shooting consoles. To get the EAR PLUGS, you need to collect all EIGHT circuit boards, shoot THREE consoles, shoot one REACTOR HUB, and make it to the end in under a minute!!

The only tip I can give you, is that when you get to the point where you shoot two consoles on large drums, instead of going straight ahead, turn to your right. A shortcut to the end -- with the last circuit board to boot!

ESCHEBONE:

In the same room as the Magenta Key is a small antechamber containing the Floyd Pad. To reach it, simply make use of the nearby jetpack pad (or use your boosters if you playing as Lupus). In this mission, you must collect at least 21 (even though the total is 24) DNA strands and make it to the end in less than a minute to open up the RITH ESSA TARGET RANGE for the multiplayer section of the game.

This is a very difficult mission, but I find the easiest way to do this is to clear out one side, make it to the end, curve around, do the other side (not caring if I miss one or two strands), and then when I reach the intersection, curve around and go to the center room, then quickly fly to the end.

ICHOR MILITARY BASE:

In the third screen (the first indoor room), you will see two sets of glass panes on the wall, about 10 feet up. Using Lupus, jump onto the highest set of crates, and hover to the ledge above. Turn around, and shoot out the glass. The farthest pair of glass has a secret passage behind it that leads to the CLUSTER BOMBS, as well as the Floyd Mission.

To get a Gold Medal, you have to collect at least 45+ oil canisters,

then make it to the end in less than a minute. Making it to the end in the time is easy, but the collecting part can be troublesome if you haven't become adapted to Floyd's unique controls. With practice, however, comes perfection, so do not give up hope.

=====
===== OTHER BONUS MISSIONS =====
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JEFF & BARRY ARCADE RACING:

Inside the Big Bug Disco Club (read Tribal walkthrough for Ichor: Perimeter for its location) is a side door that leads to the arcades. Inside are two cabinets, though one doesn't work. The first one is JEFF AND BARRY ARCADE RACING. It is a simple car race which will bring back memories of the NES...

As for the second cabinet, if you can collect the Arcade Chip in the Ichor: Military Base area, you can restore it to its former glory. It is the same as Jeff and Barry Racing, except more complicated in its track design.

In the races, you can boost by pressing the "A" button, and you control the speed of your vehicle using the analog stick. Any items you pick up (shown as colored spheres) can be activated by pressing the "Z" trigger. The items you can get are the oil canister (green), which spins out opponents, the bomb (red), which slows down the others, and the boost (blue), which allows you to boost one more time -- at first you can only boost three times.

The key to winning is about the corners. You must take them very sharply, so as it come very close to the inside curve. If you do this, you can greatly improve your chances of winning. The final thing to remember, is to not use up your boosts at the start of the game! Instead, use them on straight-a-ways, to gain more momentum.

If you can beat the best time on both the Jeff & Barry and Jeff & Barry II machines (30 and 40 seconds, respectively) you can open up the Greenwood Special for the multiplayer section. Upon getting first in any race, it opens up its multiplayer equivalent.

MIZAR'S 3D RACER:

Exiting from the Lobby area of Mizar's Palace, go along the left-hand side wall and you will find a large pyramid inside a secret corridor -- go inside. Charge up on the jetpack pad, and boost to the top of the pillar that is in the center of the room. This is a Drone Transformation pad, and if you use it, you can metamorphosis into a that of a DRONE! Head through the next door, and jump on the elevator. In the next area, climb onto the car in the corner, and then drive through one of the tunnels.

This mini-game is similar to the Jeff & Barry Arcade games, except in 3D, and much more intense. The gameplay mechanics are similar: analog stick for movement and acceleration, "A" for boosts (if you have one), get green spheres oil, red for bombs, and blue for one more boosting

opportunity. If you've played any futuristic racers on the market today (F-Zero X and Wipeout in particular), then you should have a little trouble becoming a good Mizar 3D Racer player!

If you come in first place here, you unlock its multiplayer twin.

=====
===== STRANGE OBSERVATIONS / EASTER EGGS =====
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1 - Gimlet's entire mission (pants) and his strange accent, suggests to me that the webmaster of Rareware.com had some heavy influence on the programmer's of this game! :p

2 - After bequeathing the pants to Gimlet in the Tawfret world, talk to him immediately. He says, and I quote, "Ahhhhh...my yin and yang are warming up nicely." If you leave the hut, he will disappear forever, so you have to talk to him immediately.

3 - When you trade the pornographic masterpiece known as the Specialist Magazine for the Mine Key, take care to pay special attention to fishface's words, and you can infer that he is going to be, to say the obvious, masturbating after you leave. I'm surprised Rare got this little joke past NOA (this is a T game, afterall, not an M). Regardless, it is rather comical! :p

4 - The entire disco area of Ichor: Perimeter is pure hilarity. Outside the gates, as you walk up dressed as a Drone, you can blow your "friends" away, and inside, well...you'll see for yourself. It's OK to burst out laughing.

5 - Also in the disco area, try talking to the D.J., you can change the beat of the music drastically. Don't have TOO much fun, now...

6 - Without a doubt, the biggest inside joke/easter egg of the entire game is the Ants into Pants cheat, which causes all the Drones to turn into 3D models of Mr. Pants. Who is Mr. Pants? Well, you might find out at Rareware.com...as I said, it's the biggest inside joke I've seen in a game of this type for quite some time.

7 - In Tawfret: Castle, near the end, you will find a large carving of Mr. Pants in the wall. Heheh...

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===== GEMINI HOLDER LOCATIONS =====
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(marshmallow's note: A HUGE thanks goes out to Brian Zabell for this list)

.....
.....JUNO'S GEMINI HOLDERS.....
.....

GOLDWOOD:

1. In King Jeff's hut at the very beginning of the game, there will be a staircase next to the fireplace. On top is a Gemini Holder.
2. Right before you exit the Outset, there is a river. Go to the left when you enter down a staircase. There is a.....guess.

S.S. ANUBIS:

1. When you enter for the first time, you will see some crates next to you. Climb them to a Gemini Holder.
2. In the room before the cells, there will be some glass. Shoot it with your pistol to break it. Inside is a Gemini Holder.

TAWFRET:

1. In the Bog with the first Life Force door and you enter it, there will be a Gemini Holder directly to your left.
2. In the Castle, near the boss, there is a Gemini Holder in one of the alcoves in the wall. I'm too lazy to say its exact location. :p.

.....
.....VELA'S GEMINI HOLDERS.....
.....

SEHKMET:

1. In the room with the machine gun (oy...) there is a Gemini Holder in one of the corners of the room.
2. In the room after the green key, there is a Gemini Holder as soon as you enter. One of the ones where you should destroy every enemy in the area first.

CERULEAN:

1. In the room with Fishface (Mother must've wanted to insult him...) there is an extremely easy-to-spot Gemini Holder near him.
2. In a hard-to-spot room with the flying drones next to it, there is a room with the Homing Missiles. Next to them is a Gemini Holder.

ICHOR MILITARY BASE:

1. In the fourth room after you kill the cyborg, there is a Gemini Holder next to him. Another one of those which should wait until you destroy all the enemies in the room.
2. In the room with the other cyborg, there is a ramp in the center of the room. The only point of interest is a Gemini Holder.

.....
.....LUPUS'S GEMINI HOLDERS.....

.....
SPAWNSHIP:

1. In the FIRST ROOM, there is an EXTREMELY easy-to-spot Gemini Holder next to some glass....:p.
2. In the room with the lava, there is a staircase to you left with a Gemini Holder at the bottom.

RITH ESSA:

1. In the second room, there is a waterfall with a ledge with both homing missiles and a Gemini Holder on it.
2. After the Bluff and you enter the place with Flopsy, the CUTEST doggie in the world, there is an easy-to-spot Gemini Holder on top of its doghouse!

ESCHEBONE:

1. In the 3rd room with the flying robots over some Tribals, there is a Gemini Holder on the wall on the bottom of your right.
2. In the ONLY room with water whatsoever, there is a pillar and on top is the easiest to spot Gemini Holder in the game, which is disappointing because it's the last one...

=====
===== MISCELLANEOUS RAMBLINGS =====
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Thanks goes out to Michael for this large letter...:

"Thanks for the great FAQ (version 1.5.). I'm not sure but, you may find the following of interest.

1. If you take Juno to Mizar's Palace and go to lobby E you can have a little fun with the coward drones. When you get to Mizar's Palace go straight across the mirrored floor, into lobby B, then down the flaming pit to reach lobby E. Once in lobby E keep going straight and hugging the wall on the left until you reach the first door. Once inside the room, the coward drones will toss out their weapons. Quickly kill them with a light weapon, such as a shuriken. Then watch the cockroaches start feeding on the remaining guts. Pretty neat huh? You can also toss some fish food out and see them scurry around it. OK so it may not be that cool but, when I first did it by accident, it just amazed me. The detail in this game is incredible.
2. These two you probably knew as well but, I'll tell it to you anyway.
 - 2.a. Once you have your homing missile locked onto Mizar's back, shoot at him as he moves away from you, then as soon as you shoot, point straight up and shoot again. Then point back quickly to Mizar so you can track

his next move. The first shot hits as you describe in your FAQ, the second shot hits him as he starts coming back towards you. I've tried this by following up with 2 or more consecutive shots straight up into the air but, when you do this for some reason are not as effective.

2.b. When trying to strafe and jump over the lightning cord, if it is moving slowly across the platform, it is not too difficult to jump over, but when it is moving fast I found it easiest to stand in the middle of the platform, then as the cord moves close to you, lets say from left to right, press on the C-up and C-left buttons simultaneously. Then when the cord starts coming back in the other direction press the C-up and C-right buttons simultaneously. This way you can get into a rythm and actually verbally taunt Mizar as you jump across the lighting cord. At least I did.

Now If I can only master all the Floyd missions.

Best regards,
Michael Vincze"

Interesting stuff...and hey, don't feel bad, it tooke me quite a while to achieve all Expert Medals!

=====
===== GOOD QUOTATIONS =====
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Magnus on Goldwood # 1:

"Welcome, Juno!!

We've been expecting you -- Vela and Lupus came charging through not so long ago. Feisty pair, aren't they? I'm Magnus, the Goldwood Ambassador. Now that the Union's much use, without backup, the Tribals couldn't hope to fend off Mizar's raiders.

You'll find the Tribal king in his hut just this way. I promised I'd sent you to him when you arrived. Follow the green door symbols to move forward, or the red ones if you want to retrace your steps. But I've rambled on long enough...you'd better hurry if you're hoping to catch up with your teammates."

King Jeff on Goldwood:

"Juno...thank you for coming.

A dark day is upon us when King Jeff of the Tribals is powerless to save his own people. We can only trust in Jet Force Gemnini to thwart Mizar's plan for domination. Tell you what, it gets a bit depressing, all this King business. Still, you must keep a stiff upper lip, if you could rescue as many Tribals as possible in between slaughtering Drones, I'd be most grateful. Let me know if you see my Brother -- Barry -- too. He's been missing for quite some time...

I hope to return these favors later, but at the moment I can do very

little -- except perhaps conjure up a timeloop to replay the invasion..."

Choice 1: Show me the invasion

Choice 2: Goodbye, for now

Magnus on Goldwood # 2:

"Well, hello again.

I move pretty fast, I know. It just occurred to me that you might be curious about this door: it's actually a training area for Mizar's airborne squadrons. However, I'm afraid it's out of my jurisdiction, so don't expect to get in there unless you have contacts.

Other doors require heavy firepower to open -- Mizar's security isn't subtle.

Oh, and before I forget, Vela left this key for you when she passed through. Where was she headed? Hmmm...there was some mention of scavenging for supplies on the old SS Anubis. Better get moving, Juno!"

Choice 1: Can I have the Red Key, now?

Choice 2: Thanks for the advice, I'll see you later...

Magnus on S.S. Anubis:

"Juno, Juno -- you're here at last.

I'm afraid there's some bad news. I came as quickly as I could when I heard that some of Mizar's heavies had reoccupied the Anubis, but it seems I was too late to warn Vela..."

shows awesome timeloop

King Jeff on Tawfret:

"Juno...what have I done?

This was one of the last remaining Tribal colonies. When I came to tell my people that hope was at hand, only to find Mizar's raiders here too, something snapped and I...just...I misused my powers, and now I've helped Mizar get just what he wants: death and ruin.

All that negative energy has sucked the life from the land as well as those Drones. It'll take more than a few pistol blasts to stop them now, I'm afraid -- so the least I can do is whip you up something stronger.

What a nightmare...this place looks like Mizar's bathroom."

Choice 1: Can I have the Tri-Rocket now?

Choice 2: Show me what happened.

Choice 3: I'll leave you to your thoughts...

Gimlet on Tawfret:

"Wow...looks like everything's still really uncool and heavy.

Name's Gimlet -- those little furry dudes used to let me live out here in peace. I'm not used to all this freaky technofear magic stuff. One minute everything's groovy, the next Mizar's goons come piling in, then Jeff appears, goes freaky and turns everything pear-shaped...

I'm staying in here nursing my karma until things are cool again. But listen, man, I've got a bit of a problem. In all the confusion, one of those insect dudes stole my pants and threw them up a tree...Could you see if they're still around? I've only got the one pair."

Choice 1: Would these be your pants?

Choice 2: Er, I'll be off then...

Oh wow! They're okay! Press the A button to give them to me, or press B if you, like, want to hold on to them or something.

receives his pants

You don't know how grateful I am! This cold wind has been killing me. Let's see what I can give you...oh yeah, this crowbar's handy for taking out those heavy trapdoors, no problem. And hey, thanks man!"

talk to him again

"Ahhhh...my yin and yang are warming up nicely."

Gimlet on Tawfret <after the Mizar confrontation>:

Jet Force have saved the galaxy and found my pants. What a team!

Here, I've got some groovy stuff for you. This is from that rusty old ship of Jeff's. Just don't ask ME to install it...technofear, man.

Midge on Sekhmet:

"Vela, thank goodness you're safe!

But where are my manners? Call me Midge, I work at the Union with Magnus. They sent me down here to negotiate with Mizar, though I told them it'd be a waste of time...

Big ugly brute broke THREE of my fingernails! But at least we stand a fighting chance with the full Gemini team on the loose again! If we wait for the Union to make a stand, it'll be too late...We're relying on you now, just be very careful aboard the Sekhmet: The raids on Goldwood were launched from this ship, so it's crawling with nasty Drones and their Tribal prisoners. I'd free them myself, but I'm allergic to violence.

Better hurry, too, I saw one of the Amazing Mole Brothers arrive earlier. They've got no qualms about using the Tribals as slave labor,

so I wouldn't be surprised if they were here to buy in bulk.

We'll, I'll let you get on it with it, though I suggest you abandon this old crate before it reaches the military base, or you don't stand a chance of getting off undetected. And when you see that Mizar, give him a nice slap across the face from me..."

Fishface on Sekhmet:

"Whoa! What's a pretty young thing like you doing in a place like this? It's getting very dangerous around here, you know, and I don't think a sweet little lady such as yourself should be...oh! Big guns. I see.

Um, let's start again. The name's Fishface -- my less handsome brothers and I run a mining company, 'Amazing Mining Mole Brothers. Co. PLC.' You've probably heard of us...?

Okay, sure, you're new to the area, I'll cut you some slack...

Anyway, I came here to slice a deal with Mizar, but it looks like he wants to keep all those pesky little fleabag Tribals working for him and no-one else. I swear, there's just no talking to the scumbag. We're going to go out of business, the only operation we have left is my Brother Fernando's mine on Rith Essa.

Better make my way back before that one goes bust too...not much point hanging around here, anyway.

Hang on a minute -- you're one of those crusading heroine types, aren't you? Interesting...maybe there's hope yet. Tell you what, take this key, you'll need it to get into the Docking Bay. I daresay we could equip you with some better firepower, too, if you really want to rub that old tyrant up the wrong way.

Ooh, I'm starting to look forward to this...

Hook up with me again down on Cerulean, and bring some funds, eh?
<nudge, nudge> Go on, we need all the cash we can get our hands on these days.

Good luck to you, little lady. Us free thinkers need to stick together!"

Fishface on Cerulean:

"Well, you took your sweet time.

Never mind, I've got the merchandise right here. One Tri-Rocket Launcher, the ULTIMATE in portable bug busters; believe me, you'll need this baby. Yours for only three bars of gold. I'm virtually giving them away.

Well? What's the matter? Don't say you left your purse at home."

Magnus on the Gem Quarry:

"This is terrible! Have you seen it? That swine Mizar is out for revenge. Those asteroids are playing havoc with Goldwood's orbit. We need to fire up the generator in the quarry and blast them out of the sky...

Trouble is, the Tribals can't get it stocked with gems quickly enough. If you could blast some gems into the vacuum at the front, we might be able to get enough power flowing to clear up this mess. We'd really appreciate your help. Come and let me know when you've succeeded, as I've no doubt you will. All the same, I think I'll just watch from over here..."

Magnus on Gem Quarry <after asteroids are destroyed>

Fantastic! Another legendary victory for Jet Force, hurrah! Hurrah!!!

Sorry, I'll calm down.

Well, everything's back to normal here, thanks to you risking so much for our little corner of the galaxy. Old Mizar must be really worried, it's the first time any of us have ever seen that tyrant on the run. If you want to stop him for good before he reaches earth, you'll probably need this. Please, take it.

Well, goodbye my friend! Good luck!"

Fernando on Rith Essa:

"Sorry about Flopsy, she gets bored being stuck way out here. Actually, I get pretty lonely myself sometimes. I, er...don't suppose you've got anything that could help take my mind off it all?

I'd make it worth your while, of course. Nobody regrets doing business with old Fernando. Let's say you help me out, I'll let you take a look around the mine, okay? Go on, it's really interesting. Great...er...historical value.

And if it's Tribals you're after, you can barely move for the little pests down there. That's assuming Flopsy hasn't sneaked in and eaten some since I last looked. So, what do you say? Any offers?"

Choice 1: Well, maybe you'd like this...

Choice 2: I'll be off, then.

"What's that? A magazine? Certainly looks like it could prove a pleasant distraction during those...solitary moments. Press the A button to let me take a closer look, or the B button to keep a firm grip."

receives the magazine

"Oh, you're a star. I can barely wait to...er, get started. Here's the key to the mine, off you go! Be sure to lock the door on your way out, as well..."

Player talks to him again:

"Oi!! Can't a mole get any PRIVACY around here?"

Farmer in the mine <as Vela>:

"You guys are great. You're doing a bang-up job, keep it up!"

Farmer in the mine <Vela disguised as a Tribal>:

"Just between you and me, furry, those Jet Force do-gooders want to break up our little party. Having Mizar in power isn't such a bad idea, you know. Could give us a lot of room for expansion.

And you don't really mind working for good old Farmer, do you? Come on, I'm not that bad. Anyway, you like mining, I like money -- it's the perfect partnership. You never know, I MIGHT even start paying you one day...but don't hold your breath.

Look, this is what Jet Force will be after. If I give it to you, can you go and bury it somewhere?"

Choice 1: Sure thing boss, I'll take care of it

Choice 2: I need to get back to work...

Midge after the Mizar Confrontation:

"Congratulations! I was bouncing around like a giddy fool back there watching old Mizar take a pounding. You Jet Force people certainly know how to make a name for yourselves, don't you? But, it's not over yet...

Me, I'll just make myself comfy in this nice quiet spot until you've finished the job. I'd better leave this with you, though. Now get after that brute and give him what for!"

King Jeff in Mizar's Palace:

"How can we ever thank you? Many would have simply ignored our plight in the face of such odds...and yet your only reward is the sudden threat to your own world by that coward Mizar. The asteroid's he commandeered is heading STRAIGHT for earth. If you don't catch up with him in time, the collision will certainly put an end to his own life, but at a terrible cost to your people. Worse still, your Jet Force patrol ships just aren't cut out for such desperate work.

We have a ship that may serve your needs, but there are drawbacks. It is the ship our ancestors used to reach this galaxy many centuries ago. Many of its technologies have since been lost in the mists of time...if we can locate the missing pieces, it will certainly carry you to a final confrontation with Mizar. Twelve parts have gone missing over the years. Some have been hidden throughout the galaxy, others hoarded by the locals. The final piece I still own, and it will be yours as a reward when all the captured Tribals are finally free.

Sorry to be so mercenary, but hey, time's are rough...

Anyway, enough talk. It's your homeworld at stake! Be quick, find the pieces and we may be able to stop that maniac for good. When you have all twelve parts, bring them back here and we'll prepare this ship for its first voyage since the dawn of Goldwood.

The very best of luck to you all!"

after collecting all the Tribals

"Our race has at last thrown off the shackles of Mizar, bravo! We will never forget Jet Force's inspirational heroics on this day. This prized relic from my ancestor's ship is yours with all of my gratitude."

after collecting all the parts

"At last, you have all the parts! And not a moment too soon...Let's get to work before Mizar can make his revenge complete...mind if I tag along?"

Fishface in the disco club <as the hip DJ>:

"Larging it, big tunes on the decks, you know the score. Give us a shout out and I'll slip on some phat sounds."

Choice 1: Play me something with a beat

"MC Fishface kicking it with another large dance tune. Big Up the Exoskeleton Crew. LET ME HEAR SOME NOISE!"

Choice 2: Got any funky disco?

"Big shout out to the ant with the penchant for funky disco. Respect to the six-legged MASSIVE. COME ON PEOPLE!"

Choice 3: Try something faster.

"This one goes out to the bug with beat. Insect MENTALISTS go crazy. GIVE IT LOADS!"

Choice 4: Let's hear some soothing rhythms

"Let's slow things up with this smooth groove. Shout out to the insect posse. Nuff said, LARGE ONE!"

Choice 5: What are you TALKING ABOUT?! I'm off...

Fishface as DJ <after you shoot him>:

Whoa. You're that guy who doesn't like my music?! Stay away from me if you don't want the bouncers to get heavy!

CHAPTER 14) CREDITS SECTION

I have to thank the following people, companies, sites, inanimate objects, horrific demons, and whatever is left over.

COMPANIES

Nintendo: If you didn't know, you're playing it on their system.

Rareware: They made this awesome game, along with GoldenEye, Donkey Kong 1-4, Perfect Dark, Blast Corps, Marble Madness, Battletoads, Snake Rattle 'n' Roll...and countless other AAA+ titles.

INTERNET SITES

Rareware <www.rareware.com>: Rareware's official site. This is the best official company site ever made, for one of the best companies there is in the world of video games. This site's tongue-in-cheek humor is irresistible! You have to love those Brits...

Gamefaqs <www.gamefaqs.com>: Besides the fact that my massive collection of FAQs is there (cough, cough), it is also the largest FAQ site on the Internet. Please, if you copy this FAQ, make sure it's from THIS site and you keep it updated. If this FAQ has not been updated awhile and there's a lot of information missing, make SURE you're not viewing an outdated version. Please, for the sake of my e-mail box...

IGN64 <www.ign64.com>: Apparently, I took many of their tips from their site...

Cheat Code Central <www.cheatcc.com>: The biggest video game code resource site on planet Earth.

PEOPLE / HORRIFIC DEMONS

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

Sir Ichaelchu <SirIchaelchu@aol.com>: Informed me about the # 7 observation for Chapter 13.

Brian Zabell <bridude_white_rider@hotmail.com>: I give a BIG thanks to this guy for sending me a list of every Gemini Holder in the game. It can be found at the bottom of chapter 13.

Michael Vincze <vincze@home.com>: For the great addition to "Miscellaneous Ramblings" for chapter 13 (secrets section, near the bottom of the document).

CHAPTER 15) CONTACT INFORMATION

Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@planetn2000.com

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight

loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for a T rated game with copious amounts of blood and violence, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~

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