

Jet Force Gemini FAQ/Walkthrough

by PDFreak5-000

Updated to v1.02 on Dec 25, 2012

Jet force gemini walkthrough
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RATING: 10/10

IMPORTANT STUFF

In walkthrough detail

This means the gap between the named area and the rendezvous point!
Use this if you want to skip the rendezvous point information.

If there is two at the beginning and the end, it is an important notice

And mostly when i mean next area, it means next room!
And mostly when i mean exit this area, it means from Outset to interior for example

When i refer to ASSASSIN DRONES, It is those brown drones that kill the tribals
When i refer to SUPER-AIRBORNE, It is those airbornes that shoot the machine
Guns very quick
When i refer to GIANT-AIRBORNE, It is those octo-like drones That are tough to kill.

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SECTION 1: UPDATES

[UPDTS]

December 29th, 2008: Version 1.0 - Full walkthrough completed

I Will put a Totem pole section when i have the time to update it.

January 7th, 2009: Version 1.01 - Neoseeker is allowed to have this walkthrough

Fixed a minor spelling mistake

In mizar II section, it said Phase I! I fixed that mistake
I allowed neoseeker to take my walkthrough! But told them
To leave it the way it is.

December 25th, 2012: Version 1.02 - Changed E-mail Address.

SECTION 2: STORYLINE

[STRY]

There are these two people! Juno and Vela and an assistant dog, Lupus. They are in the Jet force team. Mizar and pals are invading the universe and it is up to The jet force team to stop Mizar's tyranny.

SECTION 3: CONTROLS

[CNTRLS]

NORMAL	Controls	EXPERT
A Button	Jump	C-Up
B Button	Crouch	C-Down
C-Up/C-Down	Switch weapons	A Button/B Button
C-Left/C-Right	Strafe	C-Left/C-Right
Z Button	Fire	Z Button
R Button	Manual aim	R Button
D-Pad	Switch to wanted weapon	D-Pad
Control stick	Move	Control Stick

To use lupus's ability, Press The jump button 2 times, The second time, Hold it to hover.

For the fuel pad!

Press the jump button to ascend and obviously use the control stick to turn. Hold C-Down to go straight without ascending it also saves jetpack fuel.

I give credit to "Marshmallow" for this move. It made things useful.

The D-Pad works like this! Go to the weapons menu, Go to the weapon you want Then press a D-Pad direction and when you go back off pause, Press the D-pad direction you just Did before and you will get the weapon you want!

If you move the control stick Up, you will move up! If you move it A little bit up, you will walk. If you put it all the way up, you will run!

To swim underwater with vela, Up will go up the surface or advance forward! Left/Right will change direction! Down will go deeper into the water.

SECTION 4: WALKTHROUGH - THE BEGINNING

[WLKTHRU-1]

This part of the walkthrough is the beginning of the game! Juno, vela and lupus Explore different, individual planets. They explore it while hunting down the Drones!

GOLDWOOD:OUTSET

[W1-01]

Before we do the outset, We are going to do some stuff! There will be a green thing that is the ambassador of goldwood! He is magnus. You can either go around him or go and talk to him! Either way! Afterwards, Go in the next area and go to the hut for a gemini capacity increase! It increases the semi-circle on the bottom-left, giving you more health. You can talk to king jeff over there if you like to learn more about the storyline! After getting out of the hut, There is a door near the lake! You can only go in if you have the Yellow key. Inside, It has a new weapon... THE SHRUIKEN! It is a futuristic star that cuts the drones and kills them easily! They follow the drones if you lock on to them and if the shruiken is on the wall and is reachable, you can take it back adding 1 to your ammo! Anyways, If you go to the path branching left from King jeff's hut, You will get to a door with three airborne enemies! Magnus is there and talk to you about stuff you need to know! The symbol on top of the door is a life force door, you need to kill certain enemies to make it turn green so the door opens.

Now will get into some real action! If you want to collect the tribals, see my tribals walkthrough. Here, All you have to really do is get to the center, Kill the sniper drone and go into the cave. But you can kill all the enemies if you want to unlock the other life force door. Anyways, Go into the caves and take the left if you don't want to get hurt by mines. Either way, You will come to the same area! When you are in the circular dead-end area, Destroy the Wooden box to get the... YELLOW KEY! When you backtrack to the start, You can either go back through the door with your yellow key. Or fall into the hole where the waterfall is going and pass on killing all the drones in the other area. When you find the exit out of the hole, you will be in the water. Go up the stairs and collect gemini increase for more health. Anyways, Cross the Bridge and we are done in this area. You can go back to the beginning to get the Shruikens. Oh, i almost forgot! You can get fish food if you go to a certain cove in the rock wall. Then there is a doorway that will lead you to another area. You can get the... FISH FOOD! All it really does is distract cockroaches because they are going to eat it. And it also... Feeds the fish. Anyways, lets exit this area.

GOLDWOOD:INTERIOR

[W1-02]

Before we get into fights and all that, We have to get a weapon that will help us get through a certain door mechanism. Now we start off on a path. Keep going through it until you reach the top of the stairs. Go to the path that takes you left. Keep going until you see magnus, Talk to him to get the... RED KEY! This is needed to get the weapon. Anyways, backtrack until you get to the main area of this place. Scale the small peak to go in a room where the weapon is. You will see a giant drone firing rockets at you, Kill

him then open the mechanical chest for the... MACHINE GUN! Get out of the room and then get down from the peak. Go straight if you followed the path to the bottom and you will see a door with a strange symbol beside it. Get close to it and shoot the machine gun at the red dot and keep doing it until all the black parts of the symbol turn blue and the door will open. You cannot use the pistol because it is too slow to solve the mechanism. Now go through the door and continue on through the path and into the next area!

This might be a little hard because there are a horde of drones and there might be some semi-shielded droned. There are also some advanced airborne drones. Anyways, lets continue. In the first area, you have to kill all the drones and in the beginning, get the machine gun capacity increase to make things easier. When you kill all the Drones, Go to the next area. If the life force door is still red, Hunt for remaining drones. In the next area, Just skip all the enemies and get the pistol capacity increase. When you get to the big area left of the big pit. Some flying drones will come. NOT THE GROUP OF 6, THE GIANT GROUP! After killing them, The life force door will open, Go to the next area. You will see a brownish like drone, KILL HIM OR HE WILL KILL THE TRIBALS IF YOU ARE SAVING THEM! When he is dead, Rescue the tribals and get the capacity increases. Now go to the next area. Get the invincibility for an easier time against these airborne drones. When they are done for, Get the full health gemini and go through the life force door to finish this area.

SS ANUBIS:HOLD
[W1-03]

The following here is optional. The optional sections will begin and end with a line like this "====" If you want to skip it, go to the second "====" line.

=====
From the start, Go all the way right and you will see a secret dead-end with crates! Climb them to go to a secret area. You will see another mechanical chest for the... PLASMA SHOTGUN! Good weapon although i hate it. Now continue climbing until you are on a bridge like path. At the end, There is a door. It requires the yellow key so look at the goldwood walkthrough to find it. Now you will be at the Hold section, Go to the other door to go to the Depository section.

SS ANUBIS:DEPOSITORY

At the beginning, There will be a split. Go straight and follow the light blue path. If your almost at the end and are confused, Try going multiple paths. Anyways, the first door you see at the end, Go in. You'll see your ship there, Go to it to discover a new planet.

WALKWAY:PEAK

All you have to do here is go to the other side of the walkway, Kill the drones and go through the life force door then Collect the... HOMING MISSILES! They are missiles that lock on to your target. They will become very useful. Now backtrack to the ship to go back to SS Anubis. This optional mission is over.

=====
Go up the crates beside you to the left for a capacity increase and a gemini increase. Afterwards, Go to the door behind the crates from the start. You

will see magnus and automatically trigger a skit. After it is over, go through the door and You will begin the Hold area.

Kill all the drones here. Blue, Green and Giant drones included. Collect the brown sticks for ammo. They come very useful in a mission like this. When all the drones are gone. The power cells are optional except one. They are all mandatory when you save the tribals though. Here is the list:

1. In the first area, On the second floor near the door
2. In the second area, Beside the door you came from
3. In the third area, Beside the crates near the entrance
4. In the third area, Near the exit, Look at the pit to find it
5. In the third area, On the second floor. High up on a wall
6. In the fourth area, The wall facing the entrance up high. Look carefully, It blends in.
- *7. In the fourth area, Near some boxes in the middle west
8. In the prison area, Beside the first cell, left from the entrance

* = The one you need to destroy

Anyways, Go through the life force door. Now kill all the drones in the second area. But the airborne drone don't have to be killed to open the life force door. Near the entrance is full ammo for the pistol and the machine gun which will come in handy. When all the blue drones are gone, Go through the life force door to the third area. Now kill the drones you see near the box beside you at the entrance. Kill them and afterwards, Wait for the platform to come and wait until you are on the other side of the pit. Kill all the drones near the boxes and there is a yellow drone. They are called Coward drones! They will surrender as soon as you point a gun to them. You can kill them or leave them alone. In the next area, go left through the boxes and look for a power cell. Destroy it to unlock vela's cell. Now go to the very top of the room. When you see airborne drones flying randomly everywhere, Kill them all to unlock the life force door. When you enter the life force door, You will be in the prison area. Find vela's cell and go in for a skit. Afterwards you can do something optional for the cluster bombs. If you want to skip it, Go to the second equal's line from here.

=====

Now backtrack to the very top of the previous room and break the glass for another gemini capacity increase. Now go through the giant doorway to go through a short tunnel then you will be on the second floor of the third area, Cross to the other side and go through the doorway on the other side. You will be in a very narrow tunnel with cockroaches. This is where the fish food comes in handy, Throw them away from you and they will eat it, giving you time to make your escape. Now at the end of the tunnel, You will see another mechanical chest and it has... CLUSTER BOMBS. They are the best throwing object in the game. It makes an explosion and afterwards, three mini-bombs make the explosion bigger. The con about this weapon is your capacity starts with "001" and the capacity increases by 1. Now backtrack to the prison area.

=====

Go to the exit of this area and you will see your ship landed, go to it and This area is Done for.

IMPORTANT NOTICE!

YOU CAN CHOOSE JUNO AND VELA NOW! IF YOU CHOOSE JUNO, CONTINUE THE WALKTHROUGH LIKE NORMAL! IF YOU CHOOSE VELA, SKIP TO SEKHMET:BATTLE CRUISER ON THIS PART OF THE WALKTHROUGH.

TAWFRET:BOG

[W1-04]

This time, We start the area right away. Exit the landing area. Skip the zombified monsters and go to the next area (not the life force door). In the next area. Jeff will be there, Talk to him. Pick the first choice to get a very useful weapon that is the... TRI-ROCKET LAUNCHER! It is more powerful than the homing missiles! The downside is... It does not lock on to enemies. Now choose the first choice afterwards if you want to trigger a skit. If you want to skip it, Pick the second choice. Now beside you from the start are two crypts to your left which have blocked doorways. Use your nifty Tri-rockets To blast them open. The closest-left crypt has another mechanical chest which has... GRENADES! Throw it and when time elapses, it will explode. It will also explode if it goes contact with the enemy. Go to the farthest-left crypt for Tri-rocket capacity increases which will gladly help. Now go back to the last area. Kill all the zombie drones with the tri-rockets to open the life force door. When you are in the life-force door area, To the left of you is a gemini capacity increase, Get it for more health. Backtrack to the area where jeff was and exit this area.

TAWFRET:BRIDGE

[W1-05]

We start the area with an airborne drone assault. To the right of the bridge is a Pistol capacity increase, Knock yourself out. You can go up the bridge to rescue tribals or you can swim left until you reach the next area. Either way, When you are in the next area, continue through the long path, collecting single unit gemini and ammo. When you reach the end, Those pesky airbornes from the end of goldwood are back. Get the invincibility and get into some Tri-rocket, Machine gun firing action. When all of thos showoffs are done for, Go through the life force door. Were in a big lake now, Go to the tree in the middle of it. Climb it until you see underpants, collect them and go to the next area. This is where we relax now. Go to the other side of the wall towards you by going up the stairs. Now go to the building with the large doorway and talk to gimlet over there. Give him the pants for the... CROWBAR! It opens trap doors. Now leave the building. Go to the structure to the most top-left of this part of the area. Find a doorway blocked up by wood. Use the tri-rockets to break it and go in. Another mechanical chest lies there. Look inside for... FLARES! They are just to give light in very dark places. Now open the trap door with the crowbar (just go to it) You will be in underground sewers, Follow the path. At the end, there is a floyd component, Collect it. I will list all three components

1. Underground sewers, At the end of the path (Trap door entrance)
2. Underground sewers, At the big area with two tribals (Chimney entrance)
3. On a wall structure near the exit of the area

Now go to Floyd. He is on top of the building with the trap door that leads to Robot component #1. Now go on the circle to talk to him. You will see a skit. After that, Talk to him again, Pick the first choice for floyd to be repaired! You have a sidekick... FLOYD! With him, You can play Co-operative mode on jet force gemini. He can also alert you when a drone is nearby. Before exiting this area, Go to the building right of the big church where you talked to gimlet (Facing the entrance). Blow up the blocked-up doorway and go in. You will see a drone surrendering to you, Ignore him and there will be another mechanical box, Open it For the... SNIPER RIFLE! You can zoom in on people far away. Usually one shot will kill them with a bloody death. Now exit the area.

We start with a big assault. First of all, Kill the cyborg drones on the two towers. Then go middle-left and middle-right for airbornes to come, Finish them off. Afterwards, There are drones between the two towers. Use your sniper rifle to zoom in. Look from left to right and kill the drones that show up. If you are out of ammo, There are full ammo crates! Now when the life force door opens, Go in the castle. Now continue through the area and there will be drones, Kill all of them to open the life force door. When going through, Kill all the enemies again to open the second life force door. After that, There is water leading to a tunnel, Go in it and get to the end of it. Now you will be in a diffrent area, Kill ALL the drones without exiting this area. From the way you entered, You will see a gemini capacity increase! Collect it and find a Tri-rocked capacity increase to the left path from the life force door. When you killed all drones, Enter the life force door. Now collect all the ammo in this room and a full health gemini. Because when you step on the white circle, A boss battle will begin! It is recommended to have the Tri-rocket launcher and The Homing missiles! Now... ITS BOSS TIME!

IMPORTANT NOTICE

A squiggly line like this: ~~~ means a boss is about to come up so come prepared.

~~~~~  
BOSS #1: GIANT EXOBEETLE

DIFFICULTY: 3.8/10

RECOMMENDED WEAPONS: TRI-ROCKET LAUNCHER -CAPACITY: 20-

HOMING MISSILES -CAPACITY:10-

MACHINE GUN (EMERGENCY)

RECOMMENDED HEALTH: 8 OR 9 BARS  
~~~~~

These bosses don't have health, You take off the parts of the boss. Now the steps. You can only strafe and jump!

MAIN ATTACK: He makes a big shockwave, Jump to dodge it. Otherwise, It will take a whole ring of life! Or 12 BARS

|-----|

| PHASE 1: FANG ANTICS |

|-----|

ATTACK: SENDS BATS AT YOU

Dodge them by strafing when they come close. It takes off approximately 6 BARS OF HEALTH

VULNERABLE SPOT: FANGS

When his fang flashes, that is the right time when the target cursor is Red. The 2 fangs works like this. Right, Left if you miss and vice versa. When both fangs are done for, Lets move on to Phase 2

|-----|

| PHASE 2: ANTLER DANGER |

|-----|

ATTACK: SHOOTS A ROCKET AT YOU

Dodge as soon as he fires it. It does as much damage as an enemy rocket.

VULNERABLE SPOT: ANTLERS

When his antler flashes, Shoot them! If it doesnt work, Try timing it so It hits while it is flashing! If you miss, The other antler must be

targeted. When his antlers are gone, Its time for some fun.

|-----|
PHASE 3: GOING RAMBO

ATTACK: FIRES A GIANT SHOCK AT YOU

Try to dodge it because it might be deadly

VULNERABLE SPOT: HEAD

You just have to shoot his head and you can do it anytime! So spam some Tri-rockets until the fight is over.

|-----|
ENDING SCENE

He will suffer his pain he deserves and then he will explode!

~~~~~  
Now you will see the Exiting landing area, Go to your ship and we are done with this grim planet.

-----  
MIZAR'S PALACE:LOBBY

[W1-07]

-----  
You start in the landing area, Go through the tunnel in front of you and go to the pyramid you see when you are in a big plaza with a lot of drones. When you are in the pyramid, You can go to the end of the hall and look in the two rooms for capacity increases and tokens. If you want to get this over with, Go to The middle torch to the left (From the entrance). There will be a hole there, Fall in.

Now you will be in complicated halls. The exit you need to go has a slope before the doorway. When you get there, Cross the lava and exit this place.

-----  
Now go to the entrance with the two round, twizzling pillars to find a floyd pad on a black circle! Now use a token for a mandatory floyd mission!

MIZAR'S PALACE FLOYD MISSION

TIMER: 600

Primary objectives: - Collect the 3 pyramid icons then go to the generator

Secondary objectives: N/A

The three items are in these locations

- 1 - Middle of the two spinning rings
- 2 - In the two small openings, In the top one
- 3 - A Hole in the tower structure, Afterwards, Go in the small tunnel until  
The Floyd mission is over.

Now watch a long skit! When it is over, Go in the door with juno's symbol!

Now you will see another skit and JUNO TIME IS OVER!

ITS VELA TIME! YOU PLAY AS HER NOW! GO TO THE SEKHMET:BATTLE CRUISER SECTION WHICH IS RIGHT BELOW!

-----  
SEKHMET:BATTLE CRUISER

[W1-08]

-----  
This blue character named midge. He is a friend of magnus or something. When

the skit is over, Go behind and open the mechanical chest for... GRENADES!  
Take the left door. Go to the bottom area of the big room  
walk to the end and while walking back, drones will come. Kill them all until  
both life force doors are open. Take the one south (Near the door you entered)  
Now there is a mechanical chest with a... MACHINE GUN! Now look behind  
starting from looking at the box. And you will see a gemini capacity increase,  
Collect it and leave from the entrance you came from. Now go to the other life  
force door. Walk straight to the door in front of you. It has that fast-firing  
mechanism like in goldwood. Shoot at the red thing until the door opens. Now  
you will be in a narrow hall with three barricade drones, Use the grenades for  
an easy kill! When the life force door opens, go in. In this area, You will  
see a mole like character, talk to him and pick the first choice for the...  
RED KEY! Now open the mechanical chest for the... PLASMA SHOTGUN!  
Now backtrack to the area with the door mechanism! Now kill all the  
drones to unlock the life force door. When it opens, Go in that area.  
There will be 5 drones and some airbornes, Kill them to open the next life  
force door. Your in a lava room, Get to the door on the other side to exit  
this area. You will be in a large room, Climb the metal walkway and when you  
see a narrow hall on the end of the narrow walkway, Go in it. It will lead  
you to another one of these rooms, go to the next narrow hallway to make it to  
the last room, Just go to the door to go to the next area. Now you will be  
fighting more of those super airbornes, Pick up the invincibly and kill all  
of them. Now enter the life force door. You will be in a circular area, go  
to the center. You will see glass on the floor, shoot it for ammo and a  
mechanical chest that has the... GREEN KEY! Don't forget to pick this up  
or you will have to start all over again. Now proceed to the next area.  
You will be in a big area. Behind you is a gemini capacity increase, Get it  
and follow the U path until you see a door, Go in! You will be in the start  
area again, Go to the door in the center. Now you will be in a big, circular  
area, Kill the three barricade drones on this floor to unlock the life force  
door. Go up the loooong spiral until you reach the life force door. And you  
will exit this area. You will see your ship in front of you now, Go to it  
and end this level.

-----  
CERULEAN:DUNE

[W1-09]  
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When you start, Go behind the landing pad to find a pistol and machine  
capacity increases (On the side) And a required gold bar. Here is the list of  
all 3

- 1 - Behind the landing pad
- 2 - Near the lake which is to the right from the first life force door
- 3 - Near the drain which is straight from the first life force door

When you collect all three, go to the life force door which leads to fishface!  
FIRST OF ALL, Kill the drones near the entrance and near the lake where gold  
bar #2 is. Then it will unlock both life force doors. Go to the one that leads  
to fishface! Talk to fishface and pick the first choice if you have all three  
gold bars to get the... TRI-ROCKET LAUNCHER! Now go back to the big field!  
From the life force foor, Go north-west until you see a place with a small  
lake beside it and when you come close, drones will appear. When you are  
there, Go in the tunnel and enter the next area. You will be in a small room  
go there, find and get the... YELLOW KEY! Now into the next area! Go into  
the room that doesn't require anything but dont backtrack to the previous  
area by accident! In here you will find a gemini capacity increase, full  
ammo for the machine gun and a mechanical box that has the... HOMING MISSILES!  
The door that requires a yellow key just has a capacity increase for the  
pistol. When you exit this room, Kill all the airbornes moving around randomly

so the life force door opens. Go through the life force door. Now these long winding tunnels are hard. Kill all the enemies in this area and go straight at the fork to find all the enemies and kill them to open the life force door at the right of the fork. Go past the life force door and from here, kill all the enemies you see and go in the doors that need keys for good stuff. And continue opening life force doors until you get to a split which both have life force doors. If you killed all the enemies, the one to the left is open, Go there and kill the enemies here and keep going left until the life force door to the right is open. Go there and you will go to the next area. You will see your ship, Go in to finish exploring this deserted planet.

-----  
ICHOR:MILITARY BASE

[W1-10]  
-----

We start with two full ammo crates for tri-rocket and machine gun. Now go to the assault area and kill all the drones, Especially the tough Cyborg drone over there! If you are in need, There is a full health gemini. When all the drones are dead, Go through the life force door. Now in the next area, go into the wide open and jump up to that bridge-like path from the corner and go to the one that is beside the life force door. You will be in a dark tunnel area, Go left at the fork to see two mechanical boxes, Open them for the... FLARES! and the... SNIPER RIFLE! Now proceed through the path to the next area. Drop down to the main area and kill the four drones to open the life force door, Go in the life force door. This is a big room, Kill all the blue drones and the cyborg drone. Jump to where the cyborg drone is and go up a bit more for a gemini capacity increase. When all those drones are killed, Go through the life force door which is far-right. In the next area, Kill all the blue drones. Try to sneak up behind them because they got shields. After all the drones in the room are defeated, Go through the life force door. Now go to the main part of the area where a Cyborg drone is lurking to kill him. Go down the ramp in the square hole in the middle for another gemini capacity increase. Now backtrack to the entrance door of this area and look left for steps to go up the second floor. There will be these four pushers. Here is the timing guide

1. It is slow, just go through it
2. It goes randomly fast, Go when it is not really far to the edge.  
When you are about to be pushed off, Make vela jump and land on the Other side without falling
3. When it slowly goes back, Run!!!
4. When it slowly goes forward (As soon as it does), Run!!!

After all that, Go through the life force door.

Now were in a platform room, Here are the steps

1. Bring the yellow platform to you, Bring orange platform so it leads To the middle square
2. Cross to the middle square with the two platforms  
Then bring the pink platform to the middle so it leads to the Middle-top
3. Put the green platform so it connects from the middle to the middle-left
4. Go to the middle platform and bring the Pink platform to connect  
The middle-left to the top-left which leads to the exit

5. Cross the green and pink platform so it leads to the exit

In the middle-left platform lies a diamond geezer, 5 tokens for Full health, 10 tokens for full ammunition. You better go to it for the next area after the brown drone area. When you get there, Kill him right away so he doesn't assassinate any tribals afterwards, when you are prepared, Go to the next area. Now kill the first batch of airbornes that appear. Afterwards, Kill the blue drones that get in your way. Kill the second batch of airbornes you encounter. After they are killed, Continue until you see a bridge, Dont cross it. Instead, Swim in the water on the side! On the other side, Kill the blue drones and the third airborne group. Some might hide on the first side of the bridge, Go look if there are no drones on the side you are on and the life force door is still locked. When the life force door opens, Go in. Now collect everything because another boss fight. Prepare yourself, Get ready and all that because things might go bad if you have low health.

~~~~~

BOSS #2: THE FAT DRONE-SLUG
DIFFICULTY: 2.6/10
RECOMMENDED WEAPONS: TRI-ROCKET LAUNCHER -CAPACITY: 20-
 HOMING MISSILES -CAPACITY:10-
 MACHINE GUN -CAPACITY:200-250-
RECOMMENDED HEALTH: 8 OR 9 BARS

~~~~~

MAIN ATTACK: She drops maggots and they explode afterwards, As soon as she drops it, Go far away from it

|-----|  
| PHASE 1: CLAWED ANTLER DESTRUCTION |  
|-----|

ATTACK: SHOOTS A ROCKET AT YOU  
Dodge as soon as She fires it. It does as much damage as an enemy rocket.

VULNERABLE SPOT: CLAWED ANTLERS  
When it flashes, Shoot at her. Try to keep firing rockets at her when her antlers flash and fire at the line where it connects to the Body.

|-----|  
| PHASE 2: STOMACH ACHE |  
|-----|

ATTACK: NONE  
She only has her maggot attack.

VULNERABLE SPOT: THE FAT STOMACH  
After her maggot attack, Fire at will. Should probably be destroyed In one hit. Maybe you can destroy it before the maggot attack.

|-----|  
| PHASE 3: THE DISARM |  
|-----|

ATTACK: NONE  
She only has her maggot attack.

VULNERABLE SPOT: METALLIC ARMS  
You just have to shoot her arms until the metal is gone.

|-----|

| PHASE 4: HEAD SHOT |  
|-----|

ATTACK: NONE

Her metal is gone. So she is harmless

VULNERABLE SPOT: WHAT IS LEFT OF HER

Shoot until she dies.

|-----|  
| ENDING SCENE |  
|-----|

Her head will explode and will fall in the lava.

~~~~~  
After a skit, Go to the right-middle to see your ship, Go to it to get out
of this military mess.

LUPUS IS AVAILABLE! IF YOU ARE GOING TO USE HIM, GO TO THE
SPAWNSHIP:TROOP CARRIER SECTION

MIZAR'S PALACE:FLUME

[W1-11]

You are in the same landing area as juno, Go to that pyramid but when you are
On the water, Go right and into a underwater tunnel. I know the directions

At the start, Go to the first right and continue through the path until you
see an exit with a triangular frame. Now in the next area, Go up into the
surface and behind you is the exit on the surface. Now continue and go through
the waterfall and exit this area

Go to vela's door if the giant pyramid is in place. If not, Go to
MIZAR'S PALACE:LOBBY to find the floyd mission requirements. When you enter
vela's door, You will see another skit and VELA TIME IS OVER!

ITS LUPUS TIME! YOU PLAY AS HIM NOW! GO TO THE SPAWNSHIP:TROOP CARRIER SECTION
WHICH IS RIGHT BELOW!

SPAWNSHIP:TROOP CARRIER

[W1-12]

You start off in a big room. With a gemini capacity increase and two mechanical
boxes which one has a... MACHINE GUN! and the other has a... PLASMA SHOTGUN!
Now go on the small blue lift and stay there until you reach the top. When you
get there, There will be two weapon capacity increases beside the path to the
next room. When you are there, You will be on a bridge with six airbornes,
Kill them to open the life force door. If you fall down to the first floor,
Just exit the room and afterwards, Find a room with a green symbol to be in the
starting room again. Now enter the next room. In this place, There are three
moving platforms, Just have lupus hover over them. Press A two
times then hold A for lupus to hover, Kill the weevil trooper and go through
the life force door. Now you will be in an area with a long pit with four
platforms, Go on the platform to the other side because the distance is too
long for lupus to hover. When you are in the other side, Kill the drones
here! Then go throught the life force door. In the next area, Just go to the
next door that does not require a life force door. In the next room, Hover
to the bridge beside you and go behind the weevil trooper for the... RED KEY!

Now go back to the right bridge and kill the big group of airbornes to open the life force door. Go to the next room. Just go to the other door and go in. Now you are in a familiar area, Just go to the other door and into the next area. You see the doorways behind the sniper drones? Well go in there using lupus' hovering ability and go in. You will find the... YELLOW KEY! Then look in the mechanical box for the... SNIPER RIFLE! Now go to the area with the two sniper drones and enter the door with a yellow lock. Now you will be in a lava room, Go left and down the steps for a gemini capacity increase. Go back on the bridge and make it to the other side where a doorway awaits. In the next room, Go left to be in a circular area, Go straight until you see a tunnel to your right that has the exit in the middle. The ship is right there, Go in it to exit this heavy guarded place.

RITH ESSA:BLUFF

[W1-13]

This is a short area for now. Go to the next room when you start. In the next room, Look right and climb up the path. When you see a waterfall, Go through with the hovering ability to find a secret ledge with a gemini capacity increase. Now go in the door beside you to find a mechanical box that contains... HOMING MISSILES! Now go back to the climbing path and make it to the top. By turning right when the path ends. Now go to the next place that is just ahead. Now follow the path. At the beginning, Right before you pass the tree with three airbornes, fall down to the left to go on a ledge with two homing missile capacity increases, Now continue through the path. Try to run and dodge if you are low on health. At the end of this place, There will be a large group of airbornes, Prepare yourself. After they are done for, Go through the life force door which leads to a rendezvous point.

To the left of the entrance is a mechanical box which have the... TRI-ROCKET LAUNCHER! Now go to the door with the steps on the water. Beside where you enter is a mechanical chest which have the... CLUSTER BOMBS! And go on top of the small house for a gemini capacity increase! Now go back to the main area. Go to the door beside the door which needs a blue key to exit this area.

RITH ESSA:INTERIOR

[W1-14]

Just follow the path and when you make it to the bridge, Kill the Giant drone You can encounter some tribals and weapon capacity increases. Check the tribal section to find them all. At the end of this long path, Go in the door. Now look to your left to find a tri-rocket capacity increase. Now go to your ship to exit this planet with giant peaks.

ESCHEBONE:APPROACH

[W1-15]

Now you are in eschebone, go through the door in front of you. Now you are in a platforming area, Go through the platforms and find the door to the next area. Now you will be in a bridge like area, fall into the lava to find a lot of platforms. Look south-east for a gemini capacity increase. When collecting all the stuff you need. go to the next door. You will see a big mouth moving around, Fall down right to see platforms with a mechanical box that contains... GRENADES! Now you have two options from here. (1 is recommended)

1. Throw grenades in his mouth until his tongue goes on the land so everyone Can have easy access inside
2. Use lupus' hovering ability to go in the creature's mouth

When your in the monster, Go through the path, Killing all the enemies. When you get to the end. If you killed all the enemies, The Life force door will be open, Go in. Before the next room, at the beginning, There is a weapon capacity increase. In the next room, All the enemies are on the bridge, Use the sniper rifle to kill all the drones. When they are killed, Go through the life force door to go to this monster's Thorax.

ESCHEBONE:THORAX

[W1-16]

You will be in a giant area. Go to the left and right exits to find a fuel pad on one side and a diamond geezer on the other. After preparing yourself, Go to the door that continues this level. Kill the drones that you see. When all of them are killed, Go to the life force door but it is still locked. Backtrack to kill two drones that magically appear. When they are done for, The life force door should open. Now you will be in a very large area, Kill all the airbornes, giant and red drones to open the life force door which is the right of the three doors. Proceed when it opens. Now keep going and kill the required drones to unlock the life force door to go to the next area. In a room with a big mountain structure with ammo and a full health gemini on top. Now kill all the red drones and open the life force door. Continue through the halls, killing drones and opening life force doors. In the room with the lava craters, Kill all the drones to open the life force door and you might want to get the tribals here. To tell you are going the right way, You will encounter a bridge that connects to the west area then encounter a room where there is water. There is a peak on the water with a gemini capacity increase, Use lupus' hovering ability to get it. Kill all drones here. If the life force door does not open, check if there is remaining drones in the area. When the life force door opens, Go through the door and you will be in an area with a two way bridge, Jump to the bottom and climb the mountain-like sculpture which the top has the... MAGENTA KEY! Now go to the way where a tunnel continues to a door with a magenta lock, Go through it with your shiny magenta key! Now you will be in the area with the three door's except you come from the left door. Go to the middle door. Now here, Prepare yourself, Get full ammo and full health because a very hard boss awaits. Through the next door.

~~~~~  
BOSS #3: THE OBNOXIOUS MANTIS TWINS

DIFFICULTY: 7.3/10

RECOMMENDED WEAPONS: TRI-ROCKET LAUNCHER -CAPACITY: 20-

HOMING MISSILES -CAPACITY:20-

MACHINE GUN -CAPACITY:300-

RECOMMENDED HEALTH: 11 OR 12 BARS  
~~~~~

OK, I HAVE TO WARN YOU, THE FIRST TIME I BEAT THESE OBNOXIOUS BUGS, I TOOK ME A LOT OF TRIES. IT IS EASY IF YOU KNOW WHAT YOU ARE EXPECTING.

|-----|

| PHASE 1: THE FIRST TWIN |

|-----|

ATTACK #1: SONIC SHOOTER

He will shoot red sonic waves. Easily avoid by strafing

VULNERABLE SPOT #1: THE RIGHT ARM

While he is trying to aim, Use the tri-rockets to blow it up.
His arm is valuable when he is about to shoot.

ATTACK #2: GRENADE SHOOTER

He will shoot a grenade with his claw, Strafe to avoid.

VULNERABLE SPOT #2: THE CLAW

When it flashes white, Shoot tri-rockets at him. Try to shoot
Him while it is flashing white.

-PHASE 1.5: THE SECOND TWIN-

The attacks and vulnerable spots are the same. But here is an attack the first
twin does

EXTRA ATTACK: MISSILE ARSENAL

While you attack the other twin, The first twin in the back will fire
Missiles. Time it before it hits you to get little damage.

|-----|
PHASE 2: THE TAILED TWINS

ATTACK: LASERS

When a twin shows his tail, He will fire a laser. After a twin fires,
The other twin will come to the center and fire his laser.

VULNERABLE SPOT: THE TAIL

When his tail is in view, Shoot a homing missile to lock on, fire
And some good explosions afterwards.

-PHASE 2.5: A DEMOLISHED TAIL-

Now you must do the same thing with the other twin. He will hop left,
Middle, right, middle and the pattern continues. He will show his
Tale before a hop.

|-----|
PHASE 3: THE LETHAL SNEEZES

ATTACK: QUINTUPLE-GRENADE LAUNCHER

They will shoot five grenades at once then the other twin at a side
Will fire them. Then the middle twin will go to a side. The side
Twin will go to the center. The pattern continues.

VULNERABLE SPOT: HEAD

Shoot their heads while they are firing. One twin will die and
Go to Phase 4.

|-----|
PHASE 4: THE SURVIVOR

ATTACK: RAPID QUINTUPLE-GRENADE LAUNCHER

The surviving twin will stay in the middle and fire his grenade faster.
Keep dodging left and right.

VULNERABLE SPOT: HEAD

The twins head is vulnerable all the time so keep firing at him whil
Strafing left and right until his death comes.

|-----|
ENDING SCENE

The surviving twin will explode from head to toe.

~~~~~  
Now cross the lava rocks until you find a doorway (Not the rectum), Go through.

-----  
MIZAR'S PALACE:CHASM

[W1-17]

-----  
Beside you at the start is a pistol capacity increase, Collect it and continue through the big path. When the ceramic door opens, You will see a small group of airbornes, Kill them and kill the green giant drones that are there. When the life force door opens, Go in it. Now you will be in a dark room, Open the mechanical box there for... NIGHT VISION GOGGLES! Now step on the pad and press "A". The other door will open, Go through the just opened door. When you reach a split, Go left and look left while going this route. When you see a block with a hole on the ceiling, Go on the block to be transported to a peak outside. Now go forward and use lupus' hovering ability to go to the other side. Find the steps and go up top. Now the exit is just ahead of you, Go through the door to finish chasm.

-----  
If you didn't do the floyd mission yet, Find the pad. The walkthrough is in the MIZAR'S PALACE:LOBBY section. Either way, When the pyramid is in place, Find lupus' door and LUPUS TIME IS OVER!

After two skits, Lupus will be fighting mizar, The reason why i am putting a guide to beat him is because i am being generous.

~~~~~  
BOSS #4: MIZAR I, HIS WIMPY SELF

DIFFICULTY: 0.9/10

RECOMMENDED WEAPONS: GOOD STRENGTHED WEAPONS IF YOU WANT TO END THIS QUICK

RECOMMENDED HEALTH: ANYTHING YOU WANT

~~~~~  
HE IS REALLY EASY, YOU WILL HAVE NO PROBLEM

|-----|

| PHASE 1: THE FIRST TWIN |

|-----|

ATTACK #1: LASER EYES

He will shoot lasers out of his eyes, easily dodge it.

ATTACK #2: BAD BREATH

He will shoot bad breath out of his mouth, easily dodge it.

VULNERABLE SPOT: THE FACE

Shoot at his face everytime. The only time you shouldn't is when He blocks his face. Repeat until he dies

|-----|

| ENDING SCENE |

|-----|

He gets injured but does not die. Instead, He gonna send an asteroid to Earth (Not in real life, duh!) Now you must save the earth.

~~~~~  
SECTION 5: WALKTHROUGH - TRIBAL GUIDE

[WLKTHRU-2]

This is the hardest part of the game! The dreaded tribal hunt. You have to rescue every tribal in every area of every planet. This is a guide to collect them all. For a new area or a new access area, I will write a guide to get them so you don't die trying. For the areas already in the first part of the walkthrough, i will make a list! At the beginning of each section, I will list the requirements and how to get to the area. If you have any trouble with this, contact me by e-mail. Oh and remember, Tribals won't count unless you Exit the area with a tribal status screen.

GOLDWOOD:OUTSET

[W2-01]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 7

List:

1. Under the tree of the first sniper drone.
- 2-3. Behind the two huts in the middle.
- 4-7. In the area where juno got the yellow key.

GOLDWOOD:LODGE

[W2-02]

REQUIREMENTS

-----	-----	
Character	Vela	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 15

How to get in:

The river at the outset. Instead of going through the exit, Go underwater facing opposite of the waterfall to find a secret exit to the lodge.

WALKTHROUGH:

You will start in a quiescent cave with no drones, Go in the first door to the left for TRIBALS 1-4. Now climb the peak to the left to find the second door which has a diamond geezer. From the exit of that room, You will see land on the other side, go there for three Tri-rocket capacity increases. Continue to the next area. Go through the cave like paths until you reach the skys to the right. From here, Kill ALL DRONES. At the end of this route, There is a life force door, Go in when all the drones are killed. In here, You will see an enormous group of airbornes, kill them and go to the ledge ahead of you. You will see three platforms with TRIBALS 5-7. Be quick though because if you go on the platform, they will shake and fall in a few seconds. After all that trouble, Backtrack to the entrance where the groups of airbornes appeared. Kill them and the barricade drones in the narrow cavish area. When they are done for, Go through the other life

force door. Now go left to where the two weevil troopers are, Kill the one to the left then continue through that path. At the split, Go left and continue through the path. There will be another weevil trooper, Kill him and the small group of airbornes that are there to open the life force door and enter through it. Now continue through the path and get the invincibility because if you look right, Those super-airbornes will be there. Kill all of them and the sniper drone that is there. Now go to the bottom of the peak and kill all of the barricade drones there to open the life force door and enter it. Go to the center platform and look back at the entrance to find TRIBALS 8-9. Now backtrack to the area with the lots of weevil troopers. KILL ALL THE DRONES IN THIS AREA to open the other life force door, When that is done, Enter through that life force door. Now you will be in an abandoned village, Look outside to find TRIBALS 10-11. And look in two certain huts to find TRIBALS 12-15 which two are in each hut. Since we collected all the tribals, Go to the next door. You will find your ship here, Go to it to exit this stormy area.

GOLDWOOD:RIM
[W2-03]

REQUIREMENTS

----- -----
Character Lupus
----- -----
Keys None
----- -----

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 11

How to get in:

On the Goldwood:Interior area. Remember that big pit? Kill the sniper drone to unlock the life force door. Cross that big pit using lupus' hovering power. And the entrance to Rim is in front of you! Make sure you get the Full ammo crate for the machine gun.

WALKTHROUGH:

You will start off in a cave. Now kill all the drones in this path and the airbornes too. It will open the life force door, Go through it. In this part of the cave, Go to that right path to encounter a dead end with two drones, Kill them and go back. Now go through the straight path. When you come to a left and right split, Go left to find TRIBALS 1-2 on the spotlight. BUT BE CAREFUL BECAUSE AIRBORNES WILL COME ON TOP OF THEM. GET THE TRIBALS FIRST BECAUSE IF YOU KILL AN AIRBORNE, IT WILL KILL THE TRIBAL. After rescuing them, Kill the airbornes that were there and all the blue drones. Go to the right path to find a life force door ahead. When it is open, Go in that door. Now you will be in an area where drones jump off to the ground, Kill all of them. Now go through the tunnel and when you see a left way, Go there. Behind The pillars hides TRIBAL 3. Rescue him first then kill the drones in this pillar area. Now continue through the tunnel and you will encounter an area with platfoms on water. Kill all the drones standing on these platforms To unlock the life force door that is to the left, Go in it. You will find TRIBALS 4-5 and to the left, You will find a mechanical box which contains the... SHOCKER! This stuns and damages enemies, Making them vulnerable. Useful for Barricade drones. Now exit this room. From the life force door you went out, Look at the right corner to find TRIBAL 6 with a drone guarding him. Kill the drone with a NON-EXPLODING, ACCURATE WEAPON. After killing the drone, Get the tribal there. Now continue through that tunnel where the high platforms are. Now continue through the tunnel until you reach a place with grey sticks. Straight from this point is TRIBAL 7 on that small platform.

Use it by using lupus' hovering ability. You should of done that when you had to. Now go to the small platform with two grey sticks. Go through the tunnel. There is a split right away, Go right. When you see all these exploding barrels, In the middle of it is TRIBAL 8. Do not shoot any of the barrels until that the tribal is rescued. Kill all the drones afterwards even those two drones at the split. When all of them are killed, Go straight to find a life force door further in. When it is open, Go through it. Now you will be in a very long path. Kill all the drones you encounter and i mean ALL of them. When you get to the end of this path, More of these super-airbornes are here, Kill them all. When you have killed all the drones, The life force door at the end will open, Go through that door. You will be in the second part of the caves, Go through the path and kill the drones you encounter. When you reach a split, Go left and watch out for the mines. You will see TRIBALS 9-10, GET THEM BEFORE THE ASSASSIN DRONE KILLS THEM AND DO NOT HIT THE MINE NEAR THE TRIBALS. When they are rescued, Go straight starting when you exit this dead end, Facing the opposite of the Dead end. When you get to a place with Big steps, You will see TRIBAL 11 on them. Afterwards, Kill the Giant drone there. When you get to the top of the stairs, A Group of airbornes will appear, Kill them to open the life force door. Go through it which is on top of the steps, little through the tunnel. Go through the life force door. Here, When three airbornes appear, Kill them to open the life force door, Go through it like always. Now you will encounter a tunnel with a bunch of blue drones, Kill all of them. At the split, Go left to find some drones there. Then go right from where you went left to encounter another life force door at the end of the tunnel, Go through it if all drones are killed. In this room, When you get to big steps going down, You will see your spaceship, Go to it to exit this place.

GOLDWOOD:INTERIOR
[W2-04]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 9

List:

1. You will see this one while going through the beginning path
2. You will see this one on top of a broken hut
- 3-6. In the area where the Assassin drone is.
- 7-9. The last area, Behind the crates.

GEM QUARRY:LANDING
[W2-05]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 5

How to get in:

Finish the GOLDWOOD:RIM area

This is very easy. You will find TRIBALS 1-2 In front of you. To the right of the village, You will find TRIBAL 3 running around and TRIBALS 4-5 Near the door to the quarry. Go to your space ship afterwards.

SPACESTATION:ABANDONED WRECK

[W2-06]

REQUIREMENTS

----- -----
Character Anyone
----- -----
Keys None
----- -----

JETPACK NEEDED? - IF JUNO OR VELA

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 12

How to get in:

Finish the GOLDWOOD:LODGE

In the start, Look behind and fall to the bottom. From here, Go right (facing space) To find TRIBAL 1 here. Now go up the crate and up the hole. When on the top, Go on the second crate and jump through the hole. Now you are at the top, Go through the hole that crosses to the left side But first, Look at every corner here to find TRIBAL 2. Anyways, When you are there, You will find a mechanical box with the... FLAMETHROWER! One flame and the drone is done for. Now look at all the corners to find TRIBAL 3 here Go down the hole to find TRIBAL 4 in the corner. Now go back to where you started and take the elevator up ahead. You don't have to kill any drones here.

I will make a list. ex, Starting area to Tribal 1, Tribal 1 to Tribal 2, etc...

List:

Inside the spacestation -----> Tribal 5

Cross the bridge at the beginning then go right and then keep going straight until the last right. Go left to find a room with TRIBAL 5.

Tribal 5 -----> Tribal 6

Leave the room and go right, then right again to turn left at another straight path. You will encounter a tribal on the other side of the room but he is far away, Fall down and go through the door here. Afterwards, Go right then left to find a tribal in the middle of the path.

Tribal 6 -----> Tribal 7

Continue through the path. When you get to a room, You will see this tribal.

Tribal 7 -----> Tribal 8

Go back to the path where Tribal 6 was and go through the door in front of you afterwards. Now continue through the long path until you reach the elevator that goes up. And you will be in that room again with the tribal on the other side of the room Only this time, You are on the tribals side, There he is.

Tribal 8 -----> Tribals 9-10

Fall down the pit again. And go through the door. Then go through the door

that is in front of you afterwards to go down a floor. Now just head is
TRIBALS 9-10

Tribals 9-10 -----> Tribals 11-12

From here, Go to the tunnel and go left, and you will continue through the
path. Go at the left to find the room with TRIBALS 11-12

Now backtrack to your spaceship and exit this place.

SS ANUBIS:HOLD

[W2-07]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 10

List:

- 1-2. Near the giant, purple drone at the beginning.
3. In the big pit room, Near the crates on the side opposite of the life force Door
- 4-10. Deactivate all power cells. In the prison area, one tribal is in each Cell. To Deactivate all power cells, LOOK AT SS ANUBIS:HOLD SECTION AT THE BEGINNING WALKTHROUGH.

SS ANUBIS:DEPOSITORY

[W2-08]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	Yellow	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 14

List:

- 1-5. At the door where the spaceship is parked, Go left through the crates Until you see another door, Go in. Kill the Assassin drone then look From left to right on the crates to find all of them.
- 5-12. Where the spaceship is docked, Look near the crates to the left and Right to find all of them
13. The bottom-right corner of the spaceship helipad.
14. To the very left of the giant hole behind the spaceship.

SS ANUBIS:PASSAGEWAY

[W2-09]

REQUIREMENTS

Character	Anyone
Keys	None

JETPACK NEEDED? - YES

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 8

How to get in:

In the SS Anubis main area, Find the fuel-pad and look around for a door near the ceiling, When you have found it, Go in that door

WALKTHROUGH:

You will be going through a long, consecutive path. When you get to the end, Find the fuel pad by going through the path. after the long, straight path. When you charge your fuel, Put it to 100. Now fly past the airborne drones and go through the airborne path with your jetpack. When you are low on fuel, Land where a fuel pad is. When you see a cubby with an electricity barrier, Go to the pink narrow door that is to the right. Inside here is TRIBALS 1-2. Now continue through until you land where two sniper drones are. Go past them and charge your fuel to 100. Now cross the big gap to the other side. After that, Cross the second gap to the door on the right. Go in the door as soon as you land. Now go to the fuel pad on this side to cross to the other side. When you are there, Go through the door on that side. Now find the fuel pad here. Charge it then go all the way up of that metal structure. You will find TRIBALS 3-8. Now backtrack to the beginning of this area so you can exit this area.

WALKWAY:PEAK

[W2-10]

REQUIREMENTS

Character	Juno
Keys	Crowbar

JETPACK NEEDED? - YES

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 6

How to get in:

Finish the SS ANUBIS:DEPOSITORY AREA

Walk to the other end of the walkway. Kill all the drones that appear. Afterwards, The life force door will open. Go to the fuel pad and charge it as much as you can. Go up top of the building to find TRIBAL 1 somewhere. You can find TRIBALS 2-4 if you look around the cliff below the normal grounds of the walkway and you can find them. Now go through the life force door. If you didn't collect the homing missiles, Now is your chance. Go near the middle trap door to open it since Juno has his crowbar. Now you will ride an elevator down. You will end up in a narrow tunnel with barricade drones, the shruikens come in handy here. You have to kill all of them to open the life force door at the end. In the middle of the tunnel, You will encounter TRIBALS 5-6. When the life force door is open, Go through that door. Now you will be in the elevator shaft, Go on it to go back up. Now you will be in the room with the diamond geezer, Backtrack to your spaceship to leave with

6 rescued tribals.

TAWFRET:BOG

[W2-11]

REQUIREMENTS

-----	-----	
Character	Juno	
-----	-----	
Keys	Crowbar	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - PARTIALLY

TRIBALS TO COLLECT - 10

List:

- 1-2. Middle of the trees in the life force door area.
- 3-4. In a crypt which is blocked off with wood
5. On top of the wrecked building
- 6-9. Open the trap door near the building, Go through the tunnel to reach an place with a lot of doors, Some of them have tribals in there
10. Kill all the zombie drones in each door to unlock the life force door here
Which contains the last tribal.

TAWFRET:BRIDGE

[W2-12]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 12

List:

- 1-4. All on the bridge at the beginning of this level
- 5-6. The area where junco got his flares, Fire a flare at the pitch black wall
To find platforms you can climb, At the top, There are your tribals.
- 7-8. Underground sewer, Chimney entrance. Near the barred window.
9. Underground sewer, Trap door entrance. Near the barred window.
- 10-11. Underground sewer, Chimney entrance. Shoot a lone black bar. Afterwards,
There should be a hole to crawl into, The other side has the tribals.
12. Where junco got his sniper rifle, He is on the table, Crying.

TAWFRET:CASTLE

[W2-13]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES
TRIBALS TO COLLECT - 6

List:

1. Go to the water tunnel from the second life force door. The other side leads To another part of this area. The tribal is in front of your face now.
- 2-3. The cove between the two sniper drones that are on low platforms at the end.
4. Near the boss door, Left of the pillar attached to the wall opposite of the Boss door.
5. Same as TRIBAL 4 except it is to the right.
6. The area with the numerous pillars, Top-right from the big entrance in the Middle.

SEKHMET:BATTLE CRUISER

[W2-14]

REQUIREMENTS

----- -----
Character Juno
----- -----
Keys Red, Green
----- -----

JETPACK NEEDED? - YES

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 15

List:

- 1-4. In the landing area, Two in each box of crates.
- 5-6. In the lava room, Go on the lava and go through the door on the lava. It Leads to a secret passageway. Now when you are in a big lava room, Go up The metal bridgeway. When you get to the door at the top floor, There are Your tribals in this dark room. Now backtrack to the main lava room.
- 7-8. In the room with the three platforming rooms, In the first room, Fill up Your fuel and go to the platform with these tribals
9. Save some fuel and go to the second platform room. This tribal is also on A lone platform
10. In the last platform room, But this tribal is on the main walkway and does Not need fuel for the jetpack
- 11-13. In the room where you get the green key, Charge your fuel and look up To find glass on top, shoot it and ascend with your jetpack. Now check All platforms in this area to find all of them. Refuel your jetpack when You are low.
- 14-15. Go to the room that has the door mechanism. Go up the top area to find Fuel pads, Charge it to max and you see that secret path on top when You face left of the room? Go there and go right. Keep going through The passageway to find the two tribals. One at a time. When you get To a place with the space background, Take the turn when you see it. Your ship is there, Go to it.

WATER RUIN:LOST ISLAND

[W2-15]

REQUIREMENTS

----- -----
Character Lupus
----- -----

Keys	None

JETPACK NEEDED? - NO
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO
TRIBALS TO COLLECT - 8
How to get in:
Find the alternate helipad in SEKHMET:BATTLE CRUISER

WALKTHROUGH:

TRIBAL 1 is behind your ship at the helipad, Do not leave this area by accident. Now go to that terrain east of the castle that is on water to find TRIBAL 2. South of the entrance is a broken castle tower, go there to find TRIBAL 3. Now go east of the castle from the entrance. to find TRIBAL 4 and a mechanical box that has... TIMED MINES! Press Z to throw them right away for it to turn into a proximity mine. Hold Z for a certain amount of time then throw it for it to be a timed mine. Now go in the castle and to the other side. Go on the broken castle wall. Go all around it to find TRIBALS 5-7. Now at the end of the broken castle wall path, Use lupus' hovering ability to go on a broken castle wall that is seperated from the main one to find TRIBAL 8. Now exit this water monstrosity.

CERULEAN:DUNE
[W2-16]

REQUIREMENTS

-----|-----|
Character	Anyone
Keys |None |
-----|-----|

JETPACK NEEDED? - NO
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES
TRIBALS TO COLLECT - 8

List:

1-6. Go to the area where vela got the yellow key, There are all of them.
7-8. Behind the spaceship when you get to this area.

ICHOR:MILITARY BASE
[W2-17]

REQUIREMENTS

-----|-----|
Character	Lupus
Keys |None |
-----|-----|

JETPACK NEEDED? - YES
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES
TRIBALS TO COLLECT - 16

List:

1-2. In the area with the cyborg drone in the giant blue room, Inner corner
Of the block with the cyborg drone on top.
3-4. Face the opposite direction of the life force door near the life force
Door to see a ramp, Go through the three giant airbornes to find them.
5. In the room after Tribals 3 and 4, Go to the top-left part of the room
To find a tribal when you look back.

6. Same room as #5, On top of the doorway you entered from. Use the fuel pad to get on it.
7. Same room as #5, The things were the sniper drones are, The tribal is on The top-left.
- 8-9. In the room with the things that push you off, From the top of the steps, Use lupus' Hovering ability to go left from here to get them.
- 10-12. In the room with the colorful platforms, On the bottom-left platform, There is the tribal trio.
- 13-14. Kill the assassin drone then retrieve all the drones that were running
15. On the top of the doorway that goes to the next area. (Same room as #14)
16. The tall platforms to the right, Charge the jetpack and rescue the tribal (Same room as #14)

 ICHOR:PERIMETER
 [W2-18]

REQUIREMENTS

Character	Juno or Vela
Keys	Blue

JETPACK NEEDED? - YES
 DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO
 TRIBALS TO COLLECT - 8

WALKTHROUGH:

At the beginning, Go through the path until you see a door when you turn right, Go to that door. In this area, collect the Full sniper rifle crate and look out the two windows to find drones, use the sniper rifle to kill all the drones you see. When the life force door opens, go through that door. In this room, There are an assault of drones, When you get to the other side of this room, Look behind the giant block where the drone is at the other side of this room to find TRIBAL 1. Now backtrack until you see a fuel pad, Charge it and then go all the way left and look right. You see the small tunnel there, Go through it by using your jetpack. With junos, you have to crouch through the tunnel. In the tunnel, You will find TRIBALS 2-3. Now go back to that big room again, Advance through there and continue the path at the other side of the room. When you reach a path which have big ledges left and right. Save some fuel because TRIBALS 4-5 Are on them, one each. After getting those tribals, Behind the second ledge to the left is TRIBAL 6. Now go to the area where the turret drones are, Destroy them with the tri-rockets. Behind them is a door, Go through it. Now step on the platform to turn into a drone then go through the tunnel ahead. At the other side, Its the BIG BUG FUN CLUB, Enter it. Now go to the bar. To the right of it are TRIBALS 7-8, As soon as you collect one, The drones will try to kill you. After getting all the drones, Backtrack to the start of this level and were done here.

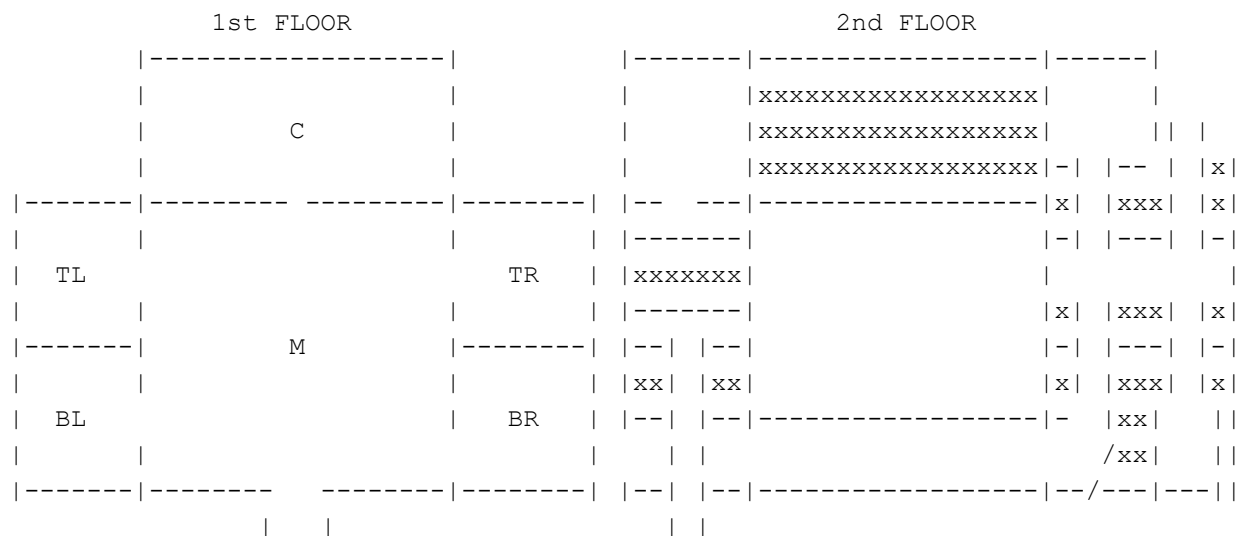
 SPAWN:SHIP:TROOP CARRIER
 [W2-19]

REQUIREMENTS

Character	Vela
Keys	Red, Yellow, Green

JETPACK NEEDED? - NO
 DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES
 TRIBALS TO COLLECT - 15

ASCII Map of The spawnship room system



BL = Bottom left room TL = Top left room C = Center room
 BR = Bottom right room TR = Top right room x = Pit to the first floor
 The 2nd floor is the same as the first floor. I Made this ASCII map so you
 can understand the guide below

List:

1. In the bottom-left room, second floor. There is a tribal on the doorway to The right (from the entrance)
- 2-4. Now fall down to the first floor of the bottom-left room and take the Door underwater. Go through the two life force doors by killing the enemies. When you get to the room with the diamond geezer, Go on the the doorway you entered from to find TRIBALS 2-3. Now fuel the Jetpack and go up the crate to get TRIBAL 4. Now backtrack to the bottom-left room.
5. In the first floor, Go from the bottom-left to the top-left room through the main room on the first floor. You will see the tribal on the corner.
- 6-7. Go to the top-right room on the first floor. The first drone is in the Middle and the other is in the corner somewhere.
8. Go to the top-left room on the second floor. He is on the opposite side of the Life force door, Rescue him
- 9-12. Go to the top-right toom on the second floor. Go through the door Which requires a green key. Go through the electrical barriers and Through the next door. This room has the group of tribals you Were looking for.
- 13-15. Go to the room before the lava room. On the bottom, There are three Drones and the Assassin drone trying to kill them, Shoot the assassin Drone without killing any tribals. After rescuing all the tribals, Exit this level by taking your spaceship outta here.

 RITH ESSA:BLUFF
 [W2-20]

REQUIREMENTS

```

-----|-----|
Character |Juno or Vela |
-----|-----|
  
```

Keys	Blue

JETPACK NEEDED? - NO
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - PARTIALLY
TRIBALS TO COLLECT - 8

List:

- 1-2. When you see the door which requires a blue key, Go to it if you have it.
Now go through the tunnel and at the split, go left to go in a circular room with TRIBALS 1-2.
- 3-4. Keep going through the tunnels until you go through the second life force Door, you must kill all enemies to open the door. Through the second Life force door, Go to the circular room with the airbornes to find TRIBALS 3-4.
- 5-6. At the end of the tunnels, At the tall cliff.
- 7-8. Where the three purple giants are. Go behind the one that has a dead end Behind him to get these tribals.

RITH ESSA:ASCENT
[W2-21]

REQUIREMENTS

-----|-----|
Character	Juno or Vela
Keys |Blue |
-----|-----|

JETPACK NEEDED? - YES
DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO
TRIBALS TO COLLECT - 6

How to get in:

In the rendezvous point, Go to the door that requires a blue key.

WALKTHROUGH:

You are going up a mountain, You will see TRIBALS 1-2 Hiding behind rocks. Rescue them and kill all the drones that are in this area while ascending through the path. At the end, Kill the weevil to open the life force door, Go through the Door. You will go down a long spiral, Kill all the blue drones and those giant airbornes in the middle to open the life force door at the bottom. Go through the life force door when it unlocks. You will now be in an area with long distance platforms. First of all, Kill that drone in the machine with the Homing missiles. When he is done for, Charge your fuel to the max and use your Jetpack to go from platform to platform. Now land on platforms with fuel pads to recharge your fuel when it is low. When you get to the farthest platform, Look below to find a door which leads to the next room. Now you will see TRIBALS 3-5 In the middle right there, Rescue them and go up the spiral to encounter TRIBAL 6, rescue him. Now kill all the blue drones, even the one in the center. When going up the spiral, Don't miss any drones. When you have killed all of them, Go through the life force door at the top of the spiral. Now you will be in the first area of this level, Go to the entrance to exit this part of the level.

RITH ESSA:MINE
[W2-22]

REQUIREMENTS

-----|-----|

Character	Vela	
-----	-----	
Keys	Mine key	
-----	-----	

JETPACK NEEDED? - YES

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 16

How to get in:

Go to the area where lupus got his cluster bombs. You must have the "Specialist Magazine". Go inside the bigger house to find a mole brother. Talk to him and pick the first choice if you have the "Specialist magazine" Then he will say funny stuff and he will give you the mine key. He will be like "I Can barely wait to get started" OMG, Im surprised that rare put that moment in. Talk to him after you gave him the magazine for a funnier comment. Enough chat, We got the mine key. And the mines is outside. Entry is that big, wooden door. If you don't have the specialist magazine, Check the ESCHEBONE:THORAX Section in the tribal's guide.

WALKTHROUGH:

When you cross the bridge, Fall down on purpose because TRIBALS 1-4 are in the bottom here, One is on the left, Another is on the down-right and the other two are on the up-right. Now go up the steps north to go through a tunnel which leads further into the level. When you see an elevator up top, Go down the steps to see TRIBAL 5, rescue him then look back to find TRIBAL 6, Also rescue him. Shoot the crates there to find a little JFG symbol, Shoot it to activate the elevator. When the elevator comes to you, Jump on it. When at the top, Go behind the pillar to your left to find TRIBAL 7. Now from the lift, Go to the tunnel straight. When you reach an area with a bottomless pit with a circle in the middle, You will see TRIBALS 8-9 On the circle. Behind the pillar on the other side of the room is TRIBAL 10. Now continue through the tunnel. Now when you encounter a Tribal pad, Go a bit further through the path to encounter TRIBALS 11-12. Now continue through this tunnel. While going through the tunnel, you will find TRIBAL 13 in the way. Now continue while rescuing him. When you come to a room with the little stream, Keep going straight until you get to an elevator, Shoot the JFG symbol for it to go down. When you get to the bottom, There will be a fuel pad, Charge it up. Go in the elevator and use the fuel pad to go to the very top. In this room, You will find TRIBALS 14-15 here. Now go back to the bottom floor and continue through the path. When you get to another slow elevator, go on it and look back to find TRIBAL 16, Rescue him and destroy the crates to find a JFG Symbol, go on The elevator and Shoot the JFG Symbol. When you are at the top, You will be in a familiar area, Continue the path left. When you return to where the mole was, Jump down to the bottom and Backtrack to the start of this area to exit this area.

RITH ESSA:INTERIOR

[W2-23]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 4

List:

1-4. You will encounter them while walking through the path, Tribal 2 will be in a small cubby somewhere, Try looking left and right to find them while going through the path.

ESCHEBONE:APPROACH

[W2-24]

REQUIREMENTS

----- -----
Character Anyone
----- -----
Keys None
----- -----

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 6

List:

- 1-2. In the room after where you start, They are hiding in inside corners so look all around the wall.
- 3-4. In the room with the broken rock bridge, Look on the lava platforms left and right to find both tribals.
- 5-6. On a platform beside where lupus got the grenades.

ESCHEBONE:THORAX

[W2-25]

REQUIREMENTS

----- -----
Character Vela
----- -----
Keys Magenta
----- -----

JETPACK NEEDED? - YES

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - MOSTLY

TRIBALS TO COLLECT - 12

List:

- 1-2. Go to the side where the fuel pad is, Charge it and fly on top of the Creature. There will be four holes on him, From the cortex entrance, Fall in The Bottom-left to go on the pillar for TRIBAL 1
Fall in The Top-right to go on the pillar for TRIBAL 2
- 3-4. North area in the room with the lava craters.
- 5-6. Go to the room where Lupus' last gemini capacity increase was.
Go underwater to find a secret entrance. In the next room, Go left
At the split, You will come in a room with the tribals and a mechanical Chest which contains the... BLUE KEY!
- 7-8. From where the blue key was, Keep going straight until you reach land, Go through the tunnel to the left to go underwater again at the end.
When you make it to the other side, There is a mechanical box which Contains the... SPECIALIST MAGAZINE! Now go to the underwater route Which goes further in. At the split, Go left. When you get to surface, You will be in a red area, The tribals are in the middle of the three circles, Rescue them.
- 9-10. Go back underwater and keep going straight until you surface. Go To that tunnel to the left. At the end, The tribals are to the right, Beside the lung claws.

11-12. In the room with the magenta key, Bottom floor.

ESCHEBONE:CORTEX

[W2-26]

REQUIREMENTS

-----	-----	
Character	Anyone	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - NO

TRIBALS TO COLLECT - 5

How to get in:

Go on top of the creature with the jetpack at the thorax section, Go through that little hole (Not the four holes).

List:

1-5. In the halls you start in, Look at every hall to find all of them. Most of them are in the left halls.

MIZAR'S PALACE:LOBBY

[W2-27]

REQUIREMENTS

-----	-----	
Character	Juno	
-----	-----	
Keys	None	
-----	-----	

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 14

NOTE: When in the maze, When i say straight, it means to go straight instead Of taking the turn. But for left and right, It includes multiple paths and a regular turn.

List:

1-3. Before going through the hole, Go to the room to the right. Go through the door in front of you. In this room, The tribals are just ahead of you

4-5. This time, Go to the room to the left. Go to the life force door and Look at the door you just came in. You will see light to the very right In your view. Where the light is, Go there to find TRIBALS 4-5

6-7. After you fall into the hole, go: LEFT, RIGHT, STRAIGHT, LEFT, RIGHT, RIGHT, LEFT, and go straight into that door. The tribals are to the Right of you when you enter.

8-9. After getting tribals 6-7, go: STRAIGHT, RIGHT, LEFT, LEFT, RIGHT, STRAIGHT, LEFT, STRAIGHT, LEFT, RIGHT, STRAIGHT, LEFT and go straight Through that door. Tribals 8-9 will be just ahead of you.

10-12. After getting tribals 8-9, go: LEFT, RIGHT and straight through the Door. The tribals are right there when you enter the room.

13-14. After getting tribals 10-12, go: LEFT, STRAIGHT, LEFT, RIGHT, STRAIGHT, STRAIGHT, RIGHT, STRAIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT and straight into the door. You will be in the lava area, Go Across the lava and to the left of the exit door are TRIBALS 13-14.

Now, Exit this maze.

MIZAR'S PALACE:FLUME

[W2-28]

REQUIREMENTS

----- -----
Character Vela
----- -----
Keys None
----- -----

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 6

List:

- 1-4. In the area after swimming underwater, To the right of the door which Leads to the next room.
- 5-6. Near the left ledge where you enter. You are in the final room (Before Flume is done)

MIZAR'S PALACE:CHASM

[W2-29]

REQUIREMENTS

----- -----
Character Lupus
----- -----
Keys None
----- -----

JETPACK NEEDED? - NO

DIRECTIONS ON THE BEGINNING WALKTHROUGH? - YES

TRIBALS TO COLLECT - 10

List:

- 1-2. At the landing pad, Look left to find these tribals.
- 3-6. Instead of going left in the night vision goggle area, Go right. Take the first right you see (up-right from diagonal view) At the left wall, there is a small cubby which contains all these four tribals.
7. After taking the elevator up, Look behind and use Lupus' hovering ability To go to the lone tribal there.
8. When you get to the side with the three small waterfalls, Go in the middle To find this tribal.
- 9-10. From the exit, face the opposite direction then look left to find the Last of these tribals

Now we got all the tribals. Thank god! If you managed to do that, Give yourself three cheers.

SECTION 6: WALKTHROUGH - SPACESHIP PART GUIDE

[WLKTHRU-3]

This section is where we get all the spaceship parts. When all of them are collected, We can do the final confrontation with mizar

JUNO'S HATCH KEY

[W3-01]

-----|-----|
Location	Spawnship: Troop carrier

REQUIREMENTS

-----|-----|
Character	Juno
Keys | Red, Yellow |
-----|-----|

JETPACK NEEDED? - NO

When you get to the lava area, Instead of going to the exit like normal, Go in the lava and go left to find a secret passageway, Go through it, Collecting all the capacity increases you see. When you see a door at the end of the passageway, Go in it. That cubby to the left has Juno's Hatch key, Collect it.

VELA'S HATCH KEY

[W3-02]

-----|-----|
Location	Goldwood:Lodge

REQUIREMENTS

-----|-----|
Character	Vela
Keys | None |
-----|-----|

JETPACK NEEDED? - NO

After getting through the life force door which leads to the area with the three weevil troopers. Go to the area where the super-airbornes are. Get the invincibility and kill all of them. Kill the sniper drone here. Now go to the bottom of this area. Kill all the blue drones there to open the life force door, Go through it when it opens. In the center, You will find Vela's Hatch key, Collect it.

LUPUS' HATCH KEY

[W3-03]

-----|-----|
Location	Ichor:Military Base

REQUIREMENTS

-----|-----|
Character	Lupus

```
Keys          |None          |
-----|-----|
JETPACK NEEDED? - YES
```

When you are at the room where the Assassin drone is, Charge up your jetpack
Then you see that door up top beside the entrance, Use your jetpack at the
right time to go to that door. You will be in a room, Go through the path and
When you are at the end, The green thing there is Lupus' Hatch key.

```
-----
POWER CELL
[W3-04]
-----
```

```
-----|-----|
Location    |SS Anubis:Hold/Water ruin:Lost island |
-----|-----|
```

REQUIREMENTS

```
-----|-----|
Character    |Who has the ear plugs|
-----|-----|--|
Keys         |Red, Yellow          |
-----|-----|
```

JETPACK NEEDED? - NO

If you don't have the ear plugs, Go to SS Anubis:Hold. Go to where juno got
the cluster bombs. Crawl into the hole beside the mechanical box to go to
a floyd mission, Step on the pad for it to begin. You need to get gold to
get the earplugs.

SS ANUBIS FLOYD MISSION

TIMER: 1 500

Primary objectives: - Get 4 circuit boards.
- Destroy the 2 main switches.
- Make it to the finish

Secondary objectives: - Get all 8 circuit boards.
- Destroy all 3 switches
- Destroy the reactor hub

REQUIREMENT TO GET GOLD

Objectives to be completed: - Get all 8 circuit boards

Time to finish the mission - Destroy all 3 switches

900> seconds remaining - Destroy the reactor hub

Check the floyd mission section for a guide on how to complete it.

When you get the ear plugs, Go to Water ruin. Go inside the castle. From the
entrance, In the middle-left tower opening, You will find Ivana bear, Pick
the first choice to give him the ear plugs. After that, He will give you the
power cell.

```
-----
OXYGEN TANK
[W3-05]
-----
```

```
-----|-----|
Location    |Eschebone:Cortex      |
-----|-----|
```

REQUIREMENTS

```
-----|-----|
Character |Anyone      |
-----|-----|
Keys      |None        |
-----|-----|
```

JETPACK NEEDED? - NO (YES TO GET IN THE AREA)

Go through the hallways until you go through the door which leads to the brain. Climb the platforms up. Find the platforms that actually go UP. When you are at the top, Go on one of the three platforms here to get the Oxygen tank.

CARGO BAY KEY

[W3-06]

```
-----|-----|
Location  |Tawfret:Bridge|
-----|-----|
```

REQUIREMENTS

```
-----|-----|
Character |Vela         |
-----|-----|
Keys      |None        |
-----|-----|
```

JETPACK NEEDED? - NO

On the island where you got gimlets pants, Jump to the side where the exit of this area is. Face the exit door then face the island underwater to find a secret entrance, go in and you will see gimlet, talk to him to get the cargo bay key you wanted.

DEFLECTOR SHIELD

[W3-07]

```
-----|-----|
Location  |Rith Essa:Mine|
-----|-----|
```

REQUIREMENTS

```
-----|-----|
Character |Vela         |
-----|-----|
Keys      |Mine key     |
-----|-----|
```

JETPACK NEEDED? - NO

Go to the tribal pad. Press "A" To turn into a tribal. Now talk to the mining mole brother. He will entrust you with a spaceship part, Pick the first choice to take it. He made a big mistake:p Don't forget to change back to normal.

RADAR DISH

[W3-08]

-----|-----|
Location	Gem quarry:Landing

REQUIREMENTS

-----|-----|
Character	Anyone
Keys |None |
-----|-----|

JETPACK NEEDED? - NO

In gem quarry, Go into the hut to find magnus in panic. Talk to him.
Afterwards, Go through the door that will lean into the quarry. You will see a machine, Go to the other side. This annoys some people. The machine will turn around and there is a hole. The green gems that the tribal drops, you must shoot it near the hole on the machine and the machine will suck up the gems, Putting an energy charge. This will take awhile on your first try. You will get it though. I recommend shooting with the pistol because it has accurate laser shots that will make the gem go flying. When the energy beam is long enough, you will see a skit. Afterwards, Talk to magnus back in the village. Talk to him and he will be relieved that goldwood is saved. After the conversation with magnus, He will finally give you the spaceship part.

-----|-----|
FIN
[W3-09]
-----|-----|

-----|-----|
Location	SS Anubis:Passageway

REQUIREMENTS

-----|-----|
Character	Anyone
Keys |None |
-----|-----|

JETPACK NEEDED? - YES

When you get to the room before TRIBALS 3-8, Instead of crossing the pit of water, Go to the door to your right. In this room, You will see midge. When you talk to him, He will give you the fin afterwards.

-----|-----|
FUSE
[W3-10]
-----|-----|

-----|-----|
Location	Mizar's palace:Racing area

REQUIREMENTS

-----|-----|
Character	Juno or Vela

```
-----|-----|
Keys      |None      |
-----|-----|
```

JETPACK NEEDED? - YES

At mizar's palace, In the area with the big pyramid with a door for each character, Go to the wall which has a little cubby on the ground and on the middle. Now follow the path to a small pyramid. Go inside it. Go to that fuel pad on the floor and charge the jetpack. Go up the tall platform. There is a drone pad, Press A to change into a drone. Now go to the other Door which is available now. In this room, Go down the platform. You will be in a racing area, Your vehicle is the Middle-top left parking. When you get your car, Enter one of the tunnels there to begin the race.

You will be racing other drones, In this race, You must come first. When you Do come first, You will get the fuse! Now park your vehicle and exit this place.

NITROGEN TANK

[W3-11]

```
-----|-----|
Location  |Water ruin:Lost island |
-----|-----|
```

REQUIREMENTS

```
-----|-----|
Character  |Vela      |
-----|-----|
Keys      |None      |
-----|-----|
```

JETPACK NEEDED? - NO

Go to the castle entrance (Wrecked doorway) Go underwater and look for a secret tunnel. Now follow the path until you make it to land, Where a skull fireplace is, The center platform in this room has the nitrogen tank.

STABILIZER

[W3-12]

To get the stabilizer, You must collect all the tribals. Then talk to king jeff two times in mizar's palace. He is in that big pyramid where each character has their own door. Either way, If you rescued all the tribals, He will give you the Stabilizer.

SECTION 7: WALKTHROUGH - FINALE

[WLKTHRU-F]

When you have collected all the spaceship parts, Talk to him three times if you didn't talk to him after beating mizar's palace or Didn't get the stabilizer yet. He is in the pyramid where the characters have there own doors.

When you are ready, Talk to him two times if you didn't. Talk to him to take The big spaceship to the asteroid. After some skits, You will begin the final confrontation.

storm again, That will be his last time. After shooting the Vulnerable spot a certain amount of times, He will try to fly to you but he crashes and destroys the platform you are on, Go to PHASE 2

|-----|
PHASE 2: THE MOMENT OF FATE

ATTACK #1: BAD BREATH

Same as Phase 1

ATTACH #2: LASER EYES

Same as Phase 1

VULNERABLE SPOT: BOTH HIS ARMS, HEAD

Fire continuously at his arms with the tri-rockets.

Eventually, Both his arms will explode. When it comes to exploding

His head, Keep firing until he gets a shock in his body and the

Tribal holocaust is over.

|-----|
ENDING SCENE

Mizar will explode into little pieces. It seems he was a machine...

~~~~~  
I am not going to spoil the scene after mizar is defeated. Now you end up in an area with a floyd pad, Step on it and press "A" for the final task.

ASTEROID FLOYD MISSION

TIMER: 600

Primary objectives: - Make it to the finish before the asteroid explodes

Secondary objectives: - N/A

All you have to do here is go to the finish. Now shoot the obstacles in floyd's way. When you get to the end, You have "BEATEN THE GAME, NICE JOB IF YOU BEAT IT" The Jet force team gets awarded for saving Earth. Credits roll.

---

SECTION 8: FLOYD MISSIONS

[FLYD-MSONS]

---

This is the section where you learn how to get a gold medal and an expert medal. If you can't find the locations, E-mail me at pd\_rocksyoworld28@yahoo.ca

-----  
GOLDWOOD CAVES

[F-1]  
-----

GOLDWOOD CAVES FLOYD MISSION

TIMER: 1 500

Primary objectives: - Get 4 pieces of metallic ore

- Destroy 4 pillar targets

- Make it to the finish

Secondary objectives: - Get all 16 pieces or metallic ore

- Destroy all 10 pillar targets



REQUIREMENT TO GET GOLD

Objectives to be completed: - Get 12 pieces of metallic ore  
Time to finish the mission - Destroy all 10 pillar targets  
900> seconds remaining

AWARD: GOLDWOOD TARGET RANGE

REQUIREMENT TO GET EXPERT

Objectives to be completed: - Get all 16 pieces of metallic ore  
Time to finish the mission - Destroy all 10 pillar targets  
950> seconds remaining

Getting a good medal is hard here. You have to memorize where all the metallic ore pieces are and you have to practice how to turn at inner corners. A lot of work will get you a good medal and crashing makes your chance slimmer. Don't Be upset if you lose, This is the hardest floyd mission.

-----  
SS ANUBIS

[F-2]  
-----

SS ANUBIS FLOYD MISSION

TIMER: 1 500

Primary objectives: - Get 4 circuit boards.  
- Destroy the 2 main switches.  
- Make it to the finish

Secondary objectives: - Get all 8 circuit boards.  
- Destroy all 3 switches  
- Destroy the reactor hub

REQUIREMENT TO GET GOLD

Objectives to be completed: - Get all 8 circuit boards  
Time to finish the mission - Destroy all 3 switches  
900> seconds remaining - Destroy the reactor hub

AWARD: EAR PLUGS

REQUIREMENT TO GET EXPERT

Objectives to be completed: - Get all 8 circuit boards  
Time to finish the mission - Destroy all 3 switches  
950> seconds remaining - Destroy the reactor hub

Memorize all of the circuit board locations and this mission will be easy. Stop at the reactor hub for a good aim. Take the shortcut and shoot all the switches quickly. If you take the shortcut, You shall get a gold. Maybe an expert medal.

-----  
ICHOR

[F-3]  
-----

ICHOR FLOYD MISSION

TIMER: 1 500

Primary objectives: - Get 15 oil cans  
- Make it to the finish

Secondary objectives: - Get 50 oil cans

REQUIREMENT TO GET GOLD

Objectives to be completed: - Get 45 oil cans

TimeThe three items are in these locations

- 1 - Middle of the two spinning rings
- 2 - In the two small openings, In the top one
- 3 - A Hole in the tower structure, Afterwards, Go in the small tunnel until  
The Floyd mission is over.

Now watch a long skit! to finish the mission

900> seconds remaining

AWARD: JEFF AND BARRY II ARCADE CHIP

REQUIREMENT TO GET EXPERT

Objectives to be completed: - Get 50 oil cans

Time to finish the mission

950> seconds remaining

This is really easy. When you know where all the oil cans are. With pro  
movements, You can ace this floyd mission.

-----  
ESCHEBONE

[F-4]  
-----

ESCHEBONE FLOYD MISSION

TIMER: 1 500

Primary objectives: - Get 8 DNA Strands.  
- Make it to the finish

Secondary objectives: - Get all 24 circuit boards

REQUIREMENT TO GET GOLD

Objectives to be completed: - Get 21 DNA Strands

Time to finish the mission

850> seconds remaining

AWARD: RITH ESSA TARGET RANGE

REQUIREMENT TO GET EXPERT

Objectives to be completed: - Get all 24 DNA Strands

Time to finish the mission

900> seconds remaining

This is really frustrating because you have to backtrack to the room with  
six DNA strands and then through the left path. With some practice,  
You will get a good medal. If you need more help. E-mail me.

-----  
ESCHEBONE

[F-5]  
-----

MIZAR'S PALACE FLOYD MISSION

TIMER: 600

Primary objectives: - Collect the 3 pyramid icons then go to the generator

Secondary objectives: N/A

REQUIREMENT TO GET GOLD

NO GOLD MEDALS

REQUIREMENT TO GET EXPERT

YOU AUTOMATICALLY OBTAIN IT AFTER YOU COMPLETE  
THE MISSION

AWARD FOR GETTING ALL EXPERT MEDALS: Cyborg Drone (Multiplayer)

It is very easy, Here is the locations of the items.

The three items are in these locations

- 1 - Middle of the two spinning rings
- 2 - In the two small openings, In the top one
- 3 - A Hole in the tower structure, Afterwards, Go in the small tunnel until  
The Floyd mission is over.

Now watch a long skit!

---

SECTION 9: KEY LOCATIONS

[KEY-LCTNS]

---

If you are having trouble finding the locations of the keys, This is the section to come to.

---

JUNO'S KEY LOCATIONS

|                              |
|------------------------------|
| ----- -----                  |
| Yellow Key   Goldwood:Outset |
| ----- -----                  |

Kill the sniper drone in the area with the two life force doors. Go in the cave. At the end of the cave, It is in the crate.

|                           |
|---------------------------|
| ----- -----               |
| Red Key   Goldwood:Outset |
| ----- -----               |

Near the Goldwood caves floyd mission entrance, Talk to magnus. Pick the First choice to get the red key.

|                                    |
|------------------------------------|
| ----- -----                        |
| Green Key   Sekhmet:Battle Cruiser |
| ----- -----                        |

In the circular room after the room with the super-airbornes, Shoot the glass on the floor. Open the mechanical box under the glass to find the Green key.

|                                |
|--------------------------------|
| ----- -----                    |
| Magenta Key   Eschebone:Thorax |
| ----- -----                    |

After the room with lupus' final gemini increase, Fall off the bridge and climb up the mountain-like stairs. The top step has the Magenta Key.

|                                   |
|-----------------------------------|
| ----- -----                       |
| Blue Key   Sekhmet:Battle Cruiser |
| ----- -----                       |

In the room with the lava, Go to the door on the lava and go in. Continue Through the path. When you get to the entrance of the other lava room, Look left to find a mechanical box which contains the... BLUE KEY!

---

#### VELA'S KEY LOCATIONS

|            |               |
|------------|---------------|
| -----      | -----         |
| Yellow Key | Cerulean:Dune |
| -----      | -----         |

It is in the room where the six tribals are. It is on a platform somewhere

|         |                        |
|---------|------------------------|
| -----   | -----                  |
| Red Key | Sekhmet:Battle Cruiser |
| -----   | -----                  |

In the room after killing the three baracade drones, Talk to fishface. Pick the first choice to get the red Key.

|           |                        |
|-----------|------------------------|
| -----     | -----                  |
| Green Key | Sekhmet:Battle Cruiser |
| -----     | -----                  |

In the circular room after the room with the super-airbornes, Shoot the glass on the floor. Open the mechanical box under the glass to find the Green key.

|             |                  |
|-------------|------------------|
| -----       | -----            |
| Magenta Key | Eschebone:Thorax |
| -----       | -----            |

After the room with lupus' final gemini increase, Fall off the bridge and climb up the mountain-like stairs. The top step has the Magenta Key.

|          |                  |
|----------|------------------|
| -----    | -----            |
| Blue Key | Eschebone:Thorax |
| -----    | -----            |

In the room where lupus' final gemini increase, Go underwater and into the entrance underwater. Now go left at the split. When you surface, You will find a mechanical chest which contains the... BLUE KEY!

---

#### LUPUS' KEY LOCATIONS

|            |                         |
|------------|-------------------------|
| -----      | -----                   |
| Yellow Key | Spawnship:Troop carrier |
| -----      | -----                   |

In the area where the two sniper drones are standing on doorways, Go through those doorways to go into an area which has a mechanical box, Beside it is the yellow key.

|         |                         |
|---------|-------------------------|
| -----   | -----                   |
| Red Key | Spawnship:Troop carrier |

|-----|-----|  
In the bottom-right room, Behind the weevil.

|-----|-----|  
| Green Key | Sekhmet:Battle Cruiser |  
|-----|-----|

In the circular room after the room with the super-airbornes, Shoot the glass on the floor. Open the mechanical box under the glass to find the Green key.

|-----|-----|  
| Magenta Key | Eschebone:Thorax |  
|-----|-----|

After the room with lupus' final gemini increase, Fall off the bridge and climb up the mountain-like stairs. The top step has the Magenta Key.

Sadly, Lupus cannot get the blue key

---

## SECTION 10: WEAPONS

[WEPNS]

---

This is the section where all the weapons are listed. There will be three things.

1. Capacity limits
  2. Location of the weapon
  3. What it does
  4. Pros and cons
- + Is a pro
  - Is a con

Afterwards, you will know how to use a weapon well.

---

### PISTOL

Capacity limits: Starting capacity - 100  
Increases by - 100

Location: You start out with this weapon

What it does: It shoots out small lasers that do little damage. Its clip is  
Only good for one drone.

Pros and cons

- + Very accurate
- Does little damage
- Backup Bullets are very weak

---

### MACHINE GUN

Capacity limits: Starting capacity - 100  
Increases by - 050

Location for juno: GOLDWOOD:OUTSET (The area with all the explosive barrels)  
At the room that needs a red key. There is a mechanical box  
Which has the Machine gun.

Location for vela: SEKHMET:BATTLE CRUISER  
From the landing pad, Go to the left entrance. When the  
Life force door beside the entrance of this room opens,  
Go in that room to find a mechanical box which has the  
Machine gun.

Location for lupus: SPAWNSHIP:TROOP CARRIER  
From the landing pad, Go to the door in front of you.  
Those two mechanical chests are in front of you in this  
Room, Open the right one to get the Machine gun.

What it does: It shoots out small lasers very quickly and it is good for an  
Ambush of drones.

Pros and cons

- + Useful in a large group of drones
- + Best laser-type weapon
- Very inaccurate
- Wastes ammo easily

---

## PLASMA SHOTGUN

Capacity limits: Starting capacity - 010  
Increases by - 010

Location for juno: SS ANUBIS:HOLD  
From the landing pad, Go right then you will see some crates  
To your right at the end of the path. Climb them to go to  
The top ledge, continue through that path. When you see the  
mechanical box, Open it to find this piece of crap.

Location for vela: SEKHMET:BATTLE CRUISER  
In the room where fishface is, The room after the one that  
you must kill three barricade drones in a narrow hall. In  
The room where fishface is, The mechanical box has the  
piece of crap.

Location for lupus: SPAWNSHIP:TROOP CARRIER  
From the landing pad, Go to the door in front of you.  
Those two mechanical chests are in front of you in this  
Room, Open the left one to get this piece of crap.

What it does: If you don't charge it, The shots are very weak. If you do  
Charge it, It is very strong but it takes long to charge.  
I really loathe this weapon.

Pros and cons

- + Very good when it is fully charged
  - Weak if you don't charge at all
  - Takes too long to charge
  - They made this weapon so it is used for last resort
-

## TRI-ROCKET LAUNCHER

Capacity limits: Starting capacity - 005  
Increases by - 005

Location for juno: TAWFRET:BOG

From the landing pad, Go through the door. Now cross the Swamp to the other door. In this place, There is king Jeff, Talk to him. Pick the first choice to get this Awesome weapon.

Location for vela: CERULEAN:DUNE

When you collect the three gold bars, Go to the life force Door which leads to fishface. Talk to him then pick the First choice to get this Awesome weapon.

Location for lupus: RITH ESSA:BLUFF

After exiting bluff, Look left in the next area to find a Mechanical box, Open it to find this Awesome weapon.

What it does: Fire this at a large group and you see a giant explosion with a lot of blood. This is more powerful but not the most accurate.

Pros and cons

- + The best weapon against a large group
- + The best weapon against bosses and tough drones
- When you lock on then shoot, it doesn't follow them

---

## HOMING MISSILES

Capacity limits: Starting capacity - 005  
Increases by - 005

Location for juno: WALKWAY:PEAK

When you get to the other side of the walkway, Kill all the Drones to open the life force door. Go through the life force door. Now the mechanical box there contains these Accurate powershots.

Location for vela: CERULEAN:DUUNE

At the area with the airbornes flying in random patterns, Go to the door with nothing around it, Not even a symbol. When you are in that room, The mechanical chest there contains these Accurate powershots.

Location for lupus: RITH ESSA:BLUFF

Go to where the gemini capacity increase is, Go through The door to find a room with a mechanical box, open it To find these Accurate powershots.

What it does: Fire this at a tough drone from a distance for an easy, Accurate kill. This is more accurate but not the most powerful.

Pros and cons

- + The best weapon against a drone from a distance
  - + The best weapon against bosses
  - Its really accurate but not as powerful as the tri-rockets
-

## SNIPER RIFLE

Capacity limits: Starting capacity - 010  
Increases by - 010

Location for juno: TAWFRET:BRIDGE

When you get to the area where the drone is surrendering and The tribal is crying, Open the mechanical box to find the Weapon.

Location for vela: ICHOR:MILITARY BASE

In the area with the big bridge that leads into tunnels, Go To the right doorway. Take the first left to find two Mechanical boxes, Open the left one for the Weapon.

Location for lupus: SPAWNSHIP:TROOP CARRIER

In the area where the two sniper drones are on doorways, Go through the doorway. In this room, Open the mechanical Box to find this Weapon.

What it does: If you are sniping drones, This is the best weapon. Zoom in, Shoot when they are stationary for a big blood splatter.

Pros and cons

- + Its bullets are very powerful making sniping easy
- + Its zoom goes wide making sniping easy
- Using it when a drone is in front of you while you have max zoom on

---

## SHOCKER

Capacity limits: Starting capacity - 030  
Increases by - 030

Location for juno: SPAWNSHIP:TROOP CARRIER

In the lava area near the bridge, On the lava is a dome like Building on the lava, Go in it. In this room, you will find a mechanical chest which has the shocker.

Location for vela: SPAWNSHIP:TROOP CARRIER

It is in the area with the diamond geezer where it is only accessible by vela, In the mechanical chest has the shocker.

Location for lupus: GOLDWOOD:RIM

In the area where there are platforms and there is water When you fall, Kill the drones to open the life force Door, Go through the door. In this room from the entrance, Look left to find a mechanical chest which has the shocker.

What it does: It is like a taser, Use it on a drone and they are vulnerable. Shoot him while the electricity is tazing the drone.

Pros and cons

- + It makes a good weapon to make enemies vulnerable
- Its power is very weak, it was meant to stun enemies

---

## FLAME-THROWER

Capacity limits: Starting capacity - 030



Increases by - 030

Location: SPACESTATION:ABADONED WRECK

In the landing area, Go to the top part of the outter-space station.  
On the east side, You will find a mechanical box, That will give  
You the flamethrower.

What it does: This thing is a piece of crap if you are very far away from  
Drones. If you manage to shoot them, They will run in flames  
Before they die. If they touch you while burning, They will  
Hurt you.

Pros and cons

- + They die after one flame touches the Drones
- It only works when you are stalking the drone
- When the drones are running around on fire, You get hurt when they touch you

---

## GRENADES

Capacity limits: Starting capacity - 010  
Increases by - 010

Location for juno: TAWFRET:BOG

In the area were king jeff was, From the entrance, The  
Front-left crypt that is boarded with wood, Destroy it  
Then go in. You will see a mechanical box which has the  
Grenades.

Location for vela: SEKHMET:BATTLE CRUISER

From the landing pad, Look behind to find a mechanical  
box which has the Grenades.

Location for lupus: ESCHEBONE:APPROACH

Before going through the creatures mouth, Fall off to  
Your right from the entrance. You will see two platforms  
Which one has the mechanical chest. Which has the Grenades

What it does: You throw it and if it lands on the ground, A time delay will  
activate. If it contacts on a drone, it explodes right away.

Pros and cons

- + Explodes if it goes contact on a drone
- Bad to use against a lone drone.

---

## CLUSTER BOMBS

Capacity limits: Starting capacity - 001  
Increases by - 001

Location for juno: SS ANUBIS:HOLD

When you are at the area after the area with the big gap,  
Go to the top of the area. Break the glass, Go through the  
Short tunnel. Now you will be in the second floor of the  
Gap area, Go to the other side from where you entered and  
Go to the right side to see a doorway, Go in. Go through the  
Narrow tunnel. At the end, You will see a mechanical box  
Which have the cluster bombs.

Location for vela: ICHOR:MILITARY BASE

When you are at the area with the three giant pieces of Glass, Shoot one of the three. From entering the broken Glass entrance, Go right to go in a secret room. At the Corner is a mechanical box which contains the cluster bombs.

Location for lupus: RITH ESSA:MINE

In the area where flopsy is. Look from the mine entrance To find a mechanical box which have the cluster bombs.

What it does: When you throw it, An explosion comes then three little bombs Come to make the explosion bigger. Throw this at a large group of Drones for a "CLEAN UP ON ILE 3" aftermath.

Pros and cons

- + It is useful against large groups of drones
- + It has three mini bombs to make
- Its capacity is ridiculous (I mean 001, they could of started out as 003)

---

#### TIMED MINES

Capacity limits: Starting capacity - 010  
Increases by - 005

Location: WATER RUIN:LOST ISLAND

From the castle entrance (Facing the doorway like wreck), Go right of the castle and search until you see a mechanical box that has The timed mines.

What it does: When you press Z, it is a proximity mine. When you hold Z for A certain amount of time, The timed mine will go on. Depending On how long you holded it, It will explode at a certain amount of time.

Pros and cons

- + Its proximity function is good for setting traps
- + Its timed function is good to throw at a drone. If it goes near a drone and it is about to explode, It will make a good kill.

I CANNOT THINK OF ANY CONS ACTUALLY.

---

#### REMOTE MINES

Capacity limits: Starting capacity - 010  
Increases by - 005

Location: TAWFRET:BRIDGE

In the underground sewers from the chimney entrance, Find black bars in a duo. Destroy the right one to see a cubby which leads To a mechanical box which has the remote mines.

What it does: When you throw it, It will not explode until you press Z again, Useful for when drones are going to come nearby.

Pros and cons

- + It is useful for setting good traps
-

## SHRUIKENS

Capacity limits: Starting capacity - 010  
Increases by - 010

Location: GOLDWOOD:OUTSET

Near jeff's hut, Go left through the shallow lake. To find a door That needs a yellow key, Go in that door. You will be in a caveish area, Kill the giant purple drone then past him, Look left to find a mechanical box which have the shruikens.

What it does: Manually aim at the target then fire for the shruiken to follow The target until they are killed. When they stick into a reachable place, Go to it and you can pick it up. These are Good for shielded drones.

Pros and cons

- + Its homing function makes it a deadly weapon
- + The used shruiken is retrievable
- Not good against a large group unless it flys through every drone.

---

## FLARES

Capacity limits: Starting capacity - 020  
Increases by - N/A

Location for juno: TAWFRET:BRIDGE

Go to the building closest to the exit, Blow up the boarded up door. Inside the building has a mechanical box with a trap door in the middle. The mechanical box has the flares.

Location for vela: ICHOR:MILITARY BASE

Go to the right route of the big bridge in the Second room from the entrance. Through the tunnels, Take The first left

Location for lupus: He has to go to juno's or vela's Flare location.

What it does: When you throw it, An explosion comes then three little bombs Come to make the explosion bigger. Throw this at a large group of Drones for a "CLEAN UP ON ILE 3" aftermath.

Pros and cons

- + Good to go through pitch black areas with ease.
- Does not do anything to drones

---

## FISH FOOD

Capacity limits: Starting capacity - 050  
Increases by - N/A

Location: GOLDWOOD:OUTSET

To the right of jeffs hut, Look at the inside corners of the stone Wall. When you find a secret entrance, Go through it. Now go right To find the mechanical box. Which contains the fish food

What it does: It only feeds the fish. But they distract the cockroaches.

Pros and cons

- + They distract the cockroaches.
- It doesn't do anything good.

---

## SECTION 11: GEMINI INCREASES

[GMNI-INCRS]

---

This is the section where i list all the gemini increases. If you are looking For those, You have come to the right place.

---

### GOLDWOOD

#### #1 - OUTSET

In king jeffs hut (The hut with the three yellow windows) In his hut, You will find the gemini capacity increase on a bridge like path on top Of the small steps

#### #2 - OUTSET

After exiting the caves through the waterfall, The gemini capacity Increase is on the steps in front of you

---

### SS ANUBIS

#### #1 - HOLD

When you first land here, Go on top of the crates to your left to find it Immediatly.

#### #2 - HOLD

After the room with the big gap, In this room, Go on the top part of the Room. The gemini increase is through the other side of the glass that is There.

---

### TAWFRET

#### #1 - BOG

In the swamp area, Kill all the zombie drones to open the life force door, Go through the life force door. In the next area, Look left to find this Increase.

#### #2 - CASTLE

In the area with the door that leads to the boss, Look around to find it On a ledge somewhere.

---

### SEKHMET

#### #1 - BATTLE CRUISER

In the room where vela got her machine gun, Go in front of the mechanical Box then look behind to find it.

#### #2 - BATTLE CRUISER

The room after the room with the green key. Its near the entrance which Leads to the green key room.

---

CERULEAN

#1 - DUNE

In the room where you talk to fishface

#2 - DUNE

In the room where you get the homing missiles.

---

ICHOR

#1 - MILITARY BASE

In the room where TRIBALS 1-2 are, Go on top of the big steps where the Cyborg drone is. On the top step, there is the gemini increase

#2 - MILITARY BASE

In the room with the giant things pushing you down, Go down the ramp on The bottom floor to find it at the bottom of the ramp.

---

SPAWNSHIP

#1 - TROOP CARRIER

In the beginning room where the two mechanical boxes are, Its in the left of the room.

#2 - TROOP CARRIER

In the beginning of the lava room, Go left from the entrance to find Stairs that go into the lava, The bottom step has the gemini increase.

---

RITH ESSA

#1 - BLUFF

Go up the path where you ascend. When you see a waterfall when you are near the top of the path, Go through it to find a platform which has The gemini increase

#2 - MINE

It is on top of flopsy's house.

---

ESCHEBONE

#1 - APPROACH

In the area where the bridge collapses, Look on the bottom-right platform To find it.

#2 - THORAX

In the area with the big pillar on the water, It is on top of the pillar.

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SECTION 12: RACING GAMES

[RCNG]

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These are the extras in the game and i will tell you all about the racing games.

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MIZAR'S RACE  
3-DIMENSIONAL

Location: At mizar's palace, In the area with the big pyramid with a door for each character, Go to the wall which has a little cubby on the ground and on the middle. Now follow the path to a small pyramid. Go inside it. Go to that fuel pad on the floor and charge the jetpack. Go up the tall platform. There is a drone pad, Press A to change into a drone. Now go to the other Door which is available now. In this room, Go down the platform. You will be in a racing area, Your vehicle is the Middle-top left parking. When you get your car, Enter one of the tunnels there to begin the race.

Explanation: It is a 3D race in mizar's palace. You have to make it first.  
The blue tokens give you an extra boost  
The green tokens give you an oil slick  
The red tokens give you a bomb  
You have to use your control stick to guide your racer.

---

JEFF AND BARRY I  
2-DIMENSIONAL

Location: In the big bug fun club, Go to that door to the right and you will see arcade systems, pick the left one to do this race.

Explanation: It is a 2D race in an arcade system.  
The token system are the same. But the control stick is different  
You go left by putting the control stick left  
If you are going straight on a right path, You must put the Control stick right. Here is a diagram

ASCII Diagram

| |  
| | This goes up and you have to push up to go that direction

\_\_\_\_\_  
\_\_\_\_\_ This goes right and you have to push right to go that direction

---

JEFF AND BARRY II  
2-DIMENSIONAL

Location: The same as Jeff and Barry I but pick the right arcade system this Time

REQUIRED: JEFF AND BARRY II ARCADE CHIP

Explanation: It is just like Jeff and Barry one but the course is different.

---

GREENWOOD VILLAGE  
3-DIMENSION

Location: Multiplayer only

REQUIRED: GET less than 30 seconds on the JEFF AND BARRY I RACE  
GET less than 40 seconds on the JEFF AND BARRY II RACE

Explanation: It is like the mizar race in 3D. i havent actually unlocked this Course, i only heard about it but i have played Greenwood village From Diddy kong racing.

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#### SECTION 13: FAQ

[F-A-Q]

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This is the section where people ask questions. To ask a question, Just e-mail me at [pd\\_rocksyoworld28@yahoo.ca](mailto:pd_rocksyoworld28@yahoo.ca)

No questions yet.

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#### SECTION 14: LEGAL INFO

[LGAL-NFO]

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YOU MUST READ THE RULES BEFORE DOING ANYTHING TO MY FAQ

1. You are allowed to take it for personal use.
  2. These are the guides that have my FAQ, if you want it on your site, you Must leave it the way it is and will give you permission to post it.  
[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)
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  4. If you think i copied something off your FAQ, Just explain it to me and I will try to fix the problem
- 

#### SECTION 15: E-MAILING CONDITIONS

[E-MAILCN]

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If you want to e-mail me, My email is [pd\\_rocksyoworld28@yahoo.ca](mailto:pd_rocksyoworld28@yahoo.ca) but i will only accept these type of mail

##### APPROVED

Questions

Praises

Mistakes (Ask nicely)

Extras (Not the totem poles because i will do that on my update)

##### DISAPPROVED

Spam (Dont even think about it)

Hate mail (Keep your thoughts to yourself if you hate this FAQ)

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#### SECTION 16: CREDITS

[CRDTS]

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If i put others peoples work or ideas in this FAQ, i give credit to them. Its the right thing to do so far, i have.

Marshmallow - Learned the Fuel pad hovering technique from his FAQ, Thanks  
Marshmallow

-----  
CLOSING  
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This is the end of the FAQ.

This was an awesome game and i hope it is remembered by alot of people

Jet force gemini walkthrough

Done by PDFreak5-000

pd\_rocksyoworld28@yahoo.ca

RATING: 10/10

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