

4h	Tawfret: Bog	TAWF1	The guide for World 6, Stage 1	100
4i	Tawfret: Bridge	TAWF2	The guide for World 6, Stage 2	100
4j	Tawfret: Castle	TAWF3	The guide for World 6, Stage 3	100
4k	Mizar's Palace: Entrance	MIZA0	The guide for World 14, Stage 0	100
4l	Mizar's Palace: Lobby	MIZA1	The guide for World 14, Stage 1	100
4m	Mizar's Palace: Rendezvous P	MIZAR	The guide for World 14, Rendez.	100
4n	Character Select	CHAR2	Selecting the next character	100
4o	Sekhment: Battle Cruiser	SEKH1	The guide for World 7, Stage 1	100
4p	Cerulean: Dune	CERU1	The guide for World 9, Stage 1	100
4q	Ichor: Military Base	ICHO1	The guide for World 10, Stage 1	100
4r	Mizar's Palace: Entrance	MIZA0	The guide for World 14, Stage 0	100
4s	Mizar's Palace: Fume	MIZA2	The guide for World 14, Stage 2	100
4t	Mizar's Palace: Rendezvous P	MIZAR	The guide for World 14, Rendez.	100
4u	Character Select	CHAR3	Selecting the final character	100
4v	Spawnship: Troop Carrier	SPAW1	The guide for World 11, Stage 1	100
4w	Rith Essa: Buff	RITH1	The guide for World 12, Stage 1	100
4x	Rith Essa: Interior	RITH4	The guide for World 12, Stage 4	100
4y	Eschebone: Approach	ESCH1	The guide for World 12, Stage 1	100
4z	Eschebone: Thorax	ESCH2	The guide for World 13, Stage 2	100
4aa	Mizar's Palace: Chasm	MIZA3	The guide for World 14, Stage 3	100
4bb	Mizar's Palace: Rendezvous P	MIZAR	The guide for World 14, Rendez.	100

+-----+
| (05) | WALKTHROUGH: RENDEZVOUS |WALKTWO| The guide for the first Mizar |100|

(06)	GOLDWOOD	GOLDWOO	Complete guide for World 1	100
6A	ENTRANCE	STAGE0	Complete guide for Stage 0	100
6Aa	Weapons	WEAPON1	Weapons for the Entrance	100
6Ab	Bonus Totems	BONUS1	Bonus Totems for the Entrance	100
6B	OUTSET	STAGE1	Complete guide for Stage 1	100
6Ba	Tribals	TRIBA1	Tribals for Stage 1	100
6Bb	Floyd Missions	FLOYD1	Floyd Mission for Goldwood	100
6C	LODGE	STAGE2	Complete guide for Stage 2	100
6Ca	Access	ACCESS1	Accessing Stage 2	100
6Cb	Tribals	TRIBA2	Tribals for Stage 2	100
6Cc	Ship Part	SHIP 1	Ship Part #1	100
6D	INTERIOR	STAGE3	Complete guide for Stage 3	100
6Da	Tribals	TRIBA3	Tribals for Stage 3	100
6E	RIM	STAGE4	Complete guide for Stage 4	100
6Ea	Access	ACCESS2	Accessing Stage 4	100
6Eb	Tribals	TRIBA3	Tribals for Stage 4	100
6Ec	Weapons	WEAPON2	Weapons for Stage 4	100

(07)	SPACESTATION	SPACEST	Complete guide for World 2	100
7A	ABANDONED WRECK	STAGE5	Complete guide for Stage 1	100
7Aa	Tribals	TRIBA4	Tribals for Stage 1	100
7Ab	Weapons	WEAPON3	Weapons for Stage 1	100

(08)	GEM QUARRY	GEMQUAR	Complete guide for World 3	100
8A	LANDING	STAGE6	Complete guide for Stage 1	100
8Aa	Tribals	TRIBA5	Tribals for Stage 1	100
8Ab	Ship Part	SHIP 2	Ship Part #2	100

(09)	S.S. ANIBUS	S.S.ANI	Complete guide for World 4	100
9A	HOLD	STAGE7	Complete guide for Stage 1	100
9Aa	Tribals	TRIBA6	Tribals for Stage 1	100
9Ab	Floyd Missions	FLOYD2	Floyd Mission for the S.S.	100
9Ac	Bonus Totems	BONUS2	Bonus Totems for the Hold	100
9B	PASSAGEWAY	STAGE8	Complete guide for Stage 2	100
9Ba	Access	ACCESS3	Accessing Stage 2	100
9Bb	Tribals	TRIBA7	Tribals for Stage 2	100

9Bc	Ship Part	SHIP 3	Ship Part #3	100
9C	DEPOSITORY	STAGE9	Complete guide for Stage 3	100
9Ca	Access	ACCESS4	Accessing Stage 3	100
9Cb	Tribals	TRIBA8	Tribals for Stage 3	100
+-----+				
(10)	WALKWAY	WALKWAY	Complete guide for World 5	100
10A	PEAK	STAGE10	Complete guide for Stage 1	100
10Aa	Tribals	TRIBA9	Tribals for Stage 1	100
10Ab	Bonus Totems	BONUS3	Bonus Totems for the Peak	100
10Ac	Weapons	WEAPON4	Weapons for Stage 1	100
+-----+				
(11)	TAWFRET	TAWFRET	Complete guide for World 6	100
11A	BOG	STAGE11	Complete guide for Stage 1	100
11Aa	Tribals	TRIBA10	Tribals for Stage 1	100
11B	BRIDGE	STAGE12	Complete guide for Stage 2	100
11Ba	Tribals	TRIBA11	Tribals for Stage 2	100
11Bb	Ship Part	SHIP 4	Ship Part #4	100
11Bc	Bonus Totems	BONUS4	Bonus Totems for the Bridge	100
11C	CASTLE	STAGE13	Complete guide for Stage 3	100
11Ca	Tribals	TRIBA12	Tribals for Stage 3	100
+-----+				
(12)	SEKHMEN	SEKHMEN	Complete guide for World 7	100
12A	BATTLE CRUISER	STAGE14	Complete guide for Stage 1	100
12Aa	Tribals	TRIBA13	Tribals for Stage 1	100
12Ab	Keys	KEY1	Keys for Stage 1	100
+-----+				
(13)	WATER RUINS	WATERRU	Complete guide for World 8	100
13A	LOST ISLAND	STAGE15	Complete guide for Stage 1	100
13Aa	Access	ACCESS5	Accessing Stage 1	100
13Ab	Tribals	TRIBA14	Tribals for Stage 1	100
13Ac	Weapons	WEAPON5	Weapons for Stage 1	100
13Ad	Ship Part	SHIP 5	Ship Part #5	100
13Ae	Ship Part	SHIP 6	Ship Part #6	100
+-----+				
(14)	CERULEAN	CERULEA	Complete guide for World 9	100
14A	DUNE	STAGE16	Complete guide for Stage 1	100
14Aa	Tribals	TRIBA15	Tribals for Stage 1	100
+-----+				
(15)	ICHOR	ICHOR	Complete guide for World 10	100
15A	MILITARY BASE	STAGE17	Complete guide for Stage 1	100
15Aa	Tribals	TRIBA16	Tribals for Stage 1	100
15Ab	Ship Part	SHIP 7	Ship Part #7	100
15Ac	Floyd Missions	FLOYD3	Floyd Mission for Ichor	100
15B	PERIMETER	STAGE18	Complete guide for Stage 2	100
15Ba	Access	ACCESS6	Accessing the Perimeter	100
15Bb	Tribals	TRIBA17	Tribals for Stage 2	100
+-----+				
(16)	SPAWNSHIP	SPAWNSH	Complete guide for World 11	100
16A	TROOP CARRIER	STAGE19	Complete guide for Stage 1	100
16Aa	Tribals	TRIBA18	Tribals for Stage 1	100
16Ab	Ship Part	SHIP 8	Ship Part #8	100
+-----+				
(17)	RITH ESSA	RITHESS	Complete guide for World 12	100
17A	BUFF	STAGE20	Complete guide for Stage 1	100
17Aa	Tribals	TRIBA19	Tribals for Stage 1	100
17B	ASCENT	STAGE21	Complete guide for Stage 2	100
17Ba	Access	ACCESS7	Accessing Stage 2	100
17Bb	Tribals	TRIBA20	Tribals for Stage 2	100
17C	MINE	STAGE22	Complete guide for Stage 3	100
17Ca	Acess	ACCESS8	Accessing Stage 3	100

17Cb	Tribals	TRIBA21	Tribals for Stage 3	100
17Cc	Ship Part	SHIP 9	Ship Part #9	100
17Cd	Bonus Totems	BONUS5	Bonust Totems for the Mine	100
17D	INTERIOR	STAGE23	Complete guide for Stage 4	100
17Da	Tribals	TRIBA22	Tribals for Stage 4	100
+-----+				
(18)	ESCHEBONE	ESCHEBO	Complete guide for World 13	100
18A	APPROACH	STAGE24	Complete guide for Stage 1	100
18Aa	Tribals	TRIBA23	Tribals for Stage 1	100
18B	THORAX	STAGE25	Complete guide for Stage 2	100
18Ba	Tribals	TRIBA24	Tribals for Stage 2	100
18C	CORTEX	STAGE26	Complete guide for Stage 3	100
18Ca	Access	ACCESS9	Accessing Stage 3	100
18Cb	Tribals	TRIBA25	Tribals for Stage 3	100
18Cc	Ship Part	SHIP 10	Ship Part #10	100
+-----+				
(19)	MIZAR'S PALACE	MIZAR'S	Complete guide for World 14	100
19A	LOBBY	STAGE27	Complete guide for Stage 1	100
19Aa	Tribals	TRIBA26	Tribals for Stage 1	100
19B	FUME	STAGE28	Complete guide for Stage 2	100
19Ba	Tribals	TRIBA27	Tribals for Stage 2	100
19C	CHASM	STAGE29	Complete guide for Stage 3	100
19Ca	Tribals	TRIBA28	Tribals for Stage 3	100
19D	RENDEZVOUS POINT	STAGE30	Complete guide for Stage 4	100
19Da	Ship Part	SHIP 11	Ship Part #11	100
19Db	Ship Part	SHIP 12	Ship Part #12	100
+-----+				
(20)	ASTEROID	ASTEROI	Complete guide for World 15	100
20a	MIZAR'S LAIR	STAGE31	Complete guide for Stage 1	100
20b	Access	ACCESS0	Accessing Mizar's Lair	100
20c	Reaching Mizar	REACHMI	Getting through Mizar's Lair	100
20d	The Final Battle	FINALBA	The final battle with Mizar	100
20e	Plot Twist (Spoilers!)	PLOTWIS	The after-battle cinema	100
20f	The Final Mission	FLOYD'S	The final Floyd Mission	100
20g	Ending (Spoilers!)	END	The ending to the game	100
+-----+				
(21)	WEAPON CAPACITY CRATES	WEAPINF	The crates for every weapon	100
21a	Pistol	PISTOL	Pistol crates	100
21b	Machine Gun	MACHINE	Machine Gun crates	100
21c	Plasma Shotgun	PLASMAS	Plasma Shotgun crates	100
21d	Homing Missles	HOMINGM	Homing Missile crates	100
21e	Cluster Bombs	CLUSTER	Cluster Bomb crates	100
21f	Tri-Rocket Launcher	TRI-ROC	Tri-Rocket crates	100
21g	Grenades	GRENADE	Grenade crates	100
21h	Sniper Rifle	SNIPERR	Sniper Rifle crates	100
21i	Remote Mines	REMOTEM	Remote Mine crates	100
21j	Shurikens	SHURIKE	Shuriken crates	100
21k	Proximity Mines	PROXIMI	Proximity Mine crates	100
21l	Shocker	SHOCKER	Shocker crates	100
21m	Flamethrower	FLAMETH	Flamethrower crates	100
+-----+				
(22)	SHIP PART DESCRIPTIONS	SHIPPAR	Descriptions and info on parts	100
+-----+				
(23)	FLOYD MISSIONS	FLOYDMI	The six Floyd Mission guides	100
23a	Mission 1 (Mizar's Palace)	MISS. 1	The first Floyd mission	100
23b	Mission 2 (Goldwood)	MISS. 2	The second Floyd mission	100
23c	Mission 3 (S.S. Anibus)	MISS. 3	The third Floyd mission	100
23d	Mission 4 (Ichor)	MISS. 4	The fourth Floyd mission	100
23e	Mission 5 (Eschebone)	MISS. 5	The fifth Floyd mission guide	100
23g	Mission 6 (Asteroid)	MISS. 6	The sixth Floyd mission guide	100

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| (24) | ENEMY LIST                | ENEMIES | The enemy guide for JFG          | 100 |
| 24a | Drone Family (4)          | ENEM1-4 | Info on Soldier Drones          | 100 |
| 24e | Flying Drone Family (4)   | ENEM5-8 | Info on the four Flying Drones  | 100 |
| 24f | Giant Drone Family (3)    | ENE9-11 | Info on the four Big Drones     | 100 |
+-----+
| (25) | GEMINI HOLDERS            | GEMINIH | The Gemini Holders in the game   | 100 |
| 25a | Juno                      | JUNOGEM | The Gemini Holders for Juno      | 100 |
| 25b | Vela                      | VELAGEM | The Gemini Holders for Vela      | 100 |
| 25c | Lupus                    | LUPUSGE | The Gemini Holders for Lupus     | 100 |
+-----+
| (26) | MULTIPLAYER              | MULIPLA | Multiplayer information          | 100 |
+-----+
| (27) | SECRETS                  | SECRETS | Well, what do you think?        | 100 |
+-----+
| (28) | LEGAL INFORMATION        | LEGAL   | My legal information             | 100 |
+-----+
| (29) | CONTACT                  | CONTAC  | Contact rules/how to contact me | 100 |
+-----+
| (30) | CREDITS/CLOSING          | CRCO    | The wrap up to this FAQ         |    |
+-----+

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|                                     |%%%%%   Version History   %%%%%|           VER. |
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+-----+-----+-----+
VersionFinal | Jan. 2, 2005 | The final update that I am making to this FAQ.
+-----+-----+-----+

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+-----+-----+-----+
|Version 1.0| July 7, 2004 | For the most part, this guide is complete. I could
+-----+-----+-----+ | split up the versions from May but there's over
|                                     | fifteen. Everything is done at this moment and I
|                                     | MIGHT update later, though it's unlikely. For now,
|                                     | enjoy!
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|                                     |%%%%%   Introduction   %%%%%|           INTR |
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This is a really short intro because I'm in a hurry to go somewhere and want to get this out. Seems like a rushed game, rushed FAQ. Okay, confusing and not funny. Anyway, it's me frog here, one your favorite authors. I'm getting close to thirty large FAQs on GameFAQs and close to about twenty-five full FAQ/Walkthroughs. I love FAQ writing and do it as one of my favorite hobbies. Jet Force Gemini is one of my favorite games, and I found it VERY hard when I was a kid. It is still pretty challenging and is one of the LONGEST GAMES EVER. Seriously, the thing is huge. Forty or so hours and then there's the many sidequests and then the multiplayer... it's great. But then again, it's from Rare so what do you expect?

This FAQ will cover everything from the main walkthrough to the secrets to the enemies and even the capacity crates. If you need it, chances are it's here. I actually only worked on this for about a month though I took a three week break

in the middle. So anyway, here it is. Enjoy!

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|          ~~~~~  
|          |%%%%%   Game Basics   %%%%%|          GBAS          |  
|          ~~~~~  
|                                     |  
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|                                     |  
|          Character Select          |          CHARSEL          |  
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Selecting a character in Jet Force Gemini is a fairly easy manner. At the very start of the game, only one character is available and that character is Juno. The area of selection is a big room with three treadmills. As Vela and Lupus become available, they'll appear on the treadmills. In the beginning of the game (the prologue) you'll usually only have one character on the treadmill, whether that be Juno, Vela, or Lupus. Okay, this is a little complicated but I'll try to put this in the best words that I can. Once Juno frees Vela you'll return to the selection screen where both Juno and Vela will be. If you get Juno to the rendezvous pyramid then he'll disappear from the treadmill until you reunite all characters.

Then Vela will only become available. Once Vela finds Lupus, they'll both be available. When Vela reaches the pyramid, only Lupus will be available. When all characters are reunited then you'll be able to choose from any one of them for the rest of the game.

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|                                     |  
|          Character Differences      |          CHARDIF          |  
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The differences between Juno, Vela, and Lupus make some areas only accessible to one character. For example, only Juno can get to Juno's Hatch Key because it requires to walk in lava. Vela is the only character who can get the Specialist Magazine because it requires her to dive down into some water. And Lupus is the only character who can reach the Rim (Goldwood, level four) because he has to hover over a huge gap. These are the descriptions of the differences in each character.

Juno - ABILITY: Lava Walking ~~~ Juno has the least-used special ability, which is walking on lava. Apparently, his armor is heat-resistant. This is important in certain levels. For example, both Vela and Lupus can cross the lava pit at the end of Mizar's Palace: Lobby. However, each time they touch lava, they lose an entire BAR of health. Juno can go across without losing any health. Also, in the Spawnship, there is a huge pit of lava that leads to a ship part and TONS of capacity crates but only Juno can get all of them.

Vela - ABILITY: Swimming ~~~ Vela's ability is used pretty often in most of the levels. She is able to swim underwater for an unlimited amount of time. Juno and Lupus can jump into water, but they can't dive under the surface.

By going underwater, Vela can avoid enemy fire and she can access different places. An example here would be the Fume. The entire level except for the very end is an underwater labyrinth. To access the level, you must dive underwater. Juno can wade in the water, but only Vela can actually get in to reach the level.

Lupus - ABILITY: Brief Hovering ~~~ Lupus has jetpacks on his paws and because

of

this he has the most usefl ability, which is hovering. There are large gaps in many places and if Juno or Vela try to cross them, then they'll suffer a sure fall. However, Lupus can cross these because of his jetpacks, which greatly extend his jump time. An example of this would

be

in the Spawnship. Sure, all of the gaps in there are crossable but only by Lupus. Juno and Vela would fall down to the lower floor.

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+=====+
|                Tribals                TRIBALS                |
+=====+

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Tribals are the reason this game is thirty hours instead of three hours. They are just like Banjo-Kazooie/Tooie's Jinjos beecause they are little critters scattered throughout the worlds waiting to be rescued. However, there are 282 of these little critters in the game. You must rescue EVERY SINGLE LAST ONE OF THEM. Yes, it IS as hard as it seems but it's what makes the game so fun. However, Tribals aren't invisible. Nope, Tribals actuall have some AI. If they see you, they'll throw their working tools (they were put into slavery, remember?) at you to try to get your attention. Some of the little ones will try to run to you. They can be killed by gunfire. If they try to run to you in the middle of a battle, there's a SURE chance they'll get caught in the gunfire.

You need to watch your shooting as well. Yes, it's mostly YOU, not the drones, that get the Tribals killed. It's usually due to a powerful weapon like a Tri-Rocket or a Grenade (though if you get careless it can sometimes be worse). Don't freak if you kill a Tribal. Yes, you'll have to start the level over but it doesn't get any worse. There can be as few as five and as many as sixteen Tribals in one world so start searching!

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+=====+
|                Ship Parts                SHIPPAR                |
+=====+

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Basically, ship parts is the reason this game EXISTS! While it may seem like the Tribals are the real reason this game exists, the only reason you collect every Tribal is to get a ship part. There are twelve ship parts in the game. There isn't always a ship part is a world. Only ten of the fifteen worlds carry ship parts (some worlds have two parts). To reach the final world, you must use an ancient Tribal ship. However, twelve parts have shockingly gone missing from the ship and you must recover them. Simple enough, isn't it? I know.

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+=====+
|                Diamond Geezer                DIAMOND                |
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The Diamond Geezer is a very useful thing in the game. There are little machines scattered throughout the worlds. If you walk up to these and press A (after an unnecessary cinema scene) the Diamond Geezer will fly down. He offers to sell you pretty much anything (including car insurance) but for some reason only two offers are given. For five Mizar Tokens he will refill your gemini health bar to the max. This is useful, but what's even better is that for ten tokens he'll refill ALL of your ammo. Mizar Tokens can be found throughout the worlds. They're always somewhere in the area, sometimes in the room of the Diamond Geezer himself! Aside from one little thing, Mizar Tokens are only used for the Diamond Geezer.

You'll want to save up as many tokens as you can to use in case of emergencies because Diamond Geezers can be a lifesaver at some point.

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+=====+
|                                     Health                                     GEMGEMI |
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Health is somewhat complicated to explain in this game. Let me start off by describing the health bar. Each character starts out with a half of a ring of health and in the center of it is a "Gemini Symbol." This symbol is composed of four green units (on the corners of the symbol) and each time your health ring empties, you lose a green unit and you get another health ring. When all of the green units are out, it means you're down to your last ring of health. When that ring of health runs out, you're dead. However, you can increase your health ring. When you find Gemini Holders, your half ring of health will increase by one to two units. That means that you'll get four to eight units of health added to your bar!

You can keep increasing your health until you have a full ring of health. There are eight levels of health and each time you find a Holder you'll gain a level. To restore your health, you need to get Gemini Units. These are basically different colored gems. A blue gem restores a single unit (out of a max of sixty-four) of health and they're usually found in bunches. A pink gem will restore five units of health and they are sometimes found alone. A red gems restores ALL of your health and they are rare and are usually only once in a world or so.

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+=====+
|                                     Weapons                                     GUNSWEA |
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Weapons are your attack power in the game. There are thirteen weapons in the game and some are required, others aren't. For example, the big weapons would be the Machine Gun, the Tri-Rocket Launcher, and the Homing Missles. Those are the three biggest weapons you'll use in the game. Smaller weapons would be things like the Shurikans (VERY useful, but rarely needed), the Shocker, and the Flamethrower (those last two are pretty much worthless). Weapons have ammunition, which is why you need to restore them with ammunition crates (check the next section). Once you're out of ammunition, you'll automatically move on to the next weapon in your list. You start out with only a Pistol but you'll quickly get the Machine Gun and Plasma Shotgun.

Those will be the first three weapons you'll get for each character. You can never really run out of ammo completely. Sure, it'll be insane to use up ALL of your ammunition without picking up crates of ammo but once the Pistol runs out, you'll get an infinite amount of "cheap" bullets which has half the power of the Pistol. It's horrible, but it's still something.

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+=====+
|                                     Ammunition Crates                                     AMMOCRA |
+=====+
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The ammunition crates (now just known as crates) can be found in nearly EVERY room of the game. You never tell what the actual crate holds until you grab it

but you should grab every crate that you see (there's literally hundreds and hundreds of crates in the game), full ammo or not. The reappear once you enter a room and some of them even reappear after a short amount time even if you're still in the room! There are two types of crates: yellow and red. Yellow only restores a small portion of ammo. For example, it'll restore 100 Pistol Shots or five Tri-Rocket/Homing Missile shots. However, red ammunition crates will restore all ammo of one weapon. Red crates may sound rare, but they really aren't.

Still, there are going to be points where you'll run out of ammo and have no ammo for a while.

The drones also carry Pistol, Machine Gun, and Plasma Shotgun ammo. Their guns (which look like brown sticks) fly out of their hands when you kill them. Grab them and if you have the Pistol equipped, you'll get ammo for a Pistol equivalent to a yellow crate. The same goes for the Machine Gun and Plasma Shotgun. You'll always want to get the guns of drones after killing them so you can keep on fighting without running out of ammunition.

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+=====+
|                               Worlds                               WORLDS                               |
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There are fifteen worlds in Jet Force Gemini. They are, in their numerical order, this: Goldwood, Spacestation, Gem Quarry, S.S. Anibus, Walkway, Tawfret, Sekhment, Water Ruins, Cerulean, Ichor, Spawnship, Rith Essa, Eschebone, Mizar's Palace, and the Asteroid. The worlds can have anywhere from one to four stages. These are the stages in each world.

```
---Goldwood: Four (Outset, Lodge, Interior, Rim)---
---Spacestation: One (Abandoned Wreck---
---Gem Quarry: One (Landing)---
---S.S. Anibus: Three (Hold, Passageway, Depository---
---Walkway: One (Peak)---
---Tawfret: Three (Bog, Bridge, Castle)---
---Sekhment: One (Battle Cruiser)---
---Water Ruins: One (Lost Island)---
---Cerulean: One (Dune)---
---Ichor: Two (Military Base, Perimeter)---
---Spawnship: One (Troop Carrier)---
---Rith Essa: Four (Buff, Ascent, Mine, Interior)---
---Eschebone: Three (Approach, Thorax, Cortex)---
---Mizar's Palace: Four (Lobby, Fume, Chasm, Rendezvous Point)---
---Asteroid: One (Mizar's Lair)---
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+=====+
|                               Jetpack                               JETP                               |
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The Jetpack is something that you get after all three of the Jet Force Gemini members have rendezvoused at Mizar's Palace. King Jeff will upgrade your armor and he'll (and he gives the feeling that he JUST decided this) "throw in" a Jetpack Attachment. Good thing he decided that so quickly because without the Jetpack you can't even get CLOSE to clearing the game. Anyway, all three of the Jet Force members look a lot cooler with the jetpack (well... Lupus just looks hilarious... I liked his look better without the jetpack). The jetpack will allow you to fly up to high-up areas, which can give paths to Tribals, weapons, and even new levels. It can also be used to cross insane gaps, gaps larger than one Lupus could cross.

You need to find a Jetpack Pad though. They are little round pads with a "J" on them. Stand on one and you'll begin to receive fuel. You can receive up to 100 fuel points although the maximum amount varies for each pad. Jump up and then hold the jump button to fly up. You can hold down-C also to hover in place, which uses less fuel than normal. Once you run out of fuel, you'll fall. Really far. And when you land, you'll lose one unit of health from a fall that would kill you sixty times over.

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| Bonus Totems TOTEM |
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Bonus Totems look like... well, totems and they are found throughout the levels. When you find one, touch it and you'll unlock a new multiplayer feature. These can be new characters or even new levels. Some of the totems are found in VERY easy-to-reach places while other totems are hard to find. Even if you don't play multiplayer, it can still be a fun sidequest.

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	Floyd	FLOYD	
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Floyd was one of Mizar's new robots lined up in a huge series. He is apparently Mizar's most intelligent one since he's the only one of his kind. His AI was so advanced, however, that he turned against Mizar. As punishment, he was scattered into pieces and his body was nailed to a post in Tawfret. Once Juno recovers his three missing parts, Floyd will join you. Floyd is useful in many ways. For one, he will warn you when an enemies are approaching by flashing red. Also, there are six missions in the game that only Floyd can do. So you can actually play as him flying around and shooting! Probably the best thing about Floyd is that a second player can control him. If you plug in a second controller and press Start on it, then Floyd will get a crosshair.

The second player can now shoot with Floyd. Floyd doesn't need to reload so simply shoot as fast as you can and he can be a sort of mini-Machine Gun.

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	Controls	CONT	
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~~~~~  
Control Stick: Move  
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The control stick is used to maneuver, like all games... almost. You can move in any direction within 360 degrees (duh). The Jet Force team can run pretty fast but the control is slightly sloppy. Just keep that in mind when you're running near edges. Anyway, if you hold it very slightly in any direction, your character will start to tiptoe. Running doesn't alert enemies any more than tiptoeing does, so it's perfectly find to run. However, you'll sometimes have to go across very narrow areas, and that's where tiptoeing comes in handy big time. Anyway, if you hold the control stick about halfway, you can walk. That's somewhat handy during those tight bridges. Push it all the way forward and your character will then begin to run.

You never get tired, so you can run all you want without fear of slowing down when outrunning an enemy. You can outrun most enemies, but if you can't, then just fight them. When you jump in the water, you can also move around within 360 degrees on the surface. You don't swim very fast in water, but you can swim as long as you want to on the surface. When underwater (as Vela), it becomes a lot harder to move. The control stick is only used for positioning where you want to swim. If you hold up, you aim at the surface, you use left and right to turn, and you dive down by holding down on the control stick.

~~~~~  
Up-C Button: Jump  
~~~~~

Unlike most action/adventure games, the A button isn't used for jumping. You can

set it to the A button but the default is the Up-C button and I personally believe that's a better place for a jump button. If you tap the Up-C button, you'll slightly rise in the air. Holding the Up-C button allows you to jump super high (defying gravity, seriously), and you should always hold the Up-C button when you jump. Jumping is used to reach ledges that are a little higher up. You can reach most ledges easily by jumping, but some ledges can't be reached even when you jump. Aside from moving around with the control stick, the jump is the move you'll use most in the game. You'll always have to jump to places in order to progress, and you might have to jump across gaps many times as well.

Keep in mind that you only jump about half the height of what you're capable of if you're running when you jump. Still, you won't be running and jumping that much. You're usually just standing still when you jump.

~~~~~  
Left/Right C Buttons: Strafe/Roll  
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I swear, this is one of those rare games where the C-Buttons are VERY popular. The left and right C-Buttons are use to strafe and on very, very rare occasions, roll. Strafing is EXTREMELY important here because it makes you MUCH harder to hit (and it's also the only way you can move when you're fighting bosses). Anyway, first you have to get into manual targetting mode (more on that later). Then, use the left and right C-Buttons and you'll start strafing left and right. You can strafe without in manual targetting, but I find it to be pretty useless. Also, once you duck down, you can crawl around on the floor which somewhat decreases the chances of you being hit. But the best way to avoid things like giant blasts and grenades is rolling.

While you're on the ground, use the left and right C-Buttons to roll around. You only do one roll at a time, so keep that in mind.

~~~~~  
Z Button: Fire  
~~~~~

In almost all of the N64 action/adventure games, the Z Button is extremely important. This is no exception. The Z Button is your trigger finger. If you tap it once, you'll fire one shot. If you hold it, you'll shoot (rapidly or very slowly depending on the gun) constantly. For some guns, like the Plasma Shotgun, you can charge it up by holding Z before firing. For something like the Timed Mines, holding the button determines the amount of time you are setting the mine for. For other throwing weapons, it will determine the distance you throw the weapon. For the machine gun, you'll just rapidly shoot. For the Pistol, you can hold the button and you'll fire eight shots before you have to let it self-reload.

~~~~~  
A/B Buttons: Switch Guns  
~~~~~

The A and B buttons are commonly used in this game, though for a much smaller purpose than most other games. If you press A, you can shift downward through your gun collect. If you tap B, you'll move upward. Use them both when selecting guns to find the quickest way to a gun (which is vital during boss fights when you quickly need to switch guns). This is my shortest A or B button description ever. Go me.

~~~~~

R Button: Manual Targeting

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By holding R, you can enter a VERY useful targeting system known as Manual Targeting. You stand still and you can move the control stick around to aim all over the place. You can strafe left and right with the C-Buttons by doing this (you can also strafe back and forth with the up and down C-Buttons but you won't use that as much) and you can still shoot. It's the most useful form of shooting and you'll find yourself using it a LOT. You automatically enter this targeting mode when in boss battles and it stays like that so you luckily don't have to hold down the button the whole time. Unfortunately, there is no "tap" option so in battles you'll always have to hold the button down.

~~~~~  
Down-C Button: Crouch  
~~~~~

You can crouch in this mode and by doing that, you can push the control stick forward to lie down. That's the only reason for the Down-C Button aside from strafing back while in Manual Targeting. You won't lie down that much so that's why this is such a short description.

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| |%%%%Walkthrough (Prologue)%%%%| WALKONE |
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+=====
| Opening OPENING |
+=====+

Enter Juno, Vela, and Lupus. They're the last remaining Jet Force Squad after Mizar wiped out all of them. Just when everything is looking smooth, they're invaded by one of Mizar's ship the Spawnship.. But not before seeing Goldwood being taken over by the drones. As Tribals run for their lives, they are shot down by Mizar's soldiers. As the drones invade the Jet Force ship, Juno tells Vela and Lupus to get out. After Juno finishes off the drones, he himself will exit the ship. Their adventure begins...

+=====
| Character Select CHAR1 |
+=====+

Juno is only the character available since Vela and Lupus have already left for Mizar's Palace. So select him and you'll automatically warp to Goldwood.

%%%%%%%%% JET FORCE GEMINI %%%%%%%%%%
| \ / |
| WORLD ----- WORLD |
| 1 Goldwood 1 |
|_____|

(|World 1 | Goldwood)
)-----(
(_____|Stage 0_| _____Entrance_____)

The Entrance isn't actually the level name; this place doesn't have a name so I can't really call it anything, can I? Okay, let me say one thing: Do NOT worry about Tribals at the moment. You have to get to Chapter Five, THEN we can start worrying about them. It's too hard to try to get everything at the same time. Anyway, your ship has magically disappeared so you can't really turn back. Go up the ramp and across the bridge. On the other side you'll meet Magnus the Goldwood Ambassador. After talking a little, he'll tell you to meet up with the Tribal King who is just ahead. Once he's done, head through the door to be in the main part of the Goldwood Entrance. Okay, inside here you'll want to go to the right wall.

Here, run along while running to the right. Check the first few crevices you see; you'll be able to enter a hidden area once you enter one of them. Inside this hidden area, go forward and around the lake. You'll find a chest containing the FISH FOOD. Surprisingly, you use it to feed fish. Now exit the area and then head back out to the main part of the Entrance. Go forward and cross the bridge, then enter the lone hut. Here, run up to the strange looking creature who will introduce himself as King Jeff, the leader of the Tribals. After some talk, he'll give you two options: Show me the invasion... or Goodbye for now. Say "Show me the invasion..." to see what happened when the drones took over.

The Sekhement warship will be shown and there will be a scene of about a hundred drones walking into ships that only a few can fit in (though about twenty enter each). They'll all slowly take off and rush to Goldwood. Cut to some Tribals dancing and then a ship will land on one, killing it. The drones will walk out and destroy everything, leaving one baby Tribal alone. How mean and cruel. Once that's done, you'll be in control once more. Climb the steps and jump the small gap. On the other side is a GEMINI HOLDER, a life-increasing gem. Exit the hut and walk back outside. Take a right to find Magnus again. He'll warn you to be careful in the depths of Goldwood. Once he's done, shoot the three flying drones (they don't do anything) to open the Life-Force Door.

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( |World 1 | | | Goldwood | )
)------(
( |Stage 1_| | | Outset | )
```

GOLD1

You'll be given a brief by some disembodied voice about health, soldier drones, sniper drones, ammunition crates, Tribals, and then your ship. Anyway, once that's done you'll be in control. Right next to you is Full Pistol Ammo. Collect it and head forward to find three Single Unit Gemini health gems. You'll then encounter two soldier drones. When in battle, it's best to use Manual Targeting. Do that by holding R. You can now strafe left and right with the left and right C-Buttons. Anyway, pick off the drones and continue forward. You'll find a sniper drone atop a tree. Pick him off with a single Pistol shot and keep going. You'll be out in a large, open area.

Hordes of drones will come out at you. Pick them off with your Pistol. Collect the drone heads if you can (since they activate cheats) and also try to get the drones' guns (for ammunition; for now it's pistol but later it can be machine gun). After picking off all but two drones (excluding the Sniper Drone) the first Life-Force Door will open. Pick off the rest and you'll open the second Life-Force Door. Grab the Pistol Increase (Pistol shots should now be at 200) and go forward. Enter the Life-Force Door on your right. Here, maneuver through all of the tunnels until you get to a wide open area. Here, collect the Tribals if you wish but the main thing here is the YELLOW KEY inside a crate. Now that you have the key, return to the previous area.

Head through the other Life-Force Door. After you enter, go left and down the steps. Collect the GEMINI HOLDER here and then climb the steps and cross the bridge. Head through the door to exit the area... but not the level (odd, but the next part doesn't have a name). Anyway, go forward and head past all of the oil tanks. Here's the thing with the tanks: shooting them will cause a very large explosion to happen. This can be very useful; drones like to use oil tanks for cover so shooting the tanks and BAM! The drones are gone in a gut-splattering way. Anyway, there are no drones here to brutally kill so head forward until you reach a set of stairs. Climb up the stairs. You'll be in a large and empty area.

Head forward and then take the left path. Follow this empty path to find a locked door with... hey, it's Magnus! How'd he get here so fast without a weapon? Ah well. Talk to him and he'll give you the RED KEY after telling you that Vela left for the S.S. Anibus. Take the path back to the open area and head forward. Climb up the set of ramps until you reach the top door. This door requires the use of the Red Key, something that we just got. Enter and... holy crap -- move forward to find a VERY large drone shooting at you. Use Manual Targeting and strafe left and right to avoid the large Blasts of Death (TM) it shoots. After about twelve pistol shots the drone will die. Cross the bridge and open the chest it was guarding to find the MACHINE GUN.

This is a rapid-fire pistol. However, it is a weaker weapon and has no auto-aim. Still, you'll use it a LOT more than the pistol because of the rapid-fire ability. Once you have the machine gun, exit the area and then drop off the cliff. Go forward to find a locked door and a strange symbol. This door won't open until the symbol is shot in the blue core the proper amount of times within a time limit. The only way to meet these demands is to use the machine gun. So shoot the blue core with the machine gun until all of the outside is blue. The door is now open, allowing you to head through. Climb down the stairs and head through the empty path until you get to the Interior.

```
( |World 1 | | Goldwood | )  
 )-----(  
( |Stage 3_| | Interior | )  
GOLD3
```

Go forward and get the Machine Gun Increase crate. After that, use your new weapon to pick off the drones on the path. The drones' guns now have machine gun ammo. Whichever gun is equipped when you pick up the guns is going to be the ammo you get. If the gun equipped has full ammo then the other weapon will get the ammo. Once you've crossed the path you'll enter another large and wide-open area, complete with drones and Tribals. Unless you have a large heart, shoot with the machine gun as much as you'd like (keep in mind that the Tribals might be killed in the crossfire but we can get them again later). Once they're gone, head forward. Go down the path and defeat the small drone. Then you'll find another larger drone.

Strafing is easier here. Use the machine gun to take the drone out (it takes about forty shots) and then go forward into the next area. Remember, if the Life-Force Door hasn't opened then you haven't defeated all the drones (sniper drones don't need to be killed but they are very weak and annoying so kill 'em anyway). In the next area, grab the red pistol crate for full pistol ammo. Get the Pistol Increase as well. Use it to take out the drones then get the machine gun ammo from the yellow crates. A bunch of flying drones will appear. Switch to the machine gun and use it to take out all of the flying drones very quickly. When you get the final six, switch to your pistol since we need to save the machine gun ammo for a bigger battle coming up.

Once they're gone, go out into the large area. Going forward just leads you to a gap that you can't cross until much, much later in the game. So head down the left path. Defeat the three drones with your PISTOL and then go forward. And now... I hope you listened to me and saved your machine gun ammo because here comes about fifteen flying drones. They come in a line but spread out as they get closer. If you're lucky, you'll be able to pick all of them off while they're still in line. Once all of them are dead, the Life-Force Door will open. Head through to find an area with LOTS of Tribals and a brown/black drone. This is a Ninja Drone and it's VERY annoying. These guys deliberately try to take out Tribals.

Destroy it as fast as possible and then go forward to get the Machine Gun Increase. Collect the Tribals if you wish and head into the next area. An Invincibility Panel is here. Grab it quickly and then rush to the left and get the machine gun ammo. About a dozen flying drones will come. These guys are tougher; they are equipped with a machine gun! Fight fire with fire and use your own machine gun to take them out. Once they're gone, the Life-Force Door opens. Cross the bridge and head through the door to exit the area! You'll rush to your ship, which will come out automatically. Then you'll take a trip to the S.S. Anibus where Vela is being held.

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
                                JET FORCE GEMINI                                %%%%%%%%%%%
|                                \                                /                                |
|   WORLD   -----|-----|-----|-----|-----|-----|-----|-----|   WORLD   |
|     4               S.S. ANIBUS                        4               |
|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____

```

```

( |World 4 |                               S.S. Anibus                               )
)-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
( |Stage 0 |                               Entrance                               )
S.S.0

```

Again, no level name for this first part although some very nice items are here. The first tourist attraction is the two Increase Crates on the blue boxes. Collect them for a Machine Gun Increase and a Pistol Increase. Another tourist attraction is just up above the boxes. Grab the GEMINI HOLDER here. You should have about three-fourths of the ring completed. Next you'll want to turn around and head to the very back, behind the docking bay. Jump up on some crates and jump up onto the top of the docking bay. Jump up a few more platforms to collect the PLASMA SHOTGUN. Hold Z down to charge it to a powerful blast. It can be useful for firepower, but it is also a convenient light when fully charged.

Now drop down and go forward to find Magnus... and he seems upset. He'll conjure up a time-loop and show you that Vela was captured by drones in the Depository of the S.S. Anibus while trying to save some Tribals... damn. You have to rescue her now, that's your main mission objective. After Magnus shows you the scene, go past him to enter the Hold.

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( |World 4 |                               S.S. Anibus                               )
)-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
( |Stage 1 |                               Hold                               )
S.S.1

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The first thing you want to do is equip your machine gun. Time for more fun than you've had so far! This is a huge room full with blue drones, sniper drones, and a mega-powerful Cyborg Drone. Oh, and there's lots of oil tanks. While the

drones run around trying to hide behind the oil tanks, blast the tanks to blow up the drones. If you want to rescue the Tribals, they're in a corner near the Cyborg Drone. Just telling you because if you don't rescue them they might be killed by an exploding oil tank. Eliminate the drones and get the machine gun ammo in their guns, then take care of the snipers and the Cyborg. Once the dust has settled, collect the Plasma Shotgun Increase near the Life-Force Door.

Get the ammo crates for full pistol ammo. Now head through the Life-Force Door. Hey, another major battle! Fun, fun, fun! There's flying drones and blue drones everywhere, hiding behind the tall structures laid throughout the area. Defeat them all and then use your pistol to blast the Five-Unit Geminis off the top of the structures if you need them. In the corner, near the Life-Force Door, there's a Pistol Increase. In the next room, head forward and defeat the three or four drones hiding behind the boxes. Also get the health gems and the Machine Gun Increase. Once that's done, it's time to get EXTREMELY angry at the poor jumping controls of this game. Head up to the large gap. A platform is rotating around it.

Wait until it stops in front of you then jump high up and land on it. Let it take you to the other side and jump over to the other side of the gap. Here, take out the rest of the bad drones to open the Life-Force Door which you should, not surprisingly, head through. Welcome to Ferocious Battles of Death Inc.! The guys at the FBoD can make an astounding battle sequence with a ****load of firepower on a 64-bit system with no lag whatsoever! Amazing! Anyway, this is the fiercest battle you've had yet. There's a bunch of flying drones and sniper drones, as well as the usual blue drones and then there's a bunch of land minds lying all over the upper floors. Then there's a huge conveyor belt to deal with as well.

Unless you're in super-need, DON'T collect the gems on the floor. I hope you have full health, or close to it. Also, I pray that you have close to the 300 machine gun bullets you should have. Okay, you're ready for the battle. Clear out all of the drones on the floor first before making your way up to higher areas. Then take out the sniper drone and the flying drones. Head up the conveyor belt. Take out all of the drones on the left and right side (blue and flying) as well as the few snipers. But watch out for the land mines; they beep and flash so you can know where they are. Shoot them from a distance to blow them up (and you may even blow up a drone as well). Once they're gone, head up to the top part.

Here, a bunch of flying drones will appear and move quickly around the perimeter of the room. Take them all out with your machine gun to finally end this battle. Now look to your right (assuming you're facing the bottom of the room) and shoot the glass to shatter it if you haven't already. Behind the glass, there are two very important things: first you'll find the GEMINI HOLDER on the crate. Now go through the door and through the hallway, then follow the path through the tunnel. In the next room you'll be on the catwalks of a previous room. Walk across them and you'll be in a small room. Head through this very long room full of termite bugs and you'll be taken to a chest with a single CLUSTER BOMB.

This is a grenade that explodes into four mini grenades. Try it out in a drone and oil infested area... it's great fun, I swear. Once that's done, return to the big battle room. Here, head down the right side and keep an eye on the right wall. You'll eventually spot a strange panel; shoot it a few times and the message, "YOU HAVE DEACTIVATED A CELL DOOR" will appear. Now head down to the bottom and through the Life-Force Door. All cages are sealed (assuming you followed this guide exactly) except one. And that one is Vela's cage! Run up and talk to her. She'll explain how she was captured, how she and Lupus were separated, and where she'll go next. Vela is now a playable character but Juno isn't done yet.

Go forward into the next room, where your shipa awaits. Time to say goodbye to the S.S. Anibus and hello to Tawfret.

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%%%%%%%%%                JET FORCE GEMINI                %%%%%%%%%%
|           \                                           /           |
|  WORLD  ----- WORLD  |
|    6          Tawfret           6          |
|_____|_____

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( |World 6 |          Tawfret          )
)-----
( |Stage 1_|          Bog          )
|_____|_____

```

TAWF1

The Bog level of Tawfret is the first area - this is the first world we've been to where there hasn't been an "Entrance" area. Is that special? No. Anyway, Tawfret is definitely different from the rest of the worlds. Except for the Abandoned Spacestation, Tawfret is the eeriest level in the game. All of the drones are zombies, it rains constantly, the music is freaky, and the atmosphere is damp and dark. However, Tawfret wasn't always this way. It was once a very cheerful Tribal village and home but... ah, you'll learn soon. Anyway, onto the guide. Okay, the zombie drones here CAN'T BE KILLED. Well, they can later but with your current weapons (even with your Cluster Bomb) the drones aren't about to die anytime soon.

Okay, this first part is full of drones.... drones... and hey, more drones! You can't do anything about them so head forward into the next area. Even more drones here but these guys can't be killed either. It's extremely simple here; follow the green path - drones should shoot at you but ignore them or stun them with the machine gun - until you reach the end. This door, thankfully, isn't a Life-Force Door so head on through. You're now in what WAS a Tribal village but now it's... meh. Head through the creaky gate to find King Jeff who is very distressed at something. He'll conjure up a time-loop which explains that he lost control when he saw that Mizar's troops were here and accidentally turned everything murky and gray.

First ask for the TRI-ROCKER LAUNCHER, one of the most powerful weapons in the game. Then ask King Jeff to explain what happened. After that, leave him to his thoughts. Now there's one more thing we can get before leaving. First, let me explain that if you're near the Tri-Rockets when they explode, you're in for a world of hurt. So keep your distance. Anyway, blow the door up on the closest hut on your left using the Tri-Rockets. Inside there's a chest with a stash of GRENADES. Very handy, especially with oil tanks :) Now shoot the second hut on the left. Inside collect the life gems and get the two Tri-Rocket Increase crates. You should now have fifteen shots with your launcher. Now head out and go through the door opposite you came through to exit the level.

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( |World 6 |          Tawfret          )
)-----
( |Stage 2_|          Bridge          )
|_____|_____

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TAWF2

This level is much longer than the Bog is and there's a lot more things you can get here... including a very valuable robot ally! Okay, in front of you is a large *SHOCK!!!* bridge. To the right is a Pistol Increase. Yay. Now you'll want to swim into the lake and grab the Plasma Shotgun Increase on the left side of

the bridge. Now return to the bridge and head up. Ignore all flying drones shooting at you (they're a pain to take out anyway) as you head forward till the end. It seems like a dead end but there's a lift that will take you to the bottom where you can head through the passageway into the next area. This bears a very similar resemblance to the first area of the Bog. However, you can now destroy the drones!

Switch to your Tri-Rocket Launcher and shoot the drones as you go by. Ignore most of the enemies; this is a very long path full of many different types of drones. But the ones you really need to destroy are the sixteen flying drones at the end. Grab the Invincibility Panel and use your machine gun to take out the flying drones. These guys shoot with a machine gun as well so beware. Once they're gone, the Life-Force Door will open. Head through to the next area. This is a large lake with many drones. Ignore all of them and jump into the lake. Switch to the island in the center with the dead tree. Here, climb the tree until you find some... pants... oh my god, what the hell is going on here? Pants. Most unlikely.

Anyway, swim forward some more and head through the door to the next area. Go forward and then climb over the wall using the platforms. Head right, through the door. You'll find a strange blue dude here. Talk to him and he'll explain how the drones stole his pants which is, as he says, "totally uncool" or something. Anyway, give him his pants to get the handy dandy CROWBAR. This can be used to open trapdoors. I think there's, like, three trap doors in the whole game but oh well. Anyway, grab all of the health gems, ammo crates, and tokens then exit and re-enter until you have collect enough gems so that you have full health. By the way, you do NOT want to here what Gimlet says after you give him his pants...

He says, "Ahh, my yin and yang are warming up nicely." 0_0

Wow.

Freaky.

Anyway, once you're at full health and everything, exit the place for good. Go forward until you spot a structure on your right. Climb it to find a post with a strange robot head on it. He'll notice your uniform and figure out that you're part of the Jet Force squad. He'll then introduce himself as Floyd. Due to his advanced AI, he turned against Mizar - his creator - and had to pay the price. He'll request that you help him find his missing parts and he'll help you in return. After shwoing you how he was destroyed, you'll be in control. Drop off the structure and look behind it. You'll find a door so blast it open using your Tri-Rockets. Inside, go to the chest and open it to find the handy FLARES.

These things can light dark passages. You can hold them as you run to bright up the area or throw them onto a wall or something. Now (with the help of the Crowbar) you can open the trapdoor. Drop inside and follow the dark tunnel to a ROBOT COMPONENT. One down, two to go. Turn around and head back out of the area. Once you're on the surface again, head to Gimlet's house (don't go in). On the right side you'll find a small room. Enter it to find a chest, a drone, and a Tribal. Immidiately the drone will drop its weapon and put its hands up. Me, being the honorable person that I am, always let these drones go (unless you have to kill them to open a Life-Force Door or something) after collecting their ammo.

So if you're honorable, take the Tribal, the SNIPER RIFLE, and the ammo and leave. If you're not honorable, do all that but kill the drone ;) Outside go around to the left side of Gimlet's house. There's a broken wall here. Climb it from the left side to find another ROBOT COMPONENT. Only one left now. Drop off

and then use the side bricks of Gimlet's house to climb to the roof, where you can make like Santa and head down the chimney. Down in this dark area, use a flare to light your way. Take the left path and when you see a coffin on the left, blast it with a Tri-Rocket. Crawl through the hole. On the other side, rescue the Tribals if you wish but also grab the Sniper Rifle Increase. Head back out and follow the passage to a wide open room.

Here, you'll find the final ROBOT COMPONENT. But we're not done yet. Blast the coffins in front of you and crawl through the tunnel. Grab the REMOTE MINES in the chest on the other side. These are great for setting traps in (can you guess what's next) oil-filled rooms! Crawl back out and take the left path (the one with the Mizar Tokens) into the first room. Take the left path again out into the open air. Climb the steps here but then jump left for a Pistol Increase. Now drop down and return to Floyd. Give him his three parts and he'll assembled them. He'll now join you! Whichever character you use in the game, you'll have Floyd with you. He flashes red when enemies are nearby. Also, you need him to perform "Floyd Missions," special objectives in the game.

The coolest thing is that someone can plug in a second controller and press start on it. They can now use Floyd to shoot. Floyd fires as fast as you press the trigger - he never has to reload. Anyway, make sure you have full health and take the door out of the area!

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( |World 6 | | Tawfret | )  
)-----  
( |Stage 3_| | Castle | )  
TAWF3
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The final area in Tawfret before the freaky boss. The Castle is guarded heavily by flying drones, regular drones, and big bad evil zombie cyborgs. First use your machine gun to take care of the twelve flying drones that appear. Then switch to the Tri-Rockets and fire a few shots at the two cyborgs on each side; remember to strafe because their blast is a killer. To take out the regular drones, use your Sniper Rifle. Go into manual targeting and use up-C to zoom in. You only have ten shots to take out four drones, but one shot can kill each

drone. After they're dead, the defenses will drop and the Life-Force Door will open. Get all of the ammo and the health gems before entering the scary castle of death.

Switch to your grenades. That's the first priority. Grab the Machine Gun Increase on the left and go forward. Toss a grenade at the blue drones and watch the heads, guns, and guts fly everywhere. Next use your machine gun to take out the flying drones and the sniper drone. Grab the ammo and continue. Four sniper drones are here, along with a huge cyborg. Take out the snipers first (since they have grenades) then use your Tri-Rockets or grenades to dispose of the cyborg. Return to the outside and fill up your health, then head back and through the Life-Force Door you just opened. A bunch of snipers, regulars, and flyers will come out. Use the machine gun as you strafe to avoid the grenades.

After the snipers are gone, use your own grenades to dispose of the blue drones that take cover behind the lone crate. Once they're all gone, continue. Shield drones are coming. These guys have... well, shields and you have to have better aim if you want to take them out with guns. But we have a grenade stash, remember? Use it to dispose of the drones, and then take out the flying drones. Once the Life-Force Door is open, go through. More shields so that means more grenades. Then use Tri-Rockets to take out the cyborg. Moving on, you'll find three snipers. Once they're dead, continue across the lake. You now have to head

through another area similar to the previous ones. After taking out the blue and green drones, go into the next area.

You're in a long, torch-lit hallway. Head out of it and to the right, grabbing the Tri-Rocket Increase on the ledge. Switch to Tri-Rockets and let 'em fly at all of the drones. Use your Tri-Rockets to dispose of all of the full-shield drones and the snipers and the cyborg. This is fun, fun, fun! Grab the full Tri-Rocket ammo near the closed Life-Force Door and continue. Shoot some more drones with your Tri-Rockets and you'll finally come to two snipers. Eliminate them to open the door but continue forward and right. On a ledge is a GEMINI HOLDER. Now head to the Life-Force Door. It's quiet... much too quiet. Collect all of the ammo crates and the full-health gems if you need them. Once you have everything there is to offer, head forward.

Stand on the little circle and... gulp.

~~~~~  
Fet-Bubb  
~~~~~

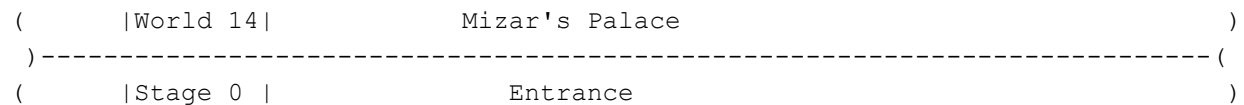
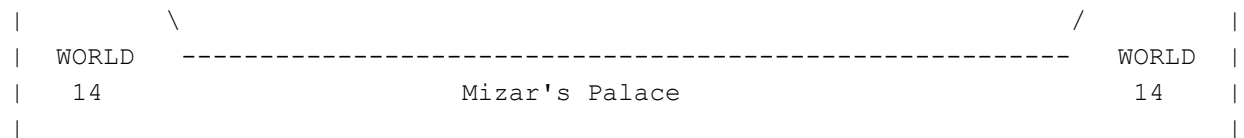
~~~Difficulty: 4/10~~~

Switch to Tri-Rockets the moment the battle starts. You'll need them as your number one weapon for this freaky dude (yeah, Fet-Bubb is the actual name... don't ask). Okay, let me go over some things with you. Boss battles are always in manual targeting mode. You can't use the control stick to move because you're always limited to a thin line of the area. Instead, you need to strafe (the first time I played this game four years ago, I kept dying on this boss because I had no idea that you could move). Okay, you'll need to constantly be strafing in this battle unless you're aiming or firing. The Fet-Bubb, at first, has two attacks. The first one is using its fangs to release a bunch of bats. Use your machine gun to take the bats out or you could just try to avoid them.

They do very minimal damage each. After that the Fet-Bubb will raise its front two feet and slam onto the ground. This causes two shockwaves (which overlap in the middle) to appear. Stand in the middle of the arena and jump to dodge the shockwaves. You first want to destroy his fangs (both of them). When he is about to release the bats, his fang sparkles. Use your Tri-Rockets to aim at them. The moment your target turns red, shoot. If done correctly, you'll blow the fang clean off of the bug's body. Repeat until both fangs are gone. The Fet-Bubb is done underestimating you, it's time to step up a level. The Fet-Bubb still has its shockwave attack so you need to remain in the middle to avoid it.

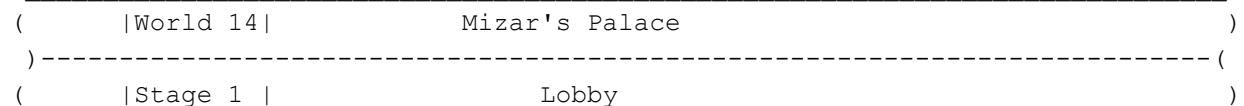
However, the bats are replaced with a more deadly bomb. It'll use its antennae to shoot. Like the fangs, the antennae glows before it fires the bomb. The bomb has a wide impact zone so try to just avoid him using it all together. When it glows, quickly fire a Tri-Rocket at it and it'll blow off. Once both antennae are gone, it's time to move on to the final part of the battle. The Fet-Bubb is pretty pissed at you so it'll throw in one final, desperate attack (in addition to the shockwave). It'll charge up electricity to shoot a very easy-to-dodge electric attack in your direction. While the Fet-Bubb is charging, fire many Tri-Rockets at its head. After about three or four Tri-Rockets to the head, the battle will end.

~~~~~  
Fet-Bubb will explode about ten times before splitting in half. As Juno runs by the gut-splattering body, the door will open. When you have control, head to Juno's ship to exit Tawfret.



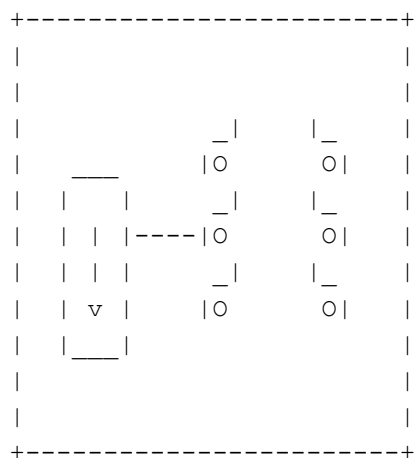
MIZAO

Mizar's Palace is the place where Juno, Vela, and Lupus all have to meet before the second part of their quest starts. Once you've reached the interior of Mizar's Palace, you can't play with that character until all three of Jet Force Gemini's members have reunited with each other. When you're in control, switch to the machine gun and head out into a blue-tiled area with hordes of drones. Defeat all of them and then head forward into the giant door to enter the Lobby.



MIZA1

Only Juno can access the Lobby area so don't even bother trying with Vela and Lupus. I remember being stuck in this area for days and finding out the exit by accident. Go forward for about ten seconds until you reach a computerized map that looks a little like this:



Okay, that's only about half of what the map is but that's the significant part. The "O" represent lit torches. This map is telling you that stepping on the second LIT torch on the left will cause you to drop into a secret passageway. I found this out by accident when I thought it'd be funny to see Juno burn. Boy was I surprised. Anyway, if that little explanation didn't tell you where to go, then you're hopeless. Once you're down in the basement area, head into the maze of passages. Go down and left. Defeat the drones and grab the Machine Gun Increase. Continue down that passage and then turn right at the end. Continue straight, past the turn right. Follow the path until you get to a split.

Head left and grab the Machine Gun Increase. Go into the next area. Four Coward Drones are here. Ignore them and kill the termites, then get the Grenade Increase. Exit and continue down the path. Turn left when you can to enter a lava-filled area. Kill the cyborg on your left; it's guarding a secret passage that leads to a BONUS TOTEM. Activate these to unlock things in multiplayer mode. Now head out and grab the Grenade Increase near the right pillar, then

walk across the lava (Juno's special ability). On the other side, exit the area.

```

( |World 14| Mizar's Palace )
)-----)
( |Stage R_| Rendezvous Point )
MIZAR

```

Run forward to be in a HUGE area; bigger than any area in the game. Run up to the two rings and then turn right. Keep going right and you'll be in a small area with a pad in a tiny pit. This pad has a picture of Floyd on it. Stand on the pad and press A and you'll begin your first Floyd mission! Check the Floyd Mission chapter for help on clearing this. Once it's done, a cinema much longer than it needs to be will occur with a gigantic pyramid dropping down into the ring area. This is a seriously massive pyramid. And THAT'S the real rendezvous point. Once the cinema is done, you'll be in control of Juno. Run up to the pyramid and locate the door with Juno's gemini symbol above it (it's red). Enter the pyramid to start another cinema scene.

This part is never really explained in the game, but it looks like Juno is trying to warp to Mizar's lair since that's where everyone appears once Lupus and Vela have arrived at the rendezvous point. But now, you are done with Juno for the Prologue Walkthrough. Time to move onto Vela!

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+=====+
| Character Select CHAR 2 |
+=====+

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Vela is now the only character available now that Juno has arrived at Mizar's Palace. So select her to warp to the warship Sekhment.

```

%%%%%%%%% JET FORCE GEMINI %%%%%%%%%
| \ / |
| WORLD ----- WORLD |
| 7 Sekhment 7 |
|-----|

```

```

( |World 7 | Sekhment )
)-----)
( |Stage 1_| Battle Cruiser )
SEKH1

```

Well, you might as well start getting used to the fact that you have only a half ring of health and only a pistol. It's going to be like that for Lupus as well. Anyway, the moment you arrive a strange character named Midge (in association with Magnus) will talk to you. He was sent down to negotiate with Mizar (yeah, that'll help). I'm surprised Midge isn't dead. Now look around this area - there are Tribals, a Pistol Increase, and some GRENADES inside of a chest. Once you have all of that, climb the ramp and head through the door on your left. The action starts immediately. Using your handy pistol, drop down and weave in and out of the water pipes to locate any drones. Keep killing them and eventually one Life-Force Door will activate.

Continue to kill the drones until a second Life-Force Door activates. Head through the Life-Force Door on your left (the second one that opened). In this small area, go up onto the right ledge and grab the GEMINI HOLDER. Then head forward and open the chest for the useful MACHINE GUN. See, we already have the gun! How useful things can be. The door behind the machine gun needs a

requirement of the Green Key so ignore it for now. Turn around and head to the previous area. Go across the small waterway and into the other Life-Force Door. Here, ignore all of the shield drones as you head across. On the other side is a panel very similar to the one you saw in Goldwood with Juno. Shoot it with your machine gun until it turns blue and opens the door.

In this area, head forward and you'll spot three shield drones. I laugh at their upcoming fate. Pull out a grenade and hurl it at the oil tank near the drones and watch the result. Once they're dead, head into the next room. This is empty except for one strange character named Fishface. Run over and talk to him and he'll explain that his mining company is about to go out of business - he needs Tribals to do his work and he aint paying them. He'll give you the RED KEY and tell you to hook up with him on Cerulean to negotiate a deal for a Tri-Rocket Launcher. Once you have the key, head over behind him and open the chest. Inside is the PLASMA SHOTGUN. Now backtrack until you reach the room with all of the shield drones.

Here, use a couple of grenade,s the machine gun, and a few shotgun shots to take out every shield drone in here. Yeah, all of them. That's gonna be tough since they have full body armor. Once they're gone, the Life-Force Door will open. Use a set of stairs near the door to access the top of the pipes. Head through the Life-Force Door. In the next room, a bunch of flying drones will appear. Kill them and the regular drones to open the Life-Force Door. Here, carefully walk across the catwalks, ignoring any drones, making sure not to fall in the lava. Head through the Red Key door on the other side. In the next room climb the ramps and kill the drones. Take the elevator up to the higher part of the room and move along the metal path, jumping the gaps.

Eventually you'll reach a white hallway. On the other side is a room very similar to the last. There are no drones this time. Take all of the elevators up to another blue hallway. In the next room drop down off the metal path to the bottom (you'll lose one unit of health but you'll live). Grab the Plasma Shotgun Increase across the room and then exit. The next room houses about a dozen machine gun-firing flying drones. Kill them all and then head into the next room. Here, shatter the glass on the floor. Get the Machine Gun Increase and open the chest to find the GREEN KEY. I was blown away by the fact that you can unlock green doors with this key. Head into the next room.

Collect the GEMINI HOLDER on your right and then go left. Head past the oil tanks and use your machine gun to take out all of the drones trying to kill you. Defeat all flying drones and head through the door at the end. You're back at the start. Head into the other green door to be back in a room with lots of drones. Kill all of the drones on the FLOOR (not the spiral path) to open the Life-Force Door. Grab the Grenade Increase near the spiral path and then head up. Ignore or kill all of the drones while you make your way up to the Life-Force Door. You'll clear the area. The next room houses your ship so touch it to head to Cerulean.

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%%%%%%%%%%                                %%%%%%%%%%%
|                \                               /                |
|  WORLD  -----                               -----  WORLD  |
|    9                Cerulean                9                |
|_____|
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( |World 9 |                Cerulean                )
)------(
( _____|Stage 1_|_____Dune_____ )
CERU1
```

Head forward at the start and grab the Machine Gun and Pistol Increase crates. Then turn around and go behind the pillar near your ship. There is one GOLD BAR there, something that we need to buy the Tri-Rocket Launcher. Now head out and defeat the shield drones in this narrow area. Once they're gone a Life-Force Door will activate. So head through to be in a MASSIVE and empty area. Here, head left and go around the perimeter of the area until you see a grate. On top of it is a GOLD BAR. Now continue to circle around the perimeter for a LONG time (ignore the drones near the mouth of the cave; we'll take care of 'em later) until you find a small pool. Near it is the final GOLD BAR needed to get the Tri-Rockets.

Defeat the nearby drone to open another Life-Force Door. Head back to the starting area and go through the Life-Force Door you just opened. Here, first grab the GEMINI HOLDER. Then talk to our old friend Fishface. For three pieces of gold he'll sell you the TRI-ROCKET LAUNCHER. As he tells you, make some noise. With the Tri-Rockets, you can now access the rest of Cerulean. Head back out into the huge area and go straight across to the other side. Some drones guard the entrance to the cave. Defeat them with your machine gun and head into the cave. As long as you have the Tri-Rockets (and you do), you can go into the interior portion of the cave. In this small room, there's many good things for you.

There's a BONUS TOTEM for multiplayer and six Tribals if you're rescuing them now. Most importantly, the YELLOW KEY rests on a high ledge. Now head into the next room. This is a small jungle-type area. Go left and follow the left exterior until you see a small cave entrance. Head through. Inside grab the GEMINI HOLDER as well as the machine gun ammo and then open the chest. Inside are some HOMING MISSILES for your delight. Exit back into the jungle area again. Here, you'll want to use your new homing missiles to take out the very fast line of flying drones. MAKE SURE TO LOCK ON before firing because then they're just a big waste. Once all the drones are gone, a Life-Force Door will open. First head into a door that has a Yellow Key symbol near it.

Inside is a single Pistol Increase crate. Return to the previous area and head through the Life-Force Door to get to the final part of Cerulean. In this VERY dark area there's hordes of drones and hordes of oil tanks... hmmm, interesting combination, eh? Defeat all of the drones by means of grenades to open a Life-Force Door. Head through the door and keep an eye out for a Yellow Key Door on the left side as you go through. Inside you'll find a Tri-Rocket Increase. Keep moving on and make sure to grab the next Tri-Rocket Increase a few Life-Force Doors away. By the time you finally reach the exit, you should have a Tri-Rocket count of twenty so check before boarding your ship to Ichor Military Base.

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%%%%%%%%%          JET FORCE GEMINI          %%%%%%%%%%
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|  WORLD  -----                               WORLD  |
|   10    Ichor                                 10    |
|_____|_____
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```
( |World 10|           Ichor                               )
)-----)
( |Stage 1_|           Military Base                       )
ICH01
```

This is a short level (good, I need to go to bed in an hour) though very action-filled. At the start, turn around and grab the Plasma Shotgun Increase. Now head forward into the next area, where a lot of drones lie. Wait until all the

drones, including the new super-powerful cyborg, are defeated before grabbing the Full Health Gemini gem and the Pistol Increase. Then head through the Life-Force Door. At the start of the next area, there are two snipers so kill them and continue forward. A bunch of shield drones will jump out at you and start firing so dispose of them in whatever way you wish. You have to kill and blue and green drones to open the Life-Force Door. Oh and ignore the doors on the upper path; they lead to nowhere.

In the next room, first turn left and shatter the glass. Jump up to that area and head through the door. Here, you'll find a chest with a CLUSTER BOMB. Very nice for oil tank areas with lots of drones and... yum, I can almost taste the blood and guts. Anyway, a Floyd Pad is here as well so attempt the mission if you want (see the Floyd Missions chapter). Head back out to the previous room. Defeat all of the drones and head into the next room. Here, kill everything and then climb up the platforms to the GEMINI HOLDER. Drop down and head into the lower area where strange flying drones guard two Tribals and a Machine Gun Increase Crate. Once you have those, head into the next room. Here, more drones rest.

Lots of Tribals are here as well so if you don't want to kill them, be sure to take out the sniper drone first. Fire at all of the shield drones until they're gone (Tri-Rockets pierce their full-body armor but some might consider it wasteful; I just like to shoot at them from the back with a machine gun). In the next room head forward to find a metal cyborg. Kill it to open the Life-Force Door but head down into the little pit. Vela's final GEMINI HOLDER is here; she should now have a full ring or sixty-four units of health. Climb up the steps near the entrance. You now have to pass multiple colored blocks. They'll try to push you off so memorize their patterns and when the time is right, rush past them.

Do this for a few blocks and you'll reach the Life-Force Door. Head through it (duh). The next area houses another puzzle. But first, drop down. In the corner that's close to the entrance lies a Homing Missile Increase. Now head back up. First, stand on the yellow block until the yellow elevator comes to you. Step off and use the floating platform to jump to the next part of the puzzle. Here, step on the purple block to call the purple platform towards you. Use it to jump to the ledge with the Grenade Increase. Return to the previous ledge. Use the red platform to jump to the next ledge with a purple block. Stand on it to call the purple platform to you. Use it to cross the gap. Here, stand on the green block.

Bring it as far as it can go then return to the previous ledge. Use the green platform to cross the gap and walk up to the strange object. A merchant named Diamond Geezer will appear. This guy can be found in many places and he can restore your health and ammo for Mizar Tokens. You should be at full health since you just got a Gemini Holder but refill all of your ammo for the upcoming drone battle (the biggest and fiercest one yet). Now return to the previous platform where you should bring the purple block to the far right. Head to Diamond Geezer's ledge and then use the purple platform to cross the gap over to the exit. The only enemy in the next room is a Ninja Drone that's trying to take out the Tribals.

Kill him and then jump up the blocks to the Homing Missile Increase. Now grab any ammo/health you need and head into the next area. This is where a very large battle is about to take place; you may have to return to the room with the Ninja Drone several times to get the health and ammo in there since you can find yourself in dire situations. That being said, begin to fight. First comes a wave of flying drones. Next is a bunch of shield drones and then more flying drones. One final force waits for you. Two drones on either side of a bridge man machine guns that won't stop firing. Run as fast as you can to the other side of the

bridge to find a LOT of shield drones and flying drones. I have two words for you: Cluster. Bomb.

Take them all out and then you'll open the Life-Force Door. If you aren't in dire need of health or ammo, then you've either died or you are VERY skilled. In the next room, completely fill up your health and ammo. Then enter the boss area. After a cinema scene in which the Larg appears, you'll begin your second boss battle!

~~~~~  
Larg  
~~~~~

~~~Difficulty: 5/10~~~

This strategy is similar to Juno's strategy because the boss fights are somewhat the same. You need to destroy specific targets at certain times until only the head is left. Then it becomes easy. But this is even easier because Vela has twenty homing missiles. Okay, the start of the battle is probably the hardest part because the Larg has its whole body intact. At first, the Larg will cause maggots to fall down on you. Strafe away from them because they'll explode in a few seconds and they cause mass damage. On either side of the Larg's head there are two weird... things... let's call them "tentacles" shall we? Anyway, as a tentacle raises, it'll flash. This signals it's about to shoot a green bomb at you.

Avoiding the bomb is easy; simply strafe left or right to avoid it. But when it flashes, it's vulnerable. Let lose with a Tri-Rocket - a direct hit will finish a tentacle off - and then focus on the other tentacle. Once they're both gone, the strategy changes somewhat. It's very easy now. After the Larg drops the maggots as usual the chest will become vulnerable. About two or three Tri-Rockets and BOOM! The whole body explodes leaving only the head, oddly enough, the chest. But wasn't that what we shot? Anyway, you have to shoot the four arms now. Use your homing missiles and lock on to each arm and fire. Once they're gone, switch to the machine gun and spray the Larg with machine gun fire until it is finished.

~~~~~  
~

Okay, to make things very short... Vela will reunite with Lupus. They'll notice that the Spawnship is about to leave so Vela will kill the guards so Lupus can get into the Spawnship. Well, it was a very brief description but a very long cinema.

```
%%%%%%%%%                JET FORCE GEMINI                %%%%%%%%%%
|          \                                                    /          |
|  WORLD  ----- WORLD  |
|   14    Mizar's Palace    14   |
|_____|_____
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```
( |World 14|                Mizar's Palace                )
)-----)
( |Stage 0_|                Entrance                )
```

MIZAO

We've been here before with Juno so you should already know what to do. Defeat all of the drones here and go forward. Dive into the water (Vela's special ability) and head down underwater into one of the most frustrating places in the

game.

```

( |World 14| Mizar's Palace )
)-----
( |Stage 2_| Fume )

```

MIZA2

This is a labyrinth of tunnels and mazes and... AUGH! There's NO way I can write a guide for this so you're on your own. Look at it this way: all of the Tribals are in one place once you exit the maze. Four in the room where you emerge and the final two in the next room (where two Grenade Increase crates are as well).

```

( |World 14| Mizar's Palace )
)-----
( |Stage R_| Rendezvous Point )

```

MIZAR

The gigantic pyrammid is still there. Locate Vela's entrance and she, like Juno, will use her warp to be sent to Mizar's Lair. It looks like Lupus is the only one remaining now on the rendezvous...

```

+=====+
| Character Select |
+=====+

```

Now that Vela has caught up to Juno, Lupus is the only Jet Force member left to reach Mizar's Palace. This is going to be the toughest one yet...

```

%%%%%%%%% JET FORCE GEMINI %%%%%%%%%
| \ / |
| WORLD ----- WORLD |
| 11 Spawnship 11 |
| |

```

```

( |World 11| Spawnship )
)-----
( |Stage 1_| Troop Carrier )

```

SPAW1

Sorry guys but Lupus has the following at the moment: a pistol and he's at level one in health. Don't worry though because in this very room, there are some wonderful presents for you! Three Mizar Tokens lie here and next to them are two chests. The first one holds the MACHINE GUN (note that Lupus opens chests about three times as fast as Juno and Vela do) and one-hundred rounds. The second houses the PLASMA SHOTGUN. After you have the Plasma Shotgun, turn around and use Lupus' hovering ability (jump then hold up-C) to fly over to the ledge with the GEMINI HOLDER. Wow, we're on a roll aren't we? Anyway, once you have all of that it's time to head to the next room (I'm sorry to say it doesn't have as much items as this room).

Make sure to grab both the Pistol and the Machine Gun Increase crates on your way out of the first room. Here, use your machine gun to take out all of the flying drones that appear in a line. Once they're gone, the Life-Force Door will open. Here, use your machine gun to take out the fairly large drone on the other side of the gap. Then use your jet packs at the peak of a jump to fly to the other side. There, get the three crates of machine gun ammo and head through the door. Grab the Pistol Increase and kill all of the shield drones in whatever way you choose. Make sure to take out the sniper below the gap as well. This gap is

too wide for Lupus so you'll have to make use of the spinning platforms so that can take you across.

Again, time to get really angry at the controls of jumping. If you fall you won't die; however, you'll have to take a long path back up here so please don't fall because I'm not walking you through that alternate route. On the other side kill the two shield drones and get the Plasma Shotgun Increase. Then head through the door. DO NOT FALL. You're high up on some catwalks and below you is a steep pit. It's a long way back up so take care as you kill all of the blue drones. Once the Life-Force Door has opened, head through. Here, kill the drone by shooting at the HEAD (its body is fully armored). Once it's done for, head behind it. The RED KEY rests here, innocently enough. Head back to the previous room.

Here, head into the door right next to the Life-Force Door. You're back in that same room you were just in. Defeat all of the flying drones with your machien gun and then go through the Life-Force Door. The next two rooms are completely empty so just head through them. In the third room there are two snipers trying to kill you. Shoot at them both and kill them. This next part is tricky. The drones were guarding some kind of room entrance. Stop in front of the second entrance and jump. At the PEAK of your jump IMMIDIATELY press up-C to hover over. You should just make it to the other side. Enter this room. There are two things in this area: the YELLOW KEY across the gap is the first. In a chest next to the key there is a SNIPER RIFLE.

This seems like a room that would have a Gemini Holder wouldn't it? But it doesn't. Oh well. Anyway, exit the room and glide to the suspended path. Here, head through the door requiring the yellow key. In this lava filled room go left. Head down a small set of steps and you'll find a GEMINI HOLDER on the final step. Make sure not to fall in the lava as you head back up; you'll lose a fourth of your health! Now make your way across the platforms atop the lava. In the next empty room, head around to the other side and go through the door. You'll find your ship waiting for you outside.

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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
                        JET FORCE GEMINI                               %%%%%%%%%
|           \                                                    /           |
|  WORLD    ----- WORLD                                        |
|    12              Rith Essa                                   12    |
|_____|

```

```

(      |World 12|              Rith Essa                        )
)-----)
(      |Stage 1_|              Buff                             )

```

RITH1

This is an area with a LOT of large cliffs and very steep drops as well as many caves. So now you see why it's a convinient place for a mining operation to go underway. At the start (to your left) you'll find a Machine Gun Increase. Grab it and head through the door. This next area is completely empty of drones. Head forward and then start climbing the upward path on your right. When you climb the first part, jump up and hover across the gap to the area with the waterfall. Grab the GEMINI HOLDER and continue past the holder to find a Pistol Increase. Now go into the secret area behind the waterfall. Grab the six Mizar Tokens and then open the chest that houses the HOMING MISSILES. Once you have those, exit the area and then return to the upward path.

Up here head across the long, lonely path and then through the door. Grab the machine gun ammo next to you; you'll need it. Be prepared for a LONG series of

battles atop a very high cliff. First, a few flying drones will shoot at you. Behind them, blue drones will throw grenades at the oil tanks behind you so get outta there quick! In the area where the grenade-throwing drones were there are two higher peaks on the left side. Drop down in between them and you'll be on a secret ledge with two Homing Missile Increase crates. Once the flying drones are gone take care of the regular drones. You'll encounter a few more flying drones next. The drones behind them try to cover the flying drones but they are incredibly stupid (as I'm writing this guide two drones are running off of the cliff edge).

More drones (backup I suppose) will run in and try to take care of you but you can kill them easily with your machine gun. A new type of flying drone is next. These guys spin and move up and down rapidly, making them very hard to hit. Kill them in whichever way is best for you and then grab all the ammo crates (by the way, you ARE grabbing the drones' guns once they're dead, right?). One blue drone (VERY stupid by the looks of him) tries to take you out all on his own... I almost feel sorry for the guy. His friends are behind them and they will try to kill you as well. The next part isn't all that pleasant. One blue drone and three MASSIVE drones are trying to kill you. I suggest homing missiles; they're quite powerful.

Once they're gone rescue the two Tribals - if they haven't been killed by the crossfire - and grab the Machine Gun Increase. Continue forward and kill the flying drones. You'll be alone for a while but then both flying and blue drones will try to terminate you. Kill them all and head forward. The final force... well, I hope you have LOTS of machine gun ammo left. Twenty flying drones will all appear in a line and start a huge rage by showering you with bullets and laser shots. Strafe left and right, being careful not to fall, as you spray your machine gun all over their uh... bodies. The Life-Force Door will open and you will exit the area! This next part doesn't have a name but I'm leaving it in the "Bluff" section anyway.

To the right of you lies a very important weapon: the TRI-ROCKET LAUNCHER. Like the description says, you can clear out cramped corridors in style. Nice. On the steps there's a Pistol Increase. Now head through the wooden door on the right side to enter this next creepy area. The music is freaky, the area is deserted except for a few scraps by a killer dog. To the left of you is a chest with the useful CLUSTER BOMBS. This is especially useful in the upcoming areas :) Also, on top of the dog house, you can find a GEMINI HOLDER. Nice! Oh and try not to piss the dog off; she gets mad quick. Anyway, there's nothing more you can do here so head back out to the previous area. Here, enter the only other door you can enter to reach the next level.

```
( |World 12|                               Rith Essa                               )  
)-----  
( |Stage 4_| |Interior| )  
RITH4
```

This is basically one long battle. So, let's start then. On your right is a ledge with one out of four Tribals and a Tri-Rocket Increase. Head forward to be greeted by the welcome wagon - in this case it's a huge purple drone and a bunch of blue drones. Kill them all and go forward. On the left is another Tribal and a Plasma Shotgun Increase. Go forward and kill the two drones that drop off the ledge. Continue forward to find three flying drones. For some odd reason, these guys think they can defeat you by firing one shot every thirty seconds. Sad. Kill them and grab the health gems, then continue forward. Move on to see more blue drones. Also, on a ledge, you can find a Tribal and a LOT of Mizar Tokens (useful for the Diamond Geezer you'll meet soon).

Move forward to find flying drones hovering over a lake. You can't shoot in the

lake so stand at the foot and kill them. Head past the lake, up the stairs, and across the bridge. On the other side kill the flying drones and then head forward and defeat the shield drones. The rest of the path is seemingly empty except for the final Tribal. For the rest of the path, it's lots of shield drones and some flying drones. The next area houses your ship.

```

%%%%%%%%%                JET FORCE GEMINI                %%%%%%%%%%
|          \                                               /          |
|  WORLD   -----                                WORLD   |
|   13           Eschebone                            13   |
|_____|_____|_____|_____|_____|_____|_____|_____|_____|

```

```

( |World 13|           Eschebone                        )
)------(
( |Stage 1_| |Approach| )

```

ESCH1

At the start, head into the next area. NOW STAY WHERE YOU ARE. Lava is everywhere and touching it causes you to lose a QUARTER of your health. Defeat the three drones then carefully maneuver around the outer perimeter - on the right side, that is - and grab the Tri-Rocket Increase. Now head to the other door and go through. Again, hold your ground and whip out your machine gun to kill all of the flying drones. The bridge in front of you will collapse if you get too close but we're not crossing it yet anyway. There are little islands spread out on the lava below. The closest one on your right holds a GEMINI HOLDER. There's also a red gem, a Tribal, another red gem, and a Machine Gun Increase.

Once you have those head to the other side by using Lupus' jet paws and head through (grab the Pistol Increase on your way out). Here, jump to the island on your left. Grab the Tribals if you want but more importantly, head to the chest. Inside are some GRENADES. Now stop in front of the really word worm thingy that's breathing. Toss a grenade into its mouth and its tounge will flap down makinig a bridge. Use this to cross over the lava and into the creature's mouth. This whole part down the throat is firing at drones. Use your machine gun and collect the ammo, but whatever you do just keep firing. That being said, once everything is dead the Life-Force Door will open. Head through it to the next part of the creature.

The drones are all up on a high ledge. You can handle them in two ways and they're both simple. One, you can whip out your sniper rifle and pick them off one by one. Two, you can use your homing missles and make them explode one by one. Whichever one you choose is your choice, just kill 'em. The Life-Force Door will open and you will be able to enter the Thorax.

```

( |World 13|           Eschebone                        )
)------(
( |Stage 2_| |Thorax| )

```

ESCH2

What's "thorax" mean? Hold on, let me look it up...

PLEASE STAND BY

Here we go:

tho·rax·es or tho·ra·ces

1. The part of the human body between the neck and the diaphragm, partially encased by the ribs and containing the heart and lungs; the chest.

That's the entry that makes sense the most. And yes, I know I'm stupid. Shut up. Anyway, in the first room there are three Increase Crates: Pistol, Cluster Bomb (that's a first), and Grenade. Once you have them head through the holes on the left. I'll bet you anything that you're in dire need of ammunition so it's very convenient that a Diamond Geezer is right there. Restore all health and ammunition and you're ready to go! Back inside the monstrous beast head through the door in front of you. This first part is in a long narrow tunnel full of oil. Blast the tanks as you go and you'll essentially destroy the drones. The next room has everything but the kitchen sink: regular drones, gigantic drones, and flying drones.

Wipe all of 'em out and spread their guts along the walls. Head through the Life-Force Door once it's open. The next area is another tunnel with regular drones then a big drone at the end. In the next wide open room you'll spot only flying drones. Kill them all and THEN get the red gem to restore all of your health. From the tunnel nearby regular drones will spawn so you might have to deal with some of those. Once you have the red gem and the ammo (and have extinguished all drones) head through the Life-Force Door. You should have all machine gun, Tri-Rocket, shotgun, and pistol ammo refilled thanks to the crates so I'll be damned if Lupus isn't in good shape. Wipe out the drones to enter the big area.

This place has lots o' oil tanks so shoot them when drones are nearby and watch the fun and hilarious results. Once them and the flying drones are gone, grab all of the ammo crates (and the Tribals if you want) and head through the only path available. Arm yourself with a Tri-Rocket and then follow the path. When you see the huge drone, blow its head clean off. Haha. This will open the Life-Force Door so go through. You're high up in a previous area so make sure not to fall as you cross the bridge to the other side. Fight your way through the tunnel and then kill the flying and regular drones in the next room. Climb the steps and eliminate the two drones guarding the Life-Force Door but don't head through. On the highest step use Lupus' jets to glide to a tall pillar with the final GEMINI HOLDER.

Yay, we have all of the holders for Lupus! In the next area eliminate all of the drones and then grab the MAGENTA KEY from the pillar. Head through the long tunnel on the left and head through the Magenta Door at the end. Now go left and enter the Magenta Door. Here, refill all health and ammo and then head through the door - prepare for a boss battle. Lupus will attempt to rescue a Tribal trapped on a lava island but then two gigantic creatures will approach him. After a long series of events occur, you'll start the battle!

~~~~~  
Twin-Mantids  
~~~~~

~~~Difficulty: 7/10~~~

I hope you guys followed the walkthrough thoroughly enough to have the following: twenty homing missiles, fifteen Tri-Rockets, and 300 machine gun rounds. Oh and level eight health as well. Because you have to fight TWO guys here and this is NOT going to be easy. It is definitely the hardest boss of the three that you've faced. Don't worry, the fourth boss is a serious joke. Anyway, at first only one Mantid will attack you and the other will stay behind and watch the show (thinking that it won't have to harm you). But eventually both will join in the fight. Fighting this boss is quite similar to Juno and Vela's fights because you must hit certain targets at certain points (though there are

two bosses now).

There are a lot more targets this time so enjoy this long, hard battle. Okay, everything is empty at the start. Suddenly, both Mantids come down. One stays on a wall in the distance while the other one jumps in front of you on an island. It has a red "claw" that it uses to shoot a laser at you. Arm yourself with the Tri-Rockets and when it raises the "claw" to shoot you the target should turn red. Immediately fire off a rocket. If your aim is true, it should blow clean off - if it isn't, it'll take a couple of hits to destroy - and then you'll have to focus on the other claw (this is an actual claw). This time the Mantid will jump from island to island (there are three islands - one on the left, one in the middle, and one on the right).

When it raises it's claw, it'll flash. Shoot it with, this time, the machine gun (because you'll need your Tri-Rockets for later). While you're shooting, strafe left and right to dodge the bomb that it fires. Eventually you'll totally bast the claw off. It's the other Mantid's turn now. They will switch places and now the Mantid in the distance will begin to fire missiles at you. There are two "shields" on the left and right side; hide behind these and the missiles won't hit you. Destroy the first "claw" with another Tri-Rocket and then use the machine gun to destroy the real claw. Once both claws are gone from both Mantids, the next phase of the battle will begin. The first Mantid will jump to you again while the second remains in the distance.

This time the Mantid will fire bombs at you from the tail. Use your Tri-Rockets to blast the tail into oblivion whenever it becomes targetable. After it fires at you twice from the middle island (dodge the homing missiles from the second in the same manner you used before) it'll jump to the left or right islands and the second Mantid will jump to the middle. Ignore the second one and focus your attention on the first Mantid until its tail is totally gone. Now do the same thing for the second Mantid. You should have about five or six Tri-Rockets left, enough to finish the battle. If all else fails though, you should still have at least 150 rounds of your machine gun and have we used ANY homing missile ammo yet? Nope.

If all of THAT fails then you're in trouble; switch to the Plasma Shotgun, then you're stuck with a Pistol (if you're not dead by then). The final stage of the battle is easy to do once you have the strategy down. However, the strategy is difficult to explain. Okay, so both Mantids are on islands now. One is on the middle and the other is on the left or right. You MUST know which island the second Mantid is on because it's important. Why? Read on. Anyway, the Mantid in the middle will rear its head back. At this moment it is targetable. Shoot whatever you have (you better have Tri-Rockets) at its head and (this part is somewhat hard to explain) if the second Mantid is on the left island move to the right (and vice versa).

The first Mantid will spit five bombs at you but you'll have to dodge them. Now move back to the center and the bombs from the second Mantid will fly over you. If you move in the direction of the second Mantid avoiding his bombs is possible, but difficult (just use the same approach of heading back to the center). The Mantids will switch and you'll have to shoot the second Mantid. Repeat this for a while and eventually one of the Mantids will explode into a bazillion guts. With only one Mantid left it'll stand in the center island shooting bombs at you. Strafe left and right and throw anything you have at it: Tri-Rockets, machine gun, pistol, car insurance, mouse cage, whatever. Eventually, it'll die in a MUCH bigger fashion than the first one (which involves Lupus spraying it with machine gun fire whether you're out or not).

~~~~~


You can now get the hell outta dodge to head to the rendezvous point: Mizar's Palace.

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%%%%%%%%%                               %%%%%%%%%%
|          \                               /          |
|  WORLD  -----  Mizar's Palace  -----  WORLD  |
|    14          Mizar's Palace          14        |
|_____|_____
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( |World 14|          Mizar's Palace          )
)-----)
( |Stage 3_|          Chasm          )
```

MIZA3

You probably have been drained of health and ammo from your battle with the Mantids. And you have a huge battle coming up so let me take the opportunity to do the following: HAHAAHAHA! Okay sorry, I'm done. Anyway, grab the Pistol Increase and head forward. A few flying drones and FIVE gigantized drones will charge at you. Take care of the flying drones first and then whip out your two Cluster Bombs and... ah, you know what to do. Once they're gone, head through the Life-Force Door. In this dark area you'll want to open the chest for some NIGHT-VISION GOGGLES. Guess what they do for you. Stand on the pad and press A for the goggles to work their magic.

Everything will turn green and the door will open. This maze is not difficult at all (unlike the notorious Fume). You'll quickly locate the lower level where an elevator lies. Try to grab at least two Machine Gun Increase crates on the way to the elevator. Let it take you up to higher ground where, shockingly enough, a huge chasm lies. You should just make it across so once you have, head up the ledges to the upper area. Grab the three Grenade Increase crates and go forward to the end of the level.

```
( |World 14|          Mizar's Palace          )
)-----)
( |Stage R_|          Rendezvous Point          )
```

MIZAR

Lupus is the final Jet Force Gemini member that you must bring to Mizar's Palace. The pyramid is there and all is well but Lupus has an upcoming boss battle. Although the battle is a serious joke, you WILL need Tri-Rockets and I bet you don't have lots of those. However, you should have at least 250 rounds of machine gun fire, possibly more. That should be enough to deal damage (yes, that's really all you'll need) so locate Lupus' entrance to the pyramid and it'll show the scene of him warping to Mizar's Lair.

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|          ~~~~~~          |
|          |%%% Walkthrough: Rendezvous %%%|          WALKTWO          |
|          ~~~~~~          |
|_____|_____
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Juno will appear in Mizar's Lair first, well before the others. The torches will light up in front of a giant door and then, suddenly, the door will begin to open. As Juno backs away, we see Juno through Mizar's own eyes (all Mizar sees is red apparently). There's Mizar with his cool metal hand and his freaky body. Apparently Juno thinks he can kill him with a machine gun. Mizar will charge a huge energy ball and he'll send it at Juno who just takes the hit. OH MY GOD! THEY'VE KILLED JUNO! Well... not really but Mizar will leave and Juno will get

up. Behind him Vela and Lupus will suddenly appear. Real cheesy scene here in which they all run toward Mizar, their guns raised (or in Lupus' case, attached).

They'll stop in front of Mizar who will cause blue torches to light in front of the Jet Force team, blocking the path. Although they can just walk IN BETWEEN them, that doesn't seem to register with the team. Lupus will howl and fly over the torches and land in front of Mizar.

~~~~~  
Mizar  
~~~~~

~~~Difficulty: 2/10~~~

Mizar laughs at you and then the battle begins. So actually you don't need the Tri-Rockets. You need 250, maybe even 200, rounds of machine gun fire and that's it. Honest. Mizar doesn't seem to think a dog is any threat to him so he goes REAL easy on you. Mizar has four attacks, all of which are VERY easy to avoid. First he likes to spray purple beams at you. Just strafe left and right constantly (jump if you're about to strafe into a beam) to avoid them. Next Mizar will slam his non-metal claw onto the ground and cause two shockwaves to come at you. Brace yourself and jump over both of them (somewhat difficult but still not HORRIBLY difficult). The third attack is a green breath attack that he'll spray at you.

The only way to take this hit is to not strafe out of the way. And who's stupid enough to do that? Not me. The final attack is just a regular bomb that all bosses shoot at you. Easy, just strafe. Okay, whenever Mizar is performing an attack his head is vulnerable. Spray it with machine gun fire or Tri-Rockets. Once he's done with an attack he'll cover his face with his hand and claw and shake around. You can't hurt him while he's doing this so wait it out. Then he'll again attack and you'll again have to shoot his face. This strategy continues for... the whole battle. Honest.

~~~~~  
Once Mizar is defeated he'll fall to the ground. Lupus will run over to finish him but Mizar will rise up and shout out at the Jet Force team. He'll tell you that you'll pay by watching Earth being torn to shreds. Using his jetpacks, he'll take off. A shot of a nearby asteroid is shown. Mizar will collide with it and change its course to head straight for Earth! How he makes the asteroid completely hollow and sets up a control room in a matter of ten seconds I have no idea. King Jeff will thank you for dealing with Mizar though he'll recognize that your own world is threatened. The ships of Juno, Vela, and Lupus can't make the trip to the asteroid fast enough. However, a Tribal ship can be useful.

But the last time it was used was centuries ago when the ancestors of King Jeff and the Tribals came to the galaxy. Twelve parts are gone. Eleven of them are missing and the final part is owned by King Jeff. You must locate the eleven parts and then you'll receive the final part from Jeff after you get EVERY SINGLE F'ING TRIBAL IN THE WHOLE DAMN GAME. You know how many are in the game? 282 DAMMIT! To this day I am still debating whether or not trying to track down the Tribals and ship parts would take longer than reaching the asteroid with the Jet Force ships. Anyway, King Jeff will then give you much stronger defenses so you won't take as much damage when hit. Also, the best part, you get a jetpack of your own!

Not like Lupus' but you can actually fly up high and around and crap. However, it requires valuable fuel that's destroying our ozone layer and causing global

warming (sorry, I just saw The Day After Tomorrow so this is still on my mind) that can only be found on fuel pads. Anyway, that's it for this short chapter. The prologue is over, the real game is about to begin...

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|          ~~~~~~                    |
|          |%%%%%      Goldwood      %%%%%|          WORLD 1          |
|          ~~~~~~                    |
|                                     |
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(      |World 1 |          Goldwood      )
)-----)
(      |Stage 0_|          Entrance      )
STAGE0
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+-----+
|                                     |
|                                     |          WEAPON1|
|                                     |
+-----+
```

Shurikans - In the first large area go left. You'll find a big door that requires the Yellow Key. If you have the key (and you should if you've been following the walkthrough) then head inside. Head down the stairs and kill the drone, then proceed forward. In a chest on your left you'll find the SHRUIKANS. These homing knives can cut through drone shields and instantly kill regular drons, making them a very important weapon.

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+-----+
|                                     |
|                                     |          BONUS1 |
|                                     |
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```

You need Vela for this. Okay in the first large area, you'll want to go to the right wall. Here, run along while running to the right. Check the first few crevices you see; you'll be able to enter a hidden area once you enter one of them. Inside this hidden area, go forward and jump into the lake. Dive down to the bottom and activate the BONUS TOTEM that lets you use the yellow coward drones in multiplayer.

```
(      |World 1 |          Goldwood      )
)-----)
(      |Stage 1_|          Outset        )
STAGE1
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+-----+
|                                     |
|                                     |          TRIBAL |
|                                     |
+-----+
```

At the start, head forward and grab the gems. Kill the two drones and continue. A TRIBAL (1/7) is guarded by a sniper drone. Once the dorne is dead you can go and collect the Tribal. In the wide open area you'll spot a bunch of drones trying to kill you. Immidiately run to the TRIBAL (2/7) directly across from you before it's killed in the crossfire. To the left of that Tribal, behind a hut, is another TRIBAL (3/7). Now kill off all drones including the sniper with your machine gun to open a wooden Life-Force Door. Head through that door to be in a tunnel area. Maneuver through it, killing all the drones, and you'll eventually reach a wide-open area. QUICKLY collect the four TRIBALS (7/7) located here before the drones eliminate them.

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After you get Floyd return to the area where you got the Red Key and the machine gun. Take the path you took to receive the red key and you'll now be able to enter the Floyd door. The reward is the Goldwood Target Shooting. See the Floyd Missions for info on how to beat this difficult objective.

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(      |World 1 |      Goldwood      )
)-----)
(      |Stage 2_|      Lodge      )
STAGE 2

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+-----+
|      Access      ACCESS1|
+-----+

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After you get through the first Tribal Village in the Outset you'll be almost done with the level. In the area with the bridge and the water, dive into the water. As Vela, you'll be able to swim into an underground cave which is the entrance to the very difficult Lodge.

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+-----+
|      Tribals      TRIBA2 |
+-----+

```

This level gave me a ****load of trouble the first few times I played it and you'll probably be faced with a ****load of trouble as well. It's hard, man. At the start, surface and jump to the ledge on your left where a valuable Machine Gun Increase lies. Continue forward and stick to the left side and you'll eventually reach a blanket that serves as a door. Head through and inside you'll find four TRIBALS (4/15) hiding from Mizar's troops. There is also a Shuriken Increase, something that you don't see too often. You'll eventually reach another ledge (on your left again) with two Grenade Increase crates. Also, there are ramps that go up to the upper level of this room. Ignore the door for now and go forward.

Then cross the bridge on your left. On the other side there are THREE Tri-Rocket Increase crates. Grab them! Grab them! Now return to the door you passed. Inside is a Diamond Geezer. Refill your ammo and (if you can afford it - and if you need it) your health. Drop down and continue forward out into the wild. Take out the three flying drones and then whip out your Shurikens. The fully shielded drones don't stand a chance against Vela as long as she has Shurikens. Just lock on, make sure you can see them, and fire away. This makes killing the drones VERY easy and if you collect all of the Shurikens after you use them, then you don't lose any ammunition of any weapon! Once you've eliminated all the drones in the first part a Life-Force Door will open.

DON'T go through it though. Instead, continue on to the second part of this area. Here, snipers hurl grenades, flying drones show no mercy, and shielded drones are plentiful. In the cave, move past and kill all the drones. Eliminate the sniper and the rest of the drones once you're outside again to open the second Life-Force Door. I hope you haven't died yet because there's a 90% chance you'll be dying in the next area. Switch to your machine gun and head through the Life-Force Door. You aren't dying because of the BATTLE. With two

Invincibility Panels and a red gem closeby you're in good shape. You'll see how you might die... Anyway, the first Invincibility Panel is to your left and the second is far up behind a box.

If worst comes to worst, after using the two panels (and you're still low on health) grab the red gem. Once all are dead, go forward. Tribals are on pillars but wait! The pillars sink when you jump on them! Okay, you have to be VERY quick is you want to get all of the TRIBALS (7/15) and survive the cliff fall. Rush up to the first Tribal, quickly jump to the one on the left, and then quickly to the one on your right. By the way, there are THREE Homing Missile Increase crates near an edge of the area. Back in the previous area, return to the Life-Force Door that you had opened a while ago. Here, defeat the large drone on your right by blasting it in the HEAD with Tri-Rockets. Don't go through the passage it was blocking though.

Instead, head to the right. Here, eliminate all of the drones and then go through the door. Rush forward and grab the Invincibility Panel, then start shooting LOTS. and LOTS. and LOTS of machine gun-firing drones (flying). When they're all dead, drop down the ramps and kill the drones at the bottom to open the Life-Force Door. Cross the bridge and get the SPACESHIP PART but also make sure to get the TRIBALS (9/15) right of the entrance (DON'T fall in the bottomless pit). Return to the area two doors back. Here, make your way through eliminating the big and flying drones. Once they're all gone the final Life-Force Door will open. You're in a Tribal Village that's managed to not fall apart yet.

All of the final TRIBALS (15/15) are outside or indoors waiting to be rescued. Head to the next area, where you'll find that your ship takes you to a new world!

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+=====+
|                               Ship Part                               SHIP 1 |
+=====+
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Inside the Life-Force Door where you get Tribals eight and nine (see the walkthrough) cross the bridge. Here you'll find the SPACESHIP PART Vela's Hatch Key. This allows Vela to access her pod. Since Juno is the only character you actually get to PLAY with on the Asteroid level, I think we should only have to get Juno's Hatch Key and leave Vela and Lupus behind.

```
( |World 1 |                               Goldwood                               )
)------(
( |Stage 3_|                               Interior                               )
STAGE3
```

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+=====+
|                               Tribals                               TRIBAL3 |
+=====+
```

The start of this level is similar to the beginning of Outset. Go forward and kill the drones. You'll find a TRIBAL (1/9) in a corner near a tree. Continue until you get to the village. Kill all of the drones including the sniper and then look for a broken house (you'll find it quickly). To get the TRIBAL (2/9) on top, stand right below the Tribal and do the highest jump you can. You should grab it at the peak of your jump. Kill the rest of the drones and then head through the Life-Force Door. The next area houses no Tribals. Kill all of the flying drones and continue on. You'll find a huge chasm that only Lupus can cross but we're not taking that path anyway. Head down the left path to find about a dozen flying drones.

Whip out your machine gun and start shooting at them all. In the next area you'll find a Ninja Drone. This should be the first time that a Ninja Drone is a serious threat to you. The moment the drone spots you it'll try to take out all of the Tribals in the area. Kill him quickly and then run around and rescue the

four TRIBALS (6/9) in the area. Head into the next area. Grab the Invincibility Panel and start shooting at all of the drones. Once they're dead, cross the bridge. Behind some boxes are the final three TRIBALS (9/9).

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-----
( |World 1 |                               Goldwood                               )
)-----
( |Stage 4_|                               Rim                                 )
-----
STAGE4

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+=====+
|                               Access                               ACCESS2|
+=====+

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The Rim is a stage that can only be accessed by Lupus. There is a huge chasm near the end of the level. Kill all of the flying drones and the sniper and then return to the chasm. Use your jets to hover across. On the other side head through the Life-Force Door to enter the Rim.

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+=====+
|                               Tribals                               TRIBA3 |
+=====+

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There are only a few drones in the first area. Kill them with the machine gun or, if you have them, the Shurikans. Once all of the drones are gone the Life-Force Door will open so head through. In the next area you'll find two paths. Take the left one and follow it. A dron should appear from around a corner. Take this corner left after killing the drones and follow the path down. Here, some flying drones will be guarding Tribals. Rescue the TRIBALS (2/11) FIRST because if you kill the flying drones you WILL end up killing the Tribals as well. Once you have them, take the path back up and continue on down an empty path. You'll eventually come to a Life-Force Door so head through. Here, drones will drop down from the above ledges and fire at you.

Shoot the oil tanks they use for cover to blow 'em to shreds. Once they are gone, continue down the path. This path is pretty much empty. Turn left when you can and follow the path to a rocky wall. Jump over it and rescue the TRIBAL (3/11). NOW shoot the drones to hell and then head back onto the main path. You'll eventually reach an area with a bunch of pillars in some water. Climb the pillars and use your PISTOL to take out the drones (easier aim). Then turn around and you'll find a blue drone guarding a Tribal. Shoot it with the pistol and you won't risk hitting the Tribal. Make TOTALLY sure that the drone doesn't have a grenade in its hand when you shoot it. Otherwise it'll blow up and kill the Tribal. Once the drone is dead, rescue the TRIBAL (4/11) from the ledge.

Head through the Life-Force Door and rescue the two TRIBALS (6/11) that are mining for gems (which you can grab for health). Also there's a chest in here with the SHOCKER, one of the less-useful weapons in the game. Return to the previous area and hover to the only other path you can take (that you haven't taken before, that is). Follow this empty path to an open ledge. Here, jump up and hover over to the ledge with the TRIBAL (7/11). Turn left and hover to the ledge across from you. Go forward and kill the drones, then take the right path. About six or seven oil tanks are here. Before letting your lovely Cluster Bomb lose go forward and get the TRIBAL (8/11) hopelessly trapped in the middle.

NOW you can use your Cluster Bomb. Fun, fun, fun. Head back to the junction and take the left path this time. Head out into the cliff area. Grab the Sniper Rifle Increase and start going forward. Kill the regular and flying drones with your machine gun. There are more drones, as well as a cyrborg and some flyers, up ahead. Now there's land mines guarding a huge drone. Kill the drone and hover over the land mines. This basically continues for a while, with no Tribals or

no... _anything_ out here so just keep killing the enemies until you reach the other side. Inside get the Machine Gun Increase and head forward. When you can go left, do so. This next part can be a little difficult. HOVER over the land mines and QUICKLY snatch the TRIBALS (10/11) from their place before the Ninja Drone eliminates them with a grenade.

Once that's done you can kill the Ninja Drone and head back up to the main path. Continue and you'll find the ultimate Cyborg Drone. Eliminate it with a Tri-Rocket to the head and climb the stairs. You'll find the final TRIBAL (11/11) on these stairs. Continue up and grab the machine gun ammo. What is easily twenty flying drones will descend on you. Quickly shoot them all to open the Life-Force Door. Past the door there are a few more rooms with drones. You'll eventually reach your ship that will take you to the Gem Quarry.

```

+=====+
|                                     Weapons                                     WEAPON2 |
+=====+

```

Shocker - Look at the Tribal guide. Where two Tribals are located (numbers five and six) there is also a chest. This chest holds the SHOCKER. This isn't that great of a weapon though; it takes a LOT of ammo to bring one drone down. It's basically good for torturing them :)

```

=====
|                                     ~~~~~~                                     |
|                                     |%%%%% Spacestation   %%%%|           WORLD 2   |
|                                     ~~~~~~                                     |
=====

```

```

( |World 2 |           Spacestation           )
)------(
( |Stage 1_|           Abandoned Wreck       )
STAGE 5

```

```

+=====+
|                                     Tribals                                     TRIBA 4 |
+=====+

```

At the start of this creepy level, turn around and go towards your ship. Drop down to the pit below and head right, through a blasted hole in the wall. In this small area there is a TRIBAL (1/12). Now jump on the box and jump up - you'll jump through another hole. Here, go forward and rescue the TRIBAL (2/12). Jump on the crate and jump up higher into the next area. Head into the room with the chest. Along with the extremely useless FLAMETHROWER weapon a TRIBAL (3/12) is here. Now drop down through the hole and in this room you'll find yet another TRIBAL (4/12). Now return all the way back to the starting pit. Jump to the upper ledge and head forward. You'll find an elevator that will take you inside the actual spacestation.

Go forward and kill the drone. On your right there's a Flamethrower Increase. Cross the bridge into the depths of the station. You're now in a maze of passageways and it's not that easy to help you out but I'll try. Follow this path and then head straight for quite a while. You'll be across a gap with a Tribal on the other side. You can't quite reach it so drop down and activate the Bonus Totem. Turn around and go right when you reach a junction. Go forward and then turn left at the end. Grab the TRIBAL (5/12) in the passage and then continue down that path to enter another room with a seventh TRIBAL (6/12). Head around this maze until you get to an elevator that takes you to the upper floor again.

Out here you'll be on the other side of the gap previously. Now you can rescue the TRIBAL (7/12). Get on the fuel pad and hover across the gap. On the other side, search around the upper floor and thirty seconds later you should find an empty room except for a TRIBAL (8/12). Now return to the room with the gap, Jetpack Pad, and the Tribal (that was previously there). Drop down and head straight all the way into the next room. You'll be taken down to another low floor of the spacestation. Go forward into the next room. Two TRIBALS (10/12) are next to each other here. Get them and search this floor. You will (very) soon find another big, empty room with two TRIBALS (12/12) on either side. The Tribals are the only thing at this Spacestaion.

So you're done here, so return to your ship and exit this freaky area.

```

+=====+
|                               Weapons                               WEAPON3|
+=====+

```

Flamethrower - At the start, head into the left hole and climb up the boxes until you reach a room with a chest. Inside this chest is the useless FLAMETHROWER weapon.

```

-----
|                               ~~~~~~                               |
|                               |%%%%%   Gem Quarry   %%%%%|           WORLD 3   |
|                               ~~~~~~                               |
-----

```

A cinema will begin with your first arrival at the Gem Quarry. A bunch of Tribals are playing, bouncing a ball around while some others are running around chasing each other. This is a sickening sight to Mizar, who we'll see in a few seconds. He'll punch in a few codes that will send out a small rock of the Asteroid to eliminate the moon of Goldwood.

```

-----
( |World 4 |                               Gem Quarry                               )
)-----
( |Stage 1_|                               Landing                               )
STAGE6

```

```

+=====+
|                               Tribals                               TRIBA5 |
+=====+

```

At the start head forward and rescue the two TRIBALS (2/5) near the house. Continue forward down the path, past the two houses, and you'll find the rest of the TRIBALS (5/5). If you can't get the Tribals for this stage then you are utterly hopeless.

```

+=====+
|                               Ship Part                               SHIP 2 |
+=====+

```

Yes, you can get one of the twelve ship parts here. Head into the hut on the left to find Magnus. He's a little distressed (and why shouldn't he be - an asteroid is on collision with this moon!). Talk to him and he'll explain about the asteroid (as if we didn't already know). There's a generator in the Quarry that can destroy all of the asteroids but the Tribals aren't able to get it started fast enough. You need to blast gems into the cacuum to start up a laser. This is one of the hardest tasks in the game, so be prepared for some major frustration. Head to the second area where you'll find the large generator

spinning around. The vacuum is on one side. Okay, this is a little complicated to explain but I'll try my best.

On the opposite side of the entrance there's a Tribal (you can't rescue it) mining for gems. It slowly travels back and forth between the Quarry and you. Each time it arrives at the ledge it'll drop four gems. These gems are green and cannot be picked up for health. They must be shot near the vacuum and then the vacuum can suck them up when it gets close. The vacuum must have eight gems inside it within a certain amount of time and that time limit is VERY tight! To make matters worse, eight gems can stay on the screen only for a few seconds before they begin to disappear. You'll need to have perfect timing with the vacuum spinning and with the Tribal. Also, you need to have true aim so the gems can get into the vacuum easily.

There is no other advice I can give you for this difficult task except this: use your pistol. It's easier to shoot the gems because it has better aim. Good luck with doing this. Once it's finallyd one a cinema will occur where the generator will blast the asteroids into pebbles. Once that's done, the generator will disappear from the ground. Return to Magnus and speak to him. He is extremeley thankful and he'll hand over a SPACESHIP PART. This one is the Radar Dish. You have no further business at the Gem Quarry so exit by means of your ship to return to Goldwood.

```
=====
|                ~~~~~~                               |
|                |%%%%%   S.S. Anibus   %%%%%|         WORLD 4   |
|                ~~~~~~                               |
=====
```

```
( |World 4 |                S.S. Anibus                )
)-----)
( |Stage 1_|                Hold                )
STAGE7
```

```
+-----+
|                Tribals                TRIBA6 |
+-----+
```

The majority of the Tribals are located in the prison cells where you freed Vela. There are ten Tribals, only three of which haven't been locked up. The first two Tribals are in the very first room with all of the drones. The huge purple drone is guarding them. Make sure to rescue the TRIBALS (2/10) BEFORE killing the beetle because you'll risk killing the Tribals as well. And now you'll have to deactivate seven Power Cells to bring down the walls of the prisons. I'll walk you through breaking each cell as well as getting the third free Tribal. Clear out this first room and then jump on the box to the right of the Life-Force Door. Turn around and you'll find the Power Cell on the high-up ledge.

Shoot it until you see, "YOU HAVE DEACTIVATED A CELL DOOR." Now enter the next room. Right next to you is a Power Cell. Deactivate it, kill the drones, and move on to the next room. Here, go straight across the room. In the corner is a Power Cell. Three down, four to go. Rescue the TRIABL (3/10) on the box. Eliminate all of the drones in the area and wait for the platform to come toward you. Jump on it and let it take you across. After eliminating the drones, head towards the pit. There's another Power Cell here that we haven't gotten yet. Look down into the pit and you'll spot a Power Cell on the left side. Deactivate it and enter the next room. Here, switch to manual and look up.

Directly across from you, way up high on a wall, is the fifth Power Cell. Shoot it and then begin the long battle killing all of the enemies. Once all of them are dead, shoot the glass to shatter it. Head inside and enter the door. Shatter the glass and head through the passageway to be on some catwalks. Walk across the catwalks and then look on the left wall. High up, near the very top, is the sixth Power Cell. Backtrack to the huge room that you had the battle in and head to the prison. To the left of you there is the final Power Cell. Now you can rescue the final TRIBALS (10/10) and then exit the world!

```
+=====+
|                Floyd Missions                FLOYD2 |
+=====+
```

Go across the catwalks and enter the next room. Follow this twisting passage through all of the tunnels and kill the termites. You'll eventually reach the spot where Juno found the Cluster Bomb. Crawl through the tunnel and out to the other side. The Floyd Pad is here. You get the Earplugs, a VERY important item since without it you can't get a ship part. See the Floyd Missions section for help on how to beat this.

```
+=====+
|                Bonus Totems                BONUS2 |
+=====+
```

On the catwalks, walk across and go left. The BONUS TOTEM is resting there.

```
-----
( |World 4 |                S.S. Anibus                )
)-----
( |Stage 2_|                Passageway                )
STAGE8
```

```
+=====+
|                Access                ACCESS3|
+=====+
```

In the first room where you arrive at the S.S. Anibus locate the Jetpack Pad at the very top (near the passage to the Depository) and then fill it up to the max. Use your jetpacks to fly to the upper part of the room where a high-up door rests. This is the entrance to the Passageway.

```
+=====+
|                Tribals                TRIBA7 |
+=====+
```

You start in what is astonishingly a passageway. This is empty so head forward and go through the door. The next three rooms are also completely empty. You'll finally exit the passageway. Go forward and get the Sniper Rifle Increase, then head down the ramp. Don't fall because it's death. Eventually you'll reach a place completely empty except for some flying drones and a sniper. After killing them charge up the energy to 100 on your jetpack using the Jetpack Pad. This next part is fairly straightforward. You need to jetpack across different platforms to get across to the other side. There are enemies and gems, along with stations to recharge your jetpack. All the platforms and ledges look the same and it's pretty easy to land on them.

There's one place though where you can get some Tribals. When you reach the electric wall look right to find a door in the wall. Enter it and you'll find the first two TRIBALS (2/8) here. Continue on across two large gaps and then

head through a door. You're in an area with a small river, a red gem, and a passage to the right. Look at the Spaceship Part section for one second. Once you've gotten the Fin, jetpack across the water. In this dead end, locate the jetpack and charge in. Now jetpack all the way up to the top where six TRIBALS (8/8) lie. Well that was easy. Anyway, there's nothing else to do now so just head back to the start of the level to clear the area with the Tribals saved.

```

+=====+
|                               Ship Part                               SHIP 3 |
+=====+

```

When you reach the passage with all the water go right. Get the red gem and head through the door. Talk to Midge (you've met him before with Vela). He'll

congratulate you on defeating Mizar and then give you the ever so useful SPACESHIP PART. This part is the Fin. That's all you need here so exit.

```

-----
( |World 4 |                               S.S. Anibus                               )
)-----
( |Stage 3 |                               Depository                               )
-----
STAGE9

```

```

+=====+
|                               Access                               ACCESS4 |
+=====+

```

In the first room climb up the steps near the entrance to the area where the Plasma Shotgun was. Jump up to the upper steps and head through the Yellow Key door. Go around the perimeter of the next room and into the Depository.

```

+=====+
|                               Tribals                               TRIBA8 |
+=====+

```

All Tribals lie in only two rooms. Five in room room and nine in the next. They're fairly easy to locate but GETTING to the rooms is difficult. There are only three rooms in the whole level but the biggest one, which is the actual Depository, is a huge labyrinth of boxes that you can't jump over. You'll have to weave in and out of them, s hooting drones, to find the doors. Neither of the doors are Life-Force Doors. One has your ship and another is a small box-filled area. Enter the box-filled area first. THERE-IS-A-NINJA-DRONE-IN-HERE-QUICKLY-ELIMINATE-IT-BEFORE-IT-ELIMINATES-THE-TRIBALS-OR-YOU'LL-HAVE-TO-START-THE-STAGE-OVER-AGAIN-WHICH-IS-NOT-COOL. You have to locate it quickly because it'll start shooting the Tribals the MOMENT you enter.

Once he's gone, rescue the five TRIBALS (5/14) in here. NOW you can locate the area with your ship. On the left part of the room there are three TRIBALS (8/14). On the right part of the room there are another four TRIBALS (12/14). In the bottom-right corner of the docking bay there's another TRIBALS (13/14) and there's the final TRIBALS (14/14) in the upper-left corner, very close to the edge. Once that's done, touch your ship to clear the area.

```

-----
|                               ~~~~~~                               |
|                               |%%%%% Walkway %%%%%|                               WORLD 5 |
|                               ~~~~~~                               |
-----

```

```
(      |World 5 |                      Walkway                      )
)-----)
(_____|Stage 1_|_____Peak_____)
```

STAGE10

```
+=====+
|                      Tribals                      TRIBA9 |
+=====+
```

Since Juno is the only one that can access the crowbar, he is also the only one that can get all of the Tribals in one go. There's something here that you would never expect: a walkway. Yep, right in front of you is an actual WALKWAY. Who would've thought of that? Anyway, head along this long walkway (it's empty) until you get to the other side. A few drones will come at you but they can easily be eliminated by using the machine gun. Once they're gone, go left. You'll find a Jetpack Pad. Fill your fuel as high as it can go (which, I'm sorry to say, is not very high - only twenty) and then blast to the roof above you. One TRIBAL (1/6) is here. Blast to the upper roof, past the Bonus Totem, and you'll find another TRIBAL (2/6).

Return to the Jetpack Pad and recharge. Drop down below you to a hidden ledge with a TRIBAL (3/6). Blast up, recharge, and head to the roof. On the other side is another hidden ledge with a single TRIBAL (4/6). Now return to the Life-Force Door you opened. Head inside and, with the crowbar, the door will open automatically. Don't go in just yet though! Go past it to find a chest containing the HOMING MISSILES! Now Juno, Vela, and Lupus all have the missiles which makes for an easier game. Yay! Also talk to the Diamond Geezer to refill health and ammunition. Drop down through the trapdoor. In this area, use Shurikens (if you have them which you hopefully do) or pistol ammo (anything else and you'll risk killing the Tribals) to defeat the sheild drones.

You'll eventually come across the final two TRIBALS (6/6). Make your way through the pipe, killing the drones, and head through the door at the end. Take the elevator back up to the top and then return to your ship and exit.

```
+=====+
|                      Bonus Totems                      BONUS3 |
+=====+
```

The Bonus Totem can be found by blasting up to the highest roof on top of the building. The TOTEM is just sitting there.

```
+=====+
|                      Weapons                      WEAPON4 |
+=====+
```

Homing Missles - Juno's homing missles can be found here inside the building right next to the Diamond Geezer.

```
=====
|                      ~~~~~~                      |
|                      |%%%% Tawfret %%%%|          WORLD 6 |
|                      ~~~~~~                      |
=====
```

```
(      |World 6 |                      Tawfret                      )
)-----)
(_____|Stage 1_|_____Bog_____)
```

STAGE11

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+=====+
|                Tribals                TRIBAL10|
+=====+
```

Juno is required for this stage because the Crowbar (which is something only Juno has) is needed. I'm not going all in-depth on strategy here because well... it's already listed in the guide! In the first big area you need to use your Tri-Rockets/homing missiles to eliminate all of the drones. If you do a Life-Force Door (one that you haven't been through before) will open up on the side of the bog. Next to you is a GEMINI HOLDER, Juno's final one that we never got. You will also find two TRIBALS (2/10) in the middle of the bog near some trees. Return to the previous area and go forward until you reach the area where King Jeff was a while ago (when you got the Tri-Rockets). Blast open the hut door near the graveyard.

Inside there are some gems and two TRIBALS (4/10) for you to rescue. Locate the destroyed church. On top of a wall is a TRIBAL (5/10). Drop down into the middle of the church. With the crowbar, the trapdoor will open up. Go forward in this dark area. A TRIBAL (6/10) will run toward you. In the final area you'll find a Life-Force Door and many doors on the left and right sides. When you get near the doors, they'll open up. They'll either have a zombie drone or a Tribal. Three of the little houses have TRIBALS (9/10) and the others have zombies. Kill all zombies to open the Life-Force Door. Inside is a cage with the last TRIBAL (10/10).

```
-----
( |World 6 |                Tawfret                )
)-----
( |Stage 2 |                Bridge                )
STAGE12
```

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+=====+
|                Tribals                TRIBAL11|
+=====+
```

Juno is required for this stage because the Crowbar (which is something only Juno has) is needed. I'm not going all in-depth on strategy here because well... it's already listed in the guide! The first area is the actual bridge. On the bridge you can find four TRIBALS (4/12) as you make your way up. Head to the next area, where you need to defeat the flying drones at the end to open the door. Swim across the lake in the area after that. You'll finally reach the area where Gimlet's house is. First, go behind the structure where you rescued Floyd. Blow open the door with a Tri-Rocket. Inside, use a Flare to locate a platform on a wall. Jump up to it and jump up to a secret area up above. Here you'll find two TRIBALS (6/12).

Drop down through the trapdoor and head to the end of the path. Behind the right pillar is another TRIBAL (7/12). Now head out and to the area on the side of Gimlet's house. Here, a drone will instantly drop its weapon and surrender. Collect the TRIBAL (8/12) and head out (I never kill unarmed drones... it's just not nice). Now climb on Gimlet's roof and drop down the chimney. Near some pillars, in a corner, there are two TRIBALS (10/12). Also, start to blow away the black portions of the wall in this area. You'll eventually find a passage that takes you to the final two TRIBALS (12/12).

```
+=====+
|                Ship Part                SHIP 4 |
+=====+
```

Vela is needed for this Ship Part. In the lake area (where you found Gimlet's

Pants on the tree ages ago) dive underwater with her. In here, Gilmet will be jumping around wildly. He's pretty psched that the Jet Force team is able to both save the galazy AND find his pants so he'll give you a SPACESHIP PART. This is the Cargo Key, which allows access to the ship. Why couldn't you just break in...

```
+=====+
|                                     Bonus Totems                                     BONUS4 |
+=====+
```

As Lupus, head up to the top of the actual bridge. Wipe out all the enemies and hover to the deck across the gap. There is a Life-Force Door here. Inside the hut there is a BONUS TOTEM.

```
( |World 6 | Tawfret )
)----- (
( |Stage 3_| Castle )
STAGE13
```

```
+=====+
|                                     Tribals                                     TRIBA12|
+=====+
```

Use any character and enter the castle. Continue forward for a while and kill all the drones. Eventually, you'll see a waterfall. There are two paths you can take here. The narrow one on the left is the one you want to take. Go down and you'll reach a tunnel. Right in front of you is a TRIBAL (1/6). Follow this small river until a shield drone jumps out at you. Defeat it and head in that direction. In between the two snipers, there is a small, dark alcove with two TRIBALS (3/6). Continue on and near the Life-Force Door you'll find some TRIBALS (5/6) on the left and right sides of a wall. Continue on past the Life-Force Door to reach a long hallway with pillars and torches. Near the back is the final TRIBAL (6/6).

```
=====
|                                     ~~~~~~                                     |
|                                     |%%%%% Sekhment %%%%| WORLD 7 |
|                                     ~~~~~~                                     |
=====
```

```
( |World 7 | Sekhment )
)----- (
( |Stage 1_| Battle Cruiser )
STAGE14
```

```
+=====+
|                                     Tribals                                     TRIBA13|
+=====+
```

You'll need Juno for this because it requires him to walk in magma. This is a long level, with fifteen Tribals that you have to rescue. Luckily, it's the only level on the Sekhment :) Anyway, the first four TRIBALS (4/15) are in the very first room! Just search around the boxes and some of them might even run to you. Now head up the ramp and go left, through the door that doesn't need a key. Continue running on this long ledge, ignoring all drones that shoot at you. At the end you'll find a door with a Red Key Symbol. You should have the key, so head through. The next room is the room we need to be in. Head across a few platforms and bridges and you'll find a Jetpack Pad on your left. Charge up to the max and hover up, over the little river and up to an upper ledge.

When you land, go right and you'll start to go through a VERY long passage that goes around the entire battleship! The first corridor of this has a TRIBAL (5/15). The third area (and second corridor) has another TRIBAL (6/15). You'll also find eleven Mizar Tokens in a hallway and a passage to the Water Ruins (which you should ignore for now). Eventually you'll be back in the room you started. Drop down and wipe out all the drones to open the Life-Force Door (which you obviously need to go through). Wipe out everything in the next room and you'll end up in a room filled with magma. Drop down and head through the pipe of lava after you track it down. In the open area, head to the far back of the room.

Head up the ramp and go along the twisting path and head through the door at the end. Along with a Diamond Geezer (restore health and ammo if needed) you'll find two TRIBALS (8/15). Return to the first magma room and head across the narrow beams to the other side, where you should go into the next room. Here, head across to the other side of the room and charge the jetpack to fifty. Then fly up to the platform with the lone drone and two TRIBALS (10/15). After collecting the Tribals, hover up to the corridor. Pass through and into the next area. Go straight and then jump off the ledge and hover over to the small platform with a single TRIBAL (11/15). Now go to the big platform below you (in the next room) and get the TRIBAL (12/15).

Head to the next room where you should wipe out the machine-gun spitting drones. In the next room, shatter the glass below you and get the GREEN KEY (for Juno) and also charge up with the Jetpack Pad. Shatter the glass in the ceiling and charge up through the roof. Here, start hovering up and up from platform to platform, recharging when needed. Eventually you'll reach a platform with a TRIBAL (13/15). But it's not over yet. Hover up a few more platforms to find another TRIBAL (14/15). Then you'll hover up to one final platform for the final TRIBAL (15/15). Now you know the level, so make your way to the exit!

```
+=====+
|                                     Keys                                     KEY1 |
+=====+
```

In the magma room (as Juno) drop down and head through the pipe of lava. You'll be in a big open room after you go through the pipe. On your left is a chest with the BLUE KEY in it.

```
=====
|                                     ~~~~~~                                     |
|                                     |%%%%%   Water Ruins   %%%%|           WORLD 8 |
|                                     ~~~~~~                                     |
=====
```

```
( |World 8 |           Water Ruins           )
)------(
( |Stage 1_|           Lost Island           )
STAGE15
```

```
+=====+
|                                     Access                                     ACCESS5|
+=====+
```

To get to this area you have to be on the Sekhment and you have to have the Red Key. At the start enter the door on the far left. Here, go across the path and head through the Red Key Door. Locate the pipe with the Jetpack Pad. Charge it and then boost up and across to the high-up ledge. From here go right for a VERY long time. On the way you'll get some Tribals, some Mizar Tokens, and a Sniper

Rifle Increase. You'll eventually reach an outside path where you can turn left to find your ship which will take you to the Water Ruins.

```
+=====+
|                                     Tribals                                TRIBAL14|
+=====+
```

You must use Lupus if you wish to get all of the Tribals. At the start, head behind your ship (being careful not to actually touch it). You'll find a TRIBAL (1/8) on a ledge behind the ship. Now go out into the water. Although this may seem difficult with the five-hundred pieces of debris out in the water, locating two is actually pretty easy. Two TRIBALS (3/8) sit on debris and they are ones near the castle. Once you have that, head to the back of the castle (where the chest with the Timed Mines lie). Behind a chunk of rock is another TRIBAL (4/8). Now jump on any piece of debris that would allow Lupus to hover to the fortress walls. On the walls, go around the perimeter and get the TRIBALS (7/8) on the walls.

Hover to the final TRIBAL (8/8) by standing in front of it on the walls (it's on a tall pillar near where you got the Timed Mines).

```
+=====+
|                                     Weapons                                WEAPON5|
+=====+
```

Timed Mines - All characters get these here. Around the back of the fortress is a chest with the TIMED MINES. Hold Z to determine the length of time before you throw it or tap Z to make them become regular proximity mines.

```
+=====+
|                                     Ship Part                            SHIP 5 |
+=====+
```

This first Spaceship Part requires the Earplugs. To get them, you must get a Gold or Platinum medal on the S.S. Anibus Floyd mission (see S.S. Anibus chapter for info on how to access the mission and then Floyd Missions chapter on how to complete it). Swim a while until you enter the broken-down fortress. You'll find Ivana Bear who wants to hide in this area until Mizar has settled down. However, all of the Tribals mining are keeping her awake. She needs *SHOCK!* some earplugs. Give her your earplugs and you'll get a SPACESHIP PART in return. This Power Cell is what gives navigation and energy to your ship so of course we'll need it.

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+=====+
|                                     Ship Part                            SHIP 6 |
+=====+
```

W00T! Two in one very easy level! Vela is needed if you wish to get this Spaceship Part. At the start, dive into the water. Swim over to the castle and behind it you'll find a tunnel entrance. Head inside and swim down a VERY long passage and eventually you'll get to a wide-open room. A firey skull is here and in front of it is the SPACESHIP PART. This part is the Nitrogen Tank.

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|                                     |%%%%%   Cerulean   %%%%%|           WORLD 9   |
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(      |World 9 |                Cerulean                )
)-----)
(      |Stage 1_|                Dune                )
STAGE16
```

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+-----+
|                Tribals                TRIBAL15|
+-----+
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At the start, head forward and take out all of the drones here. You've been here before with Vela so I'm not going to bother going into all of the details about finding the Tribals (it's really easy though). Once you're in the vast desert, go forward into the caves. Once you've made it past the first room you'll be in the empty area. This room has a whopping six TRIBALS (6/8) in very easy-to-find places. Once you get them all head into the next area. Now fight your way through a lot of countless battles and you'll finally reach your ship. Look around the pillar behind your ship to find the final two TRIBALS (8/8). Now that wasn't so hard, was it?

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|                ~~~~~~                |
|                |%%%% Ichor      %%%|                WORLD10 |
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(      |World 10|                Ichor                )
)-----)
(      |Stage 1_|                Military Base        )
STAGE17
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+-----+
|                Tribals                TRIBAL16|
+-----+
```

Lupus' jetpacks are needed so, shockingly enough, you need Lupus for this mission. Fight your way inside to the actual base. In the next area, kill all drones including snipers and head through the Life-Force Door. Here, defeat all drones and head through the next Life-Force Door. Head forward and you'll see an oil tank to the left of a ledge with a Cyborg Drone on it. Rush to the oil tank and get the two TRIBALS (2/16) behind it. Now kill the Cyborg Drone and continue to the second part of the room. Head down the small hill into the alcove cut inside the floor. You'll see some octo-drones and two TRIBALS (4/16) hidden in the alcove. Now wipe out all the drones in here. After a lot of shooting, the Life-Force Door will open.

In the next room, there are another three Tribals. First, switch to your PISTOL and take out the two snipers (the second one is right next to a Tribal so be very careful). Then use Shurikans to kill all of the full-shielded drones on the ground. When they're all gone, head to the upper-left corner and get the TRIBAL (5/16). Now go back to the front where there's a Jetpack Pad. Use it to get to the top of the high ledge with the TRIBAL (6/16). The final TRIBAL (7/16) is on top of where you entered (use the jetpack). The next room has a few more Tribals. First, head over to the back and wipe out the Cyborg Drone. Now jump up on the ledge and get past the first pushing block. To your left is a gap with another platform across it.

Hover to the TRIBALS (9/16) there and then back to the main ledge. Make your way to the other side of the room and go through the door. The next room was previously a puzzle but you don't need to use the platforms at all thanks to Lupus' jetpacks. Glide over to the platform in the corner with the three TRIBALS

(12/16). Stock up on health and ammo if you want and enter the next room. You'll see a Ninja Drone rush past you the moment you enter. Quickly take it out before it kills any Tribals. The first two TRIBALS (14/16) are there on the ground floor, easy to get. Charge up with the Jetpack Pad and then hover to the two ledges (one on top of an entrance/exit and the other on the platform) with TRIBALS (16/16).

Now all you ahve to do is fight your way through the very hard armada of drones and you're done with the level...

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+=====+
|                               Ship Part                               SHIP 7 |
+=====+
```

As Lupus, fight your way through until you get to the platform puzzle room. Hover acrosss, (get crap from the Diamond Geezer if you want to). Head to the next room and wipe out the Ninja Drone. Charge up with the jetpack and then head over to the front wall. Hover up to see a pipe sticking out of the wall. Fly inside and make your way through the pipe and at the end you'll get to LUPUS' HATCH KEY.

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+=====+
|                               Floyd Missions                               FLOYD3 |
+=====+
```

In the third room (the inside room) there's some glass on the left. Shatter it and jump up to the ledge. Head forward and go through the door to find a Floyd Pad. Activate it to start the Floyd Mission. You need to collect oil tanks. Fifteen is the default for a merit but to get the reward you need to collect fifty in a certain amount of time. See the Floyd Missions chapter for help on this mission. Once you've beaten it you'll get the JEFF AND BARRY II ARCADE CHIP.

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( |World 10|                               Ichor                               )
)------(
( |Stage 1_| |Perimeter|                               )
STAGE18
```

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+=====+
|                               Access                               ACCESS6 |
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Only Juno can get here since he is the only one who has both the Blue Key and the Sniper Rifle (Blue Key is needed to get in and you need the Sniper Rifle to progress in the level). The second area has a Blue Key Door and you simply have to go through and wala, you're in.

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+=====+
|                               Tribals                               TRIBA17 |
+=====+
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At first glance, the first area may seem like a place where you'd have a battle. However, this is a big area with only four snipers (very close to the entrance). Take them out and make your way to the end of the area, where you can go through the door. In this next narrow corridor, there's a Life-Force Door right next to you. But the hallway is empty. There are small windows on the side. Get out your Sniper Rifle and look through the windows. There are three towers with two drones on each one. You can only reach the towers by means of the Sniper Rifle. Pick off the drones one by one and the Life-Force Door will open. Head inside to enter the real portion of this semi-difficult level.

First, a Plasma Shotgun increase is right in front of you. Grab it and continue forward to find a Sniper Rifle Increase. Go forward and hordes of shield drones will come after you. Take them out with Shurikans/Tri-Rockets/Homing Missiles/Whatever and keep looking left as you go. You'll eventually spot a Fuel Pad. Run up and charge it and then fly up to the circular hole in the wall. Get in and then crawl through the tight space for some TRIBALS (2/8). Drop back down and continue, killing the drones with whatever you want. At the end, go behind a ledge on your right to find a TRIBAL (3/8). Continue forward to find more drones shooting at you. On your right there's another Fuel Pad. Charge up and go left.

Wipe out some more drones and then search the corners near the tall ledges for a TRIBAL (4/8). There are two more TRIBALS (6/8) on top of the ledges (use the jetpack). Continue forward and you'll find a tunnel to your left. Head right into the little alcove and whip out your Sniper Rifle. Zoom in as far as you can forward and you'll see four drones with machine guns. Snipe the drones and you'll kill both the drone and gun turret if you hit a direct shot. Pick off all four drones to make the area safe and clear. Go forward and through the door. Outside, you'll find a Drone Pad. Step on it and press A and you'll turn into a drone! Cool! Collect the tokens and rush forward through a LONG and winding tunnel.

Outside you'll be in an area with a very empty field. Turn right and run to see eight drones lined up in front of the BIG BUG CLUB. Freakish and hilarious at the same time! Enter the bug club (don't shoot yet because you'll be massacred by everything) and you'll be shown a VERY VERY VERY funny scene (something where you find it REALLY fun or REALLY stupid) of Coward Drones discoing! Holy crap! You can head into another room where you can play two arcade games if you have the corresponding chips gotten from Floyd missions. If you beat the times on both (30 and 40 seconds - same as getting first one both) then you'll get Diddy Kong Racing's Greenwood racecourse! This is an overhead view of a short track and you're with three other racers.

Press and hold A to accelerate and tap A while moving to use a boost. You can also drop a weapon down if you have one by pressing Z. Winning in first in one gets you the track for multiplayer! Have fun with this and it'll be good training for the eleventh spaceship part we're getting. Anyway, once you're done with that then return to the disco area and search the floor for the final two TRIBALS (8/8). Now GET THE HELL OUTTA THERE because the drones will instantly start shooting at you! Run man, run! Okay, there's nothing else you can really do so just backtrack to the beginning of the level to exit it.

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|          |%%%% Spawnship   %%%||   WORLD11 |
|          ~~~~~                      |
|                                     |
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(      |World 11|           Spawnship      )
)-----
(      |Stage 1_|           Troop Carrier  )
STAGE19

+=====+
|                                     |
|          Tribals                      TRIBA18|
+=====+
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Vela is needed if you wish to collect all of the Tribals (there are some underwater; how do Tribals survive underwater anyway? How does VELA survive underwater anyway?). Fifteen may seem hard, but it isn't TOO difficult (of

course, it's still a challenge). Head through into the bigger room at the start. Here, get the gems until you're at full health and then take the elevator up to the higher area. Head through the door into the bigger room. Take out the flying drones as they approach you with your machine gun and you'll open the Life-Force Door. Here, go to your left and you'll find your first TRIBAL (1/15). After killing the drone, simply drop down to the bottom of the pit.

A TRIBAL (2/15) lies in the corner of this big area. Grab the health gems and ammo and then go through the only door here. This area is very large with a bunch of different doors. Go through the door across from you (even though it has a red mark above it - that's just to fool you). This room has lots of boxes and some flying drones. Right after you enter head to the right and get the TRIBAL (3/15) in the corner. There's another TRIBALS (4/15) lying around the boxes. After rescuing it, kill all the drones to open the door and head back through. Back in the large room go left and when you get to the three doors, head through the one on your right. There's a huge pit with a bunch of water in it.

First, kill all the drones with Shurikans. This will open the Life-Force Door underwater. Dive down and head through the door. In the next room, kill all of the Coward Drones (they try to fight you at first --- COWARD drones fighting? Unheard of). Anyway, in the next room there's more drone killings. The room after that is empty of drones. Instead, go up to find some gems, a Diamond Geezer, the SHOCKER in a chest, and then turn around. Charge up with the jetpack then fly up to the small ledge next to you. There are two TRIBALS (6/15) there. Now fly up to the higher part of the room (in the back) and there's a TRIBAL (7/15) on a box sticking out of the wall. Drop back down and exit.

Backtrack through quite a few rooms until you get to the large room with all the doors. Head through the door with the big green mark above it. Here, drop down to the lower portion of the room and take the elevator back up to the next room. Here, drop down to the lower bridge and go right. Jump up to the top of the entrance to the next room and you'll grab a TRIBAL (8/15). Head through the door after that. Here, follow the path until you get to a catwalk with four doors and some doors. Kill all the drones and then head through the Green Key Door. This corridor has a bunch of electrical currents turning on and off. It's fairly simple to get past them without getting hit. On the other side, head through the door.

In the next room there's a whole family of TRIBALS (12/15). Return to the

electrical corridor and head back to the catwalk room. Head through door that's right of the Life-Force Door. Follow some passages and eventually you'll get to an area with a curved passageway with some snipers across from you. Quickly drop down and wipe out the Ninja Drone there. Once it's gone you can rescue the last few TRIBALS (15/15). Now you've been through the rest of the stage so I'm not going to bother explaining it to you.

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+=====+
|                Ship Part                SHIP 8 |
+=====+
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Juno is needed for this ship part. For the smarter players, that should tell you that if only Juno can get this then it should be Juno's Hatch Key. Okay, you should know this level well since you've been through it with Lupus and (most likely) Vela (for Tribals). So I'm skipping the guide until where we need it. After the room where the final three Tribals were (you have to go through a Yellow Key Door) you'll be in a room with lots of lava. Drop down and go around the left perimeter until you get to the boiler-type structure. Inside it you'll find the SHOCKER. That's not what we're here for (the Shocker sucks anyway) so

head back outside. Very close to you (it's a little hard to spot) is a hole. Head through and you'll be in a passage.

To your right is a ledge with a Cluster Bomb Increase. That's one of the 100 increases you'll find here. You also have a Remote Mine Increase and a Timed Mine Increase. Further down you'll find FOUR Tri-Rocket Increases! It gets better though. You'll find ANOTHER four crates: Homing Missile Increases. Keep going down and you'll finally get to head through a door. In the next room you'll find JUNO'S HATCH KEY.

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|          |%%%%%   Rith Essa   %%%%%|          WORLD12   |
|          ~~~~~~                    |
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(      |World 12|          Rith Essa      )
)-----)
(      |Stage 1_|          Buff          )
STAGE20
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|                                     |
|          Tribals                    |          TRIBA19|
|                                     |
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I covered getting through the Bluff in Lupus' walkthrough but there was a HUGE area that Lupus can't access because he can never get the Blue Key. It's in that area where all the Tribals lie (except for two). Head forward into the next area. Go straight ahead (as Juno or Vela) and open the door with a blue lock. You're in another underground tunnel (there are so MANY of those in this game). Follow this path, killing the drones. When you get to the large black block take the left path. This is a small room with a bunch of health gems, a Plasma Shotgun Increase crate, and two TRIBALS (2/8). Get them and head back. Take the right path out of the junction this time. The whole place is basically kill the drones and continue, kill and continue, etc. etc. etc.

You'll reach a junction near where going left leads you to a small room with a bunch of flying drones. DO NOT SHOOT THE FLYING DRONES. Doing so would kill the TRIBALS (4/8) in the area so get the Tribals first and then kill the drones. Just make it thorough the rest of this area and you'll eventually pass through a creaky door to an outer cliff. Two TRIBALS (6/8) lie here. Get them before you drop off or you'll have to start the level over! We're back near the start though, so it isn't TOO bad (you'd just have to go through the tunnels). Now go forward and out onto the many cliffs. This part has been covered already so I'm not going into too much detail about it. Eventually you'll reach three gigantic drones. DO. NOT. SHOOT. THEM. Behind the drone farthest to the right there are the final two TRIBALS (8/8).

Okay, NOW you can shoot them. Continue on until you reach the level exit.

```
(      |World 12|          Rith Essa      )
)-----)
(      |Stage 2_|          Ascent          )
STAGE21
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+=====+
|                                     |
|          Access                    |          ACCESS7|
|                                     |
+=====+
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After you clear the Bluff you'll be in an area with a Blue Key door on your left. Well, uh... enter the door to be in the Ascent!

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+=====+
|                Tribals                TRIBA20|
+=====+
```

You must use Juno or Vela for this level because, like I stated before, Lupus cannot get the Blue Key. At the start, switch to your Tri-Rockets. Tribals are right in front of you (in plain sight) but we have to eliminate the three pesky drones first. The first one is to the right, in the distance, on a pillar. It's sniping at you. Well now, that's not very nice! Use a single Tri-Rocket and laugh as the guts go all over the place. The next sniper is REALLY far away, directly across from you. A carefully aimed Tri-Rocket will put it to rest. The third drone is gigantic and he doesn't even notice you. Poor thing. One Tri-Rocket to the head will put him to rest. Now rush forward and get the TRIBALS (2/6) in plain sight on the hill.

Go forward and turn and then start climbing up. The rest of this outside area is short and simple. Kill the rest of the drones with the machine gun to open the Life-Force Door. In here is one of the more difficult places in the game because of the mass drone population. Luckily there are no Tribals here so you can blast away with rockets like there's no tomorrow. Hey, there might not be a tomorrow, you never know... Anyway, head out of the exit once you've reached the bottom. Here, there's a single, new flying drone. This guy is HARD to kill and HARD to track down. The moment you enter this area whip out your homing missiles, lock on (which is pretty tough) and blast him. Once that's done, get on the Jetpack Pad and charge up.

Hover across from pillar to pillar, recharging on the way. Eventually, you'll reach a door. Inside is another vertical chamber. The moment you enter the four drones guarding Tribals will drop their guns and surrender. Good choice. Rescue the TRIBALS (6/6) and... sorry guys, but we have a Life-Force Door to open (otherwise, I'd leave them). Kill all of the drones and head through the Life-Force Door to be back near... the START? But... but, we couldn't have -- it's sceintifically proven -- no way it could... ah, screw it. Anyway, head back down to exit the level.

```
( |World 12|                Rith Essa                )
)------(
( |Stage 3_|                Mine                )
STAGE22
```

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+=====+
|                Access                ACCESS8|
+=====+
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In the area that held Lupus' Tri-Rockets (just after you finish Bluff) head towards the door that is on the right side of the wall and requires nothing to open. In here you'll find a deserted and somewhat-freaky area. Inside the dog house there's tons of gems if you need health. Then head in the larger house to find a strange creature. Talk to him, and he's pretty lonely. Vela (and only Vela) has the Specialist Magazine (that pornographic one we got at Eschebone if you've been there already). Give it to him and then... OH. MY. GOD. Rare decided to sneak something in there after you give him the magazine. The creature says, "Oh you're a star. I can barely wait to get started." And then he tells you to lock the door on your way out...

Anyway, you have the MINE KEY because that's what you get as thanks. Exit and enter the Mine level.

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+=====+
|                Tribals                TRIBA21|
+=====+
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First off, I'm pleased to say that this is a drone-free place! Yes, it's true!
It's true!

Fishface runs this mine and don't you remember that he doesn't care about putting the Tribals to work? That's why there's SIXTEEN Tribals in here. There's also a LOT of gems because... well, it's a mine. Drop down to the lower area where you'll find four TRIBALS (4/16) mining for gems. Jump back up the stairs and head across the bridge. Go forward down the straightforward path and into the next area. Go forward for a while until you reach a wide-open area. Two TRIBALS (6/16) are mining here so save them from their slavery. Look to your right. The biggest crate houses a switch behind it. Shoot the switch to get an elevator moving. Wait until it comes down, jump on it, and take it back up to the higher ledge.

Here, you'll meet Fishface! Or at least one of them. I don't know if that's a brother or not... Anyway, he just compliments you (which he doesn't mean... I'll explain later). Anyway, to your left there's a TRIBAL (7/16) hiding from Fishface (why the hell would he hide in such a close place?). Now take the left passage and follow it for a L-O-N-G time until you finally reach a bridge. Cross the bridge and get the TRIBALS (9/16) on the left. Then locate the pillar on the right and get the TRIBAL (10/16) behind it. Now head back to where you first saw the bridge. Go as far right as you can without dropping off. Look down to see a small ledge. Drop down and get the TRIBAL (11/16). Now jump on the elevator and destroy the crates.

Behind them there's another switch. Shoot it while you're on the elevator and you'll be taken back up to the upper floor. Head forward for quite a long time and you'll eventually reach a pad with a bad drawing of a Tribal on it. At this moment switch to the SHIP PART! section of this level. Once that's done, follow the path (be very careful... a bottomless pit lies below you) and you'll get two TRIBALS (13/16) on the way. Continue following the path for another LONG time and after you go down a set of stairs you'll encounter another TRIBAL (14/16). Continue and then you'll reach a very big chamber. On your right is a small pond. Follow this pond to a gate. It'll automatically open and inside is an elevator.

Activate the switch and it'll take you down to the final area. Here, go forward to find a Jetpack Pad. Charge it to the max (which is, in this case, 83). Return to the elevator shaft and stay out of the water. Use your jetpack and fly to the top of the shaft. Head through the door where you'll find the final TRIBALS (16/16).

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+=====+
|                Ship Part                SHIP 9 |
+=====+
```

Follow the above guide until you get to the point where there's a Tribal Pad. Transform into a Tribal and head all the way back to Fishface. Thinking you're a working, he'll give you a SPACESHIP PART for safekeeping because he doesn't want the Jet Force Gemini team to get ahold of it. What an idiot... Anyway, go back and transform back into Vela.

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+=====+
|                Bonus Totems                BONUS5 |
+=====+
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In the same area where the final Tribals are (jetpack out of the final elevator shaft up to the top and into the room) you'll find the BONUS TOTEM up on a slightly higher ledge. It's really hard to miss this one.

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( |World 12| Rith Essa )
)------(
( |Stage 4_| Interior )
STAGE 23
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+=====+
| Tribals TRIBA22|
+=====+
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This is a VERY simple stage to do, with only four Tribals that are in obvious places. The only trick is not to kill them; they're usually within some type of battle area. The first one is on a ledge to your right. Quickly grab the TRIBAL (1/4) before the giant drones have a chance to kill it. Go forward a little and after some battles you'll find a dark alcove on your left with a TRIBAL (2/4). Later on (I'm not going too in-depth with the stage guide 'cause I already covered it in Lupus' walkthrough) you'll be up against a few shield drones. On a nearby ledge is another TRIBAL (3/4). Quite a while later you'll find the final TRIBAL (4/4) in an empty area.

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| |%%%% Eschebone %%%| WORLD13 |
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( |World 13| Eschebone )
)------(
( |Stage 3_| Approach )
STAGE 24
```

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+=====+
| Tribals TRIBA22|
+=====+
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Tribals are like the only tourist attraction here. The first room has pretty much nothing so head forward into the second room. Take out the drones here with PISTOL shots. You'll risk killing the Tribals if you use anything else. Once the drones are dead rescue the two TRIBALS (2/6) being careful not to touch the lava. If you feel confident, you can try to rescue the Tribals before the drones are dead. In the next room a bunch of flying drones rise. Some of them hover above the Tribals. If you shoot those drones they'll fall on the Tribals and kill them. So maneuver around the lava, rescuing the TRIBALS (4/6) before killing the drones. The next area has the final two TRIBALS (6/6) on an island to your left.

```
( |World 13| Eschebone )
)------(
( |Stage 2_| Thorax )
STAGE25
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NOTE: I recommend doing the Cortex first and THEN the Thorax because at the moment you are able to access the Cortex. To learn how to access it, see the "Cortex" level below.

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Vela is required for this mission because you must dive underwater to get six Tribals. When you enter the Thorax head out through the right side. Blast the door with your Tri-Rocket Launcher and behind it you'll find a fuel pad. This pad fills you up to eight units of fuel but that's enough. Head back out and use the jetpack to reach the top of the creature's body. Here, drop down the lower-right hole and the upper-left hole (you'll have to make two trips to the top). You'll fall onto pillars containing two TRIBALS (2/12). Now I'm not going that in-depth on each room here since I already covered it in Lupus' walkthrough (Prologue chapter, check it out if you're stuck).

Eventually you'll get to an area with lots of tanks and two volcanic holes with steam escaping out of them. In the upper-left corner there's another two TRIBALS (4/12). Continue on through a series of Life-Force Doors and you'll eventually come to a room with some steps and a lake on the right. Kill all of the drones and dive into the lake. Underwater, take the left tunnel. Swim a little and you'll come out (completely dry) and there will be two TRIBALS (6/12) as well as a chest. This chest holds a very important item: the BLUE KEY. Just like the description, this works wonders on doors with blue locks. Backtrack and take the right path. Swim until you reach dry land and take the tunnel that's on your left.

Go forward, past the spiky fang thingys, and then dive into the water. Follow the passage onto more dry land. Here, open the chest for the SPECIALIST MAGAZINE. This pornographic magazine (sorry, you can't read it) will prove useful to some lonely soul apparently. Dive into the water and take a left at the junction. You'll reach dry land with some TRIBALS (8/12). Return to the junction and go right. When you surface follow the path until you get to an area with the tall spiky pillars. Behind one of these spiky pillars is a pair of TRIBALS (10/12). Now dive into the water and swim forward. Go around the pool of lava to find a red gem. That's all there is here so swim all the way back to the entrance/exit and head out onto the main path of the Thorax.

Continue on until you reach the path holding the MAGENTA KEY (which has miraculously reappeared). Grab it and drop down to where the final two TRIBALS (12/12) lie.

(|World 13| Eschebone)
)-----(
(|Stage 3_| Cortex)

STAGE26

+=====+
| Access ACCESS9|
+=====+

When you enter the Thorax head out through the right side. Blast the door with your Tri-Rocket Launcher and behind it you'll find a fuel pad. This pad fills you up to eight units of fuel but that's enough. Head back out and use the jetpack to reach the top of the creature's body. It is here where you'll find the entrance to the Cortex.

+=====+
| Tribals TRIBA25|
+=====+

At the start, take the left path. Break a few panes of glass and avoid the electrical shocks. You'll find a TRIBAL (1/5) eventually. Continue down this

same path. Break some more glass and avoid another electric shock and you'll find a second TRIBAL (2/5). You are faced with a junction now, so head left (we're going all left). Not surprisngly, you have to break some glass. The electrical current goes diagonally this time but it's not really any different so just head past when it disappears. Past it is another TRIBAL (3/5). Break the glass and right behind it you'll find a fourth TRIBAL (4/5). Now turn around and head down the left passage. Follow this passage, always taking the left one. Near the area exit you'll meet the TRIBAL (5/5). Now just exit the area and return to the Thorax.

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+=====+
|                Ship Part                SHIP 10|
+=====+

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In the last room, past the fourth Tribal, you'll be in the brain area. Wait for the platform to come to you and ride it to a second ledge. There's a mass shortcut you can take (you can skip a VERY frustrating part). Simply stand still and do your highest jump to the ledge above you. Let the platform come toward you and let it take you to the ledge with the red gem. Here, wait for another platform to come. Ride it to a ledge with a SPACESHIP PART. This one is the Oxygen Tank; without it, Juno, Vela, and Lupus would suffocate in the ship.

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|                |%%%% Mizar's Palace   %%%|           WORLD14 |
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( |World 14|                Mizar's Palace                )
)------(
( |Stage 2_|                Lobby                          )
STAGE27

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+=====+
|                Tribals                TRIBA26|
+=====+

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Juno is the only one who can actually start the level and get through the whole thing so it isn't even a question. Go forward through the lobby (which is empty of Tribals and enemies). Head to the very back and you'll find a door on your left and right. Head through the left door. Here, go into the left alcove and then you'll find two TRIBALS (2/14). Wipe out all of the enemies and then head through the Life-Force Door. Here there's two Plasma Shotgun Increases and a Grenade Increase. Now return to the lobby and head through the opposite door. Here, wipe out the regular drones, the Cyborg Drone, and then the second Cyborg behind you on a high ledge. Once they're gone head through the door. Directly ahead of you there are three TRIBALS (5/14).

Return to the lobby and drop down the hidden hole in the torch (you should remember this from before). After you've dropped down, head straight for a while and then take out the shield drones. Turn right when you can and go straight for a while, skipping the first turn left and take the second one. Head forward some more and then go left again and through a door. Two TRIBALS (7/14) lie here. After rescuing them, head back out of the room. Continue down the path to find another room. This is a dark area with a small TRIBAL (10/14) family. Rescue them and then head back out. Return to the very first intersection and take the other path this time. Follow this path and eventually you'll reach an entrance to another room.

In here you'll find four Coward Drones that will instantly surrender (let 'em be man... let 'em be) so ignore them and collect the TRIBALS (12/14). Exit and head into the door you'll find shortly after. Here, cross the lava and get the TRIBALS (14/14) on the left, then head through the level exit.

```
( |World 14| Mizar's Palace )
)------(
( |Stage 2_| Fume )
STAGE28
```

```
+=====+
| Tribals TRIBA27|
+=====+
```

For one of the most frustrating levels in the entire game, it's certainly one of the easiest levels to get the Tribals! After you emerge from the maze, look around the dark room to find a four TRIBALS (4/6). In the next room, search for the final two TRIBALS (6/6) which are in a slightly-hidden area. Once you have those, exit. Wow, I think that was my shortest Tribal description ever (or close to it).

```
( |World 14| Mizar's Palace )
)------(
( |Stage R_| Chasm )
STAGE29
```

```
+=====+
| Tribals TRIBA28|
+=====+
```

Lupus is needed for this since he is the only one who can actually access the majority of the Chasm level. At the start of the level, look to your left to find the first two TRIBALS (2/10) of the level. Go forward and through the door to find the very large infantry of Weevils and flying drones. In the next room, turn on the Night-Vision Goggles (BTW, I'm, like I do in all other levels, I am assuming that you've been here before) and then head into the underground tunnels of death. Go forward, and this might be hard if you get lost early but it's actually very easy. Go forward and head right, down the path. When you first get the chance to turn right again, do so. In this small room, locate the alcove which leads to four TRIBALS (6/10).

Once you have those, search the maze until you finally get out into the bright light of day. Once you're out, turn around and go around the pit. Jump and hover over to the big stone pillar with the lone TRIBAL (7/10) on it. Jump back to the main platform and then hover over the gigantic chasm in the area. Once you're over, head to the very small pond. Behind one of the waterfalls is a small alcove with a TRIBAL (8/10). Now jump up the platforms and look around to find the final two TRIBALS (10/10) in the WHOLE GAME! Excellent! Now that you have them, return to the Rendezvous Point for the final two ship parts.

```
( |World 14| Mizar's Palace )
)------(
( |Stage R_| Rendezvous Point )
STAGE30
```

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+=====+
| Ship Part SHIP 11|
+=====+
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Search around the giant cathedral area for a small square opening near a wall.

Head through and then go right, down a tunnel. In this next area you'll find a very small pyramid but inside is a VERY big room. Uh... yeah. Anyway, head forward and charge up on the Jetpack Pad. Fly up to the top of the big pillar to find a Drone Pad. Step on it and press A to turn into a drone. The entrance will lock and the exit will open. Head through to the other side and jump on the elevator. It'll take you down to an open area. A bunch of bugs are in hover drivers speeding around. Locate the long hover speeder thingy and jump in, then drive through one of the three tunnels to start a race! Use the control stick to push forward and the A button to use a boost.

You can also use the Z button to lay a weapon down if you have one. Win first in this to get the FUSE, one of the ship parts!

```

+=====+
|                Ship Part                SHIP 12|
+=====+

```

After you've listened to the whole of this guide and gone through the whole damn game to get every single Tribal (all 282 of them), return to the Rendezvous Point one last time. Head into the gigantic pyrimad with... whoever and then talk to King Jeff. Since you've gotten every Tribal, he will, as promised, give you the STABILIZER, the twelvth part of the game. Time to take off to the Asteroid.

```

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|                ~~~~~~                |
|                |%%%% Asteroid %%%%|                WORLD15 |
|                ~~~~~~                |
=====

```

The ship is ready. You'll get inside and Jeff will use his powers to start it up again. The top of the pyramid will open and the ship will lift off into the sky. You're fly8ing through space, directly towards the asteroid which is very close to Earth. However, as you are going, a huge piece of debris will slam into the ship. You'll suffer a crash landing and after Juno yells at whoever drove, he'll tell Vela, Lupus, and Jeff to remain behind as he scouts out the surface. So you have control of Juno for the whole thing.

```

( |World 15|                Asteroid                )
)------(
( |Stage 1_|                Mizar's Lair                )
STAGE31

```

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+=====+
|                Access                ACCESS0|
+=====+

```

To reach the final level in the game you must rescue all 282 Tribals and collect the twelve ship parts needed to activate the ancient ship. This will take at least twenty hours so clear your schedule.

```

+=====+
|                Before Tackling the Hunk of Space Dust                |
+=====+

```

You need at least thirty Homing Missles and definitely at least forty Tri-Rockets. About 400-450 machine gun pellets wouldn't hurt either. The other weapons aren't really going to be used much here so I won't mention them. The place to find the huge amount of upgrades is the Spawnship. On your way to

Juno's Hatch Key, Juno can increase both Homing Missles and Tri-Rockets by FIFTEEN EACH! Then there are a lot more areas in the other levels. Getting those amounts shouldn't be a problem at all for you unless you rushed through the game. No, if you did that then we wouldn't have all of the Tribals.

```
+=====+
|                Reaching Mizar                REACHMI|
+=====+
```

Here's the actual walkthrough to this level. This level can be fairly confusing because there are so many paths. At first, go forward and into the interior. Drop down into the pit and head forward through the door. In this next area, wipe out the army of shields and Cyborgs and then head down the left path. A Cyborg Drone guards three full ammunition crates for the three most important weapons (Tri-Rockets, Homing Missles, and Machine Gun). Grab them and then head back to the first area, where you should take the other path. Here, wipe out all the drones and then head outside. Be VERY careful here. You have to jump across a small amount of pillars and if you fall you die. On the other side, head through the door.

Now for the next room... WHY Mizar would have a Cyborg Drone display room is beyond me but like ten Cyborgs are frozen in glass. One bullet to this glass will shatter it and the Cyborg will come to life. Avoid all of them except for the last, where you have to shoot the glass to get to the next room. The music here suddenly changes. A bunch of Weevils and red drones are massacring you. Wipe 'em all out to open the first Life-Force Door here. In the next area, charge up with the Jetpack Pad and fly across the gap. Head through the door on the other side. This final room has lots of drones which you should IGNORE. Head right past them and you'll find full ammunition crates for pretty much every weapon. After grabbing them, head through the door and into the final area!

```
+=====+
|                The Final Battle                FINALBA|
+=====+
```

Juno will approach the edge of the asteroid and gasp as he sees Earth VERY close. Suddenly, the area will start to rumble and shake as Mizar rises out in from the big gap. Suddenly, Vela and Lupus will arrive to back you up. After laughing, Mizar causes a huge pillar to rise up with the three on it. Mizar will then take out Vela and Lupus but Juno will use his powers to block the shots toward him. The battle will begin!

```
~~~~~
                        Mizar
~~~~~
```

Recommended weapons: Tri-Rockets (40+)
Homing Missles (30+)
Machine Gun (450+)

~~~Difficulty: 10/10~~~

Mizar is one of the hardest bosses ever faced. Seriously, the dude has a very high AI, knows exactly where you are, and has a bunch of different attacks including the infamous Electric Jump Rope (more on that later). The battle arena is very odd as well. You're on a small floating hunk of rock (very similar to the surface area of the first four boss battles) while there is a large chasm in front of you. On the other side there's Mizar's very small floating hunk of rock. He doesn't stay there all the time though. Nope, the majority of the time he's flying around you. Yeah. Fun, isn't it? Now you probably won't come close

to beating him on your first try because there is no health refill in the area so you should only have about half your health (maybe three-fourths if you're really good at this game).

Anyway, at the start of the battle Mizar will spawn a bunch of different colored rocks at you. Strafe left and right constantly to avoid these and they should miss you. If one makes DIRECT impact with you it'll really hurt. Otherwise it only takes away one or so segments of health. After about three dozen rocks are thrown Mizar will use his wings to fly up into the air. This is where the battle really begins! Equip your homing missiles and get ready for a fight! Mizar will first start to use his first attack: thrusting his giant claw down onto your platform which creates a small shockwave. This is easy to avoid; simply stand on one side of the arena and move to the other side just before Mizar slams his claw down.

That way, you can avoid the smash and shockwave easily. If you think you won't be able to avoid the shockwave then jump so it'll pass under you. That's just the first of his four attacks. The second is pretty simple and it's a relief when he does it. Mizar will shoot two purple beams out from his eyes. He shoots multiple double-beams and they do minimal damage. Just stand in one spot and let him shoot them, then shift to the left or right to avoid them. Keep doing this as they pass and you should suffer no damage. The third attack is also pretty easy, it's a breath of poison gas. He'll spit it at mainly the corners of the arena first so make sure you're not in a corner when this attack is spawned and used.

It is very weak - you'll either suffer one unit of damage loss or, if you're lucky, suffer no damage loss at all! Still, every little bit counts so try as hard as you can to avoid this (and you won't have to try that hard, don't worry). The final attack is hell and... AUGH, I HATE IT! Me and pretty much every FAQer... and probably everyone in the world. This is the electric line attack. Mizar will spit out a line of electricity down to one point of the platform. He'll then proceed to move it back and forth, back and forth. If you touch a little of it, you'll lose a very small amount of health. If the entire thing passes through you you'll lose an entire QUARTER of your health. Yes, a quarter of your gemini shield will vanish.

So this can finish you off very quickly. Okay, this would all be cool if it was an easy attack to avoid. But oh yeah, IT'S THE HARDEST ATTACK TO AVOID EVER! One of the hardest to avoid in the game, I'd say. Mizar has three speeds, slow, medium, and fast. Slow is very hard to avoid, medium is a little difficult to avoid, and fast is somewhat difficult to avoid. If he does it slow, then you'll want to run in the direction opposite the direction the current is moving in and jump over it. Then switch directions and jump again. If it's moving medium or fast, then stand in a corner and jump when it gets near you. For medium, you can have a break in between each jump but for fast you'll have to constantly be on your feet if you want to avoid it.

And Mizar is pretty much aware that this is a devastating attack because he uses it a lot. Especially in phases two and three. If you're lucky, you might not see it once in phase one. Mizar has no attack pattern. Nope, he'll generate attacks completely randomly. And he has about five different angles (maybe more) from where he performs each attack which makes this even MORE difficult. Okay, now that we have all of the devastating attacks out of the way, it's time to move on to how to damage this creature. After using the claw attack on you, Mizar will turn around to fly back a little. You should see a strange electric chip on the back of his body. This is his weak point. The first thing you'll want to equip is the homing missile.

Wait until you LOCK ON and then fire the missile. A strange buzzing sound will

ring through the air if you successfully hit Mizar. You can sometimes hit him twice when he's turning around and flying but I suggest not risking it. You'll do a LOT more damage to Mizar if you do a DIRECT hit on the electrical chip. Wait for Mizar to turn around completely after he uses his claw and right after that let off a Homing Missile/Tri-Rocket. If it hits, you should have scored a direct hit. Not only will the buzz occur, but guts will scatter everywhere. Anyway, after a few claw smashes, Mizar will take flight to different angles and use three different attacks (they'll be either the lasers, gas, or electrical rope).

Avoid these as best you can (especially the electrical rope). After three attacks Mizar will turn around and fly away. Repeat with the homing missile/Tri-Rocket attacks. After five direct hits with the missiles, or (I think) three direct hits with the Tri-Rockets, there will be a huge gut explosion. Mizar will fly back to his platform and land. Whip out your machine gun and get ready because Mizar will send a lot more asteroids at you! This time, it's like one and a half times more than the first time. Strafe left and right while firing your machine gun until they're all out. Again, equip your homing missiles (you should have at least twenty-two left - if you're really good you'll have twenty-five left).

After Mizar uses his claw and turns around, lock on and fire. If you don't think you'll make a direct hit because you haven't already locked on, then don't risk it. Instead, just lock on like normal and wait. After using the claw a few more times, he'll again use three attacks. However, this time he uses the electrical attack a lot more. Crap. If you're lucky then it won't appear but expect it to appear quite a lot. This is where you NEED to start scoring direct hits because you need to get through these phases as quick as possible. You should hopefully end phase one with at least fifty health left and start phase two with at least forty-seven health left. After five more direct hits, another huge gut explosion will occur.

You should have at least half your health left or you'll be in trouble. Mizar will send three times as many asteroids as the first time after the second phase. Your machine gun should still have at least a third of it's juice left in it (hopefully more) so let fly this time because you won't need the machine gun anymore after this. Phase three is pretty much identical to phases one and two with the same way to damage him and the pattern of three random attacks and then the claw/turn around/damage/repeat thing. However, the electrical attack is the attack that will be used most persistently here. DO NOT GET OFF TRACK! You'll need at least a full bar for the final phase. Once you have scored another five/three direct hits then a VERY large explosion will occur where Mizar loses his wings.

He will land hard on your platform, crushing it. This sends you both to the ground, which is a much smaller battle arena. This is the most frustrating part of the battle because you're at VERY low health and you're VERY close to the end. Quickly press B four times and you should instantly end up with your Tri-Rockets. Welcome to the first battle with Mizar. The only differences are this: you're playing with Juno. You have VERY little health. Aim at Mizar's face and let the Tri-Rockets fly! You barely need to pay attention to what's going around you. When Mizar sends the shockwave down just constantly jump while shooting at Mizar's face. Only stop shooting when Mizar stops attack and covers his face.

After he moves his arms away shoot some more! Keep doing this and eventually the huge claw will fall off. Excellent, no more shockwave attack! Keep shooting at his head some more and suddenly electricity will spawn from his body as he covers up and then lots... and lots... and lots of explosions will follow. Mizar is gone!

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+=====+
| MAJOR SPOILERS! MAJOR PLOT TWIST! DO NOT LOOK! TOXIC! STAY AWAY! |
+=====+
PLOTWIS

Vela and Lupus will get up just as Mizar is done and Jeff will arrive. Suddenly, the electrical chip you kept targeting will open up and out will pop a control panel where... a TRIBAL is? It's Jeff's brother, Barry! He was controlling Mizar! Barry will say that he was jelous of Jeff so he needed his share of limelight, which is why he created Mizar. He never intended things to get so out of hand. He will also say that he intended to destroy the asteroid before it reach Earth with the explosives he had (OH. MY. GOD. No comment on the statement just mentioned) but he'll never be able to reach the core in time now. Suddenly, Floyd will clear his throat and offer to get to the core while Juno, Vela, Lupus, Jeff, and Barry make their escape.

Vela will try to talk Floyd out of it but Floyd is a stubborn robot. He won't budge from his decision. After Floyd is loaded up with the explosives, it's time for one last mission.

+=====+
| A Hero to be Remembered FLOYD'S |
+=====+

Step on the Floyd Pad and you'll begin the final mission in the game. You must reach the core of the asteroid to detonate the explosives before it reaches impact and you have like two minutes to do this. It's one of the easiest missions though, if not THE easiest mission. There is nothing to collect, nothing to destroy, and nothing to open. Just drive forward, down the twisting and dipping tunnels while avoiding the stalagmites that litter the area. Make sure to keep shooting so you can destroy any glass (WHAT is glass doing in an asteroid?) in the way. Eventually, you'll reach the core where Floyd will detonate the dynamite. As the Jet Force team makes their escape, the asteroid will explode in a terrific cinema scene.

+=====+
| Ending (nothing big but SPOILERS nonetheless) END |
+=====+

You're back on Earth and this is the first time where we see exactly HOW far into the future this takes place. Anyway, there are two ways to see the ending of this game: one, beat Jet Force Gemini (the whole thing, which takes about twenty to thirty hours if you're good). Two, watch the ending Star Wars Episode Four (the movie is only two hours). I swear, it is taken directly from that. Juno, Vela, and Lupus are walking down a hallway filled with Tribals and they'll enter a large room with all of the Jet Force Squads along with Magus and Jeff. Jeff will give Juno, Vela, and Lupus their medals for risking their lives for something that they didn't need to really do anyway. I'm STILL incredibly pissed at the fact that we didn't have to do any of that stuff and the asteroid still wouldn't of hit Earth.

Okay, the credits are... just hilarouis. I love 'em, they make me laugh every time. Why? Well, Ichor Military Base, Perimeter. That's the closest thing I'm giving to the ending. Rare has a great sense of humor. By the way, your title screen now changes to Juno, Vela, and Lupus walking down a long path while fireworks fly behind them.

-----END GAME-----


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|          |%%%%% Weapons Capactiy Crates %%%%%|          WEAPINF|
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+=====+
|                                     |
|                                     |
|          Pistol                      |          PISTOL |
|                                     |
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|          Goldwood                    |
|                                     |
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```

(1) - Outset - In the first area with all the huts, search in front and behind them (don't remember the exact location) for the crate.

(2) - Interior - When you enter the beginning of a battle area, you'll see the crate right on top of a box.

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|          S.S. Anibus                 |
|                                     |
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(3) - Entrance - When you start, look to the far left corner and in the corner is the crate.

(4) - Hold - In the area with the big buildings with gems on them, look to the left of the Life-Force Door in the back.

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|          Tawfret                     |
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(5) - Bridge - In the very first area, clost to the actual bridge, lies the crate.

(6) - Bridge - In the area where you have to put Floyd together, look to the left
on top of the front wall.

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|                                     |
|          Sekhment                    |
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(7) - Battle Cruiser - In the very first room, you can find it on one of the many
boxes in the room.

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|                                     |
|          Cerulean                    |
|                                     |
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(8) - Dune - In the area where you land your ship, look to the left to find the crate.

(9) - Dune - When you're in the large jungle-like area with the snakelike flying drone-formation, head inside one of the antechambers to find the crate.

~~~~~  
Ichor  
~~~~~

- (10) - Military Base - At the beginning of the level, in the first battle area, look on top of one of the boxes.
- (11) - Military Base - Near the end of the base, before the final area, look at the lower-right corner to find the crate.

~~~~~  
Spawnship  
~~~~~

- (12) - Troop Carrier - In the first area, you can find it next to the elevator that takes you to the second floor.
- (13) - Troop Carrier - In the area with the VERY large gap, you can find it on one of the many crates.

~~~~~  
Rith Essa  
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- (14) - Buff - In the area that's close to the waterfall (that houses Lupus' homing missiles) you can find it on the very, very edge of the platform.
- (15) - Buff - This is after it says "area cleared" in the place with no real name. You can find it right in front of you.

~~~~~  
Eschebone  
~~~~~

- (16) - Approach - In the area where the bridge collapses, you can find it on the second side of the area.
- (17) - Thorax - You can find it in the very first room right in front of you.

~~~~~  
Mizar's Palace  
~~~~~

- (18) - Lobby - When you enter the Lobby, head to the right corner to find it.
- (19) - Fume - Luckily, this is the only Fume crate that you can find easily. At the start, it's right in front of you.
- (20) - Chasm - Right after you land, you can find it in plain sight.

+====+-----+====+
| Machine Gun MACHINE |
+====+-----+====+

~~~~~  
Goldwood  
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(1) - Lodge - In the first room, on the left side (on dry land) you'll find the crate.

(2) - Interior - In the big beginning area, you'll find one on top of a wooden box.

(3) - Interior - In the third area, in a battle area, you'll find it on top of a wooden box.

(4) - Once you've gotten into the tunnels, you'll spot it easily in one of the beginning tunnel rooms.

~~~~~  
S.S. Anibus  
~~~~~

(5) - Entrance - When you start, look to the far left corner and in the corner is the crate.

(6) - Hold - In the area with the platforms floating over the electric generator, you'll find the crate near a Tribal.

~~~~~  
Tawfret  
~~~~~

(7) - Castle - In the first area (in the left area) you should be able to easily find the crate.

~~~~~  
Sekhment  
~~~~~

(8) - Battle Cruiser - In the room where you meet Fishface (he gives you the key) is also the room that houses the Machine Gun crate.

(9) - Battle Cruiser - In the area where there's a chest with the green key below some glass, you should find the crate sitting there in plain sight.

~~~~~  
Cerulean  
~~~~~

(10) - At the very start of the area is the crate. How hard was that?

~~~~~  
Ichor  
~~~~~

(11) - Inside the Military Base (near the start of the inside; in a room with a (Cyborg Drone on a ledge) you'll find a huge ramp leading down deeper into the ground. Along with some flying drones and Tribals, you'll find another crate.

~~~~~  
Spawnship  
~~~~~

- (12) - Troop Carrier - In the first big room, near the elevator, is the crate.
- (13) - Troop Carrier - In the first room that houses a big gap, you'll find it to the right of the giant Weevil on the opposite side of the gap.
- (14) - Troop Carrier - In the area where Juno gets the Shocker (he has to walk through some lava and into the "boiler" to reach it)
he'll
find a Flamethrower crate. Next to it is what we're looking for, a Machine Gun crate.

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Rith Essa  
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- (15) - Bluff - At the very start you'll find it behind one of the pillars.
- (16) - Bluff - When you're in the outside area fighting through all the drones, you'll find it in a corner on the right side far into the area.

~~~~~  
Eschebone  
~~~~~

- (17) - Approach - On one of the very small lava islands, you'll find this crate. There are two red gems in the same room (one being close to the
crate itself).

~~~~~  
Mizar's Palace  
~~~~~

- (18) - Lobby - In the basement labyrinth (acuurate directions are a little hard) rush around until you locate the crate (it's actually not that hard to find).
- (19) - Lobby - In the basement labyrinth you'll find a door leading to four Coward Drones. In front of the door is the crate.
- (20) - Fume - The Fume labyrinth is insane so I can't describe directions. It's there though. It's there...
- (21) - Chasm - In the very dark room (where you get the Night-Vision Goggles) turn your goggles on and go to the lower-right corner to find a box with the crate.
- (22) - Chasm - The closest instructions I can give you is that it's near the
exit
to the underground cave. Hey, have you noticed that all three Mizar levels have some type of maze/labyrinth?

+====+-----+====+

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S.S. Anibus

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(1) - Hold - In the first room, you'll find it on top of one of the giant blue boxes.

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Tawfret

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(2) - Bog - In the final area where Jeff gives you the Tri-Rockets, you'll find it behind a gravestone.

(3) - Bridge - In the first area (with the actual bridge) jump in the water and swim to the rocks. One of them has the crate.

~~~~~

Sekhment

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(4) - Battle Cruiser - In the lava room (you have to go past the two large rooms with the pipe-like things) you can find it on the opposite side of the room.

(5-6) - Battle Cruiser - Inside of a tunnel (you need to use the Magenta Key to open it; the door is found in the room where Vela finds Fishface and the Plasma Shotgun) you'll find it inside.

~~~~~

Ichor

~~~~~

(7) - Military Base - In the very first area, right when you land, you can find it behind the pilliar behind you.

(8-9) - Perimeter - In the first big battle room, you can find it behind the ledges sticking out of the wall (they're near the front).

~~~~~

Spawnship

~~~~~

(10) - Troop Carrier - In the first room that houses a big gap, you'll find it to the right of the giant Weevil on the opposite side of the gap.

(11) - Troop Carrier - In the room with the giant gap that you have to cross with the platforms you'll find it on the other side of the gap.

~~~~~

Rith Essa

~~~~~

(12) - Bluff - In the second area (empty but big) there's a Blue Key door that

leads to a whole second part of the level. At the beginning of this area, you'll find the crate.

(13) - Bluff - Once you've gotten to the third area (where you fight all of the bugs) you can find it behind you (on the left).

(14) - Interior - Near the start, you'll find the crate on your left.

~~~~~  
Mizar's Palace  
~~~~~

(15-16) - Lobby - Take the left door in the Lobby and fight through the next room. In the big, empty room after that you'll find the crates.

(17) - Lobby - Take the right door in the Lobby and fight through the next room. In the big, empty room after that you'll find the crate.

(18-19) - Fume - What is there to say? It's WAY too confusing to give accurate directions. They're there though. I promise.

(20-21) - Chasm - They are both in the underground maze. Just turn left at the start and you'll locate them both.

+=====+
| Homing Missles HOMINGM|
+=====+

~~~~~  
Goldwood  
~~~~~

(1-3) - Lodge - Through the second Life-Force Door of the area, you'll find a bunch of machine-gun firing drones. Once they're gone, head to the lower-left corner to find the crates.

~~~~~  
Tawfret  
~~~~~

(4) - Bridge - In the first area, on the actual bridge, is the crate.

(5) - Bridge - When you're looking for Floyd pieces in the underground maze, destroy the crypts as you. Behind one is a passage that you can crawl under to find the crate.

(6) - Castle - There's a waterfall about halfway through the area. The crate is near the fall.

~~~~~  
Sekhment  
~~~~~

(7-9) - Battle Cruiser - Inside of a tunnel (you need to use the Magenta Key to open it; the door is found in the room where Vela finds Fishface and the Plasma Shotgun) you'll find it inside.

Ichor

- (10) - Military Base - In the area with the Cyborg Drone and shoving walls, you can find it on a box.
- (11) - Military Base - In the next room (platform puzzle) drop down and you should find it.
- (12) - Military Base - In the room after the platform puzzles, you'll find it on top of a high ledge.

Spawnship

- (13) - Troop Carrier - In the room with the giant gap that requires platforms, drop into the pit. Go into the next area, which is very large. It's in the room on your right.
- (14-17) - Troop Carrier - In the area with the eleven crates (accessible only by Juno by going through the lava hole) you'll find FOUR Homing Missile crates.

Rith Essa

- (18-19) - In the big, outside battle (third area) look to your left (off the ledge) during the beginning. You'll soon spot a hidden ledge with the two crates.

Eschebone

- (20) - Approach - It'll be right in front of you after you enter the first room of the creature.

```
+=====+
|                Cluster Bombs                CLUSTER|
+=====+
```

Goldwood

- (1) - Lodge - In the first area, on the upper floor, you can find it in one of the antechambers.

S.S. Anibus

- (2) - Hold - In the last huge area with the first big battle of the game, you can find it on the right side on one of the ledges.

Spawnship

~~~~~  
(3) - Troop Carrier - In the area with the eleven crates (accessible only by Juno by going through the lava hole) you'll find the Cluster Bombs crate.

~~~~~  
Eschebone
~~~~~

(4) - Thorax - In the first area, you can find it behind one of the pillars.

+====+-----+  
| Tri-Rocket Launcher TRI-ROC |  
+====+-----+

~~~~~  
Goldwood
~~~~~

(1-3) - Lodge - In the first area, climb up to the second floor and head around the path until you're at the second half. Three Tri-Rocket crates are just lined up there. Easy, huh?

~~~~~  
Tawfret
~~~~~

(4-5) - Bog - In there are where you actually get the Tri-Rockets you'll find two crates inside of a crypt.

(6) - Castle - Right before you enter the Life-Force Door that holds the boss, look to your right. On a ledge is the crate.

~~~~~  
Sekhment
~~~~~

(7-8) - Battle Cruiser - Inside of a tunnel (you need to use the Magenta Key to open it; the door is found in the room where Vela finds Fishface and the Plasma Shotgun) you'll find it inside.

~~~~~  
Cerulean
~~~~~

(9-11) - Dune - They are all in separate rooms but they are all basically in the same spot. Follow the path through the level and there are three Yellow Key Doors leading to small antechambers with the crates.

~~~~~  
Spawnship
~~~~~

(12-15) - Troop Carrier - In the area with the eleven crates (accessible only by Juno by going through the lava hole) you'll find FOUR Tri-Rocket crates!



~~~~~  
Rith Essa
~~~~~

(16) - Interior - At the beginning, you'll find it on a ledge on your right.

(17) - In the same room as your ship is at the very end. It's just behind you.

~~~~~  
Eschebone
~~~~~

(18) - Approach - In the first big lava room, you'll find the final crate in a corner.

```
+=====+-----+  
|                               Grenades                               GRENADE |  
+=====+-----+
```

~~~~~  
Goldwood
~~~~~

(1-2) - Lodge - In the first room, you'll find it on the left side near a fire.

~~~~~  
Sekhment
~~~~~

(3) - Battle Cruiser - In the final room, you'll find it at the bottom near the huge pillar.

~~~~~  
Ichor
~~~~~

(4) - Military Base - In the room after the platform puzzle, you can find it in one of the corners.

~~~~~  
Eschebone
~~~~~

(5) - Thorax - In the very first area, you'll find it behind one of the pillars near you.

(6) - Thorax - In the last area, after beating the boss, you can find it in front of the exit.

~~~~~  
Mizar's Palace
~~~~~

(7) - Lobby - Take the left door in the Lobby and fight through the next room. In the big, empty room after that you'll find the crate.

(8) - Lobby - In the underground maze, you'll find it in one of the small rooms. This room has four Coward Drones inside.

(9-10) - Lobby - In the final room (with lava) you'll find it behind some pillars.

(11-12) - Fume - I can give directions! This is outside of the water, near the end. They're right next to each other in the final area.

(13) - Chasm - Near the exit of the underground maze, follow a sub-path past a Machine Gun crate to the Grenade crate.

(14-16) - Chasm - After crossing the chasm, they'll be on the left and right sides of the area.

```
+=====+
|                               Sniper Rifle                               SNIPERR|
+=====+
```

```
~~~~~
| Goldwood |
~~~~~
```

(1) - Lodge - Near the end, past one of the Life-Force Doors.

(2) - Rim - After you finally emerge from the caves, you'll find it right in front of you.

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~~~~~
| S.S. Anibus |
~~~~~
```

(3) - Passageway - In the very beginning of the area, you'll find it in the long passageway.

(4) - Passageway - In the area where you have to keep using your jetpack, you'll find it on top of one of the bridges.

```
~~~~~
| Tawfret |
~~~~~
```

(5) - Bridge - When you're looking for Floyd pieces in the underground maze, destroy the crypts as you. Behind one is a passage that you can crawl under to find the crate.

(6) - Bridge - Blast the door away that's on the same ruin as Floyd is on. In here, use a Flare to reach the upper platforms where you will find the crate.

```
~~~~~
| Ichor |
~~~~~
```

(7-8) - Perimeter - In the first big battle room, you can find it behind the ledges sticking out of the wall (they're near the front).

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~~~~~
| Rith Essa |
~~~~~
```

(9) - Bluff - In the second area (empty but big) there's a Blue Key door that leads to a whole second part of the level. At the beginning of this area, you'll find the crate.

~~~~~  
Eschebone
~~~~~

(10) - Cortex - You'll find the crate right in front of you at the start.

+====+-----+  
| Remote Mines REMOTEM|  
+====+-----+

~~~~~  
Spacestation
~~~~~

(1) - Abandoned Wreck - In the first room of the maze, you'll find a gap with a Fuel Pad. Near the Fuel Pad is the crate.

(2) - Abandoned Wreck - In the first room of the maze, drop down to the lower level and you'll find the crate next to a wall.

~~~~~  
Spawnship
~~~~~

(3) - Troop Carrier - In the room where you have to cross the giant gap by jumping on the platform, kill the drone on the ledge and then hover over to the ledge. Head through the door to find the crate.

(4) - Troop Carrier - In the area with the eleven crates (accessible only by Juno by going through the lava hole) you'll find a Remote Mine crate.

+====+-----+  
| Shurikens SHURIKE|  
+====+-----+

~~~~~  
Goldwood
~~~~~

(1) - Entrance - In the area where you find the Fish Food (a small crack in the right wall close to Jeff's hut is the entrance) you can also find a Shurikan crate.

(2) - Lodge - In the very first room, when you surface, you can find it on the left side (on dry land).

~~~~~  
Sekhment
~~~~~

(3) - Battle Cruiser - In the same area where you find the Blue Key you can also find a Shurikan crate in plain sight.

+=====+  
| Proximity Mines PROXIMI|  
+=====+

~~~~~  
Tawfret
~~~~~

(1) - Bridge - In the first area, on top of the bridge, use Lupus to cross over to the platform with the hut. Near the hut is the crate.

~~~~~  
Spawnship
~~~~~

(2) - Troop Carrier - In the area with the eleven crates (accessible only by Juno by going through the lava hole) you'll find the Proximity Mines crate.

+=====+  
| Shocker SHOCKER|  
+=====+

~~~~~  
Sekhment
~~~~~

(1) - Battle Cruiser - In the area where you get the Blue Key, you can find the crate in plain sight.

~~~~~  
Rith Essa
~~~~~

(2) - Bluff - After you FINALLY get outside after loads of battles, you will find this crate near some Tribals.

+=====+  
| Flamethrower FALMETH|  
+=====+

~~~~~  
Goldwood
~~~~~

(1) - Entrance - In the area where you get the Shurikans, you can also find a Flamethrower crate.

~~~~~  
Spacestation
~~~~~

(2) - Abandoned Wreck - First grab the Flamethrower and then head down the elevator into the labyrinth where you can find the crate closeby.

~~~~~  
Tawfret
~~~~~

~~~~~  
(3) - Bridge - In the first area, on top of the bridge, use Lupus to cross over to the platform with the hut. Near the hut is the crate.
~~~~~

~~~~~  
Water Ruins
~~~~~

(4) - Lost Island - As Vela, dive underwater and search for an entrance to a cave. In here you can find the fourth crate.  
~~~~~

~~~~~  
Spawnship  
~~~~~

(5) - Troop Carrier - In the area where Juno gets the Shocker, you can find the Flamethrower crate.
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|                                     |
|          ~~~~~~                    |
|          |%%% Ship Part Information%%%|          SHIPPAR|
|          ~~~~~~                    |
|                                     |
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Here, I will give you a little description of each part, where to find it, and a very short guide on how to get it.

(1) - POWER CELL

|\_\_\_\_\_ The Power Cell routes energy to the ship's onboard hyperdrive and navigational equipment.

\*\*\*\*\*Water Ruins: The Lost Island\*\*\*\*\*

Clear the Floyd mission with a gold on the S.S. Anibus to get the earplugs. Go to the ruins in The Lost Island and talk to the annoyed bear there. She'll give you the Power Cell in exchange for the earplugs.

(2) - OXYGEN TANK

|\_\_\_\_\_ Pilots and passangers couldn't be sustained without an oxygen supply.

\*\*\*\*\*Eschebone: Cortex\*\*\*\*\*

At the end of the Cortex, you'll have to climb up all the platforms in the brain area. At the very top, the floating platform will take you to a ledge with the Oxygen tank.

(3) - STABILIZER

|\_\_\_\_\_ Maintains the ship's equilibrium during takeoff and landing.

\*\*\*\*\*Mizar's Palace: Rendezvous Point\*\*\*\*\*

After tracking down all 287 Tribals in the game, talk to King Jeff twice in the pyramid. He'll give you the Stabilizer as thanks for rescuing the Tribals.

(4) - JUNO'S HATCH KEY

|\_\_\_\_\_ Allows access to Juno's pod.

\*\*\*\*\*Spawnship: Troop Carrier\*\*\*\*\*

In the lava area, drop down into the lava. Search for a hole in the wall. Follow the passage, collecting the very large amount of capacity crates. At the end, you'll find Juno's Hatch Key.

(5) - CARGO BAY KEY

|\_\_\_\_\_ Unlocks the main cargo bay door, providing an entrance for the pilots. Always handy.

\*\*\*\*\*Tawfret: Bridge\*\*\*\*\*

In the area with the lake, swim to the island with the tree in the center. As Vela, dive under and you'll find a hole in the island. Inside is Gilmet who will give you the Cargo Bay Key.

(6) - DEFLECTOR SHIELD

|\_\_\_\_\_ This protects the vulnerable nose of the craft from space debris.

\*\*\*\*\*Rith Essa: Mine\*\*\*\*\*

In the Mine, locate the Tribal Transformation Pad. Turn into a Tribal and return to the Fishface character. He'll give you the Deflector Shield to "protect" from the Jet Force team.

(7) - VELA'S HATCH KEY

|\_\_\_\_\_ Allows access to Vela's pod.

\*\*\*\*\*Goldwood: Lodge\*\*\*\*\*

In the second large battle area, head through the third Life-Force Door (you take an empty, twisty path to it after fighting some Weevils). In this area, defeat everything to open the door and then drop down and enter the cave. Cross the bridge and in the center of the pillar you'll find Vela's Hatch Key.

(8) - RADAR DISH

|\_\_\_\_\_ A device vital to the ship's tracking operations. Pursuit would be impossible without it.

\*\*\*\*\*Gem Quarry: Landing\*\*\*\*\*

Talk to Magnus and he'll ask you to stop the asteroid from hitting the Gem Quarry. To do that, head into the second area. You have to shoot eight gems into the vacuum within a limited amount of time (a LOT harder than it sounds). Once that's done, talk to Magnus again to get the Radar Dish.

(9) - FIN

|\_\_\_\_\_ The Fin rotates at incredible speed to maintain the smooth forward momentum of the ship.

\*\*\*\*\*S.S. Anibus: Passageway\*\*\*\*\*

Once you reach the end of the Passageway, talk to Magnus and he'll reward you with the Fin.

(10) - LUPUS' HATCH KEY

|\_\_\_\_\_ Allows access to Lupus' pod.

\*\*\*\*\*Ichor: Military Base\*\*\*\*\*

In the final "inside" room of the Military Base, there's a hole in the upper wall. Use the jetpack to get inside and you'll find Lupus' Hatch Key.

(11) - FUSE

|\_\_\_\_\_ Insulates the delicate guidance system against power surges.

\*\*\*\*\*Mizar's Palace: Rendezvous Point\*\*\*\*\*

Locate the Drone Transformation Pad and turn into a drone. Head to the racing area and jump into one of the machines. Enter the race and win first-place to get the Fuse.

(12) - NITROGEN TANK

|\_\_\_\_\_ Nitrogen forms the base of the ship's onboard cooling systems.

\*\*\*\*\*Water Ruins: Lost Island\*\*\*\*\*

In the Water Ruins, use Vela to locate an underwater hole. After going through a passageway, you'll find the Nitrogen Tank on a small pillar.



Another fairly simple mission is the Ichor one. Your reward for a gold is the Arcade Chip, which is something needed to unlock more of a fun thing to do (both in single and multiplayer). To get a gold you must collect forty-five cans within a minute and to get an expert you need fifty cans within fifty-five seconds. There are TONS of cans here so you should be able to get the gold on your first try or so, and the expert a few tries after. Sometimes there are six or so cans lined up. Other times there are four bunched together. Getting all of those should be simple, even if you move fast. You should have all can locations memorized after two or three shots at this mission, so you should have NO problem getting the expert.

```
+=====+
|                               Mission 5 (Eschebone)                               MISS. 5|
+=====+
```

Aside from Goldwood, this is the hardest mission. You must get twenty-one DNA strands within sixty-five seconds for the gold and for expert you need twenty-four DNA strands within a minute. You have to backtrack since there are junctions and each of them has strands. Take two paths and then do a U-Turn back around if you're going for the expert (or even the gold). Otherwise, you won't reach the end with enough items. If you master the U-turns and if you learn the locations of the items (if you turn too fast, you will miss some of them) then you should be able to get the gold after a few tries (the expert may take a while). Don't take things too seriously the first few times you go through. Just try to memorize the locations of everything to make it easier for you in the future.

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+=====+
|                               Mission 6 (Asteroid)                               MISS. 6|
+=====+
```

Step on the Floyd Pad and you'll begin the final mission in the game. You must reach the core of the asteroid to detonate the explosives before it reaches impact and you have like two minutes to do this. It's one of the easiest missions though, if not THE easiest mission. There is nothing to collect, nothing to destroy, and nothing to open. Just drive forward, down the twisting and dipping tunnels while avoiding the stalagmites that litter the area. Make sure to keep shooting so you can destroy any glass (WHAT is glass doing in an asteroid?) in the way. Eventually, you'll reach the core where Floyd will detonate the dynamite. As the Jet Force team makes their escape, the asteroid will explode in a terrific cinema scene.

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|                               ~~~~~~                               |
|                               |%%%%%   Enemy List   %%%%%|           ENEMIES|
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+=====+
|                               Foot Drone Family                               ENEM1-4 |
+=====+
```

The Soldier Drone is the most common enemy in the game. There are two types: blue and red. The red drones are a little tougher than the blue ones and are found underground but other than that, there's no difference. They have semi-intelligent AI. If they see you, they will start running and shooting. They know how to take cover when they're being shot at, and they know when to hide. If you shoot them and knock a gun out of their hands, they'll start throwing grenades. They can run out of grenades and when they do, they'll surrender. It's up to you



to kill them or not. They don't take that many hits to defeat. A few Pistol or Machine Gun shots. Shurikens, Plasma Shotgun (charged), Tri-Rockets, Homing Missles, pretty much anything else will take care of 'em.

Don't use a flamethrower since they will run around on fire, which can damage you. Sometimes they'll have little shields, which makes it harder to hit them. When they have those, always use the machine gun and aim for their head when it appears. That way you can blow their head off in a few shots. Some drones will have full-body shields. These things are annoying. Basically, the Tri-Rockets, Homing Missles, and Shurikens will get rid of drones with those types of shields. Any other weapon is useless. Grenade-type weapons will take care of 'em, but it's sort of a waste to use those. Sniper Drones are pretty simple to defeat in the first few worlds but as you get further into the game, they become more powerful. They'll use simple pistol fire at first and you can find them on any type of high ledge, tree, or tower.

One shot anywhere with anything will take them down. It's very fun to watch them fall :) In the later levels, they'll start using grenades. This can be dangerous, because they have an infinite supply of the grenades and will toss them without hesitation. They are still extremely weak though, so a few shots will take care of them quickly. Something that's really fun to do is to shoot a drone when they have a grenade in their hand, then watch the results :) Ninja Drones are a serious threat. These things are only found in rooms where Tribals are found. They are black and try to stay in the shadows. They have better speed than normal drones and they never aim for you. Well, why are they a serious threat then? The moment you enter a room, the Ninja Drones will start trying to eliminate any Tribals.

This can be VERY annoying if you're trying to rescue all the Tribals (especially if you're close to the end). Make sure to take them out IMMEDIATELY when you see them. Coward Drones are a joke. They are yellow and the moment you enter a room, the drones will throw their gun onto the ground and surrender. It's up to you whether or not you want to kill them (I only do it if it's required to open a door or something; they never try to hurt you).

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+=====+
|                               Flying Drone Family                               ENEM5-8 |
+=====+
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There are four types of drones in the Flying Drone Family. First off, flying drones will be seen EVERYWHERE. The first is the most common, the second is the second-most common, and so on. These guys often appear in groups (it's very rare to see them alone). The first type is just a regular flying drone. They'll either charge at you in a line and then separate when they get to a certain point or spread out over a grid and just shoot at you from there. They can appear in VERY large numbers (I saw one group of twenty-four once). They are somewhat weak and have somewhat-powerful shots, but nothing that you really need to worry about. It's VERY fun to take these guys out with machine gun fire. You'll see what I mean :)

Anyway, the second type of flying drone is extremely dangerous if you don't have any machine gun fire left or if you're at low health (if both of those applies to you, then you're in a \*\*\*\*load of trouble). They are blue with two spikes on them (that's not the best description, but you'll recognize them). These guys also appear in groups but when they're in a grid, they never fire. Instead, two or three will come down at once and as they pass you, they will fire a machine gun at you. NOW you know how the drones feel when you turn your machine gun on them. Why? Well, just watch your health disappear as if... uh... disappear... Anyway, you need to shoot your machine gun at them when they're in a grid and CERTAINLY when they're charging at you.

Look for an Invincibility Panel in an area with these drones because there's usually one or even two around. The third flying drone is pretty annoying. They have the power equivilant to those of the regular flying drones but they move up and down at a rapid speed. Even shooting off the machine gun at them won't take them out easily because they are really hard to hit. Homing Missles might be a better bet, but some people would consider that a waste. The final flying drone is the most powerful, but they're rare. These guys are long and thin, and they appear in groups of three or four. They don't fire that much, usually only one shot every couple of seconds. But if it hits you, it hurts. They also have strong defenses so machine gun fire won't take them out that easily.

I always use my Sniper Rifle when I'm shooting at them. Even if I'm close, one shot from it will make them splatter guts everywhere and it's very fun.

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+=====+
|                Giant Drone Family                ENE9-11 |
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There are three types of Giant Drones. They are all very dangerous, and the last Giant Drone is the most dangerous one of them all (out of all of the normal enemies, I mean). These guys are huge and they won't move from their place at all (well, Zombie Drones will but they move VERY. SLOWLY.) no matter how many times you shoot them. They have strong armor and appear usually in groups of one to three. The only weapons recommended for them are the Tri-Rockets (best choice) or the Homing Missles (okay choice). Pistol, Machine Gun, Plasma Shotgun, and even any grenade-like weapons won't work. The only grenade-like weapon you should use is when you're facing a tough group of two or three. Then you can whip out a Cluster Bomb, toss it around a corner, and laugh very hard.

I'd also like to not that it is incredibly stupid to take on a giant drone while you're not in manual targeting since their main target is always the head. Aiming at a giant drone's head will SERIOUSLY decrease the amount of shots you'll have to take at the monster. Anyway, the first enemy is the Weevil. Funny name, serious drone. They are green and found mostly at the beginning of the game. Strafe left and right while shooting off Tri-Rockets at their head. These guys fire huge missles at you. They are very strong, but won't hit you if you continue to strafe. The second enemy is the Zombie Drone. These guys are very, very popular in Tawfret and they are found in groups of five ro so. They throw orange like grenades at you and are incredibly stupid.

I suggest just running past them and ignoring them but if you want to fight, keep this in mind: they are invincible to the basic weapons. Only grenade like weapons (stupid to use on any giant drone, remember), Tri-Rockets, and Homing Missles will harm them. The final enemy of the game is the deadly Cyborg Drone. These guys have very tough armor, are invincible on half of their body, and have VERY powerful missles. You'll see the first few in Ichor Military Base and they just get worse from there. Half of their body is covered in a protective steel-like shield, so you can't harm them. The other half is still very strong. A VERY well-aimed Tri-Rocket to the head will take them out in one hit. Otherwise, it'll take two to three Tri-Rockets to the head or three to four Tri-Rockets to the body to kill them.

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|                ~~~~~~                               |
|                |%%%%% Gemini Holders %%%%|          GEMINIH |
|                ~~~~~~                               |
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- (1) - Goldwood: Entrance - This is a very easy-to-find Holder. Inside King Jeff's Hut, climb the steps up to the upper plank. Here, on the ledge, you'll find the Gemini Holder.
- (2) - Goldwood: Outset - At the end of the Outset, cross the bridge to the level exit. Turn left and you'll find a small step behind you. On this step is the Holder.
- (3) - S.S. Anibus: Entrance - In the first area, climb the giant boxes in front of you. On top of one of them is another Gemini Holder.
- (4) - S.S. Anibus: Hold - In the final big battle area (with the conveyor belt) head to the top. On your left is a glass wall. Shatter it and go inside. In the corner is a Gemini Holder.
- (5) - Tawfret: Bog - In the first area, kill all of the non-zombie drones and a "hidden" Life-Force Door will open on the side of the bog. Head inside the door and there will be a Gemini Holder in the area.
- (6) - Tawfret: Castle - In the final area, near the Life-Force Door leading to the boss, you'll find a Holder to the right of the door on a ledge (you should pass it on your way to the Life-Force Door).

- (1) - Sekhment: Battle Carrier - In the room where Vela gets her Machine Gun, you can find a Gemini Holder in the corner.
- (2) - Sekhment: Battle Carrier - In the final few corridors of the area, where you're battling your way to the first room after getting the Green Key, you can find the Holder at the beginning of one of the corridors.
- (3) - Cerulean: Dune - In the area where Vela gets the Tri-Rockets (with Fishface) you can find a Holder in the room.
- (4) - Cerulean: Dune - In the antechamber halfway through the level where Vela finds her Homing Missles, you can find a Gemini Holder on a ledge.
- (5) - Ichor: Military Base - In the room with the Cyborg Drone on the high ledge you can find a Holder near the Cyborg Drone (get it after you kill the drone).
- (6) - Ichor: Military Base - The room with the shoving portions of the wall, there's a ramp leading down into the floor. Down there you'll find the final Gemini Holder.

```
+=====+
|                Lupus                LUPUSGE |
+=====+
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(1) - Spawnship: Troop Carrier - Hover over to the ledge inside the water on your left in the first room to find the first Gemini Holder.

(2) - Spawnship: Troop Carrier - When you enter the lava-filled room, go left and on a step you'll find the second Gemini Holder.

(3) - Rith Essa: Bluff - In the secret area in the second room (big, but empty) there's the Holder. To reach this room, climb up the first few ledges and hover to the waterfall. The exact location is on the very, very edge of the area.

(4) - Rith Essa: Nameless Area - After the Bluff, head through the door on your right to be in the Mine area. On top of the dog-house is the fourth Gemini Holder.

(5) - Eschebone: Approach - In one of the starting areas, there's a bunch of little islands. There's some Tribals on one island and on another island there's a Gemini Holder.

(6) - Eschebone: Thorax - On your way to the Twin Mantids, you'll find a tall pillar surrounded by some water. Get on the steps and hover to the top of the pillar, which holds the final Gemini Holder for Lupus.

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|                ~~~~~~                |
|                |%%%%% Multiplayer %%%%%|                MULTIPL |
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There's not much I can say about multiplayer because I don't play it that much myself. There's two types of multiplayer: Deathmatch and Racing. Deathmatch is where two to four players go to certain levels (that must be unlocked) and battle out to try and get the most kills. There's always ammo, health, and Invincibility Panels on the ground. Sometimes (I think) you can even find weapons. Some of the levels are extremely small and some of them are very big. The best strategy I used to use to defeat my friends is with a Sniper Rifle. Yeah, in big areas I'd choose a good spot and just snipe people out. It's what I recommend, but there's always something better. There's a lot of levels available already and you can unlock more levels as you progress through the game.

Some levels can only be unlocked by finding certain totem poles, known as "Bonus Totems." They'll unlock a multiplayer secret, but they won't tell you what it is. These are the levels you can unlock: Tunnels, Mine (Rith Essa), Spacestation, and King of the Hill. I find the Spacestation fun and suspenseful because you never know what's around the corner but the others are pretty cool also. You can get basically every foot enemy in the game (including the Cyborg

Drone though he's HELL to unlock) and then you have Juno, Vela, and Lupus as you unlock them in one-player. Racing is a different story. It's much more fun in my opinion, probably because I like racing games so much. There are a few levels

for you to play here.

There's the overhead levels, where you have a whole view of the track from an overhead view. Then there's Mizar's Palace, which is a fun race track. The best one, however, is Greenwood Village from Diddy Kong Racing. Your machines look just like F-Zero vehicles, and they are in different colors. You accelerate not by pressing A, but by pushing forward. Pressing A makes you boost and you can also collect power-ups like bombs and oil slicks. To lay those down, press Z. The tracks aren't unlocked until you clear them in single-player so you'll have to play them there first. Greenwood is a challenge to unlock, but it's worth it so please try :) Yes, I realize this was a short chapter but I really don't have much to say about multiplayer. It's self-explanatory for god's sake!

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|          |%%%%%      Secrets      %%%%|          SECRETS          |
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There are many different secrets in Jet Force Gemini, ranging from changing the age of your characters to unlocking multiplayer levels. The three most popular cheats require you to collect heads.

- (1) - RAINBOW BLOOD - Collect 100 heads of drones and then this cheat will become available. Rainbow Blood greatly increases the amount of guts splattered (fun, fun, fun!) and makes it multi-colored. Strange, if you ask me.
- (2) - JET FORCE KIDS - Collect 200 heads of drones and you'll unlock the Jet Force Kids cheat. After activating this cheat, you can go "back in time" sorta and all three characters will become their kid selves. For people who don't know it, the Jet Force Kids was the original planned look for the characters but after some arguments, all three characters were given huge makeovers (Lupus was makeover but not that much) and they look a LOT better as their older selves. Doesn't make the game seem as childish. I mean, little kids with rocket launchers blasting huge bugs? Odd.
- (3) - ANTS INTO PANTS - Oh. My. God. Okay, for any of you who have visted rareware.com, you should know Mr. Pants. The freakish snowman-looking 2-D stick figure drawing with the weird shorts. This is what all of the drones are transformed into. IT IS FREAKING HILARIOUS! Oh yeah, to get it you'll need to collect 300 heads.
- (4) - ALTERNATE SCREENS - When you first buy the game and turn it on, the three (Juno, Vela, and Lupus) will be running as their normal selves through Goldwood. After you get your jetpacks in at least one stage, the screen will change to Juno, Vela, and Lupus in their jetpack suits running through a tunnel. Once you clear the game at least once, it'll show Juno, Vela, and Lupus walking down a path on Earth while fireworks show behind them.
- (5) - UNLOCKABLE MULTIPLAYER SECRETS - There are fourteen "TOTEM POLES" in the

game which unlock fourteen of the  
secrets.

The rest are gotten by clearing certain  
objectives, like Floyd missions or races.

\*\*\*TOTEM POLES\*\*\*

- (5a) - Goldwood: Entrance - As Vela, head to the right wall and look for a crack  
YELLOW DRONE leading into a hidden area. When you find it, go  
inside and dive down to the bottom of the pool for  
the totem.
- (5b) - S.S. Anibus: Hold - In the conveyor room at the end, smash the glass and  
BLUE DRONE head through. Follow the path and you'll get to the  
catwalks of another room. Cross them and on your left  
is the totem.
- (5c) - Spawnship: Troop Carrier - In the fourth area (the large gap that you  
must  
GREEN DRONE use platforms to cross) use Lupus to hover to  
the hole in the wall. Head inside to find the  
totem.
- (5d) - Ichor: Military Base - In the final inside room, hover with the jetpack  
to  
RED DRONE another lava-filled room. Follow this to the end,  
where the totem lies.
- (5e) - Tawfret: Bridge - In the first area, as Lupus, wipe out all the enemies  
to  
ZOMBIE DRONE open the door. Then hover to the hut and enter to find  
the totem.
- (5f) - Sekhment: Battle Cruiser - In the Fishface room, you can find a Magenta  
MALE TRIBAL Key Door. Head inside and head down the hall  
to the end, where you'll find the totem.
- (5g) - Rith Essa: Mine - In the room with the Jetpack Pad, boost to the very top  
FEMALE TRIBAL area where the totem lies.
- (5h) - Tawfret: Bridge - As Vela, in the first area, dive into the water and  
BEETLE TERMITE search for a hole in a rock. Inside the hole is the  
totem.
- (5i) - Sekhment: Battle Cruiser - As Lupus, in the final area with the spiral  
METALLIC TERMITE ramp, hover to the ledge in the center to find  
the totem.
- (5j) - Mizar's Palace: Lobby - In the final area, there's the Weevil guarding a  
PURPLE TERMITE passage on your left. Wipe out the Weevil and  
then  
crawl through the passage to find the totem.
- (5k) - Spacestation: Abandoned Wreck - In the first maze area, follow the maze  
SPACESTATION to a gap that you can't cross. Drop down  
to find the totem.
- (5l) - Walkway: Peak - Use the jetpack to fly to one of the highest parts of the  
RITH ESSA MINE roof and the totem is just sitting there.

(5m) - Cerulean: Dune - To find this, make your way through the first set of KING OF THE HILL caves and when you get thorough them, the totem will be on a ledge.

(5n) - Rith Essa: Nameless Area - After the Bluff, use Vela to dive into the waterfall. You'll find the totem shortly after.

\*\*\*OTHER MULTIPLAYER UNLOCKABLES\*\*\*

(5o) - Cyborg Drone - To get the Cyborg Drone, get Expert Medals in all five Floyd Missions. The Cyborg has twice the defenses, twice the speed, and can jump twice as high as normal! Yeah!

(5p) - Goldwood Target Range - Get a gold on the Goldwood Floyd Mission.

(5q) - Rith Essa Target Range - Get a gold on the Eschebone Floyd Mission.

(5r) - Mizar 3-D Racing - In Mizar's Rendezvous Point, get first in the race to unlock multiplayer racing.

(5s) - Jeff and Barry Racing I - In Ichor: Perimeter, get first on the Jeff and Barry I arcade game.

(5t) - Jeff and Barry Racing II - In Ichor: Perimeter, get first on the Jeff and Barry II arcade game.

(5u) - Greenwood Village - Beat thirty seconds in J&BI and forty seconds in J&BII  
(a.k.a. get first in each) to get this Diddy Kong Racing track.

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|NEOSEEKER.COM, AND GAMENOTOVER.COM! NO! YOU CANNOT PUT THIS ON YOUR SITE! No|
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Note that if you DO steal my FAQs, you will regret it. Seriously regret it. Stealing someone's work without asking is something that FAQ writers get really pissed off at. Stealing someone's work and crediting someone else for it is PLAGIARISM! That is a SERIOUS violation and I assure you, you'll pay dearly if you plagiarize any of my work.

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AIM Contact

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I tried, I really did, for nearly a year to allow people to IM me for questions. However, people seem to not respect the rules. I understand that there were many that did, and I'm sorry this had to happen, but I am moving to a closed list. There have been many pointless IMs, including people who bash, advertising people (0\_0), spammers, and people who "wnt to maek convursashon bye tlking liek thiz" which gets incredibly annoying. So it's only e-mail now, sorry.

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E-mail contact rules

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My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are TOTALLY accepted.

Praise mail. I used to be against this, but now I realize how rare praise really is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of \*\*\*\* ever created! It sucks!" That just fills up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:  
cskull@frogdesign.com

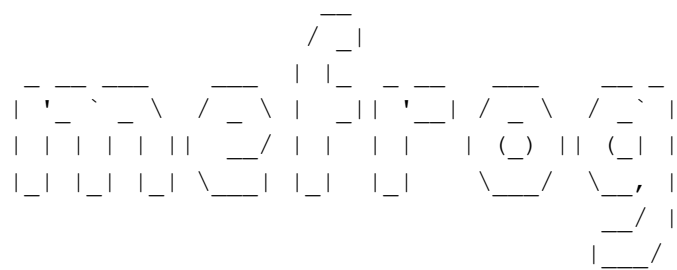
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CJayC: His awesome game site, and for posting this guide on it.





You can check out all of my other work at:

<http://www.gamefaqs.com/features/recognition/11408.html>

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