

Jet Force Gemini FAQ/Walkthrough

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Jet Force Gemini FAQ & Walkthrough
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1. Characters

This section lists the 3 different playable characters of the game (Along with the flying sidekick you obtain later on) as well as their own special "quirks".

+++++JUNO+++++

Description: The possible "main character", whom is Vela's twin sister, of average built and sporting a space helmet.

Specials: Juno can safely walk through burning-hot magma and waters without getting burned, whereas his partners would be rendered golden-crisp by the heat. Once he acquires his armor, you can use the Fuel Pads to power up your Jetpack and fly high!

+++++VELA+++++

Description: Juno's twin sister, dressed in a clingy shirt and mini-skirt (Figures).

Specials: Vela can dive underwater, reachign depths unattainable by her partners, as they cannot go below the water's surface. Once she acquires his armor, you can use the Fuel Pads to power up your Jetpack and fly high!

+++++LUPUS+++++

Description: The mascot of the team shouldn't be underestimated, it can easily use a weapon edged upon his back.

Specials: Lupus is equipped with an afterburner, which lets him float in the air for a limited time, his small size lets him enter small passages that would normally be unaccessible to Juno and Vela. Once he acquires his armor, you can use the Fuel Pads to power up your Jetpack and fly high!

+++++FLOYD+++++

Description: A flying robot trained for Mizar's army, but was later dismantled. When yo ucollect all its pieces, it will fly around the character you currently control.

Specials: You need to have rescued him to complete the Floyd stages. (Accessible via the Floyd Pads in the stages themselves), also, Player 2 can take control of Floyd (Or more appropriately, his guns' aim) and use its twin lasers to shoot at enemies with infinite ammo! (You have to play Cooperative Mode to be able to have the 2nd player overtake Floyd's guns). His back lights will flash red if danger is around as well.

2. Weapons & Items

This section lists off all weapons in the game along with every possible collectible item, as well as their use.

WEAPONS

+++++LASER PISTOL+++++

Your starting weapon for all characters, dealing low damage to anything, it should be one of the last weapons to rely on when you have something else in your arsenal, the accuracy of it is very good though, great for close-range headshots on the ants, you can fire 6 shots in rapid succession until you need to let the gun cool down a little before firing in rapid fire again. It never runs out of ammo, sicne you fire weaker red shots when you don't have any ammo for it.

+++++FISH FOOD+++++

A "weapon" that basicly does what it's supposed to, feed the fishes, no idea if there is a related secret or if it's just a Rareware joke. Throw it in the water where fishes are and they'll rush to eat it...

+++++SHURIKEN+++++

Retrievable weapon, throw it and you can get it back once it settled in the wall. Very accurate too, aim and it's sure to head at the exact spot you aimed at, reaches quite long distances too. The problem is that it travels slowly, so most long-range enemies will have moved by then and from close-range, you don't want to have to stop to throw something (The Shuriken), it does good damage, but its shortcomings makes it a waste of time compared to other weapons (Use it instead of the Pistol if you want). It also has a small heat-seeking ability, but it's not really noticeable.

+++++MACHINE GUN+++++

Good supply of ammo, great firepower, this weapon is a good one to rely on and is usually one of the first you obtain, the ammo can be really emptied quickly

if you're not careful, if accuracy is needed, switch to another weapon since this one has 0 accuracy, you'll waste shots a lot. If all that is needed is blunt firepower and you don't want to waste your explosives, this is what you should use, great against big beetles, since they can't be missed from their size, avoid using against shielded enemies.

+++++PLASMA SHOTGUN+++++

A weapon with great stopping power, but a low supply of ammo, hold the trigger to charge the blast up to 6 units and release to fire, a powered blast only uses 1 ammo and hits harder, so it's preferable you use these over regular shots. Good accuracy, but usually becomes worthless over the distance, a powered shot to the head should kill or weaken drastically any ant enemies. With its low amount of ammo, use it only against huge enemies.

+++++CLUSTER BOMBS+++++

Thrown like any regular grenade, except it explodes upon contact with the ground, instead of bouncing around, it liberates 3 parachuted mini-bombs once it explodes, which will also explode in a triangle pattern around the original impact point. Great weapon to clean out a large amount of enemies in a small space.

+++++HOMING MISSILES+++++

Use the aiming mode to lock on a target (The target has a red geometric shape around itself when locked) and fire to warrant a near-sure hit. The Missile will not avoid obstacles, so if a wall stands in-between, you're wasting ammo. Use these for far-away targets or hard to hit objects, you won't miss with these.

+++++TRI-ROCKET LAUNCHER+++++

This weapon houses the strongest explosives in the game, for one unit of ammo, it fires 3 rockets at the same time, nearly anything caught in the blast will detonate, but yourself as well if you're not careful, use these from a safe distance, and annihilate everything while your ammo lasts... better to save it for shielded enemies and such, since regular shots will have a hard time to get their mark on those.

+++++GRENADES+++++

Wierd physics Grenades! They'll float wierdly through the air when thrown and produce a cartoonish "Bonk!" when they bounce around a few times, they'll detonate if they hit a living target, including yourself, so be careful when using these. Use against shielded enemies or packed groups for best results.

+++++SNIPER RIFLE+++++

A long-range weapon only, like most Sniper Rifles, it has a low rate of fire, best used for headshots and instant kills, although big beetles and enemies will rarely succumb for 1 hit through the skull. Use it if you want, but I didn't find that much of an utility for it in this game.

++++++FLARES++++++

Not too much of a weapon, just a small lighting object to light up dark areas. Use them like you would use flashlights, except you can throw these to see ahead of you. There isn't that much of a use for them nonetheless.

++++++REMOTE MINES++++++

A weapon that looks like a grey version of Timed Mines, throw them anywhere and they'll latch on a surface, press the trigger a second time once they latched on something to detonate them, good explosives, but considering the fast-moving pace of the game, the use of Remote Mines is sparse.

++++++SHOCKER++++++

A weapon you get really late in the game, it maintains a constant flow of electricity over a short range, dealing constant damage. Ammo for it is spent really quickly and the damage dealt is minimal overall, avoid using this unless you feel like testing new weapons.

++++++FLAMETHROWER++++++

Just like the Shocker, it fires over a small range a continuous stream of flames (Instead of electricity), the damage is even more minimal than the Shocker and the ammo seems to deplete even quicker, another useless weapon to use only for tests and fun. Ignited enemies can damage you if they touch you too.

++++++TIMED MINES++++++

A yellow mine that latches to the targeted surface and begins to flash. As soon as something crosses the red area around it, it detonates, more of a proximity mine than a Timed Mine, use it to set ambushes, but overall I don't recommend it.

ITEMS

++++++GEMINI HOLDER++++++

A spinning object with a green middle along with 4 green points, like the unit in the middle of your energy meter. Collect one of these to add 5 units to your energy meter, those can (or is it, should?) be only collected by the appropriate characters.

++++++GEMINI UNITS++++++

A gem glowing blue, refills one energy unit when collected, those are vital. If a gem is glowing Purple, it refills 5 energy units and if a gem is glowing red, it refills up to Full Health, collect those in times of need.

++++++AMMO BOXES++++++

Large boxes on the ground that give you ammo when you collect them, if they are transparent, you do not possess the correct weapon yet. They give you a set amount of ammunition for a weapon if the stripes on the box are yellow, and they give you the max amount of ammo when the stripes on the box are colored red.

+++++ENEMY GUNS+++++

When you kill an enemy, whether by regular shots or by blowing them to bits, they will sometimes drop a gun or weapon of some sort, collect those to obtain a small amount of ammo for a gun (Pistol if you're using the Pistol, Machine Gun ammo for everything else).

+++++HEADS+++++

When you kill an ant via an head shot or by blowing it up, its head will fly away, collect it to add to your total, you obtain cheats for a certain number of ant heads. You can collect Tribal heads, but there is apparently no use but to be a senseless murderer....

+++++MIZAR COINS+++++

Spinning grey coins with Mizar's crest on them, this is the currency of this world, they always re-appear when you exit/re-enter an area, so collect as much as you can...

+++++AMMO CAPACITY UPGRADE+++++

A spinning metallic backpack, collecting these will increase the maximum number of ammunition you can carry for a weapon, if the case is transparent, you do not possess the correct weapon yet.

+++++TRIBAL+++++

Okay, so they're not really "items", but they're collectable, touch them to rescue them. They can be shot both by your gunfire/explosions than by your opponents', if you see one in the middle of a battlefield, run to save it before it gets killed! They're rarely in danger in the early stages, but enemies will sometimes hunt them down in the last stages.

+++++COLORED KEYS+++++

They come in different colors, Blue, Yellow, Green, Red and Magenta. Collect them to be able to open the appropriate doors, each character must collect their own, if Juno has the Yellow Key, Vela still can't open Yellow Doors until she collects her own key... (Lupus will never have the Blue Key).

+++++INVINCIBILITY+++++

A spinning square with 3 colored rings intertwined, collecting this will make you invincible for about 15 or so seconds (Falling in bottomless pits will still kill you, however), these items are rare in the game, if you see one, it

usually means a hard spot is incoming.

++++++SHOPS++++++

Okay, so they, re not items, but I didn't know where to put it, they lok like computer consoles with a large red gem underneath, activate those to call Diamond Geezer, the Merc Bot. He'll usually restore your health to full for 5 Mizar Coins and restore full ammo for every weapon for 10 Mizar Coins, pricing may change though.

++++++PANTS++++++

An oddly-placed pair of Pants in Tawfret - Bridge, on the side of a tree, they make a zipping sound when collected, and you should give them back to Gimlet.

++++++FLOYD PARTS++++++

Collect all 4 parts of Floyd to have him join your team, so the 2nd Player can fire Floyd's guns at the enemies. You have to collect his Helicopter Blade, Lower-Right Part, Lower-Left Part and his Head.

++++++CROWBAR++++++

An item you get for giving back the Pants to Gimlet, this rather crude tool will let you open Locked Trapdoors that you (obviously) couldn't open before.

++++++RACING ARCADE CHIP++++++

An item obtained by completing the Robot Mission on Ichor with a rank of Gold or Expert, used to access a mini-game later in the game (Obviously by restoring an Arcade Machine, duh).

++++++NIGHT-VISION GOGGLES++++++

Collected in Mizar's Palace - Chasm, those goggles will let you see an infrared rendition of the surrounding area once you "power up" them on a green pad. They have uses only in very few locations in the game, otherwise Flares will be your way to go.

++++++SPECIALIST MAGAZINE++++++

A magazine found in Eschebone - Thorax with no description of contents. A trading good.

++++++MINE KEY++++++

Obtained by trading off the Specialist Magazine, lets you access Rith Essa - Mine.

3. Bonuses & Secrets

This section lists the effect of every cheat you can collect, along with what every totem activated grants you (With description, of course).

+++++RAINBOW BLOOD+++++

Collect 100 Ant Heads with a single character to have this cheat appear in the Cheats section of the Options screen. Turning this cheat on makes all the blood from the insects in psychedelic rainbow color.

+++++JET FORCE KIDS+++++

Collect 200 Ant Heads with a single character to have this cheat appear in the Cheats section of the Options screen. Turning this cheat on makes all of your characters deformed in such a way that they look like kids.

+++++ANTS AS PANTS+++++

Collect 300 Ant Heads with a single character to have this cheat appear in the Cheats section of the Options menu. Possibly oine of the funniest things in Jet Force Gemini, this cheat will morph all regular blue ants into 3-d models of Mr.Pants! The badly-drawn drawing made for the website of Rareware.com is rendered alive for you to slaughter (Probably for the obsession from Rare "fans" in the Scribes section of the site).

+++++ARMORED CHARACTERS IN MULTIPLAYER+++++

Once you've reached Mizar's Lair with all 3 characters and beaten him once, the 3 new versiozn of the Jet Force will be available for you to play as in Multiplayer.

+++++BLUE ANT IN MULTIPLAYER+++++

Activate Totem Pole #1 in S.S. Anubis - Hold to obtain Blue Ant as a multiplayer character.

+++++GREEN ANT IN MULTIPLAYER+++++

Activate Totem Pole #1 in Spawnship - Troop Carrier to obtain the Green Ant as a multiplayer character.

+++++RED ANT IN MULTIPLAYER+++++

Activate Totem Pole #1 in Ichor - Military Base to obtain the Red Ant as a multiplayer character.

+++++YELLOW ANT IN MULTIPLAYER+++++

Activate Totem Pole #1 in Goldwood - Outset to obtain the Yellow Ant as a multiplayer character.

+++++++FEMALE TRIBAL IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Rith Essa - Mine to obtain the Female Tribal as a multiplayer character.

+++++++MALE TRIBAL IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Sekhmet - Battle Cruiser to obtain the Male Tribal as a multiplayer character.

+++++++BROWN BEETLE IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Tawfret - Bridge to obtain the Brown Beetle as a multiplayer character.

+++++++PURPLE BEETLE IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Mizar's Palace - Lobby to obtain Purple Beetle as a multiplayer character.

+++++++GREEN BEETLE IN MULTIPLAYER+++++++

Activate Totem Pole #2 in Sekhmet - Battle Cruiser to obtain the Green Beetle as a multiplayer character.

+++++++CYBORG BEETLE IN MULTIPLAYER+++++++

Collect all 5 Expert Medals for all 5 Floyd Robot Missions (Goldwood, Eschebone, Ichor, Mizar's Palace and S.S. Anubis) to obtain the Cyborg Beetle as a multiplayer character.

+++++++MUTANT BEETLE IN MULTIPLAYER+++++++

Activate Totem Pole #2 in Tawfret - Bridge to obtain the Mutant Beetle as a multiplayer character.

+++++++RITH ESSA MINE IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Walkway - Peak to obtain the Rith Essa Mine stage in multiplayer.

+++++++SPACE STATION IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Spacestation - Abandoned Wreck to obtain the Space Station stage in multiplayer.

+++++++TUNNELS IN MULTIPLAYER+++++++

Activate Totem Pole #1 in Rith Essa - Bluff to obtain the Tunnels stage in multiplayer.

++++KING OF THE HILL IN MULTIPLAYER++++

Activate Totem Pole #1 in Cerulean - Dune to obtain the King Of The Hill stage in multiplayer.

++++NORMAL TARGET RANGE IN MULTIPLAYER++++

Finish the Eschebone Robot Mission under a minute with at least 8 DNA Strands to obtain the Normal Target Range in multiplayer.

++++GOLDWOOD TARGET RANGE IN MULTIPLAYER++++

Finish the Goldwood Caves Robot Mission under a minute with at least 4 Cases and having destroyed 4 Power Generators to obtain the Goldwood Target Range in multiplayer.

++++JEFF & BARRY RACING I IN MULTIPLAYER++++

Finish the Jeff & Barry Racing I arcade game in Ichor - Perimeter fast enough to make it in the ranks to unlock this mini-game in multiplayer.

++++JEFF & BARRY RACING II IN MULTIPLAYER++++

Finish the Jeff & Barry Racing II arcade game in Ichor - Perimeter fast enough to make it in the ranks to unlock this mini-game in multiplayer. (You need to collect the Racing Arcade Chip from Ichor - Robot Mission first.)

++++GREENWOOD VILLAGE IN MULTIPLAYER++++

Beat Jeff & Barry Racing I's high score and beat Jeff & Barry Racing II's high score to unlock this racing course in multiplayer. As opposed to both Jeff & Barry arcade games, this course is in 3D, you might notice the familiarity with a course from Diddy Kong Racing too.

++++MIZAR'S RACE IN MULTIPLAYER++++

Just complete the Mizar's Race course in Mizar's Palace - Lobby in first place to unlock this course in multiplayer.

4. Stage Locations

This section points out where is every stage in the game and how to access them (Most useful for hidden stages).

++++GOLDWOOD - OUTSET++++

Your starting area, you will go through it in Juno's path to Mizar's Lair.

++++GOLDWOOD - LODGE++++

Accessible on to Vela, from the start of Goldwood - Outset, head forward through the doorway to the next area. Continue straight ahead and dispose of the flying units before the next doorway. Go through it afterwards and follow the pathway around while killing Blue Ants and Snipers alike. Empty the town you get at from all enemies and go through the doorway to the far-right of it. Get on the bridge and jump on the right side in the river below. Swim through the underwater tunnel to the right to get to Goldwood - Lodge.

+++++GOLDWOOD - RIM+++++

A stage only accessible for Lupus. From the start of Goldwood - Interior, follow the pathway ahead all the way up the stairs at the end and go straight ahead through the doorway on the opposite side of the room you arrive to. Go down the stairs there and follow the pathway all the way through the doorway at the end. Follow the path through the destroyed town there and make sure to kill every sniper/blue ant/big beetle you see on the way to the doorway at the very end of this linear area. Go through the unlocked door and Kill off every sniper in this area, go past the chasm and kill off the last sniper near the doorway to the next area. Once that's done a door will be unlocked, backtrack to the chasm and jump towards the ground all the way across it. Activate Lupus' afterburner to get to it and go through the doorway there to reach Goldwood - Rim.

+++++GOLDWOOD - INTERIOR+++++

No secret, you will go through it on your way to Mizar's Lair with Juno.

+++++GOLDWOOD CAVES - ROBOT MISSION+++++

From the start of Goldwood - Interior, follow the path all the way up a set of stairs to a large area. Take the path on the left there to a doorway. Go through it and step on the Floyd Pad to start the Robot Mission.

+++++SPACESTATION - ABANDONED WRECK+++++

From the start of Goldwood - Lodge, follow the pathway straight ahead all the way to the next area. Shoot down the flying units there and use the Tri-Rocket Launcher against the various blue ants with large shields. Head along the left path until you spot a door in the wall to the left. Kill off the nearby ants and go through the now-unlocked door. Kill the armored big beetles along the pathway to the right until you arrive to a large area. Shoot down the flying units there and dispose of the armored big beetle too. Go through the now-unlocked door in this area and follow the path through the small town to the doorway to the next area afterwards. Take your ship there to Spacestation - Abandoned Wreck.

+++++GEM QUARRY - LANDING+++++

From the start of Goldwood - Rim, Head forward along the path while disposing of every enemy you come across, go through the door at the end and continue killing enemies until an intersection. Head to the right and go through the door at the end. Go through the passageway straight ahead in this room and go past the passageway to the left on your way to a room with pillars and water. Jump across the pillarsto the highest one and jump in the tunnel nearby. Go

through it to the next room and jump towards the opposite platform on the opposite side of the room on the left. Activate Lupus' afterburner to get to it and follow the tunnel inside to an intersection. Take the left path to a doorway and follow the long path on the other side all the way to another doorway. Go through and head to the right of the next intersection. Go up the steps in the room you'll arrive to and go through the door at the top. Go through the next door as well and take the right path through another doorway at the end. Take your ship at the bottom of the steps in this room to Gem Quarry - Landing.

+++++++S.S. ANUBIS - HOLD+++++++

You will reach this stage in Juno's path to Mizar's Lair, by reaching the Ship Pad at the end of Goldwood - Interior.

+++++++S.S. ANUBIS - ROBOT MISSION+++++++

From the start, take the door to the left and clean out the area of enemies. Head to the right of the box ahead to find the doorway to the next area. Kill every enemy in this room and head to the far-left corner for the door to the next area. Jump on the platform moving across the chasm there and jump off on the other side. Take the doorway there after killing everything and head all the way to the upper part of the left side of the room. Destroy the glass windows on the left and take the doorway behind them. Follow the passageway to another room and cross the small pathways to the opposite side of the room. Go through the doorway there and follow the small corridor all the way through a doorway and to a small passage to crawl through. Do so and you'll find the Floyd Pad in the next room.

+++++++S.S. ANUBIS - PASSAGEWAY+++++++

From the beginning of the S.S. Anubis, head over the right side of the room and go up the boxes in the corner to the right. Jump on the path to the right at the top and also jump on the higher path at the end. Use the boxes there to get to an even higher path. Follow it until you spot a Fuel Pad on a small balcony to the left before the Yellow Door. Step on it to charge your jetpack all the way to 100% and use it to fly to the doorway in the right corner high above. Go through it to reach S.S. Anubis - Passageway.

+++++++S.S. ANUBIS - DEPOSITORY+++++++

From the beginning of the S.S. Anubis, head over the right side of the room and go up the boxes in the corner to the right. Jump on the path to the right at the top and also jump on the higher path at the end. Use the boxes there to get to an even higher path. Follow it all the way to a Yellow Door and go through to S.S. Anubis - Hold. Stay on the top path of this room and head to the Yellow Door on the right side. Go through it to get to S.S. Anubis - Depository.

+++++++WALKWAY - PEAK+++++++

From the start of S.S. Anubis - Depository, follow the path until you get to an intersection, continue past the path on the right to a rather large room, head along the path on the right. Go past two paths on the left and take the 3rd one. Go to the right when you can and turn to the right again. Head forward to an intersection between left and right. Head right until you get to another

fairly large room. Continue forward to a wall and turn to the right there to an intersection. Head left to another intersection, which you should go to the right there and to the left at the 3rd intersection. Enter the doorway you'll see along the way. Take the ship straight ahead to gain access to Walkway - Peak.

+++++TAWFRET - BOG+++++

One of the steps of Juno's journey to Mizar's Lair, you'll get ot this stage once you take the ship at the end of S.S. Anubis - Hold.

+++++TAWFRET - BRIDGE+++++

One of Juno's stages on his wya to Mizar's Lair, you'll get there once you've went through the destroyed church area in Tawfret - Bog.

+++++TAWFRET - CASTLE+++++

Yep, all stages of Tawfret are parts of Juno's route to Mizar's lair, this is your last step on this planet and you reach it after stepping through the door at the end of Tawfret - Bridge.

+++++SEKHMET - BATTLE CRUISER+++++

Once Juno has freed Vela, this will be her starting stage.

+++++WATER RUIN - LOST ISLAND+++++

From the start of Sekhmet - Battle Cruiser, head up the slope in front of you and go throguh the door on the left. Follow the path there all the way throguh the Red Door at the end and cross the first bridge. Use the Fuel Pad to the left to charge up and fly at the open passageway high up in front of you. Take the door on the left there and follow the path all the way throguh the next door. Go down the slope on the right on this pasageway to take your ship to Water Ruin - Lost Island.

+++++CERULEAN - DUNE+++++

One of Vela's steps towards Mizar's Lair, you will reach it by taking the ship at the end of Sekhmet - Battle Cruiser.

+++++ICHOR - MILITARY BASE+++++

Another one of Vela's step towards Mizar's Lair, you will get to this one by taking the ship at the end of Cerulean - Dune.

+++++ICHOR - ROBOT MISSION+++++

Inside Ichor - Military Base, from the start, head forward and through the door on the left (Dispose of all the ants around to be able to). Follow the path to a large area. Head in the far-right corner and go through the door there (Kill all the ants around the area to unlock it). Jump on the ledge to the left

inside and shoot the glass windows nearby. Jump on the other side and go through the passage on the right. Step on the Floyd Pad to get to the Robot Mission.

+++++ICHOR - PERIMETER+++++

From the start of Ichor - Military Base, head forward to the next room and dispose of all the enemies there. Go through the unlocked doorway to the upper-left and follow the path to a large area. Head towards the wall at the very end and go along it to the right. Enter the Blue Door to the left in the corner you'll arrive to. You'll end up in Ichor - Perimeter.

+++++SPAWNSHIP - TROOP CARRIER+++++

Once you've met up with Lupus at the end of Ichor - Military Base with Vela, this will be his first stage.

+++++RITH ESSA - BLUFF+++++

One of Lupus' steps to Mizar's Lair, you will get there once you take your ship at the end of Spawnship - Troop Carrier.

+++++RITH ESSA - ASCENT+++++

From the start of Rith Essa - Bluff, head forward through the doorway to the next area. Continue ahead and up the spiraling pathway to the top and take the doorway at the very end there. Follow the long pathway in this area all the way to the very end and take the door there to come upon a small area with a lake in the middle. Head to the left to a Blue Door and go through to Rith Essa - Ascent.

+++++RITH ESSA - INTERIOR+++++

One of Lupus' steps towards Mizar's Lair, once you're out of Rith Essa - Bluff, go along the wall to the left and enter the 2nd door you see to get to this stage.

+++++RITH ESSA - MINE+++++

From the start of Rith Essa - Bluff, head through the doorway straight ahead and go up the slope on the other side of the stream ahead of you. At the top, go through the next doorway at the very end of the path. Follow the long path there while killing the enemies and go through the doorway at the very end.

+++++ESCHEBONE - THORAX+++++

Another one of Lupus' steps to Mizar's Lair, you will get to this one by going through the door at the end of Eschebone - Approach.

+++++ESCHEBONE - ROBOT MISSION+++++

From the start, head straight ahead through the doorway on the opposite side of

the room and continue forward in the next room to the far-end of it. Go through the Magenta Door on the left and follow the tunnel while killing orange ants to a large room. Kill off all the orange ants there and get rid of the Flying Units as well. Either use Lupus' afterburner to reach the doorway ahead on the other side of the room or fall down below to charge Vela's or Juno's jetpack on the fuel pad to reach it. Go through the doorway there and activate the Floyd Pad in this room to start the Robot Mission.

+++++++ESCHEBONE - APPROACH+++++++

One of Lupus' steps towards Mizar's Lair, take the ship at the end of Rith Essa - Interior to reach it.

+++++++ESCHEBONE - CORTEX+++++++

From the start of Eschebone - Thorax, head through the small passageways to the right of the first room. Blow up the doorway ahead with your Tri-Rocket Launcher and charge up on the Fuel Pad behind it. Fly on top of the worm's body and enter the doorway to the right to reach Eschebone - Cortex.

+++++++MIZAR'S PALACE - LOBBY+++++++

The last step of Juno's journey to Mizar, you'll get her from the ship after the boss on Tawfret - Castle.

+++++++MIZAR'S PALACE - ROBOT MISSION+++++++

You have to complete this course with Floyd to be able to reach Mizar for the first time, from the very end of Mizar's Palace - Lobby, where you arrive in a very large area with spinning gold rings in the middle, head in the far away passage to the right and jump in the circle there. You'll find the Floyd Pad.

+++++++MIZAR'S PALACE - FLUME+++++++

From the very start of Mizar's Palace, head forward all the way through the tunnel and across the large area until you come to a stream. Swim underwater to the right and through the passage to the right to reach it. It's the last step of Vela's path to Mizar.

+++++++MIZAR'S PALACE - CHASM+++++++

The last step of Lupus' journey to Mizar's Lair, you'll notice he's the only one not landing in the Lobby portion of Mizar's Palace, but not to worry, he'll get there too. You'll reach this stage by taking your ship at the end of Eschebone - Thorax.

+++++++MIZAR'S LAIR - ASTEROID+++++++

Once you've collected every Tribal and Ship Part in the game, simply talk to the shaman where you first defeated Mizar for the first time and you'll be off to this stage, the last one in the game.

5. Walkthroughs

This section explains the main objectives of the first part of the game, where every character must go and what he/she should do until all 3 of them meet up and confront Mizar for the first time. Only the items and upgrades that you can get the moment you pass by them are listed here (No backtracking from level to level unless needed). Some enemies might have been omitted, I usually include only those that are needed to defeat or can pose a slight problem. No Tribals are mentioned in this walkthrough as rescuing them is not needed as of yet, you can kill them if you feel cruel and merciless..

JUNO

+++++++GOLDWOOD - OUTSET+++++++

After watching the intro, you'll start only with him as your only character on Goldwood, armed with a basic Laser Pistol. Head forward up the slope and continue across the bridge ahead and the green guy will talk to you, listen to him for a little bit of story and head through the doorway past him to the next area. Head forward and cross the small bridge. Enter the large hut there, go up the stairs at the end of the room and jump on the small platform at the top, collect the Gemini Holder. Jump back down and approach the grey shaman to talk to him. You now know you should rescue the grey creatures like him named "Tribals".

He will offer a replay of the invasion, watch it if you want and exit the hut. Head across the bridge ahead again and head in the 2nd small niche to the left. Enter the small doorway there to another area, there is a totem in the pool that you can't access yet and a few weapon upgrades along the wall that you can't pick up. Collect the chest at the very end of the area (To the right of the waterfall across the pool in the middle) to obtain the Fish Food weapon (?!). Backtrack to the large hut in the previous area and head behind it.

Go forward to the next door and the green guy will talk to you again, listen to him to learn about Life Force doors and such. Kill the three flying eyes in front of the door with your pistol to proceed into the "proper" Outset region! Watch the small cutscene there. Follow the path killing everything you see until you come to a town, now things get a little wild, use the strafe and aim tactic to your best ability to kill EVERY drone. Kill the snipers at the top of the tree branches along the walls as well, this makes a good practice to what will be upcoming later in the game, get used to avoiding shots.

Two doors will have opened (One for the blue ants, one for the green snipers), collect the Pistol Capacity Increase behind the house to the right of the passage you came from and continue forward to the two doors, take the one on the right to access an underground area. Follow the path to the left all the way to an intersection (The ants here will throw grenades, but usually end up killing themselves since they'll bounce the grenades on the boxes in front of them) and go past the passage to the right. You'll soon get to a large room with a stream inside, blow up the big crate in the room and collect the Yellow Key.

Go back all the way to the beginning of this area and head back outside (A yellow door blocks the way out, but you have the key now...). Backtrack all the way to the shaman's house and head over to the left across the river to a door. Now that you got the Yellow Key, you can go through. Kill the big beetle on the

other side (Shoot it in the head repeatedly to kill it quickly) and collect the in the chest at the end of the left shore in this room to obtain the Shuriken weapon. Return to the shaman's hut again.

Head across the river nearby and go in the 2nd small niche to the left. Enter the small passageway to reach a new area. Head over to the right side of the area for a Shuriken Capacity Upgrade. Return to the area where 2 doors were opened by killing both snipers and ants and take the one straight ahead. Go down the stairs to the left to collect the Gemini Holder on the last step and go back to the entrance of this room. Go across the bridge and through the doorway there to exit the Outset part of Goldwood.

+++++GOLDWOOD - INTERIOR+++++

Follow the path while ignoring the barrels all the way up the stairs at the end. Go along the path to the left in the next area and you'll get in conversation with the green guy again near a door. He'll explain a few more things about the game, ask him for the Red Key before you're done. Backtrack to the stairs from before and go up the slope to the right of the room this time. Enter the Red Door and dispose of the big beetle straight ahead by shooting it's head off with your pistol (Be quick because those rockets HURT). Collect the Machine Gun from the chest on the island.

Head back to the bottom of the slope from before and go towards the door to the right. Use the Machine Gun to trigger the target on the right and open the door in the process. Go through to the very end and pass through this doorway to the "actual" area of Goldwood - Interior. Jump on the box straight ahead for a Machine Gun Capacity Upgrade and continue along the path to a destroyed town, be sure to kill all the ants there (Along with the sniper in the tree) before continuing to the right. Kill the sniper in the tree and the ants around before tackling the big beetle near the door at the end. Use your Machine Gun for a quick kill and head through the now-open door.

Jump on the first box to the right for a Pistol Capacity Upgrade and continue along the path, using your Pistol to kill the flying enemies (Keep your Machine gun ammo). Follow the path to a crevice and take the left path there (You can't cross the crevice yet). Once you reach a large area with destroyed houses, switch to the machinegun and aim above the doorway far ahead. Start firing once the enemies start flying in from there, if you're good, there should be next to none of all the enemy squadron remaining once you're done. Finish them off and proceed through the doorway ahead (Collect the Energy in the various destroyed houses if needed).

You'll encounter a black ant ahead of you, one of the most annoying enemies of the game, you HAVE to kill them fast or they'll screw up your tribal collecting, since they'll hunt down any tribals nearby. Dispose of him as quickly as you can (Even if he kills a tribal, it's no biggie, you don't need them for now) and collect the Machine Gun Capacity Upgrade on the box straight ahead from the doorway you came from. Continue forward to the next doorway and proceed to the next area. Collect the Invincible item straight ahead and switch to the Machine Gun to shoot down all airborne units that will fly down on you. (You might run out of ammo, use the Pistol if so).

Continue across the bridge and through the door to the next area. Watch the cutscene and you'll reach the S.S. Anubis.

+++++S.S. ANUBIS - HOLD+++++

Jump on the boxes to the left of where you begin for a Pistol Capacity Upgrade and a Machine Gun Capacity Upgrade. Jump on the higher set of boxes and head to the red box near the wall ahead to collect the Gemini Holder on top of it. Fall down to the right side of the boxes to get in a conversation with the green guy again. He'll show you a cutscene of Vela being captured, your goal in this vessel is to free her before moving on.

If you talk to him again, he'll mention a chest on an upper ledge, from the start, head over to the right and in the small niche in the right corner there. Jump on the boxes and on the path to the right. Jump on the higher path at the end and collect the Plasma Shotgun inside the chest there. Go back to where the green guy is and head through the nearby door to the "actual" S.S. Anubis - Hold area. Shoot the blue ants around the area and use your Machine Gun to dispose of the big beetle in the small hole to the right before his laser shots rip you to shreds (Or use a charged shot from the Plasma Shotgun if you're good at aiming heads).

Go towards the right side of the area and jump on the 2nd crate to the left for a Plasma Shotgun Capacity Upgrade. Jump down on the left side of the crate and go through the nearby door to the next area. Use your Laser Pistol to kill the regular blue ants and use your Machine Gun to destroy the airborne units in-between the silo-like structures in this room. You can also use your Pistol to shoot down the Purple Gemini Units on top of the silos for you to collect if needed. Go to the left all the way to the wall and head towards the door on the right. Collect the Pistol Capacity Upgrade in the corner to the left and enter the door afterwards.

Kill the blue ants on the right and go toward the boxes there. Jump on the rightmost box to collect the Machine Gun Capacity Upgrade and head near the crevice on the left. Jump on the moving platform from the left corner and wait until it gets near the opposite shore. Jump on it and kill the blue ants on the left (There is a yellow ant that will surrender behind the boxes, killing it or letting it alive has no apparent effect, so do what you want..). Head over the right corner and enter the nearby door to the next area.

This area can be deadly, kill off the blue ants on this level before moving up the path on the left. Don't use the conveyor belt, you'll be shot from every side, go up the left or right side of it. Floating eyes will appear on each side on the first step, kill them off, and now keep an eye out for yellow objects making a beeping noise, shoot them from afar as they're Proximity/Timed Mines, go up the following steps, making sure to get rid of whatever ants are on them, until you get to the top. Floating eyes will appear once at the top, shoot all 4 of them, and the door at the bottom should open, otherwise, you haven't killed everything yet.

Once the door at the bottom has unlocked, don't go back down, instead, shoot the window to the right and head through. Collect the Gemini Holder to the left and head in the doorway to the right. Go through the passageway until you get to another room. Try not to fall in-between the paths here, you'll end up in the room with the moving platform, and if you fell near the middle, end up dying in the crevice (If you don't, you'll take an amount of damage anyways). Cross the small paths to the opposite side of the room and go activate the Totem Pole in the corner to the left to obtain the Blue Ant character in Multiplayer.

Head over to the right corner this time and enter the nearby door. Use the Machine Gun to get rid of the small beetles in this passage easily. Follow this path all the way through a doorway and to a chest near a passage you can crawl through. Collect the Cluster Bombs weapon inside and go back all the way to where you got your last Gemini Holder. This time, go down the conveyor belt in

the middle to the bottom and head over the left side of the room for a Cluster Bomb Capacity Upgrade in the corner.

Head through the door nearby and you'll be in the cells area, you must liberate Vela to proceed further, to open the various cells, you must destroy consoles that are on the walls (And usually in odd places), now is time to backtrack a bit and free Vela. Go back to the previous room and go up the left side of the conveyor belt ahead, on the second step, look behind the blue crate near the wall on the left for a Cell Terminal on the wall on the left (Be careful of the Timed Mine right next to it). Shoot it to open the 3rd cell on the left. Go see Vela inside to see a cutscene, she'll then leave by unlocking the door at the end of this room (You can choose to play Vela's route from now on). Head through that door now and take the ship there to Tawfret - Bog.

+++++TAWFRET - BOG+++++

You'll encounter large marsh creatures with glowing eyes here, they take an awful lot of damage, use the Plasma Shotgun or Explosives for best efficacy (They can still take 6 or so fully charged Plasma Shotgun shots straight in their heads though, the smaller ones will take only 1 fully charged Plasma Shotgun shot though). Go through the doorway right in front of you and follow the ground path while killing all marsh creatures around (This will unlock a door), you can shoot down the Gemini Units on the tree branches above if you need refills.

Head to the far right of this area, across the water to find a doorway to another area. Go through and collect the nearby Gemini Holder. Head back to the previous room and go through the door on the far right side of the area from where you are. Head forward and talk to the shaman guy to obtain the Tri-Rocket Launcher and see what happened on Tawfret. Head on the left side of the church's ruins ahead and check behind the tombstone there for a Plasma Shotgun Capacity Upgrade.

Head to the first house on the left near the shaman and use the Tri-Rocket Launcher to blow up the doorway. Go inside and collect the Grenades inside the chest. Head back outside and go to the 2nd house on the left of the shaman. Use the Tri-Rocket Launcher to blow up the doorway again and head inside. Collect the two Tri-Rocket Launcher Capacity Upgrades near the far-end wall. Go back outside and continue out of the fenced area. Go through the doorway there to Tawfret - Bridge.

+++++TAWFRET - BRIDGE+++++

Collect the Pistol Capacity Upgrade to the right of the bridge and dive in the water to the left of it to collect the Plasma Shotgun Capacity Upgrade a little way from the shore in the water. Go back to the bridge and head up it. Shoot down the flying units that will appear on each side (Avoid their lasers as they hurt a bit more than usual). Continue up until the 2nd platform and check around the pillar there for an Homing Missiles Capacity Upgrade (Which you may be able to collect if you went out of the way to get the Homing Missiles on Walkway - Peak).

Continue up the bridge to the last platform and get on the far-left corner of the platform to get down below. Go through the nearby doorway to the left and quickly collect the Invincibility to the right. Switch to the Machine Gun and rush through this area, shooting as many of the flying enemies to the left and right as you can while you go. You'll backtrack to collect stuff once the Invincibility wears off (The Flying enemies can be hard to hit and their lasers

hurt even more than those in the screen before). Continue to the very end and collect the 2nd Invincibility item in the water to the right near the tree there and use your Machine Gun to quickly dispatch the flying squadron straight ahead, they deal insane amounts of damage if you're not invincible...

Backtrack to collect the various ammo/energy around this area before proceeding through the door ahead of you. Once you go through, be careful of the marsh creatures in this area, they're weaker than they used to be (One fully-charged Plasma Shotgun hit will kill them even if it its an arm), but are now armed with lasers. Head over the left side of the lake until you see a bridge on the right. Head across and behind the tree on the island. Jump on the steps there to collect the Pants on the 3rd step. Go back to the entrance you took to reach this area and go over to the right side this time, all the way to the door to the next area. Go through and jump on the steps to the left of the entrance to the top.

Jump on the path to the left for a Pistol Capacity Upgrade and head down to the right. Go up the 2nd ruins on the left and you talk with the remains of Floyd. Now you must collect all his missing parts (If you had checked, you already had "collected" his head when you entered this stage), head over to the ruins on the right and climb to the top of them for Floyd's lower-right part. Head into the house to the right of there by the main door to it and talk to the creature inside 2 times to give it its Pants. You will receive the Crowbar, which lets you open locked trapdoors.

Go back outside and head to the wall on the left. Head along it to the left again and go through the doorway along the way. A blue ant will surrender as soon as it sees you inside, kill it or let it live to your discretion. Collect the Sniper Rifle in the chest to the left and exit this house. Go back to where Floyd's Head is and fall down on the left side of the ruins. Use the Tri-Rocket Launcher to blow the nearby doorway and go inside. Collect the Flares in the chest on the left and go down the trapdoor in the middle (You needed the Crowbar for that one).

Follow the passage there all the way to the room at the end to collect Floyd's Lower-Left Part and head back outside of this area. Go back to the front of Gimlet's house and head on the right side of it. GO up the steps near the end of the house and follow the path on the roof to a set of stairs near the front of the house. Jump on top of the roof from there and go down the chimney. Head in the passage to the left and stop when you see a coffin in an alcove to the left. Use your Tri-Rocket Launcher to blow it up from a distance and crawl through the small passage that was behind it. Once in the room on the other side, collect the Homing Missiles Capacity Upgrade in the corner to the left and the Sniper Rifle Capacity Upgrade in the corner to the right.

Go back to the hallway outside of the small passage and head along it to the left all the way to a large room. Jump on the ground to the right and collect Floyd's Helicopter Blade in the corner to the left. Check across the stream of water for 2 coffins, use your Tri-Rocket Launcher to blow them up from a distance and crawl through the small passage hidden behind them. Collect the Remote Mines in the chest in the room you arrive to and exit back to the large room.

Follow the path on the left side back to the room you arrived into, and take the next path on the left to the exit of this area. Go on the other side of the nearby lake, jump up the steps to the ruined village and jump on the 2nd ruins to the left to reach Floyd again. Talk to him and he'll join your cause once he is assembled. Jump on the right side of the ruins and go through the door on the left to reach Tawfret - Castle.

+++++TAWFRET - CASTLE+++++

You'll be receptioned by the front guard of the castle, switch to your Machien Gun and keep moving around while shooting the 2 squadrons of flying units that come out of the two towers, ocne those are out of the way, switch to the Sniper Rifle, and shoot down the 2 big beetles at the top of the tower, 3 shots in the head should suffice for each, be sure to avoid their rockets however. Once these 2 are down, shoot the various ants on top of the path above the castle's front door (With the Sniper Rifle, again, one head shot kills one), once they're all dead, approach the bridge to have it lower and head inside. (Collect the various ammo and energy before if needed).

Collect the Machine Gun Capacity Upgrade in the alcove to the left and continue along the path, killing every blue ant and snipers around this area (There is usually a sniper at the top of every higher platform). Kill the big bettle near the door at the end with your Machine Gun and head through. Kill the snipers along this new path and you'll soon encounter blue ants with small shields, laser shots can't penetrate those shields. You can always fire areas the sheild doesn' tcover, or use the best way, explosives. They'll blow them to bits with or without shield, so use these. Kill the flying squadrons along the way and go through the door at the end of the path.

Head on the ground path to the left and jump on the 2nd alcove to the right for an Homing Missiles Capacity Upgrade. Continue along the path all the way to the next area. You'll encounter blue ants with large shields, which they can hide all of themselves behind, use explosives against these as anything else will waste too much ammo/time. Head in the passage to the right and jump on the first alcove to the right for a Tri-Rocket Launcher Capacity Upgrade. Continue along the path all the way while killing every sniper along with shielded ants you come across until you see a stream of water. Jump on the alcove to the right from there to collect Juno's last Gemini Holder.

Backtrack in this area until you spot a door to the left, it should be unlocked if you killed everything. Go through and collect all the weapon boxes along with one of the Full Health Gemini because a boss is incoming. Once you're ready, head forward and step on the grey switch to trigger the boss battle.

+++++BOSS BATTLE+++++

You can only move horizontally when fighting a boss, and have only a short area to move around, so get used to it and quickly. His attacks can come out in a variety of things, the exploding bats first, a few black bats (Hard to see) will fly from him towards you, once they collide with a wall or yourself, they'll detonate, dealing a low amount of damage. The best way is to use your Machine Gun to dispose of them from afar. Secondly, he'll cause a fire shockwave that will expand from him and pass right through the whole width of your area. You have to jump over it or it will deal enough damage to take away 1/5 of your health, make sure to stand right in front of the boss for the best angle to jump over the shockwave.

Use the Tri-Rockets to damage him, when he rears his back and his yellow teeth shake, target them (A red square appears around them) and fire! One or two Tri-Rocket shots should dislodge each teeth, but they must connect before he stops rearing back, otherwise they won't do any damage, so be quick on firing/targeting. Once both are gone, he'll change attacks. Instead of launching bats, he'll charge his antennae and launch a grenade projectile at you, the best way to avoid this is to stand on either side of the battlefield and strafe to the other side while he charges, he should launch his projectile

near the middle and you'll be far gone when it hits.

The next step is to destroy his antennae, stay in front of him and target them when they glow, fire your Tri-Rocket Launcher then and you should blow it up before it fires a grenade. Repeat the process for the 2nd antennae. He'll charge up his claws instead of launching grenades now, when he does, target his face and launch 4 or so rapid shots with your Tri-Rocket Launcher to kill him. To avoid his attack (If needed), simply strafe away from the center and it will miss. Watch the cutscene afterwards and you'll end up in the last area of this planet. Go up the stairs ahead and board the ship to Mizar's Palace - Lobby.

+++++MIZAR'S PALACE - LOBBY+++++

Head forward in the corridor and through the door. Continue into a very large area and kill the blue ants there. Head all the way forward through the door in the large building after the stream and collect the Pistol Capacity Upgrade to the right. Head at the very end of the room and go through the right doorway. Switch to your Machine Gun and shoot down the big beetle in the far right corner while avoiding its Grenades along with the flying units in the air in the middle of the room. Shoot down the barrels around the room and it should get rid of all the blue ants, kill the remaining few and now shoot down the big beetle on the ramp above the doorway you came in from.

Afterwards, go at the end of the room and take the doorway there. Collect the Plasma Shotgun Capacity Upgrade to the right and backtrack to the previous room. Go right through it to the room before and take the left passage this time around. Kill the flying units with your Machine Gun and switch to any type of explosives to kill the blue ants around the room. Once that is done, take the door at the top of the ramp at the end of the room. Collect the Plasma Shotgun Capacity Upgrade to the left and the Grenades Capacity Upgrade near the left wall of the room. Collect the Plasma Shotgun Capacity at the far end of the room and exit back to the previous room. Go right through it to the room before and head to the right towards the entrance of this area.

Turn towards the 2nd torch on the right side of the room and jump in it. You'll fall below and end up in a corridor. You'll encounter the blue ants with large shields here, so keep an explosive weapon handy. Go forward to an intersection and head to the left for a Machine Gun Capacity Upgrade. Continue around the corner ahead and go past the passage to the right. Follow the path all the way past a passage to the right for a Machine Gun Capacity Upgrade. Continue forward in the next room and go to the right for a Grenades Capacity Upgrade. Head back outside and head along the passage to the left along the way. Take the next passage to the left afterwards and go in the next room.

Use your Machine Gun to kill the big beetle to the left and head in the small passage behind it to activate the totem unlocking the Purple Beetle in multiplayer. Head back to the entrance of this area and go behind the right pillar for a Grenades Capacity Upgrade. Head behind the pillar to the left for a second Grenades Capacity Upgrade and jump in the lava, yes, in the lava. Juno can safely walk through red-hot liquid, while others would be burned. Head to the opposite shore and go through the doorway there to reach the last part of Juno's journey to Mizar.

Head to the large area ahead and go in the far-away passage to the right. Jump in the circle there and use the Floyd Pad to start the Floyd course. From the start, fly straight forward all the way to the swirling gold rings, collect the spinning yellow pyramids in the air in the middle there, and head to the corner on the right of there. Go through the top hole in the wall there to collect another bunch of spinning yellow pyramids. Head back out of the hole and head

to the corner on the right of there. Head through the window there to collect the 3rd bunch of spinning pyramids. Head through the nearby small passage in the corner and follow it all the way to a room. Head to the wall at the far-end to trigger a cutscene.

The pyramid has appeared straight in the middle of the large area. Head towards it and enter the door around that has a red emblem above it. Watch the cutscene (Great one, although I can't pinpoint why I like it) and you'll lose Juno for now.

VELA

+++++++SEKHMET - BATTLE CRUISER+++++++

As soon as you start, a little blue guy will talk to you and explain a few things, read it for some story and jump on the higher ground behind you. Collect the Grenades in the chest there and go around the hole you started in from the left side. Jump on the first box you see to collect the Pistol Capacity Upgrade and head up the ramp in the middle of the room. Go through the door on the left and kill all the blue ants in this room, it should be easy if you went through all of Juno's journey since you'll have practice.

Once both locked doors have been unlocked, head all the way down to the stream below and head through the door on the left. Head in the corner to the right for a Gemini Holder and go open the chest to the left to obtain the Machine Gun inside. Head back to the previous room and follow the stream all the way to the door to the next area. Use Grenades against the blue ants here, since they bear small shields and regular shots might make it hard to kill them, a direct explosion from a Grenade will kill one, but not blow it to bits.

Kill all blue ants to unlock a door and head forward in the stream to another door. Switch to the Machine Gun and shoot on the symbol to the right of the door until the door is unlocked. Head through and use Grenades in this corridor to get rid of the enemies with large shields. Continue through the next door and talk to the mole on the left side of the room to learn a little bit more of the story. Collect the Red Key from him and head at the end of the room to collect the Plasma Shotgun in the chest in the corner. Go back to the door you used to reach this area and check the corner to the left for a Machine Gun Capacity Upgrade before exiting. Head through the corridor to the room before and head up to the left.

Jump on the steps in the corner after the platform and go through the door on it. Use your Machine Gun to quickly dispose of all the flying units coming in from the middle and use your Laser Pistol to kill the blue ants around the room. Head through the door to the next area at the end of the room and go across the small paths in this room. Kill the flying units that appear with your Machine Gun and the paths are small, don't make use of the Strafe buttons. Be careful not to fall below as Vela CANNOT withstand the heat (As opposed to Juno). Go through the Red Door on the other side and follow the upper path to an elevator. Get off on the higher floor and kill the blue ants there.

Follow the path to a small chasm. Jump over it and follow this path to a tunnel. Continue through the tunnel and along a pathway to a moving platform. Take the one ahead of you moving to the right and jump off at the next stop. Take the next moving platform to the floor below and jump off there as well. Follow the pathway to a chasm, jump across it and continue to another moving platform. Hop aboard and jump in the tunnel to the left above. Follow the tunnel to another room and jump over the nearby chasm. Jump on the moving

platform to the left and jump off at the ground level. Head over to the end of the room and collect the Plasma Shotgun Capacity Upgrade to the right. Jump on the higher path there and head through the door on the left.

Use your Machine Gun to quickly dispatch the flying squadron in this room, be quick as they deal insane amounts of damage if you're not careful. Proceed through the door at the end of this room to the next area afterwards. Shoot the glass floor in the middle of the room and collect the Green Key in the chest there. Collect the Machine Gun Capacity Upgrade to the right and head through the door to the next area. Collect the Gemini Holder on the right and use the Machine Gun to get rid of the flying units to the left. Go down the slope and kill the ants with small shields using Grenades for best efficiency. Follow the stream to the right and kill the flying units above you using the Machine Gun (Be sure to avoid their explosions when they crash).

Go up the slope on the right and head through the Green Door on the left at the top. You're back at the very start of the stage, continue forward and take the Green Door you'll pass by to the right. You'll encounter blue ants with large shields here, use Grenades or the Machine Gun if you run out of Grenades (Run behind them and unload your Machine Gun to kill them). Head over to the beginning of the slope to the right and collect the Grenades Capacity Upgrade to the right of it. Go up the spiraling slope all the way to the top and go through the door there. Continue forward to take your ship to Cerulean - Dune.

+++++CERULEAN - DUNE+++++

From the start, go behind the ship pad behind you to collect a Gold Bar and go back to the start. Head to the right of the path ahead to collect a Pistol Capacity Upgrade along with a Machine Gun Capacity Upgrade. Go along the path to an area with 2 boxes, use Grenades or the Machine Gun to dispose of the blue ants with small shields there. Continue along the path past the first door to a second one, which leads to a very vast desert-like area.

Make sure to kill every blue ant with small shields you see in this desert. Follow the left wall along all the way until you come across a sewer pipe entrance. Jump on top of it to collect a Gold Bar and go back to the beginning of the desert. Head along the wall on the right all the way until you see a small lake coming from the wall. Collect the Gold Bar on the left side of it and return to the beginning of the desert. Go back through the door to the previous area and enter the door you passed by the first time around. Collect the Gemini Holder on the left and talk to the mole to trade your 3 Gold Bars for the Tri-Rocket Launcher.

Head back out of this room and go through the door on the left to the giant desert. Go straight ahead all the way to the other side of the desert and go through the small passageway there. Head through the door inside and head to the left to activate the totem granting the King Of The Hill stage in multiplayer. Continue at the end of the room and jump from platform to the platform to collect the Yellow Key as well. Drop down and go in the tunnel nearby to the next area. Shoot down the flying units with your Machine Gun and head along the wall to the left until you come across another cave entrance. Go inside and collect the Gemini Holder in the middle. Collect the Homing Missile in the chest to the right of the room and go back outside.

Follow the wall to the left again and go through the Yellow Door you'll come across. Head to the left to collect a Pistol Capacity Upgrade and go back outside. Follow the wall to the left again and go through the door to the next area that you'll come across. You'll encounter orange ants here (They take a bit more damage before going down than the blue ones) along with a few big

beetles armed with rocket launchers, use the explosive barrels to your advantage. You can also shoot the cocoons on the ceiling to obtain Single Gemini Units.

Kill the various ants along with the Big Beetle at the intersection and head over to the left. Kill the ants there to open a doorway. Head back to the previous intersection and head to the right through the door there. Follow the path to a Yellow Door and use the Machine Gun to dispose of the big beetle in front of it. Kill the nearby ants as well and go through the Yellow Door. Collect the Tri-Rocket Launcher Capacity Upgrade to the right and go back out of the room. Head to the left all the way through a doorway and go down the path on the right. Use your Machine Gun to dispose of all the ants and the big beetle in the corridor and go through the Yellow Door on the left along the way for a Full Health Gemini, if needed.

Continue to the end of the corridor and go through the left doorway. Go along the path to the right, use your Machine Gun to dispose of those enemies easily and continue forward through the Yellow Door for a Full Health Gemini. Collect the Tri-Rocket Launcher Capacity Upgrade to the right and exit the room. Go forward to an intersection and head through the door to the right. Follow the path to an intersection and kill off the big beetle to the left. Head to the right afterwards to kill another big beetle and go through the Yellow Door behind him. Collect the Tri-Rocket Launcher Capacity Upgrade on the right and go back out of the door.

Head to the left along the path all the way through a door and go through the next door straight ahead. Go through the last door ahead of you and follow the path out of the cave. Head forward to take your ship to Ichor - Military Base.

+++++ICHOR - MILITARY BASE+++++

From the start, go across the small lake behind you to collect the Plasma Shotgun Capacity Upgrade on the other side and go back toward the path ahead of your starting point. Kill off the blue ants with small shields using explosive and dispose of the big beetle with your Machine Gun. Jump on the first box on the right to collect a Pistol Capacity Upgrade and collect the Full Health Gemini on a nearby box if needed. Go through the door on the left and follow the path to an intersection. Head to the left and kill the blue ants with small shields by using explosives.

Use your Laser Pistol to dispose of the snipers on all 3 towers around the area and jump on the middle pillar. Head into the passageway to the right and go into the room to the left that you'll pass by. Collect the Flares and Sniper Rifle in both chests there and exit outside by the same way you came. Drop down on the right of the pathway and take the first door to the right ahead to the next area. Use an explosive weapon to get rid of the blue ants with small shields in this area and jump on the ledge to the left. Shoot the glass to shatter it and jump in the passage on the other side. Head to the right through the tunnel and Collect the Cluster Bombs from the chest on the left.

Exit the room and jump down on the ground floor. Go through the door on the left to the next area and quickly shoot down the big beetle on the higher platform ahead. Kill the various blue ants with small shields and the 3 flying units in the lower path to empty the room. Jump on top of the platforms in the corner to collect the Gemini Holder in the corner of the highest platform. Turn around and fall down the platforms straight ahead. Jump over the small pathway ahead and fall down the slope on the other side. Turn around and collect the Machine Gun Capacity Upgrade in the right corner. Turn around again and go back up the slope.

Go through the door ahead and shoot down the snipers on the side walls in this room. Use explosive weapons to dispose of the various blue ants with large shields as well. Head on the left side of the entrance to collect a Pistol Capacity Upgrade and go forward to the door to the next area. Go forward until the path goes to the left. Use the Sniper Rifle to get rid of the big beetle in the far-left corner and continue forward until the last box before the wall. Collect the Homing Missile Capacity Upgrade on it and head down the slope on the left.

Collect the Gemini Holder to the left at the bottom and return to the entrance fo this room. Go up the steps on the right and jump on the higher path. Pass by the various moving walls (Check their patterns closely to know when to pass) and go through the door on the right at the end. Fall down the platform straigh ahead and check the corner to the right for an Homing Missile Capacity Increase. Return to the entrance of the room and step on the yellow switch to the right. Jump off when the platform is between where you are and the platform in front of you.

Jump across it to the next platform and jump on the red switch until the red platform is between the 2 platforms agaisnt the wall ahead. Jump off then and jump on the nearby purple switch. Wait until the platform is between you and the platform ahead and jump across to it. Collect the Grenades Capacity Upgrade in the corner there. Jump across the red platform to the left and hop on the green switch until the green platform is between the middle one and a platform near the wall. Hop off and go across the red platform again, and the purple platform then.

Hop on the red switch until the red platform is between you and the middle platform and hop on the purple switch then. Hop off when the purple platform is near the opposite wall and go across the red platform. Go across the green platform (Refilling your weapons and health is recommended) and then the purple one to reach the exit. Go thorough and kill the black ant on the other side. Go forward and jump on the higher platforms to collect an Homing Missile Capacity Upgrade.

Jump down the platform straigh and continue forward through the doorway to the next area. Use your Machine Gun to dsipose of the flying units and switch to an explosive weapon to get rid of the blue ants with the large shields that will come along. Follow the path until a flying squadron appears, dispoe of it with your Machine Gun and press on. When you see a large building in the distance, wait aroudn for bleu ants with large shields to cross the bridge and get rid of them with explosives. Go on the bridge and use Homing Missiles to dispose of the turrets on either side (Watch out, those HURT, but you can swim across from either side of the bridge if you want).

Kill the last flying squadron there and go through the doorway ahead. Collect the energy and weapon boxes on either side of the room and go through the doorway ahead of you. You'll see a lengthy cutscene and end up in a boss fight across a sea of lava.

+++++BOSS BATTLE+++++

Again, explosives should be your prime weapon to use in boss fights. The boss will first attack by lumping a volley of 4 maggots on the ground around you, hug one of the sides of the platform away from them as they'll explode soon enough for a good amount of damage. Afterwards, one of his tentacles will launch a poison cloud at your location, just strafe to easily avoid it (It's weak if it hits you anyways). Now to damage him, wait until it starts to rear

back one of its tentacles and unload a volley of Tri-Rocket Launcher into it as it opens to blow one of the tentacles (it blows automatically from a direct hit).

Repeat the process for the 2nd tentacle and he'll switch patterns. Instead of launching poison clouds, he'll use his laser guns at you. Once he tries to shoot you down, fire a volley of Tri-Rocket Launcher on the big carapace behind him to blow it up. He'll start flying then, but he'll keep the same patterns. Target him while flying and fire Homing Missiles at his guns on each side (They're weaker, but at least they're sure to hit if you target him).

Once all 4 guns are gone, target the head, he'll throw only maggots at you then. After a few more Homing Missiles, he'll go down easily. Watch the long cutscene afterwards (Movie spoof here, though I don't remember the name), now you can do the Lupus part of the game. You'll end up in a large area with no enemies. Follow the middle path on the right side of the area to your ship to get to Mizar's Palace - Flume.

+++++MIZAR'S PALACE - FLUME+++++

From the start, head forward through the door in the tunnel and kill all the blue ants in the large area. Go through the entrance in the middle of the wall there and jump in the stream. Go through the underwater passage to the right to get to the actual area of Mizar's Palace - Flume. Swim at the bottom of the passage to the right to collect a Pistol Capacity Upgrade. Go to the left instead of continue along the path and turn to the left at the first opportunity. Collect the Plasma Shotgun Capacity Upgrade at the bottom and follow the path ahead until you come to an intersection.

Collect the Plasma Shotgun Capacity Upgrade at the bottom there and head along the path to the left all the way to another intersection. Swim in the room to the right and collect the Machine Gun Capacity Upgrade in the middle there. Return to the intersection and go to the left this time until the next intersection. Swim over to the right and swim past the passage on the right. Swim past the left passage afterwards and go through the tunnel at the end to the next area. Jump on the ground in this room and go around the lake you came out of to reach the doorway to the next room.

Jump on the right side of the room and collect the two Grenades Capacity Upgrades there. Go right through the waterfall ahead to get out of Mizar's Palace - Flume and go forward until you see a passage to the right. Head there and you'll arrive at the pyramid called down by Juno. Enter the door with a blue symbol above it to see another cutscene. Vela will be temporarily MIA now.

LUPUS

+++++SPAWNSHIP - TROOP CARRIER+++++

Jump on the platform to the left across the small lake to collect a Gemini Holder. Head on the ground to the right of there to get to two chests and collect the Machine Gun along with the Plasma Shotgun inside those chests. Jump on the elevator to the right and collect the Pistol Capacity Upgrade and the Machine Gun Capacity Upgrade at the top. Continue ahead to the next room and use your Machine Gun to dispose of the flying squadron there. Continue forward through the next door and use your Machine Gun to quickly kill off the big beetle on the opposite side of this room.

Head over to the right side of the room to collect both the Plasma Shotgun

Capacity Upgrade along with the Machine Gun Capacity Upgrade there as well. Jump across the moving platforms to the opposite side and go through the doorway to the next area there. Kill off the blue ants with small shields using your Machine Gun and collect the Pistol Capacity Upgrade on the boxes near the left wall. Go near the crevice on the right and head near the wall to the left. Jump down and activate Lupus' afterburner to float in the pipe entrance in the wall to the left.

Activate the Totem Pole straight ahead to obtain the Green Ant in multiplayer. Go back outside and fall down below. Kill off all the blue ants with small shields there and go through the only doorway accessible from there. Head straight forward through the door ahead of you and you'll be back to the start of this stage. Fall down and take the elevator to the right. Go through the upper passage to the next room and head forward through the next doorway there. Cross the moving platforms to the other side and go through the doorway there to be back to the last area you were before falling down. Wait near the crevice for a moving platform to pass by and jump on it.

Jump off on the other side and kill the blue ants with small shields there with your Machine Gun. Collect the Plasma Shotgun Capacity Upgrade on the box to the left and enter the doorway to the next area to the right. Kill all the blue ants in this room and head in the left door on the opposite side of the room. Kill off the flying squadron to the right and the big beetle straight ahead with your Machine Gun (Aim to the head for the big beetle, as the body is armored). Collect the Red Key behind it afterwards and go back in the previous room.

Head in the door to the left and follow the path through the next door afterwards. Go through the Red Door ahead and through the next Red Door afterwards. Kill both snipers you see there and the black ant at the bottom. Jump back on top of the pathway and jump towards one of the tunnels where the snipers were. Use Lupus' afterburner to reach it and head through to the next room. Jump across the stream of water and collect the Yellow Key there.

Open the chest to the left to collect the Sniper Rifle inside. Head back to the previous room then and go through the Yellow Door on the left. Fall on the lower steps to the left and collect the Gemini Holder. Return to the entrance and follow the pathway ahead while jumping both chasms to the next doorway. Go through and follow the wall on the right around the room until you come to a passage to the right. Head through there to the next area and take your ship there to Rith Essa - Bluff.

+++++RITH ESSA - BLUFF+++++

Head to the left side of the ship pad to collect the Machine Gun Capacity Upgrade near the point there and go through the entrance straight ahead from the ship pad. Go up the spiraling pathway ahead and stop at the 3rd corner. Turn towards the waterfall and jump at the platform besides it. Activate Lupus' afterburner to reach it safely and collect the Pistol Capacity Upgrade to the right. Collect the Gemini Holder to the left and go through the doorway behind the waterfall.

Collect the Homing Missile in the chest there and exit back to the previous area. Jump down to the ground below and go back up the spiraling pathway to the right. Take the far doorway to the next area, you'll encounter regular blue ants there along with flying units and some big beetles near the middle of the area. The Machine Gun should be able to easily dispose of all those enemies.

Collect the Plasma Shotgun Capacity to the right of the entrance and follow the

path around the corner ahead. Fall on the lower ledge between the two walls to the left before the next corner and collect the 2 Homing Missile Capacity Upgrade there. Jump back on the main path and follow the path to the left until you spot a few big beetles. Dispose of them with your Machine Gun and go along the wall to the right to collect the Machine Gun Capacity Upgrade. Continue along the main path all the way to a corner where a lot of flying units will appear ahead of you. Shoot all of them down with the Machine Gun and head through the doorway to the right.

Collect the Pistol Capacity Upgrade to the right and open the chest on the left to collect the Tri-Rocket Launcher. Go across the lake on the right side and enter the door on the ground there. Jump on the doghouse to the right to collect a Gemini Holder and open the chest to the left of the entrance to collect the Cluster Bombs inside. Go back to the previous area and head around the wall to the right to the door to Rith Essa - Interior on the other side, go through.

+++++RITH ESSA - INTERIOR+++++

You'll encounter various flying units along with blue ants with small shields, the Machine Gun should be your primary weapon here again. Jump on the ledge to the right and collect the Tri-Rocket Launcher Capacity Upgrade. Jump back down and follow the path forward to the corner. Collect the Plasma Shotgun Capacity Upgrade there and continue along the path to the right to a small lake. Go across it to the opposite shore and go up the stairs there. Go across the bridge and follow the path to the right (Avoid falling down the edges).

Continue all the way through a cave entrance at the end and collect the Tri-Rocket Launcher Capacity Upgrade to the left and continue along the path to your ship. Take it to Eschebone - Approach.

+++++ESCHEBONE - APPROACH+++++

Head forward through the doorway ahead of you and kill off the two ants there. Follow the path to the right around the room and collect the Tri-Rocket Launcher Capacity Upgrade in the corner there. Continue around the room until you spot an entrance in the wall to the right. Go through and use your Machine Gun to dispose of the flying units there. Jump on the platform to the right of the entrance and collect the Gemini Holder on it. Jump along the platforms to the left of there all the way to a higher platform at the end and jump back on the land to the left.

Collect the Pistol Capacity Upgrade there and jump on the lower platform on the left side of the main path you are on. Collect the Machine Gun Capacity Upgrade and go back on the main path. Continue ahead to the next area and head forward to a platform before a large worm mouth in the wall ahead. Fall on the platform to the right of there to collect the Grenades inside the chest there and jump back on the platform in front of the worm mouth. Throw a Grenade inside the mouth and it will paralyze the tongue. Use it as a bridge to enter the worm mouth itself.

You'll encounter various flying units and orange ants in those corridors, be sure to get rid of all of them to unlock the door at the end. Jump on the nearby pillar to collect an Homing Missile Capacity Upgrade on it. Follow the pathway all the way to the doorway at the end while killing everything in your path. Go through the doorway and use the Sniper Rifle to shoot down all the orange ants on the pathway near the ceiling ahead. Once every ant is dead, go through the doorway straight ahead to Eschebone - Thorax.

+++++++ESCHEBONE - THORAX+++++++

Head forward and collect the Pistol Capacity Upgrade in front of the pillar to the right. Go between the 2 pillars and past the 2nd set of them. Collect the Cluster Bombs Capacity Upgrade behind the pillar on the right and collect the Grenades Capacity Upgrade behind the pillar on the left. Continue ahead through the doorway to the next area and follow the path along there. You'll encounter a lot of orange ants there, use the barrels in the tunnel to damage them easily and finish them off with your Machine Gun.

Once they're all dead, go through the doorway at the very end and kill off the orange ants, flying units along with the big beetle in this room with your Machine Gun. Once they're disposed of, go through the door on the right at the far-end of the room and kill off the orange ants in the tunnel with your Machine Gun. Use the same weapon against the Big Beetle at the end and go through the doorway behind it afterwards. Kill off the flying units in this area and head to the tunnel entrance on the right side of the room.

Kill the nearby orange ants before heading inside, go through the doorway at the end of the tunnel and follow the tunnel to another doorway. Use your Machine Gun to dispose of the orange ants before it and go through the doorway afterwards. Stop once you reach a large room and shoot down the flying units with your Machine Gun. Use the same weapon against the orange ants coming out of the passageway on the right and go in that very passageway afterwards.

Follow it to a corner with barrels and blow them up from a distance. Continue along the tunnel and kill the big beetle before going through the doorway behind it. Head across the pathway through the doorway straight ahead and follow the tunnel while shooting down orange ants with your Machine Gun. Go through the doorway at the very end and kill off the flying units over the lake straight ahead. Dispose of the orange ants in the room and go up the stairs to the left of the lake. Jump over to the right at the top and activate Lupus' afterburner to reach the pillar in the water.

Collect the Gemini Holder on it and return to the top of the stairs. Head in the nearby tunnel and kill the orange ants inside before going through the doorway at the end. Follow the tunnel to a large room and kill off all the flying units there along with the orange ants coming out of the tunnel to the left of the room. Jump on the lower platform to the right to collect the Magenta Key and jump back on the main path. Head in the passageway to the left and follow it all the way to the end. Go through the Magenta Door there and take the next Magenta Door to the left in the next room to get to the next area.

Stop up on ammunition and energy in this room, because a boss fight is about to be issued. Go through the next doorway to the next area afterwards to trigger a cutscene. The boss fight will start once the cutscene is over.

+++++++BOSS BATTLE+++++++

You're single against 2 opponents, there is a lot of chances you might run out of ammo here if you're not careful, so fire with precision. The battles starts with one of the insects jumping on the platform in front of you while the other one stays behind, ready the Tri-Rocket Launcher and aim at his gun-arm with a red-tip. He'll fire single energy shots at you, not very powerful and easy to avoid, fire a bolley of rockets at his arm once he tries to shoot you and you'll blow up his arm. His next attack consists in hopping on either side and trying to swing a projectile at you with his claw arm.

When he lifts his claw in the air, use the Tri-Rocket Launcher to blow it off before it launches the projectile, the projectile itself is only a danger when he's on the middle platform, otherwise it will hit on one of the platforms harmlessly. The wounded insect will retreat to the background to be replaced by the healthy one. He'll aim at you with his gun arm again, but this time he'll jump from side to side also. When he switches platform, the insect in the background will launch a volley of missiles that can blow up the rocky walls on either side of your moving area. The missiles themselves deal a fair amount of damage, be sure to strafe away from the impact point before they hit.

Target the gun-arm of the nearby insect and fire a volley of Tri-Rocket Launcher on it as it tries to shoot you to destroy his gun-arm. He'll do the same attack with his claw-arm as the previous one, but the background insect will pummel you with missiles relentlessly now. Switch to your Homing Missiles and lock on the claw-arm of the nearby insect, since he'll lower it faster, you'll have to fire an Homing Missile as soon as he lifts his claw arm, after 3 hits from Homing Missiles, the claw-arm will be gone. Both insects will jump on the nearby platforms, target the tail of the first one to try to hit you with its projectiles.

The projectiles themselves hurt quite a lot, combined with the missiles the 2nd insect will launch at you, this part can be quite deadly. Be sure to keep strafing and jump over the missile explosions to lessen the damage. Use Homing Missiles against the tail of the insect and it will blow up after 3 to 5 hits from those missiles. The lead will switch to the remaining insect with a tail while the previous one will retreat to the safe background. Target his tail again and use Homing Missiles, it is somewhat easier this time as the background insect will NOT launch missiles at you this time (For unknown reasons).

After a few hits from Homing Missiles, the tail will blow up, chances are you ran out of explosives then. Both insects will jump back on the nearby platforms and rear their heads one after the other. Each launching a spread of rocks towards you, the rocks can be avoided by jumping over their impact zone or simply strafing, they seem to hurt less than the previous tail projectile. Target one of the insects' head and fire at it as it rears back, explosives are your best bet, otherwise, use Charged Shots from the Plasma Shotgun (If you're accurate, it takes about 10 fully charged shots to blow one insect), or your Machine Gun.

Focus on a single insect until he blows up completely, then switch targets, the pattern will switch to berserk now, the insect will stay on the middle platform and bombard you wave-after-wave of rocks (He won't have a single pause between his attack animations, neither will he switch platform), hit him while strafing and he'll be gone in a flash. After many hits he'll blow up as well to end this boss battle.

Go along the platforms to the right afterwards and continue all the way to the end of the large platform you'll arrive to. Jump on the small platform to the right and collect the Grenades Capacity Upgrade there. Jump in the small passageway nearby and take your ship there to Mizar's Palace - Chasm.

+++++MIZAR'S PALACE - CHASM+++++

Collect the Pistol Capacity Upgrade to the right of the path straight ahead and go down the path through a doorway to another room. Use your Machine Gun to shoot down the flying units ahead before stepping in the large area. Go on either side of the room to dispose of all the big beetles and go through the

door at the far-end of the room to the next area. Collect the Night-Vision Goggles in the chest to the right and step on the green pad nearby to activate them.

Go through the door that opened ahead and follow the path straight ahead to an intersection. You'll encounter regular blue ants there, be sure to kill them off as you go. Head to the left and collect the Plasma Shotgun Capacity Upgrade along the left wall. Continue ahead along the passageway until you see another Plasma Shotgun Capacity Upgrade near the left wall. Collect it, continue along and past a passageway to the left. Continue all the way to another passageway to the left. Go past this one too, but remember its location.

Collect the Machine Gun Capacity Upgrade near the right wall on your way to a small room and collect the Grenades Capacity Upgrade in the far-left corner. Jump in the higher passageway nearby and follow that path ahead. Follow it to an intersection and head over to the right. Collect the Machine Gun Capacity Upgrade there and backtrack all the way to the passage to the left I told you to remember. Take it and jump on the higher platform there to be brought outside. Head forward to the edge of the platform and jump ahead to the far-away land.

Activate Lupus' afterburner to safely glide to the ground there and jump on the step to the right of there to get on the higher ground. Collect the two Grenades Capacity Upgrades in the corner to the right and go across the streams to the left. Collect the Grenades Capacity Upgrade in the opposite corner and continue straight ahead through the doorway in the middle to get out to Mizar's Palace - Lobby. Follow the path to the pyramid and enter the doorway with a green symbol above it. Watch the cutscene and if all 3 characters are there, you'll be granted another cutscene...

AGAINST MIZAR - PART 1

After an apparent revirement, Lupus will be the only one able to reach Mizar, you'll have to fight him with Lupus only. Ready the Tri-Rocket Launcher right off. He'll try to nail you with eye lasers, the purple beams will never hit you if you're strafing. When he tries to breath upon you, just strafe again to avoid it, since he doesn't move his breath, both of those attacks are relatively weak (Though the breath can be deadly if you keep inside it's range).

When he lifts one of his claws into the air, he'll smash it on the ground, creating an expanding shockwave, try to be in front of it when he does that, and jump over the incoming red circles they hurt a LOT if you stay down on the ground. When he tries to nail you with his eye lasers or when he breathes in a single place, unload your Tri-Rocket launcher at his face. His patterns will not change no matter what, and only 4 to 5 direct hits from the Tri-Rocket Launcher will put him out of commission.

Once he's down for the count, watch the cutscene, you will receive upgraded armors for all 3 characters, which lets you use the fuel pads. Juno is still the one who looks the most in place in the Sci-Fi setting (Whereas Lupus just looks goofy). You'll be launched back to the character select screen with a new task now, collect all 12 ship parts, and rescue EVERY tribal in every world. You can also revisit every world with any character to find new areas. Use Section 6 to obtain everything that can be collected in the game, before following to the next step of this walkthrough.

ASTEROID

Once you've gotten your grubby paws on every Tribal and Ship Part, it's time to return to Mizar's Palace and talk to the shaman. He is standing near the ship where you first beat Mizar. Watch the cutscene and you'll end up crashing into the Asteroid Mizar is into. Juno will go off into it, he'll be your character for this part (He's the only one who can get there from the map anyways). Go through the doorway straight ahead of you to the next area and fall down ahead. Go through the doorway on the left side of the wall ahead of you and follow the path to the next room.

Kill every blue ant with large shield on your way there, use the Tri-Rocket Launcher to do this easily. Dispose of the big beetle in the room and follow the left path to a dead-end with ammunition (And another big beetle) to refill your Tri-Rocket Launcher. Return to the previous room and head in the passage to the right this time around. Follow it to another room where you'll need to blast a few more blue ants with your Tri-Rocket Launcher and continue through the passageway at the far-end of the room to the next area.

Jump across the platforms and go through the next passageway on the last one. In this room, be careful about using explosive weapons, or you'll free the big beetles encased in ice, navigate around the ice walls (Or blast them along with the blue ants in this room, if you don't feel like searching) to the far-left corner. Kill the big beetle there and head through the passageway right behind it. In this area, you'll need heavy weaponry, use the Tri-Rocket Launcher to quickly dispose of all the ants and big beetles on the upper platform straight ahead. Jump up there and turn around to shoot down the big beetle above the entrance you used to get there. Head inside the passageway behind it afterwards and charge up on the Fuel Pad to the right from there.

Fly on the platform to the left of there and go through the doorway to the next area then. Follow the twisting corridor there while blasting the blue ants along it and charge up your weapons in the last room before going to the next area through the passageway at the end.

THE FINALE

Enjoy the cutscene and the impressive final battlefield. Juno will be alone against Mizar, for one tough fight. His attacks include a rain of meteors, where he'll land on a platform out of your reach far-ahead and launch meteorite after meteorite at you. You can either strafe to avoid those, or unload your Machine Gun to destroy them, constant hits from those will HURT. When he's flying right in front of you, he'll dash and smash his right claw in the ground, sending a red shockwave across your platform. Simply jump over it, it's easier to avoid when near the middle of the platform, it will deal a good deal of damage if you don't jump.

He'll fly far to the side at some point, where he will start breathing gas towards you. Just stay on the side where he is, and strafe to the other side when he starts breathing. He'll switch sides (Or come closer) and start throwing eye lasers at you, simply strafe on one side, then the other, alternating between each blast. Both of those attacks should deal a minimal amount of damage, and are really easy to avoid.

To damage him, use either the Tri-Rocket Launcher if you have GREAT aim, or use your Homing Missiles otherwise. When he turns his back at you (After doing the eye lasers, or claw attack), quickly aim at the red reactor on his back and fire! If you're using Homing Missiles, just let it lock and fire anywhere,

you'll score an hit. If you're using the Tri-Rocket Launcher, which does a lot more damage, fire a little below the reactor as soon as he turns his back at you to hit him. I recommend you use the Tri-Rocket Launcher only when he's in a straight line with you, and not on either sides, use the Homing Missiles when he's on the sides.

After a few hits, he'll fly high and in front of you. Lift his metallic claw in the air and send an arc of electricity on the platform, stand in the middle of the platform then, this attack is his most LETHAL he'll ever do, it can kill you quick when you stay in it. It will go from each side of the platform until he stops, jump over it as it passes over you. The quirk with this attack is that it will pick up the pace as you damage him, at first it starts really easy, but at some point, you'll need to jump sideways to avoid it, otherwise you'll fall back into it since it's so fast!

After a few hits, he'll start doing every attack from any side, even the claw swipe, so Homing Missiles should be your weapon of choice then. His asteroids attack is the longest one, and also the rarest one he'll ever do. Continue pounding at his reactor until the reactor blows up. He'll repeat the asteroids attack then, before resuming his regular attack pattern. You'll notice he now has a blue reactor on his back, this is your new target. His speed will also have picked up a bit and he'll move more when turning his back to you, adjust your aiming in consequence.

A really nice trick is that, when he is rushing at you with his claw lifted to smash it on your platform, fire a shot of Tri-Rocket launcher right on his chest as he moves, the explosion will damage his reactor then, this is the only other way to damage him. After even more hits, the reactor will blow up again and he'll do his asteroids attack one more time. You'll probably be low on energy by then, if you have Homing Missiles, focus on using them first, they're nearly always sure to hit and you can unload a whole volley of them when he shows his back.

There will now be no colors on his reactor, his patterns will not change, once the reactor blows up, you'll see a small cutscene and you'll have to fight him on the ground now. This part can be really easy, aim at his face and switch to your (hopefully full) Machine Gun, and unload on his face. Stop firing once he covers it up with his arms and restart just as he tries to attack you, if you're always strafing, his beginning of attacks will miss you before he starts protecting his face again. Keep it up until he dies for real this time.

SAVING THE WORLD

Watch the lengthy cutscene as the plot unfolds itself, and step on the Floyd Pad straight ahead once it is done. This is the last gameplay event of the game, a Floyd Course. Your only objective is to get to the core of the asteroid before everything blows up. There is no actual "labyrinth" to go through, it's a linear path, you only have to follow it. Use your lasers constantly, to blow through both glass windows and stalactites, once you get to a large deep blue room, the game ends for you to watch the ending!

6. Collect-Everything Walkthrough

This section lists every stage in Jet Force Gemini along with every item, ship part, weapon and such available in them (Along with how to obtain them, which

character do you need, etc...), the only enemies described in this section are those you NEED to defeat, so be on your watch. To clear a stage from Tribals, you need to rescue ALL of them in one go, if a single one dies in a stage, you need to restart that stage until you succeed in rescuing them all in one go (They'll still be there if you decide to restart the stage even if you cleared it, but it won't matter now since the record is at it's highest). When an item is labeled (Anyone), it usually means that you can collect it with everyone (Everybody can reach and collect it so all three have the weapon/item, and the name marked next to tribals is the character you should collect ALL of them with to clear the stage).

GOLDWOOD - OUTSET

+++++GEMINI HOLDER+++++

#1 (Juno)- From the start, head forward across the bridge and through the doorway to the next area. Go forward across the bridge and enter the large hut there. Go up the stairs at the end of the hut and jump on the small platform there to find the Gemini Holder.

#2 (Juno)- From Pistol Capacity #1, head forward to two doors, take the one straight ahead and go down the stairs to the left in this area. Collect the Gemini Holder on the last step.

+++++WEAPONS+++++

Fish Food (Anybody)- From the start, head forward across the bridge and through the doorway to the next area. Go into the first small niche to the right along the wall of the area and enter the small doorway there to access another area. Cross the pool ahead and collect the Fish Food inside the chest to the right of the waterfall there.

Shuriken (Anybody)- From the start, head forward across the bridge and through the doorway to the next area. Go to the left of there to a yellow door across a stream, go through (With the Yellow Key, of course) and head down the stairs inside to reach a long room. Head to the edge of the small lake straight ahead and jump on the left shore. Collect the Shuriken in the chest.

+++++TRIBALS+++++

#1 (Juno)- From the start, head forward across the bridge and through the door to the next area. Continue forward across the pool and all the way to the next door. Kill the 3 flying eyes in front of it to unlock the door and proceed through. Turn to the left along the path and turn to the right when you can, the tribal is at the end of this passage under a tree, be sure to kill the Sniper on top of that tree before trying to rescue him.

#2 (Juno)- From Tribal #1, head along the path to the left all the way to the town and head forward between the two houses ahead, head to the left to rescue the tribal.

#3 (Juno)- Right next or around the location of Tribal #2.

#4 (Juno)- From Pistol Capacity #1, head forward to 2 doors, take the right one to enter an underground area and head along the left passage all the way to an intersection. Continue past the right passage all the way to a large room and

rescue the tribal behind the nearby stalagmites.

#5 (Juno)- In the same room as Tribal #4, on the other side of the stream straight ahead.

#6 (Juno)- To the left of Tribal #5.

#7 (Juno)- Across the stream to the left of Tribal #6.

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Juno)- From Tribal #1, head along the path to the left all the way to the town and go behind the house to the right of where you came from for the capacity upgrade.

Shuriken Capacity #1 (Juno)- From the start, head forward across the bridge and through the doorway to the next area. Go into the first small niche to the right along the wall of the area and enter the small doorway there to access another area. Head to the right side of the room to collect the Shuriken Capacity Upgrade near the wall.

Flamethrower Capacity #1 (Juno)- Right next to Shuriken Capacity #1.

++++++KEYS++++++

Yellow Key (Juno)- From Tribal #6, blow up the nearby large crate with any weapon (Constant fire from the Laser Pistol works) to reveal the Yellow Key for you to collect.

++++++TOTEM POLES++++++

#1 (Vela)- From the location of Fish Food, jump in the nearby lake and swim to the bottom to activate the Totem in the middle of the lake's floor. (Grants the Yellow Ant in Multiplayer.)

++++++SHOPS++++++

#1 (Anybody)- From Pistol Capacity #1, go in front of the doorway of the nearest hut and blast it off with an explosive weapon. Go inside afterwards to find the Shop.

GOLDWOOD - LODGE

++++++WEAPON UPGRADES++++++

Machine Gun Capacity #1 (Vela)- From the start, swim forward to the actual ground of the passage and jump over the small stream to the left to an area with a campfire. Collect the Machine Gun Capacity Upgrade to the left.

Shuriken Capacity #1 (Vela)- From Machine Gun Capacity #1, head along the wall to the left until you spot a doorway in the wall. Go through to a room and collect the Shuriken Capacity Upgrade near the far-end wall.

Grenades Capacity #1 (Vela)- From Shuriken Capacity #1, exit the room and

follow the left wall until you come by an alcove with a campfire. Check near the left wall for the Grenades Capacity Upgrade.

Grenades Capacity #2 (Vela)- Right next to Grenades Capacity #1.

Cluster Bombs Capacity Upgrade #1 (Vela)- From the location of Shop #1, head to the left wall of the room to find the Cluster Bombs Capacity Upgrade.

Tri-Rocket Launcher Capacity #1 (Vela)- From the location of Shop #1, head out of the room and cross the bridge a bit to the right. Head in the alcove to the left for the Tri-Rocket Launcher Capacity Upgrade there.

Tri-Rocket Launcher Capacity #2 (Vela)- Right next to Tri-Rocket Launcher Capacity #1.

Tri-Rocket Launcher Capacity #3 (Vela)- Right next to Tri-Rocket Launcher Capacity #2.

Homing Missile Capacity #1 (Vela)- From Tribal #5, jump back on the mainland and head to the left side of the area to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #2 (Vela)- Right next to Homing Missile Capacity #1.

Homing Missile Capacity #3 (Vela)- Right next to Homing Missile Capacity #2.

Sniper Rifle Capacity #1 (Vela)- From Grenades Capacity #1, follow the pathway to the right all the way to the next area. Shoot down the flying units there with your Machine Gun and clean out the whole area of blue ants with large shields (Use the Tri-Rocket Launcher for best effect). Dispose of the snipers you see as well. From the start, take the path on the left until you spot a doorway on the left. Kill off the nearby ants and it should be unlocked. Go through and use an explosive weapon to get rid of the armored big beetles here. You can collect an Invincibility Item to the left as well. Follow the path to the left until you spot another pathway to the left. Follow that one all the way to another doorway. Quickly dispose of the flying units there with your Machine Gun and get rid of the armored big beetle afterwards. This should unlock the door behind it. Go through it and collect the Sniper Rifle Capacity Upgrade to the left.

+++++TRIBALS+++++

#1 (Vela)- From Shuriken Capacity #1, go to the right to rescue a Tribal.

#2 (Vela)- Right next to Tribal #1.

#3 (Vela)- Right next to Tribal #2.

#4 (Vela)- Right next to Tribal #3.

#5 (Vela)- From Grenades Capacity #1, follow the pathway to the right all the way to the next area. Shoot down the flying units there with your Machine Gun and clean out the whole area of blue ants with large shields (Use the Tri-Rocket Launcher for best effect). Dispose of the snipers you see as well. From the start, take the path on the left all the way past a doorway to the left. Continue along the path all the way to a cavern. Go through it while killing the ants and empty the room you'll arrive at. If you killed every enemies, the door there will be unlocked. Go through and take note that there is an Invincibility item both near the left wall and behind the far-left box.

Use your Machine Gun in combination with Invincibility to shoot down every single flying unit there. Once they're all down. Head forward from the entrance to the large chasm. Jump on the platform straight ahead to rescue the Tribal. (Quickly hurry up because the platforms the 3 Tribals are on will start to lower as soon as you rescue one of them).

#6 (Vela)- From Tribal #5, jump on the platform to the left to rescue the Tribal. (Quickly hurry up because the platforms the 3 Tribals are on will start to lower as soon as you rescue one of them).

#7 (Vela)- From Tribal #5, jump on the platform to the right to rescue the Tribal. (Quickly hurry up because the platforms the 3 Tribals are on will start to lower as soon as you rescue one of them).

#8 (Vela)- From the location of Vela's Hatch Key, cross the bridge to the entrance of this room and go along the left wall to rescue the Tribal.

#9 (Vela)- Right next to Tribal #8.

#10 (Vela)- From Grenades Capacity #1, follow the pathway to the right all the way to the next area. Shoot down the flying units there with your Machine Gun and clean out the whole area of blue ants with large shields (Use the Tri-Rocket Launcher for best effect). Dispose of the snipers you see as well. From the start, take the path on the left until you spot a doorway on the left. Kill off the nearby ants and it should be unlocked. Go through and use an explosive weapon to get rid of the armored big beetles here. You can collect an Invincibility Item to the left as well. Follow the path to the right all the way to a large area. Kill off all the flying units with your Machine Gun there and dispose of the armored big beetle as well. The door should be unlocked then. Go through and head near the wall to the left, before the house to rescue a Tribal.

#11 (Vela)- From Tribal #10, head on the middle path of the area and go past the houses on either side. Check behind the last one on the right to rescue a Tribal.

#12 (Vela)- From Tribal #10, go back to the middle path of this area and enter the first house on the left to rescue the Tribal inside.

#13 (Vela)- Right next to Tribal #12.

#14 (Vela)- From Tribal #10, go back to the middle path of this area and enter the last house on the right to rescue the Tribal inside.

#15 (Vela)- Right next to Tribal #14.

+++++SHOPS+++++

#1 (Anybody)- From Grenades Capacity #1, head to the right to a spiraling slope and take it upwards. Once at the top, go through the nearby door in the wall and head to the far-end of the room you arrive in to find the Shop.

#2 (Anybody)- From Tribal #10, go back to the middle path of this area and enter the first house on the right to find the Shop inside.

+++++SHIP PARTS+++++

Vela's Hatch Key (Vela)- From Sniper Rifle Capacity #1, continue forward and

kill off the sniper to the right. QUICKly collect the Invincibility item behind the first tree ahead and start shooting down the flying units over the chasm to the right. Once they're all dead. Continue to the end of this path. Jump down on the lower path and follow it all the way to the lower ground. Kill the blue ants there and go through the now-unlocked doorway there. Cross the bridge ahead to collect Vela's Hatch Key on the platform there.

GOLDWOOD - RIM

+++++TRIBALS+++++

#1 (Lupus)- From the start, follow the path straight ahead while killing every blue ant with small shields you see. Go through the unlocked door at the end (If it isn't, you missed a few ants). From there, go forward past a passageway to the right to an intersection. Head to the left to a room and rescue the Tribal BEFORE shootign down the flying units over them, otherwise the crashing units will kill him.

#2 (Lupus)- Right next to Tribal #1, make sure to resuce him before shooting down the flying units over him, otherwise he'll be killed by their crashes.

#3 (Lupus)- From Tribal #1, head out of the room you're in and go past the passageway to the right. Kill off every blue ants with small shields you see and go through the unlocked door at the end of the passageway. Kill off the blue ants in the large room yo uarrive at and go through the tunnel straight ahead. Headin the passageway to the left that you'll pass by and kill the blue ants before entering the room there. Head behind the stalagmites ahead to rescue a Tribal.

#4 (Lupus)- From Tribal #3, head out of the room to an intersection and follow the path on the left to a room with pillars and water. Kill off the blue ants on the pillars and jump up to the highest pillar. Turn around and kill the blue ant on the platform in the corner to the left of the entrance (Be careful not to kill the Tribal near it). Jump towards that platform and activate Lupus' afterburner to reach it. Rescue the Tribal there.

#5 (Lupus)- From Tribal #4, jump towards the highest pillar in the room and activate Lupus' afteburner to glide to it. Jump into the nearby tunnel to the right and follow it to the next room. Head near the right wall and check the opposite corner for a platform. Jump towards it and activate Lupus' afterburner to get ot the platform and rescue the Tribal on it.

#6 (Lupus)- From Tribal #5, jump towards the platform on the left and activate Lupus' afterburner to get to it. Enter the tunnel there and follow it to an intersection. Kill off all the blue ants yo usee and head to the right to a room full of explosive barrels. Before firing at any enemy, quickly head in the middle of the barrels to rescue the Tribal so barrel explosions won't kill him.

#7 (Lupus)- From Tribal #4, jump towards the platform to the right and activate Lupus' afterburner to reach it. Go through the door there and head at the far-end of the room to rescue a Tribal.

#8 (Lupus)- Right next to Tribal #7.

#9 (Lupus)- From Machine Gun Capacity #1, head forward to an intersection and go along the left path to a room with a few proximity mines. Jump and glide over them to reach the Tribal and rescue them BEFORE you try to blow the mines up, as they will kill them if you do. Be sure to hurry as a black ant is also

in the corner waiting to kill them too.

#10 (Lupus)- Right next to Tribal #9, also under the danger of the proximity mines and the black ant, so be quick and careful.

#11 (Lupus)- From Tribal #9, head out of the room and go right past the passageway to the right. Follow the path all the way to a large room and jump up the steps ahead. On the 3rd step, go on the right side of it to rescue the Tribal.

+++++WEAPONS+++++

Shocker (Anybody)- From Tribal #7, head to the left side of the room to find a chest and open it to collect the Shocker.

+++++WEAPON UPGRADES+++++

Sniper Rifle Capacity #1 (Lupus)- From Tribal #6, go out of the room and head to the intersection. Go right past the tunnel to the left and continue all the way to the doorway at the end. Go through it after having killed every blue ant around it to unlock it and collect the Sniper Rifle Capacity Upgrade in front of the first box to the right.

Machine Gun Capacity #1 (Lupus)- From Sniper Rifle Capacity #1, follow the path all the way to the door at the very end of it. Be sure to kill every flying units and blue ants on the way there to unlock the door too. Go through said-door and collect the Machine Gun Capacity Upgrade straight ahead there.

GOLDWOOD - INTERIOR

+++++KEYS+++++

Red Key (Juno)- From the start, follow the path all the way to a set of stairs. Go up those and head along the path to the left in the next area. Talk to the green guy at the end and ask him for the Red Key to obtain it.

+++++WEAPONS+++++

Machine Gun (Anybody)- From the start, follow the path all the way to a set of stairs. Go up those and head up the slope to the right of the room. Go through the Red Door at the top and continue forward to an island. Collect the Machine Gun from the chest there.

+++++WEAPON UPGRADES+++++

Machine Gun Capacity #1 (Juno)- From the start, follow the path all the way up the stairs, go forward through the next door and down the stairs. Follow this path through the doorway at the end and jump on the box straight ahead for the Machine Gun Capacity Upgrade.

Machine Gun Capacity #2 (Juno)- From Pistol Capacity #1, head forward along the path to a crevice and take the path to the left near the crevice. Go through the doorway at the very end (You need to kill every airborne unit in this area to be able to) and jump on the first box straight ahead for the Machine Gun

Capacity Upgrade.

Pistol Capacity #1 (Juno)- From Tribal #2, head to the right side of the area and follow the path on the right from there. Go through the doorway (You must kill all ants in the area along with the snipers and the beetle in front of the doorway) and jump on the first box to the right for the Pistol Capacity Upgrade.

+++++TRIBALS+++++

#1 (Juno)- From the Machine Gun Capacity #1, head to the left for the tribal under the tree in the corner of the path, kill the surrounding ants before trying to rescue him.

#2 (Juno)- From Tribal #1, continue along the path to the left all the way to a destroyed town. Go right ahead to reach a destroyed house and enter the house to the right of this one. Jump against the right wall to rescue the Tribal on top of it.

#3 (Juno)- To the left of Machine Gun Capacity #2, be sure to kill the black ant as soon as you enter this area!

#4 (Juno)- To the right of Tribal #3, kill the black ant as soon as you enter the area.

#5 (Juno)- To the right of Tribal #4, kill the black ant as soon as you enter the area.

#6 (Juno)- To the right of Tribal #5, kill the black ant as soon as you enter the area.

#7 (Juno)- From Tribal #6, go forward through the next doorway and use your Machinegun along with the nearby Invincibility to dispose of the flying squadron in this part of the stage as quickly as you can. Continue forward across the bridge afterwards and head behind the stack of boxes to the left to find the Tribal.

#8 (Juno)- Right next to Tribal #7.

#9 (Juno)- Right next to Tribal #8.

GOLDWOOD CAVES - ROBOT MISSION

Head straight in the passageway ahead. Follow it around and collect the Case on the left side of the path. Collect the Case at the bottom of it next and collect both next Cases on the right side of the tunnel. Collect the next Case on the left side of the tunnel and the next one to the right. You'll arrive in a large area then. Shoot the Power Generator on the small platform to the right. Follow the pillars as they go up around the room while shooting all 10 Power Generators on the 10 pillars. Enter the tunnel after the 10th platform and collect the next Case to the right of the tunnel.

Collect both Cases at the bottom afterwards and collect the one to the left and up afterwards. Followed shortly by one to the bottom and to the right. Collect the one on the left side of the tunnel afterwards and collect the one on the right side next. Collect the Case to the bottom and to the right and the one in the middle and up. Collect the last Case to the left and up before stepping past the finish line. If you finished under 55 seconds and got all 16 Cases

along with blowing up all 10 Power Generators, you'll earn both the Goldwood Target Range in Multiplayer and the Expert Medal. The quirky part here is to destroy all 10 generators without stopping once, this one will take many tries..

SPACESTATION - ABANDONED WRECK

+++++TRIBALS+++++

#1 (Juno)- From the start, drop down the pit under your ship behind you and go through the hole in the wall to the right. Check near the left wall of this room to rescue the Tribal.

#2 (Juno)- From Tribal #1, jump on the nearby box and jump on the next floor above via the hole above you. Jump on the box there as well and to the next floor via the hole above you again. Check the corner on the left to rescue a Tribal.

#3 (Juno)- From Tribal #2, go through the hole in the wall behind you to another room and continue right through the next hole ahead to the next room. Check the corner to the right there to rescue a Tribal.

#4 (Juno)- From the location of the Flamethrower, jump in the hole to the left and head in the corner to the left behind you to rescue the Tribal.

#5 (Juno)- From Remote Mines Capacity #2, head along the path to the left to a room and check the corner to the right to rescue a Tribal.

#6 (Juno)- From the location of Totem Pole #1, head out of the room and take the first path to the right to another intersection. Go through the door on the right and follow the path through another doorway. Take the elevator to the upper floor there and go through the door to a room. Check the corner to the right to rescue a Tribal.

#7 (Juno)- From the location of Totem Pole #1, head out of the room and take the first path to the right to another intersection. Head to the left to rescue a Tribal in the corridor.

#8 (Juno)- From Tribal #7, continue along the corridor to a room, check the corner to the right to rescue the Tribal there.

#9 (Juno)- From the location of Totem Pole #1, head through the door out of this room and through the next door ahead of you. Take the elevator down to the next area and head forward to another room. Rescue the Tribal near the far-end wall.

#10 (Juno)- Right next to Tribal #9.

#11 (Juno)- From Tribal #9, take the passageway to the right of the room to an intersection. Go through the doorway on the left and follow the corridor until you spot a passage to the left. Take it to a room and check the left corner to rescue a Tribal.

#12 (Juno)- From Tribal #11, check the corner to the right to rescue a Tribal.

+++++WEAPONS+++++

Flamethrower (Anybody)- From Tribal #3, check the next corner to the left for a

chest and open it to collect the Flamethrower inside.

++++++WEAPON UPGRADES++++++

Flamethrower Capacity #1 (Juno)- From the start, head forward to an elevator and go down to the lower floor. Continue forward to a room and head to the right of the entrance to collect the Flamethrower Capacity Upgrade.

Remote Mines Capacity #1 (Juno)- From Flamethrower Capacity #1, head across the small path to the other side of the room in the middle and follow the corridor through a doorway there. Take the left path afterwards all the way to an intersection and collect the Remote Mines Capacity Upgrade in the middle there.

Remote Mines Capacity #2 (Juno)- From Flamethrower Capacity #1, head across the small path to the other side of the room in the middle and follow the corridor through a doorway there. Take the first path ahead that turns to the right and check the right side of the next corner for the Remote Mines Capacity Upgrade.

++++++TOTEM POLES++++++

#1 (Juno)- From Remote Mines Capacity #1, head to the room on the left and jump down below. Check the left corner ahead to activate the Totem Pole. (Grants the Space Station stage in multiplayer.)

GEM QUARRY - LANDING

++++++TRIBALS++++++

#1 (Juno)- From the start, head near the house to the right to rescue a Tribal.

#2 (Juno)- Right next to Tribal #1.

#3 (Juno)- From Tribal #1, go past the nearby hosue and head down the right path when you can to rescue the Tribal in the middle of the path.

#4 (Juno)- From Tribal #3, head forward to a doorway, check the left corner from it to rescue a Tribal.

#5 (Juno)- Right next to Tribal #4.

++++++SHOPS++++++

#1 (Anybody)- From Tribal #3, enter the 2nd house on the right to find the Shop inside.

++++++SHIP PARTS++++++

Radar Dish (Juno)- From Tribal #3, enter the hosue on the left and talk to the green guy inside to get a briefing on your task, go back outside afterwards and head throguh the dorway on the left. You'll see a large machine there, go past it ot the oposite platform and stand behind the green gems. Use your Laser Pistol to fire the gems inside the turning vacuum. Gems will blow out of the mine on the right, use them afterwards, you must fill up the vacuum quickly to activate it. No other strategy than skill (and patience) itself. Don't try to

get close to the vacuum as it will lift-off, you can only feed it crystals from afar. Once you hear a small "success" sound, you'll see a cutscene. Go back to talk to the green guy after it to receive the Radar Dish.

S.S. ANUBIS - HOLD

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Juno)- From the start, jump on the boxes to the left to find the Capacity Upgrade.

Pistol Capacity #2 (Juno)- From Plasma Shotgun Capacity #1, drop down on the left side of the crate and head through the door on the right. Head all the way to the wall on the left and go in the corner on the right for the Pistol Capacity Upgrade.

Machine Gun Capacity #1 (Juno)- To the left of Pistol Capacity #1.

Machine Gun Capacity #2 (Juno)- From Pistol Capacity #2, go through the nearby door and head over to the right. Jump on the rightmost box to collect the Machine Gun Capacity #2.

Plasma Shotgun Capacity #1 (Juno)- From Tribal #1, head out of the small hole and jump on the crate to the right of the door straight ahead to find the Plasma Shotgun Capacity Upgrade.

Cluster Bomb Capacity #1 (Juno)- From Gemini Holder #2, go through the window on the left and head down the conveyor belt to the bottom. Head on the left side of the room and collect the Cluster Bomb Capacity Upgrade in the corner.

++++++GEMINI HOLDER++++++

#1 (Juno)- From the start, jump on the boxes to the left and jump on the next set of boxes higher. Collect the Gemini Holder on the red box near the wall ahead.

#2 (Juno)- From Machine Gun Capacity #2, Head to the crevice on the left and jump on the moving platform when it passes by, jump off on the opposite shore when the platform passes near it and go through the door straight ahead (Kill the blue ants in this room to unlock it). Jump all the way to the top on the left and shoot through the glass on the left. Head through and collect the Gemini Holder on the left of there.

++++++WEAPONS++++++

Plasma Shotgun (Anybody)- From the start, head over to the wall on the right and go in the corner to the right. Jump on the boxes and on the path to the right. Jump on the higher platform at the end and open the chest there to collect the Plasma Shotgun.

Cluster Bombs (Anybody)- From Totem Pole #1, head over to the opposite corner on the same side of the room and head through the door. Follow the path all the way through a doorway and to a chest near a passage you can crawl through. Collect the Cluster Bombs from the chest.

++++++TRIBALS++++++

#1 (Juno)- From the start, head forward to a wall and go through the door on the left. Kill the ants without detonating any of the explosive barrels and look in the small hole on the other side of the crate to the right. Ready your Plasma Shotgun and fire a charged shot in the head of the big beetle in the hole to kill it right away. Jump inside and check behind the explosive barrel for the Tribal (Hence why you needed to dispose of the Big Beetle quickly so it doesn't detonate the barrel).

#2 (Juno)- Right next to Tribal #1, it will also die if the barrel explodes.

#3 (Juno)- From Pistol Capacity #2, head through the nearby door and kill the blue ants to the right. Jump on the boxes straight ahead and rescue the Tribal there.

#4 (Juno)- In the room with all the cells, it's inside the first cell on the left. You need to destroy the Cell Terminal #1 to open it.

#5 (Juno)- In the room with all the cells, it's inside the first cell on the right. You need to destroy the Cell Terminal #2 to open it.

#6 (Juno)- In the room with all the cells, it's inside the last cell on the right. You need to destroy the Cell Terminal #4 to open it.

#7 (Juno)- In the room with all the cells, it's inside the 3rd cell on the right. You need to destroy the Cell Terminal #5 to open it.

#8 (Juno)- In the room with all the cells, it's inside the last cell on the left. You need to destroy the Cell Terminal #6 to open it.

#9 (Juno)- In the room with all the cells, it's inside the 2nd cell on the right. You need to destroy the Cell Terminal #7 to open it.

#10 (Juno)- In the room with all the cells, it's inside the 2nd cell on the left. You need to destroy the Cell Terminal #8 to open it.

++++++TOTEM POLES++++++

#1 (Anybody)- From Gemini Holder #2, head through the nearby doorway and follow the path all the way to the next area. Cross the small paths without falling down below to get to the opposite side of the room. Head in the left corner for the Totem Pole. (Grants Blue Ant as a character in Multiplayer)

++++++CELL TERMINALS++++++

#1 (Juno)- From Cluster Bomb Capacity #1, head through the nearby door to the cell area. Check to the left of the first cell on the left for the Terminal, shoot it to destroy it.

#2 (Juno)- From Cluster Bomb Capacity #1, go near the nearby door and look near the ceiling towards the wall on the left (While facing the door) to spot the terminal near the top of the wall. Shoot it to open the first cell on the right.

#3 (Juno)- From Cluster Bomb Capacity #1, go up the left side of the conveyor belt in this room and look behind the blue crate on the 2nd step for the cell terminal on the left wall. Shoot it to open the 3rd cell to the left, this one contains Vela, whom will open the door to the next area once you talked to her.

#4 (Juno)- From Cell Terminal #3, head up the steps all the way to the top of this room and break the glass to the left. Head through and go through the nearby doorway. Follow the hallway all the way to the next room and cross the small paths to the opposite side of the room. Aim up the wall in the corner to the left to find the Cell Terminal. Shoot it to open the last cell on the right.

#5 (Juno)- From Cluster Bomb Capacity #1, head through the door on the wall to the right and go near the crevice straight ahead. Aim down the crevice at the wall on the opposite side of it in the left corner. The Terminal is down there, shoot it to open the 3rd cell on the right.

#6 (Juno)- From Machine Gun Capacity #2, look towards the nearby corner to spot the terminal on the wall there. Shoot it to open the last cell on the left.

#7 (Juno)- From Pistol Capacity #2, head all the way to the corner on the right and head over the door on the right then. Shoot the Cell Terminal on the right side of this door to open the 2nd cell on the right.

#8 (Juno)- From Plasma Shotgun Capacity #1, look on the wall behind you on the 2nd floor of this room, you should see the terminal a little bit before the corner from there, shoot it to open the 2nd cell on the left.

S.S. ANUBIS - ROBOT MISSION

Go straight ahead in the tunnel forward and collect the Circuit Board in the corner as you turn. Continue to a room with a few pillars and go around the middle one to collect the Circuit Board behind it. Continue in the next tunnel and collect the Circuit Board as you turn inside it. You'll arrive upon a large room. Shoot the Switch Box on the wall as you see it and look below to find the Reactor. Shoot the blue crystal to blow it up and collect the Circuit Board on the ground at the entrance of the next tunnel ahead. Collect the next Circuit Board near the ceiling and continue to a room with pillars.

Take the left side around the middle pillar to collect another Circuit Board and pursue in the next tunnel ahead. You'll get to another room with pillars, take the bottom side around the middle pillar to collect another Circuit Board and continue in the tunnel ahead of you. You'll arrive at a large room, shoot the two Switch Boxes on either pillars to the left and right of where you came in from and take the passageway to the right afterwards. Take the right side around the last pillar in the room you arrive at to collect the last Circuit Board.

Continue to another large room and blast through the passageway to the right to reach the finish line. If you finished this course under a minute with every mentioned collected/destroyed, you should obtain both the Ear Plugs and the Expert Medal. The toughest part here will probably be to quickly destroy all 4 targets while in their respective rooms, and to not miss your entrance in the tunnel after the reactor while collecting the Circuit Board. It shouldn't be all that hard.

S.S. ANUBIS - PASSAGEWAY

++++++WEAPON UPGRADES++++++

Sniper Rifle Capacity #1 (Juno)- From the start, head forward through all the

tunnels and doors until you get to a corner. Collect the Sniper Rifle Capacity Upgrade there.

Sniper Rifle Capacity #2 (Juno)- From Sniper Rifle Capacity #1, follow the path to the right all the way to a large platform. Shoot down the flying units to the right and the sniper in the alcove and charge up your jetpack on the Fuel Pad in the corner there. Fly in the large tunnel where the flying units where and stop on every platform on either side to shoot down the flying units near them before you continue. On the third platform before the passage turns again, there is a Fuel Pad to recharge your jetpack. Continue to fly along the corridor then while shooting down every enemy you see and refill your jetpack again at the Fuel Pad on the platform at the next corner. Shoot down the two snipers on the ledges to the right and fly up to the higher one. Collect the Sniper Rifle Capacity Upgrade to the left there.

+++++TRIBALS+++++

#1 (Juno)- From Sniper Rifle Capacity #2, fly forward along the tunnel while killing every sniper and flying unit you see. Stop on the high platform in the corner where the tunnel turns and fill up your jetpack on the Fuel Pad there. Fly around the corner towards a platform with an arcing electricity field blocking the way. Look on the wall to the right before it and fly through the small red door there. Land on the ground to rescue the Tribal there.

#2 (Juno)- Right next to Tribal #1.

#3 (Juno)- From the location of the Fin, head out of the room and go across the water lake to the right all the way to the high wall. Head in the corner to the right to find a Fuel Pad and charge up on it. Fly on top of the high wall and go through the door ahead of you. Head on the other side of the pillar ahead of you and charge up on the Fuel Pad there. Fly up all the way to the highest platform around the pillar to rescue a Tribal.

#4 (Juno)- Right next to Tribal #3.

#5 (Juno)- Right next to Tribal #4.

#6 (Juno)- Right next to Tribal #5.

#7 (Juno)- Right next to Tribal #6.

#8 (Juno)- Right next to Tribal #7.

+++++SHIP PARTS+++++

Fin (Juno)- From Tribal #1, continue forward throguh the doorway at the end and fly along the large tunnel to the higher floor in the corner. Fill up your jetpack at the end of the platform on the Fuel Pad and fly forward all the way to the platform at the far-end of the room. Go through the doorway there to another empty room and fly forward all the way to another doorway. Go through and head throguh the next door on the right of the big room. Talk to the blue guy there to receive the Fin.

S.S. ANUBIS - DEPOSITORY

+++++TRIBALS+++++

#1 (Juno)- From the start, be careful in this room, it is pretty huge and crawling with blue ants and snipers. They tend to use Grenades often, so kill them quick or learn to avoid the explosives. Follow the path until you get to an intersection, continue past the path on the right to a rather large room, head along the path on the right. Go past two paths on the left and take the 3rd one. Go to the right when you can and turn to the right again. Head forward to an intersection between left and right. Head right until you get to another fairly large room. Continue forward to a wall and turn to the right there to an intersection. Head left to another intersection, which you should go to the right there and to the left at the 3rd intersection. Follow the path until you can go to the left, do so and head to the left again at the intersection. Follow the path to yet ANOTHER intersection and go to the right to reach a doorway. Head through with your Machien Gun ready, unload bullets on the Black Ant on the left until it falls dead, hopefully you'll have killed it before it did any harm to the Tribals. Rescue the one right in front of you.

#2 (Juno)- From Tribal #1, head behind the boxes to the left for another Tribal.

#3 (Juno)- Behind Tribal #2.

#4 (Juno)- Behind Tribal #3.

#5 (Juno)- From Tribal #1, jump on the rightmost boxes to rescue a Tribal on top of them.

#6 (Juno)- From the start, be careful in this room, it is pretty huge and crawling with blue ants and snipers. They tend to use Grenades often, so kill them quick or learn to avoid the explosives. Follow the path until you get to an intersection, continue past the path on the right to a rather large room, head along the path on the right. Go past two paths on the left and take the 3rd one. Go to the right when you can and turn to the right again. Head forward to an intersection between left and right. Head right until you get to another fairly large room. Continue forward to a wall and turn to the right there to an intersection. Head left to another intersection, which you should go to the right there and to the left at the 3rd intersection. Enter the doorway you'll see along the way. Head in the corner to the left to find the Tribal.

#7 (Juno)- From Tribal #6, head over to the right corner this time for another Tribal in the open.

#8 (Juno)- From Tribal #7, head in the corner to the left for another Tribal.

#9 (Juno)- From Tribal #8, jump to the very top of the nearby stack of boxes to rescue another Tribal.

#10 (Juno)- From Tribal #9, jump down the stack of boxes straight ahead and jump on the next boxes for another Tribal.

#11 (Juno)- From Tribal #6, head in the corner to the right for another Tribal.

#12 (Juno)- From Tribal #11, jump on top of the boxes nearby for another Tribal.

#13 (Juno)- From Tribal #12, jump down to the left of the boxes and jump in the hole where the ship is, but don't take the ship, instead, go near the edge to the left and rescue the Tribal in the corner near the edge to the left.

#14 (Juno)- From Tribal #10, jump down the boxes to the right and jump in the corner of the small hole where the ship is to rescue the last Tribal of this room.

WALKWAY - PEAK

++++++WEAPONS++++++

Homing Missiles (Anybody)- From the start, follow the long path to a fortress-like structure and kill off all the blue ants that appear. Enter the fortress once that's done and collect the Homing Missiles from the chest on the right.

++++++SHOPS++++++

#1 (Anybody)- From the Homing Missiles, head to the left to find the shop.

++++++TRIBALS++++++

#1 (Juno)- From the start, head all the way across the pathway to the fortress and kill off the blue ants coming from the left side. Head there once they're all dead to find a Fuel Pad. Charge up head jump down on the left to rescue a Tribal on the lower platform.

#2 (Juno)- From Tribal #1, fly up to where the Fuel Pad is and fly on top of the fortress to the right. Check near the highest pillar on the left there to rescue a Tribal.

#3 (Juno)- From Tribal #2, jump down on the right side of the fortress to rescue a Tribal on the lower platform there.

#4 (Juno)- From the location of Totem Pole #1, jump on the small ramp below in front of you and jump on the pillar ahead to rescue a Tribal.

#5 (Juno)- From the location of Shop #1, go near the trapdoor in the middle of the room and jump inside (Juno must have obtained the Crowbar from Tawfret - Bridge to do so). Exit at the bottom floor of the elevator and follow the path around, be sure not to use explosives in this tunnel as after the 4rth corner, you'll find the Tribal straight in the middle of the hallway for you to rescue.

#6 (Juno)- Right next to Tribal #5.

++++++TOTEM POLES++++++

#1 (Juno)- From Tribal #2, fly all the way up on the pillar in front of you to activate the Totem Pole there. (Grants Rith Essa Mine as a multiplayer stage.)

TAWFRET - BOG

++++++GEMINI HOLDER++++++

#1 (Juno)- From the start, head through the doorway straight ahead of you to the next area and kill the 2 big marsh monsters around this area. Go through the door across the water to the far right afterwards and check to the left in the next area for the Gemini Holder.

++++++TRIBALS++++++

#1 (Juno)- From Gemini Holder #1, head in the water to the left to find it near the middle of this area.

#2 (Juno)- Right next to Tribal #1.

#3 (Juno)- From Plasma Shotgun Capacity #1, head up the destroyed wall of the church to the left and rescue the Tribal at the top of it.

#4 (Juno)- From the location of the Tri-Rocket Launcher, head to the house to the right and use your Tri-Rocket Launcher to blow up the doorway. Head inside and rescue the Tribal near the far wall.

#5 (Juno)- Right next to Tribal #4.

#6 (Juno)- From Tribal #3, jump down on the left side of the wall and drop inside the nearby trapdoor (You need to have the Crowbar to open it). Follow the pathway all the way to a large room and rescue the Tribal straight in the middle of it.

#7 (Juno)- From Tribal #6, go through the 3rd door on the left for another Tribal.

#8 (Juno)- From Tribal #6, go through the first door on the left for another Tribal.

#9 (Juno)- From Tribal #6, go through the 4th door on the right for another Tribal.

#10 (Juno)- From Tribal #6, go through all the 5 doors on each side and dispose of every marsh creature inside. Once that's done, go through the now-open door at the end of the room where Tribal #6 was to rescue the last Tribal of this area.

++++++WEAPONS++++++

Tri-Rocket Launcher (Juno)- From the start, go through the doorway straight ahead to the next area and follow the ground path all the way to another doorway. Step through and enter the fenced area. Talk to the shaman guy and ask him for the Tri-Rocket Launcher to receive it.

Grenades (Anybody)- From the Tri-Rocket Launcher's location, head to the first house on the left and use the Tri-Rocket Launcher to blow up the doorway. Head inside and collect the Grenades in the chest against the far wall.

++++++WEAPON UPGRADES++++++

Plasma Shotgun Capacity #1 (Juno)- From the location of the Tri-Rocket Launcher, head to the left of the church's ruins ahead and check behind the tombstone there for the Plasma Capacity Upgrade.

Tri-Rocket Launcher Capacity #1 (Juno)- From the location of the Tri-Rocket Launcher, head to the 2nd house to the left and blow up the doorway with the Tri-Rocket Launcher. Go inside and collect the Tri-Rocket Launcher Capacity Upgrade near the far-end wall.

Tri-Rocket Launcher Capacity #2 (Juno)- Right next to Tri-Rocket Launcher Capacity #1.

TAWFRET - BRIDGE

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Juno)- From the start, look to the right of the bridge for the Pistol Capacity Upgrade.

Pistol Capacity #2 (Juno)- From the location of the Pants, head all the way across the lake to the right to a doorway to the next area. Go through and head up the steps to the left side of the small lake there. Jump on the path to the left at the top for the Pistol Capacity Upgrade.

Plasma Shotgun Capacity #1 (Juno)- From the start, dive in the water to the left of the bridge ahead and swim a bit forward to collect the Plasma Shotgun Capacity Upgrade.

Homing Missiles Capacity #1 (Juno)- From Tribal #2, check around the nearby pillar for the Homing Missiles Capacity Upgrade.

Homing Missiles Capacity #2 (Juno)- From Floyd's Lower-Right Part, head along the ruins to the right and jump to the roof of the house nearby. Jump at the top of the roof and jump down the chimney to the left. Head in the passage to the left and stop when you see a coffin in an alcove on the left. Blow it up with your Tri-Rocket Launcher and crawl through the small passage that was behind it. Collect the Homing Missiles Capacity Upgrade in the corner to the left of the room you arrive to.

Sniper Rifle Capacity #1 (Juno)- From Homing Missiles Capacity #2, head in the corner to the right for the Sniper Rifle Capacity Upgrade.

Sniper Rifle Capacity #2 (Juno)- From Tribal #11, head over to the left to collect the Sniper Rifle Capacity Upgrade.

Flamethrower Capacity #1 (Lupus)- From Tribal #4, Jump towards the higher platform behind you and activate Lupus' afterburner to actually reach it. Check the left side of the house there to collect the Flamethrower Capacity Upgrade.

Timed Mine Capacity #1 (Lupus)- From Flamethrower Capacity #1, head on the around the house to the right side of its entrance to collect the Timed Mine Capacity Upgrade.

++++++TRIBALS++++++

#1 (Juno)- From the start, head up the bridge until you come to the first platform, look behind the pillar for the Tribal. Rescue it quickly before it gets shot down by the nearby flying units.

#2 (Juno)- From Tribal #1, continue up the bridge to the 2nd platform and look on the left side of it for the Tribal. Rescue it before the flying units shoot again.

#3 (Juno)- Right next to Tribal #2, it can also die from the fire of the flying units.

#4 (Juno)- From Tribal #2, continue up the bridge to the 3rd platform and rescue the Tribal on the right side before the flying units kill it.

#5 (Juno)- From the Sniper Rifle's location, jump on the nearby table to rescue the Tribal.

#6 (Juno)- From the location of Floyd's Lower-Left Part, head to the right corner of the room to rescue a Tribal.

#7 (Juno)- From Sniper Rifle Capacity #1, head in the corner to the left to rescue a Tribal.

#8 (Juno)- Right next to Tribal #7.

#9 (Juno)- From Floyd's Helicopter Blade, check near the wall to the right to rescue a Tribal.

#10 (Juno)- Right next to Tribal #9.

#11 (Juno)- From the location of the Flares, throw one at the dark wall in the room and jump up to the higher platform via the ones that were hidden in the shadows there. Rescue the Tribal at the top.

#12 (Juno)- Right next to Tribal #11.

+++++SPECIAL ITEMS+++++

Pants (Juno)- From Tribal #4, head on the left corner of the platform to get to the ground below. Go in the nearby doorway to the next area and grab the invincibility Item to the right. Blow every enemy while heading along the ground path of this area and collect the Invincibility item near the tree on the right near the end of this area. Quickly dispatch the squadron of flying units ahead with your Machine Gun before heading through the door behind them. Follow the path on the left around the lake while shooting down the various ants with fully-charged Plasma Shotgun shots until you see a bridge to the right. Go across it and head behind the tree on the small island. Go up the steps there to collect the Pants on the 3rd step.

Crowbar (Juno)- You need to collect the Pants to obtain this so, from the Pants' location, head across the lake to the right all the way to the shore and go through the nearby door to the next area. Go up the steps on the left side of the small lake there and head into the house on the right at the top. Talk to the creature there to give him his Pants so he'll give you the Crowbar in return.

+++++FLOYD PARTS+++++

Floyd's Head (Juno)- You obtain it as soon as you enter the stage, no, check it for yourself, it's really the case... Otherwise, from Pistol Capacity #2, head forward and go to the top of the 2nd ruins to the left to find the Head.

Floyd's Lower-Right Part (Juno)- From the location of Floyd's Head, head to the ruins on the right and jump on the very top of them to find the Lower-Right Part.

Floyd's Lower-Left Part (Juno)- From the location of the Flares, head down the nearby trapdoor (You need the Crowbar to do so) and follow the path there all the way to a room at the very end. Floyd's Lower-Left Part is in the middle of

it.

Floyd's Helicopter Blade (Juno)- From Floyd's Lower-Right Part, head along the ruins to the right and jump to the roof of the hosue nearby. Jump at the top of the roof and jump down the chimney to the left. Head in the passage to the left all the way to a large room and jump on the ground to the right. Collect Floyd's Helicopter Blade to the left.

++++++WEAPONS++++++

Sniper Rifle (Anybody)- From Pistol Capacity #2, jump down on the left side of the path and follow it along to the right until you see a doorway in the wall. Head inside and collect the SNiper Rifle in the chest to the left.

Flares (Anybody)- From the location of Floyd's Head, jump down the ruish on the left side and blow up the nearby doorway with your Tri-Rocket Launcher. Head inside and collect the Flares in the chest to the left.

Remote Mines (Anybody)- From the location of Floyd's Helicopter Blade, check across the stream of water for 2 coffins, use your Tri-Rocket Launcher to blow them up from a distance and go through the small passage that was behind them. Collect the Remote Mines inside the chest in the room you arrive to.

++++++TOTEM POLES++++++

#1 (Vela)- From the start, head underwater to the right of the bridge ahead of you. Check around the 2nd underwater hill you see to the right for a hole from which bubbles come out of. Head into the hole and follow it to the ground in a small room inside to find the Totem Pole for you to activate. (Grants the Brown Beetle in multiplayer.)

#2 (Lupus)- From Flamethrower Capacity #1, enter the house nearby (Kill off all flying units there to do so) and activate the Totem Pole inside. (Grants the Mutant Beetle in multiplayer.)

++++++SHIP PARTS++++++

Cargo Bay Key (Vela)- From the location of the Pants, jump underwater around the island. Now check at the bottom of the underwater part an underwater tunnel to the inside of the island itself. Swim through it and talk to Gimlet inside to receive the Cargo Bay Key.

TAWFRET - CASTLE

++++++WEAPON UPGRADES++++++

Machine Gun Capacity #1 (Juno)- From the start, kill all the flying units with your Machine Gun, the 2 big beetles on each tower and the ants above the front door with your Sniper Rifle. Go through the front door and collect the Machine Gun Capacity Upgrade in the alcove to the left.

Homing Missiles Capacity #1 (Juno)- From Machine Gun Capacity #1, follow the path while killing ever ant you see and go through the door at the end. Continue killing ants until the next door and head through this one as well. Take the ground path to the left and jump in the 2nd alcove to the right for

the Homing Missiles Capacity Upgrade.

Tri-Rocket Launcher Capacity #1 (Juno)- From Homing Missiles Capacity #1, jump down the alcove and follow the path to the right all the way to the next area. You'll be in a large room with pillars, head in the passage to the right and jump on the first alcove on the right for the Tri-Rocket Launcher Capacity Upgrade.

+++++TRIBALS+++++

#1 (Juno)- From Machine Gun Capacity #1, follow the path while killing ever ant you see and go through the door at the end. Continue killing ants until the next door and head through this one as well. Take the passage to the left of where you entered this area. Swim all the way to the next area and you'll rescue the Tribal as soon as you enter it.

#2 (Juno)- From Homing Missiles Capacity #1, jump down the alcove and follow the path to the right all the way to the next area. You'll be in a large room with pillars, head to the wall on the right and go all the way to the corner on the left from there to find a Tribal.

#3 (Juno)- From Tri-Rocket Launcher Capacity #1, head along the path to the left to the wall to rescue a Tribal.

#4 (Juno)- From Tribal #3, head around the wall from the right to rescue a Tribal in the corner on the other side of Tribal #3.

#5 (Juno)- From Tribal #4, continue along the path to the right until you get to another large room with 2 higher platforms on each side. Enter the alcove in-between them to rescue a Tribal.

#6 (Juno)- Right next to Tribal #5.

+++++GEMINI HOLDER+++++

#1 (Juno)- From Tribal #5, take the path on the left until you use a stream of water. Jump on the alcove to the right from there to collect the Gemini Holder.

SEKHMET - BATTLE CRUISER

+++++WEAPONS+++++

Grenades (Anybody)- From the start, jump on the higher ground behind you and collect the Grenades inside the chest.

Machine Gun (Anybody)- From Gemini Holder #1, head over to the chest on the left to collect the Machine Gun inside.

Plasma Shotgun (Anybody)- From the location of the Red Key, continue at the end of the room and check the corner to the left for a chest with the Plasma Shotgun inside.

+++++WEAPON UPGRADES+++++

Pistol Capacity #1 (Vela)- From Tribal #1, jump on the nearby box to collect

the Pistol Capacity Upgrade.

Machine Gun Capacity #1 (Vela)- From the location of the Red Key, head over to the right side of the room on the other side of the stream. Go in the corner to the right and collect the Machine Gun Capacity Upgrade.

Machine Gun Capacity #2 (Vela)- From the location of the Green Key, collect the Machine Gun Capacity Upgrade to the right of it.

Plasma Shotgun Capacity #1 (Vela)- From Tribal #5, jump down to the right side of the platform and check the nearby corner for the Plasma Shotgun Capacity Upgrade.

Plasma Shotgun Capacity #2 (Vela)- From Homing Missile Capacity #2, jump into the stream and jump off on the left ledge this time to collect the Plasma Shotgun Capacity Upgrade.

Plasma Shotgun Capacity #3 (Vela)- Right next to Plasma Shotgun Capacity #2.

Grenades Capacity #1 (Vela)- From the start, head forward up the ramp and through the Green Door at the top. Go near the bottom of the slope to the left and collect the Grenades Capacity Upgrade to the right of it.

Homing Missile Capacity #1 (Vela)- From the location of the Plasma Shotgun, check over to the right and go through the Magenta Door there. Jump in the stream ahead and jump on the first ledge to the right to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #2 (Vela)- From Homing Missile Capacity #1, jump back into the stream and continue to go forward along it. Jump on the next ledge you see on the right to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #3 (Vela)- From Tri-Rocket Launcher Capacity #1, jump into the stream and follow it until the next ledge to the left. Jump on it to collect the Homing Missile Capacity Upgrade.

Tri-Rocket Launcher Capacity #1 (Vela)- From Plasma Shotgun Capacity #2, jump into the stream and head forward until you spot the next ledge to the right. Jump on it to collect the Tri-Rocket Launcher Capacity Upgrade there.

Tri-Rocket Launcher Capacity #2 (Vela)- Right next to Tri-Rocket Launcher Capacity #1.

Sniper Rifle Capacity #1 (Vela)- From Tribal #7, continue along the tunnel ahead to collect the Sniper Rifle Capacity Upgrade in it.

Shuriken Capacity #1 (Juno)- From the start, head up the slope ahead of you and go through the door to the left. Follow the path all the way through the Red Door at the end and cross all the bridges to go through the next door afterwards (Kill all the blue ants with small shields below to unlock it). Kill off all the ants and flying units there and head through the next door. Jump down in the lava to the left and go into the exit pipe in the middle of the wall ahead of you. Follow the tunnel all the way to another room and jump on the right shore to collect the Shuriken Capacity Upgrade.

Timed Mine Capacity #1 (Juno)- From the start, head up the slope ahead of you and go through the door to the left. Follow the path all the way through the Red Door at the end and cross all the bridges to go through the next door afterwards (Kill all the blue ants with small shields below to unlock it). Kill off all the ants and flying units there and head through the next door. Jump

down in the lava to the left and head towards the wall ahead of you. From there, go in the corner to the right to collect the Timed Mine Capacity Upgrade there.

+++++++TRIBALS+++++++

#1 (Juno)- From the start, jump on the higher ground to the right side and head behind the box to the left to rescue a Tribal.

#2 (Juno)- From Tribal #1, head behind the stack of boxes to the left to rescue another Tribal.

#3 (Juno)- From Tribal #2, head all the way behind the boxes to the left to rescue another Tribal.

#4 (Juno)- From the start, jump on the highund to the left side and head behind the nearby stack of boxes to rescue a Tribal.

#5 (Juno)- From the start, head up the slope ahead of you and go through the door to the left. Follow the path all the way through the Red Door at the end and cross all the bridges to go through the next door afterwards (Kill all the blue ants with small shields below to unlock it). Kill the flying units and blue ants in the room. Head through the door to the next area at the end of the room and go across the small paths in this room. Kill the flying units that appear along the way. Go through the Red Door on the other side and follow the upper path to an elevator. Get off on the higher floor and kill the blue ants there. Follow the path to a small chasm. Jump over it and follow this path to a tunnel. Continue through the tunnel and along a pathway to a moving platform. Take the one ahead of you moving to the right and jump off at the next stop. Take the next moving platform to the floor below and jump off there as well. Follow the pathway to a chasm, jump across it and continue to another moving platform. Hop aboard and jump in the tunnel to the left above. Follow the tunnel to another room and jump over the nearby chasm. follow the pathway to the end and let yourself fall down on the lower floor underneath the one you're standing on. Follow this one to the end to rescue a Tribal.

#6 (Juno)- From the start, go up the slope straight ahead and go through the door on the left. Follow the path all the way through the Red Door at the end and continue across the first bridge. Use the Fuel Pad to the left to charge up and fly to the open passage high up and in front of you. Go through the door all the way to the right and follow the tunnel to rescue the Tribal in the middle of it.

#7 (Juno)- From Tribal #6, follow the tunnel ahead to a catwalk near the ceiling of a familiar room. Follow the catwalk without falling down and go through the doorway at the end. Rescue the Tribal in the tunnel there.

#8 (Juno)- From the start, head up the slope ahead of you and go through the door to the left. Follow the path all the way through the Red Door at the end and cross all the bridges to go through the next door afterwards (Kill all the blue ants with small shields below to unlock it). Kill off all the ants and flying units there and head through the next door. Cross the small paths over the lava and dispose of all flying units in this room before heading through the next door on the other side. Head all the way to the corner to the left there to find a Fuel Pad. Charge up and head back to the entrance of this room. Go up the nearby bridge and fly upwards to a small platform above. Quickly dispose of the blue ant on it and rescue the Tribal near it.

#9 (Juno)- Right next to Tribal #8.

#10 (Juno)- From Tribal #8, fly to the path behind you at the same level in the room and follow it all the way to the tunnel ahead, jumping across the chasm on your way. Follow the tunnel to another room and fly towards the small platform ahead on the same level to rescue the Tribal on it.

#11 (Juno)- From the location of the Green Key, stand on the nearby Fuel Pad to charge up and blow up the glass windows right above you. Fly upwards through the new opening there and fly to the next platform above to charge up. Fly to the next platform to charge up again and kill off all the flying units there. Fly up to the next 2 platforms, charging up between each, and rescue the Tribal on the last one.

#12 (Juno)- From Tribal #11, charge up on the nearby Fuel Pad and fly upwards to the next platform along the vertical tunnel to rescue the Tribal on it.

#13 (Juno)- From Tribal #12, fly up to the very last platform of the vertical tunnel to rescue the Tribal on it.

#14 (Juno)- From the location of the Blue Key, head all the way to the right until you spot a slope going up over the lava stream to the right of you. Follow it all the way through a doorway to a dark room and check over to the right of the room to rescue a Tribal.

#15 (Juno)- Right next to Tribal #14.

+++++GEMINI HOLDER+++++

#1 (Vela)- From the start, jump on the higher ground ahead and go up the ramp. Head through the door on the left and kill all the blue ants in this area to unlock 2 doors. Go down to the stream and head through the door on the left. Collect the Gemini Holder in the corner to the right.

#2 (Vela)- From the location of the Green Key, head forward through the door to the next room and check the corner to the right for the Gemini Holder.

+++++KEYS+++++

Red Key (Vela)- From the location of the Machine Gun, head out of the room to the left and follow the stream all the way to another door. Go through (You first need to kill all blue ants in this area) and follow the stream all the way to another door. Use the Machine Gun to shoot the symbol to the right of the door until it unlocks. Go through and kill the blue ants with large shields here with your Grenades. Go through the door behind them and head over to the left side of the room to find a mole. Talk to him to receive the Red Key.

Green Key (Anybody)- From the location of Plasma Shotgun Capacity #1, jump on the nearby higher floor and go through the door on the left. Kill all the flying units in this room with your Machine Gun and continue to the next room. Shoot the glass floor in the middle and collect the Green Key in the chest there.

Blue Key (Juno)- From Shuriken Capacity #1, head across the nearby lava stream to the other side and open the chest there to collect the Blue Key.

+++++TOTEM POLES+++++

#1 (Vela)- From Homing Missile Capacity #1, jump into the stream and follow it all the way to the end of it. Jump on the very last ledge to the left to activate the Totem Pole. (Grants the Male Tribal in multiplayer.)

#2 (Lupus)- From Grenades Capacity #1, head up the nearby slope all the way to the door at the top, but don't go through, look at the ledge on the pillar in the middle and jump towards it. Activate Lupus' afterburner to get to it and activate the Totem Pole there. (Grants the Green Beetle in multiplayer)

+++++SHOPS+++++

#1 (Anybody)- From the location of Tribal #14, just check the middle of the room to find the Shop.

WATER RUIN - LOST ISLAND

+++++WEAPONS+++++

Timed Mines (Anybody)- From the start, swim across the water to the right all the way to the destroyed castle. From the front, head along the right side of it to find a chest, open it to collect the Timed Mines inside.

+++++SHIP PARTS+++++

Nitrogen Tank (Vela)- From the start, jump in the water to the right and swim towards the large island ahead of you. Stay underwater and check to the right side of it to find an underwater passage. Go through and follow it all the way to the room at the end to collect the Nitrogen Tank on the platform in the middle.

Power Cell (Juno)- First, you need to obtain the Earplugs with Juno by completing S.S. Anubis - Robot Mission with a Gold Medal. Once you have these, swim towards the large island to the right and enter via the doorway on the right side of the ruined walls. Go in the far-left corner to find a bear. Give it the Earplugs you obtained to receive the Power Cell as a reward.

+++++WEAPON UPGRADES+++++

Flamethrower Capacity #1 (Vela)- From the location of the Nitrogen Tank, head in the corner to the left of the room to collect the Flamethrower Capacity Upgrade there.

+++++TRIBALS+++++

#1 (Lupus)- From the start, swim towards the large island to the right and jump on the 3rd small island to the left along the way to rescue the Tribal on it.

#2 (Lupus)- From Tribal #1, swim all the way to the right to a partially submerged ruined castle wall and jump on top of it to rescue the Tribal there.

#3 (Lupus)- From the location of the Timed Mines, check behind the small pillar behind you to rescue the Tribal there.

#4 (Lupus)- From Tribal #3, head over to the left to a small pillar. Jump on it

and use it to jump on the ruined wall around the castle (Use Lupus' afterburner to reach it). Look behind you from there to see a small ledge above the water with a Tribal on it. Jump towards it and activate Lupus' afterburner to reach it and rescue the Tribal there.

#5 (Lupus)- From Tribal #4, look to the left towards the ruined castle. Jump towards the highest part of the wall you see there and activate Lupus' afterburner to reach it and rescue the Tribal on it.

#6 (Lupus)- From Tribal #5, simply jump on the next part of the wall to the left to rescue the Tribal.

#7 (Lupus)- From Tribal #6, follow the top of the wall to the left all the way until you're above the main entrance to the ruined castle and rescue the Tribal there.

#8 (Lupus)- From the start, head behind your ship behind you and check behind the point there to rescue a Tribal.

CERULEAN - DUNE

+++++SPECIAL ITEMS+++++

Gold Bar #1 (Vela)- From the start, head behind the ship pad behind you and collect the Gold Bar in the shadow of the point there.

Gold Bar #2 (Vela)- From the start, follow the path ahead while killing blue ants with small shields and go past the first door you see. Go through the second to a large desert area and follow the wall on the left along until you come across a sewer pipe entrance. Jump on top of it to collect the Gold Bar.

Gold Bar #3 (Vela)- From the start, follow the path ahead while killing blue ants with small shields and go past the first door you see. Go through the second to a large desert area and follow the wall along to the right until you spot a small lake coming from the wall. Collect the Gold Bar on the left side of it.

+++++WEAPON UPGRADES+++++

Pistol Capacity #1 (Vela)- From the start, go over to the right of the path ahead to collect the Pistol Capacity Upgrade.

Pistol Capacity #2 (Vela)- From Gemini Holder #2, exit the room and follow the wall to the left until you come across a Yellow Door. Go through and head to the left side of the room to collect the Pistol Capacity Upgrade.

Machine Gun Capacity #1 (Vela)- Right next to Pistol Capacity #1.

Tri-Rocket Launcher Capacity #1 (Vela)- From Pistol Capacity #2, head back out of the room and follow the wall to the left until you come across another doorway. Go through to the next area and dispose of the big beetle and all the ants in this area. Go forward to the intersection and go through the door in the corridor to the right. Follow the path to a Yellow Door on the left and kill the big beetle in front of it. Head through and collect the Tri-Rocket Launcher Capacity Upgrade on the right side of the room.

Tri-Rocket Launcher Capacity #2 (Vela)- From Tri-Rocket Launcher Capacity #1,

go back out of the room. Head to the left all the way through a doorway and go down the path on the right. Continue to the end of the corridor and go through the left doorway (Kill all the ants in this area to be able to). Go along the path to the right and enter the yellow door at the very end. Collect the Tri-Rocket Launcher Capacity Upgrade to the right of the room.

Tri-Rocket Launcher Capacity #3 (Vela)- From Tri-Rocket Launcher Capacity #2, exit the room and go forward to an intersection. Head through the door to the right (You must kill all the enemies in this area to be able to). Follow the path to an intersection and go in the Yellow Door to the right. Collect the Tri-Rocket Launcher Capacity Upgrade on the right side of the room.

+++++GEMINI HOLDER+++++

#1 (Vela)- From the start, follow the path ahead all the way to a door and go through (You must kill all the blue ants with small shields nearby to unlock it). Check on the left side of the room for the Gemini Holder.

#2 (Vela)- From Tribal #4, head into the nearby tunnel and continue to a large area riddled with stalagmites. Follow the wall along to the left until you come across another cave entrance. Head inside to collect the Gemini Holder straight in the middle of the cave.

+++++WEAPONS+++++

Tri-Rocket Launcher (Vela)- From Gemini Holder #1, talk to the mole nearby to collect the Tri-Rocket Launcher. To obtain it, you must actually buy it, make sure to collect ALL 3 Gold Bars in this stage, otherwise he won't give it to you yet. (And you can't progress further without it)

Homing Missile (Anybody)- From Gemini Holder #2, open the chest to the right to collect the Homing Missile inside.

+++++TOTEM POLES+++++

#1 (Vela)- From Gold Bar #2, continue along the wall of the desert all the way past a large lake and go into the small tunnel a little bit after it. Continue through the tunnel and through the door inside (You need to have collected the Tri-Rocket Launcher to do so). You'll get to a room, head over to the left side to activate the totem. (Grants the King Of The Hill stage in multiplayer)

+++++TRIBALS+++++

- #1 (Vela)- From the location of Totem Pole #1, head over to the right to a platform and look on the left side of it for a Tribal.
- #2 (Vela)- From Tribal #1, jump on the nearby platform to rescue another Tribal.
- #3 (Vela)- Right next to Tribal #2.
- #4 (Vela)- From Tribal #1, head over to the platform on the left and check on the right side of it for a Tribal.
- #5 (Vela)- From Tribal #4, jump on the nearby platform to rescue another Tribal.
- #6 (Vela)- Right next to Tribal #5.

#7 (Vela)- From Tri-Rocket Launcher Capacity #2, head out of the room and continue forward to an intersection. Take the door on the left to the next area and continue forward through the next door. Follow the path outside and go around the ship pad to behind it. Rescue the Tribal in the shadows there.

#8 (Vela)- Right next to Tribal #7.

+++++++KEYS+++++++

Yellow Key (Vela)- From Tribal #5, jump on the higher platform to the left to collect the Yellow Key there.

ICHOR - MILITARY BASE

+++++++WEAPON UPGRADES+++++++

Plasma Shotgun Capacity #1 (Vela)- From the start, head across the small lake behind you to collect the Plasma Shotgun Capacity Upgrade on the other side.

Pistol Capacity #1 (Vela)- From the start, head forward through the small tunnel and jump on the first box to the right to collect the Pistol Capacity Upgrade.

Pistol Capacity #2 (Vela)- From Machine Gun Capacity #1, head up the nearby slope and go through the door ahead (Kill all the enemies around first to unlock it). Head along the left side of the room to collect the Pistol Capacity Upgrade around the corner.

Machine Gun Capacity #1 (Vela)- From Gemini Holder #1, turn around and go down the 2 platforms ahead. Jump over the small higher pathway there and fall down the slope on the other side. Turn around and collect the Machine Gun Capacity Upgrade in the right corner of the room there.

Homing Missile Capacity #1 (Vela)- From Tribal #5, take the doorway to the right (Kill all the ants in the area to unlock it) and go forward all the way to the last box before the wall. Jump on it to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #2 (Vela)- From Homing Missile Capacity #1, backtrack to the door behind you and jump on the steps on the right to the higher pathway along the room. Avoid the moving walls (Keep watch of the patterns to do so) and go through the door on the right at the end. Jump off the platform straight ahead and collect the Homing Missile Capacity on the right side.

Homing Missile Capacity #3 (Vela)- From the location of Shop #1, head across the purple platform to the right and go through the exit of the next area. Jump on the higher platforms ahead to collect the Homing Missiles Capacity Upgrade.

Grenades Capacity #1 (Vela)- From Homing Missile Capacity #2, return to the entrance of the room and step on the yellow switch to the right. Jump off when the platform is between where you are and the platform in front of you. Jump across it to the next platform and jump on the red switch until the red platform is between the 2 platforms against the wall ahead. Jump off then and jump on the nearby purple switch. Wait until the platform is between you and the platform ahead and jump across to it. Collect the Grenades Capacity Upgrade in the corner there.

++++++WEAPONS++++++

Flares (Anybody)- From Pistol Capacity #1, head into the door on the left (Kill all the enemies nearby to unlock it) and follow the path to a large area. Jump on the central pillar and go through the passageway to the right. Head into the first room to the left and collect the first chest you see for the Flares.

Sniper Rifle (Anybody)- To the right of the location of the Flares.

Cluster Bombs (Anybody)- From Pistol Capacity #1, head through the door on the left (You must kill all the nearby enemies to unlock it) and follow the path to a large area. Kill all the blue ants with small shields there and go through the door in the far-right corner, to the right. Jump on the small ledge to the left there and shoot the glass windows. Jump through and head in the passage to the right. Collect the Cluster Bombs in the chest over to the left.

++++++GEMINI HOLDER++++++

#1 (Vela)- From Pistol Capacity #1, head through the door on the left (You must kill all enemies nearby first) and follow the path to a large area. Head in the far-right corner and go through the door there (You must kill all the enemies in the area to unlock it). Kill the blue ants with small shields there and head through the door straight ahead. Continue forward and jump on the higher platform there. Jump on the next one ahead and the one afterwards to the left. Collect the Gemini Holder in the far-left corner.

#2 (Vela)- From Homing Missile Capacity #1, jump down the box on the left side and go down the slope straight ahead. Collect the Gemini Holder to the left at the bottom.

++++++TRIBALS++++++

#1 (Lupus)- From Gemini Holder #1, jump down on the left side of the platform and check behind the nearby barrel to rescue a Tribal. Try to kill everything in the screen before heading even NEAR this area to avoid the barrel exploding (And killing the Tribal as well).

#2 (Lupus)- Right next to Tribal #1, it will also die if the barrel detonates.

#3 (Lupus)- To the left of Machine Gun Capacity #1, rescue the Tribal in the corner there.

#4 (Lupus)- Right next to Tribal #3.

#5 (Lupus)- From Machine Gun Capacity #1, head up the nearby slope and go through the door ahead (Kill all the enemies around first to unlock it). Jump on the higher floor ahead and go forward until you're past the 2nd wall on the left. Go in the shadows behind it to rescue a Tribal.

#6 (Lupus)- From Homing Missile Capacity #2, return to the entrance of the room and step on the yellow switch to the right. Jump off when the platform is between where you are and the platform in front of you. Jump across it to the next platform and jump on the red switch until the red platform is between the 2 platforms against the wall ahead. Jump off then and jump on the nearby purple switch. Wait until the platform is between you and the platform ahead and jump across to it. Jump across the red platform to the left and hop on the green

switch until the green platform is between the middle one and a platform near the wall. Hop off, stand on the yellow switch until the yellow platform is near the opposite wall and go across the red platform again, and the purple platform then. Hop on the red switch until the red platform is between you and the middle platform and hop on the purple switch then. Hop off when the purple platform is near the opposite wall and go across the red platform. Go across the green platform and across the yellow platform to the left to rescue the Tribal in the corner.

#7 (Lupus)- Right next to Tribal #6.

#8 (Lupus)- Right next to Tribal #7.

#9 (Lupus)- From Homing Missile #3, fall down the platform straight ahead and continue forward past the higher platform to the left. Check behind it once you're past it to rescue a Tribal in the shadows of the corner there.

#10 (Lupus)- Right next to Tribal #9.

#11 (Lupus)- From Machine Gun Capacity #1, head up the nearby slope and go through the door ahead (Kill all the enemies around first to unlock it). Jump on the higher floor ahead and charge up on the Fuel Pad to the left. Return to the middle of the room and head forward until the 2nd small wall to the right. Fly on top of it after disposing of the sniper to rescue the Tribal there.

#12 (Lupus)- From Machine Gun Capacity #1, head up the nearby slope and go through the door ahead (Kill all the enemies around first to unlock it). Jump on the higher floor ahead and charge up on the Fuel Pad to the left. Fly on top of the entrance you came out of to rescue the Tribal there.

#13 (Lupus)- From Tribal #9, head in the corner all the way to the right to charge up on a Fuel Pad and go towards the entrance to the next area. Fly up on top of it to rescue the Tribal there.

#14 (Lupus)- From Tribal #9, head in the corner all the way to the right to charge up on a Fuel Pad and head near the 2nd higher platform to the right. Fly on top of it and rescue the Tribal there.

#15 (Lupus)- From Tribal #5, take the doorway to the right to the next area and jump up the steps to the right to the higher pathway. Go past the first moving wall and jump towards the small platform to the left. Activate Lupus' afterburner to reach it and rescue the Tribal there.

#16 (Lupus)- Right next to Tribal #15.

+++++SHOPS+++++

#1 (Anybody)- From Homing Missile Capacity #2, return to the entrance of the room and step on the yellow switch to the right. Jump off when the platform is between where you are and the platform in front of you. Jump across it to the next platform and jump on the red switch until the red platform is between the 2 platforms against the wall ahead. Jump off then and jump on the nearby purple switch. Wait until the platform is between you and the platform ahead and jump across to it. Jump across the red platform to the left and hop on the green switch until the green platform is between the middle one and a platform near the wall. Hop off and go across the red platform again, and the purple platform then. Hop on the red switch until the red platform is between you and the middle platform and hop on the purple switch then. Hop off when the purple platform is near the opposite wall and go across the red platform. Go across

the green platform to arrive to the Shop console.

++++++TOTEM POLES++++++

#1 (Juno)- From Tribal #9, head in the corner all the way to the right to charge up on a Fuel Pad and fly upwards to the platform right next to you. Go through the entrance there and walk through the lava straight ahead until you get to a platform at the end. Jump on it to activate the Totem Pole. (Grants the Red Ant in multiplayer.)

++++++SHIP PARTS++++++

Lupus' Hatch Key (Lupus)- From Tribal #9, head in the corner all the way to the right to charge up on a Fuel Pad and head all the way to the wall of the room on the right with a passageway above you. Fly up to it and go through the door there (Only Lupus can open it). Follow the corridor all the way to another room and swim across the small lake to the platform on the other side to collect Lupus' Hatch Key on it.

ICHOR - ROBOT MISSION

Follow the small tunnel ahead until a room with various pillars. Go around the first pillar to the other side and quickly collect all 4 Oil Cans by passing in the middle of them. Continue forward around the next pillars to another small tunnel. Pass through the 4 Oil Cans at the entrance to collect them and follow the tunnel by staying on the bottom part of it in the middle and you'll collect 4 other Oil Cans as you exit. Fire your lasers to break the glass window blocking the exit and swirl around the pillars in the passage while collect the row of 3 Oil Cans in the middle. Repeat for the next row of 3 Oil Cans and collect the 4 Oil Cans in the middle while the passage goes a little bit up.

Repeat the swirling process around the pillars while collect 2 rows of 3 Oil Cans each and use your lasers to break the glass window at the end of the pillars. Follow the next passage near the bottom to collect a row of 5 Oil Cans and quickly go up to the ceiling to collect another row of 5 Oil Cans. Go around the next corner and shoot the glass window blocking the way. Head straight ahead to collect another row of 5 Oil Cans and break the window of the tunnel in front of you. Collect both rows of 3 Oil Cans while going through and blast the glass window at the exit with your lasers. Collect the next 3 Oil Cans (You should have more than 50 now) and blast through the tunnel the Oil Cans were directing you at.

Follow this tunnel all the way to the end and blast through the glass window there. Continue forward to a large corridor. Head straight ahead while firing your lasers to blast through both glass windows and continue to the finish. Since there IS more than 50 Oil Cans on this path, you can afford to miss a few, I only pointed out the first ones you come across, there should be about 65 of them in all on this path. If you arrive at the end with under about a minute (I got 49 seconds), you should obtain the Racing Arcade Chip and Expert Medal for this course, thus completing it.

ICHOR - PERIMETER

++++++WEAPON UPGRADES++++++

Sniper Rifle Capacity #1 (Vela)- From the start, head behind the first tower to the left to collect the Sniper Rifle Capacity Upgrade.

Sniper Rifle Capacity #2 (Vela)- From Plasma Shotgun Capacity #1, head forward to the wall and go in the corner to the right to collect the Sniper Rifle Capacity Upgrade.

Plasma Shotgun Capacity #1 (Vela)- From the start, follow the path all the way ahead through a doorway to the next area at the end and use your Sniper Rifle to dispose of all the ants in the towers and on the ground of the vast landscape outside that you can see by the windows. Once they're all dead, jump on the box in the middle of the corridor and go through the doorway there to the next area. Collect the Plasma Shotgun Capacity Upgrade to the left there.

Plasma Shotgun Capacity #2 (Vela)- From Sniper Rifle Capacity #2, go in the middle of the room to the right and continue straight ahead past the next part of wall to the right. Go in the corner behind it to collect the Plasma Shotgun Capacity Upgrade.

+++++TRIBALS+++++

#1 (Vela)- From Plasma Shotgun Capacity #2, head to the left to an elevated wall and head around it from the left to get in the corner behind it and rescue the Tribal there.

#2 (Vela)- From Tribal #1, head to the wall behind you and follow the path to the right all the way to a large room with pillars. Go in the corner to the right and charge up on the Fuel Pad at the end of the alcove there. Continue through the room with the pillars and head along the passage to the left afterwards. Fly on the first part of wall on the right side to rescue the Tribal on top of it.

#3 (Vela)- From Tribal #2, jump down the part of wall and continue along the corridor past the 2nd part of wall to the left. Check the corner behind it to rescue the Tribal before he gets shot down by misfire from the ants.

#4 (Vela)- From Tribal #3, head along the passageway to the right and fly up on the first part of wall to the right to rescue the Tribal on top of it.

#5 (Vela)- From Sniper Rifle Capacity #1, head around the nearby part of wall from the right to the corner behind it to charge up on the Fuel Pad. Fly over the part of wall back to where you were and fly up near the wall to the right to enter a small passage high over there. Follow it to rescue the Tribal in the middle of it.

#6 (Vela)- Right next to Tribal #5.

#7 (Vela)- From Tribal #5, continue along the tunnel all the way until you fall down at the end and go through the doorway in the wall to the left. Use the Drone Pad nearby to change yourself into an ant and follow the cavern ahead to a large area. Enter the Disco Club to the right without shooting the ants and head to the far end of the room to reach the bar. Rescue the Tribal to the right of it.

#8 (Vela)- Right next to Tribal #7.

+++++SPECIAL ITEMS+++++

Jeff & Barry Racing I (Juno & Vela)- From Tribal #7, head into the room to the right to reach the arcades. Start the first one on the left to get this mini-game. Finishing the race fast enough to make it in the ranks and it will open it as an option for multiplayer. (There is really no strategy for this.)

Jeff & Barry Racing II (Juno & Vela)- First, you have to collect the Racing Arcade Chip from Ichor - Robot Mission by obtaining at least a Gold Medal. Then, just activate the Arcade Machine to the right of Jeff & Barry Racing I. Finish the course fast enough to make it in the ranks to open up this mini-game in multiplayer.

Greenwood Village (Juno & Vela)- Beat Jeff & Barry Racing I's high score AND Jeff & Barry Racing II's high score to earn this course in multiplayer.

SPAWNSHIP - TROOP CARRIER

+++++++GEMINI HOLDER+++++++

#1 (Lupus)- From the start, head over to the platform to the left across the small lake to collect the Gemini Holder on it.

#2 (Lupus)- From Tribal #6, head up the stairs on the right and follow the path at the top to a Yellow Door. Go through and fall on the steps to the left to collect the Gemini Holder.

+++++++WEAPONS+++++++

Machine Gun (Anybody)- From the start, go on the right side of the room across the lake to the end of the platform to get to a chest. Open it to collect the Machine Gun inside.

Plasma Shotgun (Anybody)- From the location of the Machine Gun, open the chest on the left of there to collect the Plasma Shotgun inside.

Sniper Rifle (Anybody)- From the location of the Yellow Key, open the chest on the left to obtain the Sniper Rifle.

Shocker (Vela)- From Tribal #13, head straight ahead to a chest and open it to obtain the Shocker inside.

+++++++WEAPON UPGRADES+++++++

Pistol Capacity #1 (Lupus)- From the start, jump on the elevator in the corner to the right and jump off at the top passage to collect the Pistol Capacity Upgrade near the edge.

Pistol Capacity #2 (Lupus)- From Tribal #5, cross the moving platforms across the nearby chasm to the other side and go through the doorway to the next area there. Jump on the boxes next to the wall on the left to collect the Pistol Capacity Upgrade.

Machine Gun Capacity #1 (Lupus)- Right next to Pistol Capacity #1.

Machine Gun Capacity #2 (Lupus)- Right next to Plasma Shotgun Capacity #1.

Plasma Shotgun Capacity #1 (Lupus)- From Tribal #5, head over to the right side of the room to collect the Plasma Shotgun Capacity Upgrade there.

Plasma Shotgun Capacity #2 (Lupus)- From Pistol Capacity #2, head near the edge of the chasm to the right and jump on one of the moving platforms as it passes by. Jump off on the other side and hop on the box to the left to collect the Plasma Shotgun Capacity Upgrade.

Homing Missile Capacity #1 (Lupus)- From Tribal #2, jump on the nearby box to the left to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #2 (Juno)- From Tri-Rocket Launcher Capacity #1, head to the left-end of the ledge and jump down on the lava. Continue ahead along the path until the next ledge to the left and jump on it to collect the Homing Missile Capacity Upgrade.

Homing Missile Capacity #3 (Juno)- Right next to Homing Missile Capacity #2.

Homing Missile Capacity #4 (Juno)- Right next to Homing Missile Capacity #3.

Homing Missile Capacity #5 (Juno)- Right next to Homing Missile Capacity #4.

Remote Mine Capacity #1 (Lupus)- From the location of Totem Pole #1, head on the left side of the entrance to that room to collect the Remote Mine Capacity Upgrade there.

Cluster Bombs Capacity #1 (Juno)- From Gemini Holder #2, go down the steps in the lava and head near the wall to the left. Follow it to the right until you spot a passageway in the wall. Go inside and jump on the first ledge to the right to collect the Cluster Bombs Capacity Upgrade.

Remote Mine Capacity #1 (Juno)- From Cluster Bombs Capacity #1, jump down in the lava and continue along the passageway until the next ledge to the left. Jump on it to collect the Remote Mine Capacity Upgrade.

Timed Mine Capacity #1 (Juno)- From Remote Mine Capacity #1, jump down in the lava and head to the left. Jump on the next ledge to the left to collect the Timed Mine Capacity Upgrade.

Tri-Rocket Launcher Capacity #1 (Juno)- From Timed Mine Capacity #1, jump down in the lava and continue straight ahead to the next ledge. Jump on it to collect the Tri-Rocket Launcher Capacity Upgrade.

Tri-Rocket Launcher Capacity #2 (Juno)- Right next to Tri-Rocket Launcher Capacity #1.

Tri-Rocket Launcher Capacity #3 (Juno)- Right next to Tri-Rocket Launcher Capacity #2.

Tri-Rocket Launcher Capacity #4 (Juno)- Right next to Tri-Rocket Launcher Capacity #3.

+++++TRIBALS+++++

#1 (Vela)- From the start, take the elevator in the right corner and go through the passageway in front of you there. Jump in the water below and go out of the doorway there. Head to the left in the room and take the next doorway to the right. Kill off the flying squadron there with your Machine Gun. Be sure to watch where they fall so the resulting explosion doesn't kill off the Tribal.

Head behind the boxes on the left side of the room for the tribal.

#2 (Vela)- From Tribal #1, head over the right corner of the room to rescue him, crashed flying units shouldn't kill him as he's relatively far from them.

#3 (Vela)- From Tribal #1, go out of the room and head into the next room straight ahead. Go in the far-right corner to rescue the Tribal.

#4 (Vela)- From the start, take the elevator in the right corner and go in the tunnel at the top. Continue forward to the next area and use your Machine Gun to dispose of the flying squadron there. Go ahead to the middle of the platform and jump off on the lower pathway to the right. Follow it to a Red Door and jump on top of the entrance to rescue the Tribal there.

#5 (Vela)- From Pistol Capacity #1, continue ahead to the next room and use your Machine Gun to shoot down all the flying units there. Continue forward through the door ahead to the next area and use your Machine Gun again to dispose of the big beetle on the opposite side of the room. Go on the left side of this room to rescue the Tribal.

#6 (Vela)- Head out of the doorway behind you and take the doorway to the left of there. Follow the path through the next doorway and head through the Red Door straight ahead. Go through the next Red Door and kill the two snipers in this area. Quickly fall down the path and check the far-right corner to kill a black ant before it murders the Tribal. Head into the corner to the right of there to rescue a Tribal.

#7 (Vela)- Right next to Tribal #6.

#8 (Vela)- Right next to Tribal #7.

#9 (Vela)- From the location of the Red Key, go through the doorway at the end of the path leading to it and head forward through the Green Door ahead of you. Head through the corridor when the electric arcs are turned off and go through the doorway at the end to the next area. Head forward to a small lake to rescue the Tribal in it.

#10 (Vela)- Right next to Tribal #9.

#11 (Vela)- Right next to Tribal #10.

#12 (Vela)- Right next to Tribal #11.

#13 (Vela)- From the start, take the elevator in the right corner and go through the passageway in front of you there. Jump in the water below and swim in the underwater passageway to the right. Kill off all the yellow ants there and go through the doorway ahead. Kill all the blue ants with small shields before proceeding in the next doorway afterwards and head up the slope there. Go around the room from the left to get above the entrance you used to get there. Jump on top of it to rescue the Tribal there.

#14 (Vela)- Right next to Tribal #13.

#15 (Vela)- From Tribal #13, fall down to the right and charge up on the Fuel Pad there, fly up and ahead to the top of the box in the air to the left to rescue the Tribal on it.

++++++TOTEM POLES++++++

#1 (Lupus)- From Pistol Capacity #2, head near the crevice to the right and go near the wall on the left. Jump down and activate Lupus's afterburner to enter the pipe entrance in the wall to the left a little below. Go straight ahead to activate the Totem Pole. (Grants the Green Ant in multiplayer).

+++++KEYS+++++

Red Key (Lupus)- From Plasma Shotgun Capacity #2, head in the doorway to the right to the next area and kill off all the blue ants there. Go in the doorway to the left of the opposite wall of the room and kill the big beetle straight ahead. Collect the Red Key behind it.

Yellow Key (Lupus)- From Tribal #6, jump on the steps to the right until you get to the top. Go along the path to the right and jump towards one of the pipe entrances ahead. Use Lupus' afterburner to reach it and go through to the next room. Jump across the water stream there and collect the Yellow Key in the middle.

+++++SHIP PARTS+++++

Juno's Hatch Key (Juno)- From Homing Missile Capacity #2, jump down in the lava and follow the path to the left all the way to the end. Jump on the ledge there and go through the doorway to the next area. Jump in the lava in this room and head near the wall to the left. Jump in the pipe entrance above to collect Juno's Hatch Key.

+++++SHOPS+++++

#1 (Vela)- From the location of the Shocker, head to the left to find the Shop.

RITH ESSA - BLUFF

+++++WEAPON UPGRADES+++++

Machine Gun Capacity #1 (Lupus)- From the start, head to the left side of the ship pad and collect the Machine Gun Capacity Upgrade near the point there.

Machine Gun Capacity #2 (Lupus)- From Homing Missile Capacity #1, jump on the main pathway and follow it to the left until you get to a few big beetles. Dispose of them with your Machine Gun and follow the wall over to the right to collect the Machine Gun Capacity Upgrade.

Pistol Capacity #1 (Lupus)- From Gemini Holder #1, head over to the right of there to collect the Pistol Capacity Upgrade.

Pistol Capacity #2 (Lupus)- From Machine Gun Capacity #2, follow the pathway to the left all the way to the last corner of the area. Use your Machine Gun to kill all of the flying units there and go through the door on the right to the next area. Collect the Pistol Capacity Upgrade to the right of there.

Plasma Shotgun Capacity #1 (Lupus)- From the start, head forward through the doorway to the next area and go up the spiraling pathway ahead of you. Go through the doorway to the next area ahead and head over to the right of the entrance for the Plasma Shotgun Capacity Upgrade.

Plasma Shotgun Capacity #2 (Juno)- From Sniper Rifle Capacity #1, head to the right side of the entrance to the room to collect the Plasma Shotgun Capacity Upgrade.

Homing Missile Capacity #1 (Lupus)- From Plasma Shotgun Capacity #1, continue along the path around the corner ahead and fall down on the lower ledge between the two walls to the left before the next corner. Collect the Homing Missile Capacity there.

Homing Missile Capacity #2 (Lupus)- Right next to Homing Missile Capacity #2.

Sniper Rifle Capacity #1 (Juno)- From the start, head through the doorway straight ahead to the next area and go through the Blue Door on the left end of the stream ahead of you there. Follow the path to an intersection and head into the room to the left. Check the left wall there to collect the Sniper Rifle Capacity Upgrade.

Shocker Capacity #1 (Juno)- From Tribal #7, head to the right end of the edge of the platform to collect the Shocker Capacity Upgrade.

+++++GEMINI HOLDER+++++

#1 (Lupus)- From the start, head forward through the doorway to the next area and go up the spiraling pathway ahead. Stop at the 3rd corner and turn towards the waterfall. Jump at the platform besides it and activate Lupus' afterburner to reach it safely. Collect the Gemini Holder to the left of there.

#2 (Lupus)- From Pistol Capacity #2, go across the nearby lake from the right side and go through the door on the ground there. Jump on the doghouse to the right to collect the Gemini Holder.

+++++WEAPONS+++++

Homing Missile (Anybody)- From Gemini Holder #1, head through the doorway behind the waterfall on the left. Open the chest there to obtain the Homing Missile.

Tri-Rocket Launcher (Lupus)- From Pistol Capacity #2, head over to the chest on the left and open it to obtain the Tri-Rocket Launcher inside.

Cluster Bombs (Anybody)- From Pistol Capacity #2, go across the nearby lake from the right side and go through the door on the ground there. Open the chest on the left to obtain the Cluster Bombs inside.

+++++TRIBALS+++++

#1 (Juno)- From Machine Gun Capacity #2, head over to the left to rescue a Tribal.

#2 (Juno)- Right next to Tribal #1.

#3 (Juno)- From Plasma Shotgun Capacity #2, head to the right to the wall to rescue the Tribal there.

#4 (Juno)- Right next to Tribal #3.

#5 (Juno)- From Tribal #3, go out of the room via the only way out and continue

along the path past 2 passages to the right. Go through the doorway at the end and follow this path to an intersection. Head to the left and go through the doorway at the end. Head into the room to the left of there and rescue the Tribal amongst the boxes BEFORE trying to shoot down the flying units above them.

#6 (Juno)- Right next to Tribal #5, rescue him as well before trying to shoot down the flying units.

#7 (Juno)- From Tribal #5, go out of the room by the only pathway out and turn to the left at the intersection. Continue to another room and go through the door on the right side there. Head forward to the edge of the platform to rescue the Tribal there.

#8 (Juno)- Right next to Tribal #7.

++++++TOTEM POLES++++++

#1 (Vela)- From the location of the Tri-Rocket Launcher, jump into the nearby lake and swim through the underwater tunnel behind the small waterfalls. Jump on the ground at the end of the room you arrive in to activate the Totem Pole there. (Grants the Tunnels stage in multiplayer.)

++++++SPECIAL ITEMS++++++

Mine Key (Vela)- You first have to collect the Specialist Magazine from Eschebone - Thorax before being able to obtain this. From the location of the Cluster Bombs, enter the house on the right and talk to the mole there. Give him the Specialist Magazine to obtain the Mine Key in exchange.

RITH ESSA - ASCENT

++++++TRIBALS++++++

#1 (Juno)- From the start, head straight ahead and rescue the Tribal near the wall to the left along the way.

#2 (Juno)- From Tribal #1, continue along the path ahead of you and rescue the Tribal in front of a rock on the right side of the path.

#3 (Juno)- From Tribal #2, continue all the way up the slopes to a doorway and head through. Go down the spiraling path to the bottom of the tower and go through the door there. Charge up on the Fuel Pad and fly towards the right pillar out of the two in front of you. Charge up on the Fuel Pad and continue to the right one again out of the 2. Charge up on the Fuel Pad and fly towards the one in front of you. Charge up on yet another Fuel Pad and fly upwards to the next pillar in front of you. Charge up on the Fuel Pad near the edge and fly down to the passageway inside the next pillar ahead of you. Go through and quickly rescue the Tribal in front of you to prevent him being killed by the nearby ants.

#4 (Juno)- Right next to Tribal #3, rescue him quick too.

#5 (Juno)- Right next to Tribal #4, rescue him quick too.

#6 (Juno)- From Tribal #3, head up the slope to the left to rescue the Tribal

in the middle of it, be quick before stray fire kills him!

RITH ESSA - INTERIOR

+++++TRIBALS+++++

#1 (Lupus)- From the start, jump on the ledge to the right and rescue the Tribal there.

#2 (Lupus)- From the start, go straight ahead to the corner there and rescue the Tribal in the shadows.

#3 (Lupus)- From Tribal #2, continue along the path to the right until you see an higher platform on the left side of the wall. Jump on it and rescue the Tribal there.

#4 (Lupus)- From Tribal #3, continue along the path to the right and swim across the lake you'll get to. Go up the stairs after it and across the bridge ahead. Follow the path to the right and check along the right wall to rescue the Tribal.

+++++WEAPON UPGRADES+++++

Tri-Rocket Launcher Capacity #1 (Lupus)- From Tribal #1, head to the left to collect the Tri-Rocket Launcher Capacity Upgrade.

Tri-Rocket Launcher Capacity #2 (Lupus)- From Tribal #4, follow the path to the left all the way to a cave entrance. Go through it and collect the Tri-Rocket Launcher Capacity Upgrade to the left.

Plasma Shotgun Capacity #1 (Lupus)- From Tribal #2, head to the right to collect the Plasma Shotgun Capacity Upgrade.

RITH ESSA - MINE

+++++TRIBALS+++++

#1 (Vela)- From the start, head straight ahead to a large room and jump to the right of the bridge there to rescue the Tribal below.

#2 (Vela)- From Tribal #1, head over to the left to rescue another Tribal.

#3 (Vela)- Right next to Tribal #3.

#4 (Vela)- From Tribal #2, head over to the next wall to the left to rescue another Tribal.

#5 (Vela)- From Tribal #2, jump up the nearby steps ahead of you and take the passageway ahead all the way to the next area. Follow the tunnel there to a large room and go down the steps to rescue the Tribal at the bottom.

#6 (Vela)- From Tribal #5, head over to the corner on the left to rescue the Tribal there.

#7 (Vela)- From Tribal #5, look over to the right to spot a few boxes and blow

them up with any weaponry. Shoot the symbol behind them until it turns green and jump on the now-moving elevator nearby to reach the higher level. Jump off there and head behind the pillar to the left to rescue the Tribal behind it.

#8 (Vela)- From Tribal #5, look over to the right to spot a few boxes and blow them up with any weaponry. Shoot the symbol behind them until it turns green and jump on the now-moving elevator nearby to reach the higher level. Jump off there and head through the passageway to the right. Follow it all the way to the next area and continue along until the next large room. Go forward until you stumble by a small lake and go through the passageway to the right to the next area. Follow the tunnel to rescue a Tribal right in the middle of it.

#9 (Vela)- From Tribal #8, continue along the passageway ahead, up the stairs and all the way to the next area. Follow the path there to a large room and follow the pathway around it to the corner ahead to rescue the Tribal there.

#10 (Vela)- Right next to Tribal #9.

#11 (Vela)- From Tribal #9, continue along the path to the left all the way to the next area and continue to another large room. Head behind the pillar to the left there to rescue the Tribal behind it.

#12 (Vela)- From Tribal #9, continue along the path to the left all the way to the next area and continue to another large room. Head forward across the bridge and go near the right ledge of the platform you arrive on to rescue the Tribal there.

#13 (Vela)- Right next to Tribal #12.

#14 (Vela)- From Tribal #5, look over to the right to spot a few boxes and blow them up with any weaponry. Shoot the symbol behind them until it turns green and jump on the now-moving elevator nearby to reach the higher level. Jump off there and head through the passageway to the right. Follow it all the way to the next area and continue along until the next large room. Go forward until you stumble by a small lake and head through the doorway to the far-left. Shoot the symbol there to make the elevator go down below and go through the doorway there. Step on the Fuel Pad after the slope to charge up and return in the elevator shaft. Fly all the way up to the top of it and go through the doorway you'll find there. Head straight ahead to rescue a Tribal.

#15 (Vela)- Right next to Tribal #14.

#16 (Vela)- From Tribal #12, jump off the ledge of the platform to the left to a platform below and go near the right edge of it to rescue the Tribal there.

++++++TOTEM POLES++++++

#1 (Vela)- From Tribal #14, jump on the higher platforms to the right to activate the Totem Pole in the alcove there. (Grants the Female Tribal as a multiplayer character.)

++++++SHIP PARTS++++++

Deflector Shield (Vela)- From Tribal #9, head to the left until you see a Tribal Pad, activate it to morph into a Tribal and continue along the path to the next room. Head across both bridges there and follow the path to the next area. Continue along the tunnel all the way to a large room and speak with the Mole there to receive the Deflector Shield.

ESCHEBONE - THORAX

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Lupus)- From the start, head forward to some pillars and collect the Pistol Capacity Upgrade in front of the pillar to the right.

Cluster Bombs Capacity #1 (Lupus)- From the start, go forward between the pillars and check behind the 2nd one to the right for the Cluster Bombs Capacity Upgrade.

Grenades Capacity #1 (Lupus)- From the start, go forward between the pillars and check behind the 2nd one to the left for the Cluster Bombs Capacity Upgrade.

Grenades Capacity #2 (Lupus)- From the Cluster Bombs Capacity #1, head forward through the doorway to the next area and go straight across this room through the Magenta Door on the opposite side. Go through the next room as well to exit the worm and follow the platforms to the right all the way to a large platform. Go at the very end of it and jump on the platform to the right to collect the Grenades Capacity Upgrade there.

++++++SHOPS++++++

#1 (Anybody)- From the start, head through the small passages on the left side of the area and check to the left along the wall to find the Shop.

++++++TRIBALS++++++

#1 (Vela)- From Cluster Bombs Capacity #1, continue ahead through the doorway to the next area and follow the path along there. Kill off all the enemies in the tunnel, go through the doorway at the very end and dispose of the orange ants, big beetle and flying units in this room. Go through the door on the right at the far-end of the room afterwards and go through the doorway at the end (Kill off all enemies in the tunnel to unlock it). Head in the tunnel to the right and go through the door inside (Kill off all the orange ants and flying units in the room to unlock it). Follow the tunnel to a doorway and go through (Kill all nearby orange ants to unlock it). Once you reach a large room afterwards, kill off all the flying units and orange ants in the room before heading forward into it. Check behind the 2nd point on the left to rescue a Tribal.

#2 (Vela)- Right next to Tribal #1.

#3 (Vela)- From the location of the Magenta Key, jump off the platform straight ahead to rescue a Tribal on the lowest floor.

#4 (Vela)- Right next to Tribal #3.

#5 (Vela)- From the start, head through the small passages to the right of the first room and blow open the doorway there with your Tri-Rocket Launcher. Charge up on the Fuel Pad there and fly on the body of the worm, near the middle. You should be between a series of holes. Fall into the first one to the right to rescue a Tribal on a pillar.

#6 (Vela)- From the start, head through the small passages to the right of the

first room and blow open the doorway there with your Tri-Rocket Launcher. Charge up on the Fuel Pad there and fly on the body of the worm, near the middle. You should be between a series of holes. Fall into the second one to the left to rescue a Tribal on a pillar.

#7 (Vela)- From the location of the Blue Key, head on the right side of the room to rescue the Tribal there.

#8 (Vela)- Right next to Tribal #7.

#9 (Vela)- From the location of the Specialist Magazine, head underwater by the passageway to the right. Continue along the path to an intersection and head to the left. Rescue the Tribal in the middle of the room you arrive in.

#10 (Vela)- Right next to Tribal #9.

#11 (Vela)- From Tribal #9, head underwater by the passageway behind you and go forward along the path past a passageway to the right. Continue to a room and head through the tunnel to the left there. Check behind the small lake of lava to the right to rescue the Tribal there.

#12 (Vela)- Right next to Tribal #11.

+++++GEMINI HOLDER+++++

#1 (Lupus)- From Tribal #1, head through the passageway to the right of the entrance to this room and go through the doorway inside (Kill off all the flying units and ants in the room to unlock it). Follow it to a corner with barrels and blow them up from a distance. Continue along the tunnel and kill the big beetle before going through the doorway behind it. Head across the pathway through the doorway straight ahead and dispose of the ants while going along the tunnel. Go through the doorway at the very end and kill off the flying units over the lake straight ahead. Dispose of the orange ants in the room and go up the stairs to the left of the lake. Jump over to the right at the top and activate Lupus' afterburner to reach the pillar in the water to collect the Gemini Holder on it.

+++++KEYS+++++

Magenta Key (Anybody)- From Gemini Holder #1, jump to the left and activate Lupus' afterburner to glide all the way to the top of the stairs and go in the tunnel there. Go through the door at the end of it (Kill off all the orange ants nearby to unlock it) and continue to a large room. Jump on the lower platform to the right there to collect the Magenta Key.

Blue Key (Vela)- From Gemini Holder #1, jump down in the water to the right of the pillar and swim through the underwater tunnel nearby. Follow the path on the left until you reach a room above the water and open the chest at the end of the room to obtain the Blue Key.

+++++SPECIAL ITEMS+++++

Specialist Magazine (Vela)- From the location of the Blue Key, dive underwater in the water behind you and follow the path ahead, passing by a passageway to the right. Once you get to a room, go through the tunnel on the left side and continue forward into the water at the far-end of the room. Dive underwater and follow the path to another room. Open the chest straight ahead to obtain the

ESCHEBONE - ROBOT MISSION

Fly straight through the tunnel ahead and take the left path at the first intersection, Fire your lasers to break the glass and grab all 3 DNA Strands in there before breaking through the next glass window. Take the path straight ahead at the next intersection and break through the next glass wall. Collect 3 DNA Strands, break through the glass wall and continue straight ahead to another glass wall. Break through, collect 3 DNA Strands and break through the next wall as well. Break the next glass wall and grab another 3 DNA Strands, break through the following glass wall. Take the right path at the next intersection and break through the upcoming glass wall. Collect all 3 DNA Strands and break through the next glass wall.

Follow the path ahead to another glass wall and break it. Collect the 3 DNA Strands inside and break through the next glass wall as well. Take the right path at the next intersection and break through the glass wall there. Collect all 6 DNA Strands straight ahead and break through the glass wall straight ahead. Follow the path all the way through one of the rooms you already passed and take the left passageway afterwards to reach the finish of the stage. Finishing under a minute should grant you both the Expert Medal and the Normal Target Range in multiplayer. It will probably take multiple tries as to pull this off you have to follow this walkthrough to collect ALL 24 DNA Strands and make it to the end under a minute, if you get stuck in the wall for a few seconds, you're better off to restart right off.

ESCHEBONE - APPROACH

++++++WEAPON UPGRADES++++++

Tri-Rocket Launcher Capacity #1 (Lupus)- From the start, head forward through the doorway to the next area and go in the corner to the right to collect the Tri-Rocket Launcher Capacity Upgrade.

Machine Gun Capacity #1 (Lupus)- From Tribal #4, jump on the higher platform ahead of you to collect the Machine Gun Capacity Upgrade there.

Pistol Capacity #1 (Lupus)- From Tribal #3, jump across the platforms ahead to an higher platform and jump back to the main path on the left to collect the Pistol Capacity Upgrade there.

Homing Missile Capacity #1 (Lupus)- From the location of Grenades, jump on the higher platform to the right and throw a Grenade into the worm mouth on the wall to the right. Use the tongue as a bridge into the mouth and head into the doorway there. Jump on the nearby pillar to the right there to collect the Homing Missile Capacity Upgrade.

++++++TRIBALS++++++

#1 (Lupus)- From the start, head forward through the doorway to the next area and head in the corner to the left to rescue the Tribal.

#2 (Lupus)- From the start, head forward through the doorway to the next area and head across the lake of fire by jumping from island to island to the

opposite side and head to the left of the entrance there to rescue the Tribal.

#3 (Lupus)- From Gemini Holder #1, jump across the platforms to the left to rescue a Tribal on one of them.

#4 (Lupus)- From Tribal #2, head through the doorway along the wall to the right and go along the path ahead until you see a platform to the left. Quickly jump on it before the floor collapses under you and jump on the platform to the right to rescue the Tribal.

#5 (Lupus)- From the location of the Grenades, fall down on the platform behind you to rescue Tribal.

#6 (Lupus)- Right next ot Tribal #5.

+++++++GEMINI HOLDER+++++++

#1 (Lupus)- From Tribal #2, head through the doorway along the wall to the right and jump on the lower platform to the right of the path you arrive on to collect the Gemini Holder.

+++++++WEAPONS+++++++

Grenades (Anybody)- From Pistol Capacity #1, head forward through the doorway to the next area and continue to a large platform with a worm mouth in the wall ahead. Fall on the platform to the right and open the chest to collect the Grenades inside.

ESCHEBONE - CORTEX

+++++++WEAPON UPGRADES+++++++

Sniper Rifle Capacity #1 (Lupus)- From the start, head to the left of the intersection straigth ahead to collect the Sniper Rifle Capacity Upgrade in the tunnel.

+++++++TRIBALS+++++++

#1 (Lupus)- From the start, head forward to an intersection and follow the path to the right. break the glass window you'll encounter and through afterwards to rescue the Tribal behind it.

#2 (Lupus)- From Tribal #1, continue along the tunnel all the way to an intersection and rescue the Tribal in the middle of it.

#3 (Lupus)- From Tribal #2, continue straigth ahead to a glass window, break it and go through the room when the electricity arc is down. Break through the next glass window at the end and go through to another intersection. Rescue the Tribal in the middle of it.

#4 (Lupus)- From Tribal #3, head into the passage to the left and break through both glass windows you'll encounter along the way. Rescue the Tribal behind the 2nd one.

#5 (Lupus)- From Tribal #4, continue along the path all the way to an

intersection and rescue the Tribal in the middle of it.

++++++SHIP PARTS++++++

Oxygen Tank (Lupus)- From Tribal #5, continue straight ahead to the next area and jump on the moving platform going to the right. Jump off on the ledge at the end and jump on the next one going to the right. Jump off at the next ledge and on the next platform afterwards. Jump off on the ledge and jump on the next platform going upwards. Jump off on the higher ledge and go around the room to the other side. Jump on the platform headed upwards and jump off the higher ledge there. Jump towards the next ledge on the right of there and activate Lupus' afterburner to reach it. Collect the Oxygen Tank on it.

MIZAR'S PALACE - LOBBY

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Juno)- From the start, go forward through the corridor all the way to a large open area. Go straight through it and enter the large building ahead. Collect the Pistol Capacity Upgrade to the right.

Plasma Shotgun Capacity #1 (Juno)- From Pistol Capacity #1, head forward to the end of the room and go through the door on the right. Go forward through this room to the next and collect the Plasma Shotgun Capacity Upgrade to the right.

Plasma Shotgun Capacity #2 (Juno)- From Tribal #4, head up the ramp at the end of the room and go through the door (Kill all ants and flying units to unlock it). Collect the Plasma Shotgun Capacity Upgrade on the left.

Plasma Shotgun Capacity #3 (Juno)- From Plasma Shotgun Capacity #2, head to the middle of the far-end wall of the room for the Plasma Shotgun Capacity Upgrade.

Grenades Capacity #1 (Juno)- From Plasma Shotgun Capacity #2, head to the middle of the left wall of the room for the Grenades Capacity Upgrade.

Grenades Capacity #2 (Juno)- From Machine Gun Capacity #2, continue forward in the next room and go to the right for the Grenades Capacity Upgrade.

Grenades Capacity #3 (Juno)- From Machine Gun Capacity #2, head to the right in the nearby passage and turn to the left when you can. Continue to the next room and head behind the pillar on the right for the Grenades Capacity Upgrade.

Grenades Capacity #4 (Juno)- From Machine Gun Capacity #2, head to the right in the nearby passage and turn to the left when you can. Continue to the next room and head behind the pillar on the left for the Grenades Capacity Upgrade.

Machine Gun Capacity #1 (Juno)- From Pistol Capacity #1, turn towards the 2nd torch on the right side of the room and jump in it. You'll fall below and end up in a corridor. Go forward to an intersection and collect the Machine Gun Capacity Upgrade to the left.

Machine Gun Capacity #2 (Juno)- From Machine Gun Capacity #1, continue around the corner ahead and go past the passage to the right. Follow the path all the way past a passage to the right for the Machine Gun Capacity Upgrade.

++++++TRIBALS++++++

#1 (Juno)- From Plasma Shotgun Capacity #1, head at the end of the room, near the middle to rescue a Tribal.

#2 (Juno)- Right next to Tribal #1.

#3 (Juno)- Right next to Tribal #2.

#4 (Juno)- From Pistol Capacity #1, head down the room to the end and take the passage on the left of the next area. Head in the corner to the left to rescue a Tribal.

#5 (Juno)- Right next to Tribal #4.

#6 (Juno)- From Pistol Capacity #1, head towards the end of the room, turn towards the 2nd torch on the left side of the room and jump in it. You'll fall below and end up in a corridor. You'll encounter the blue ants with large shields here, so keep an explosive weapon handy. Go forward to an intersection and head to the right to another intersection. Continue forward, go around the corner and head to the right at the intersection. Head in the passage to the left along the way and you'll reach a room. Rescue the Tribal straight ahead.

#7 (Juno)- Right next to Tribal #6.

#8 (Juno)- From Tribal #6, head out of the room and go forward to an intersection. Follow the path to the left all the way to the next room and go forward to rescue a Tribal.

#9 (Juno)- Right next to Tribal #8.

#10 (Juno)- Right next to Tribal #9.

#11 (Juno)- From Grenades Capacity #2, kill the crawling beetles with your Laser Pistol and head on the right side of the room to rescue a Tribal.

#12 (Juno)- Right next to Tribal #11.

#13 (Juno)- From Grenades Capacity #4, head across the sea of lava nearby to the opposite shore and go on the left side of the doorway there to rescue a Tribal.

#14 (Juno)- Right next to Tribal #13.

++++++TOTEM POLES++++++

#1 (Juno)- From Machine Gun Capacity #2, head to the right in the nearby passage and turn to the left when you can. Continue to the next room and use your Machine Gun to dispose of the big beetle. Go in the small passage behind it and activate the Totem in the left corner of the room you arrive to. (Grants Purple Beetle in Multiplayer.)

++++++SHIP PARTS++++++

Stabilizer (Juno)- You have to have rescued EVERY SINGLE Tribal in the whole game before obtaining this. From Tribal #13, head through the doorway to the right and continue straight to the pyramid ahead of you. Go through the doorway around it with a red symbol over it and talk to the shaman inside near the old vessel. If you rescued every Tribal from every stage, he'll hand over the

Stabilizer.

Fuse (Juno)- From Tribal #13, head through the doorway to the right and follow the wall over to the left all the way until you spot a 2nd passageway into it. Go through and follow the pathway to the right all the way to a small area with a pyramid. Head inside and charge up on the Fuel Pad to the right. Flyup on the pillar in the middle and activate the Drone Pad there to change yourself into a Drone. Go through the next doorway in this room and stand on the pillar straight ahead to go down to the racing area. Head into the 3rd alcove to the left and hop aboard the racing vehicle. Head through the next doors with it to start the race. Finish in first place to obtain the Fuse.

+++++SPECIAL ITEMS+++++

Mizar's Race (Juno)- In Mizar's Racing Course, finish in first place to unlock this racing course in multiplayer.

MIZAR'S PALACE - ROBOT MISSION

From the start, fly straight forward all the way to the swirling gold rings, collect the spinning yellow pyramids in the air in the middle there, and head to the corner on the right of there. Go through the top hole in the wall there to collect another bunch of spinning yellow pyramids. Head back out of the hole and head to the corner on the right of there. Head through the window there to collect the 3rd bunch of spinning pyramids. Head through the nearby small passage in the corner and follow it all the way to a room. Head to the wall at the far-end to trigger a cutscene. This is the only Robot Mission where you CAN'T get a better ranking.

MIZAR'S PALACE - FLUME

+++++WEAPON UPGRADES+++++

Pistol Capacity #1 (Vela)- From the start, swim at the bottom of the passage to the right to collect the Pistol Capacity Upgrade.

Plasma Shotgun Capacity #1 (Vela)-From the start, swim straight forward and turn to the left at the first opportunity. Swim at the bottom of the tunnel there to collect the Plasma Shotgun Capacity Upgrade.

Plasma Shotgun Capacity #2 (Vela)- From Plasma Shotgun Capacity #1, follow the tunnel straight ahead until you come by an intersection. Collect the Plasma Shotgun Capacity Upgrade at the bottom there.

Machine Gun Capacity #1 (Vela)- From Pistol Capacity #1, swim along the path ahead to an intersection and swim to the right of there to another intersection. Go in the room straight ahead and collect the Machine Gun Capacity Upgrade in the middle.

Grenades Capacity #1 (Vela)- From Tribal #1, go through the nearby doorway to the next area and jump on the right side of the room to collect the Grenades Capacity Upgrade there.

Grenades Capacity #2 (Vela)- Right next to Grenades Capacity #1.

++++++TRIBALS++++++

#1 (Vela)- From Pistol Capacity #1, swim along the path ahead to an intersection and swim over to the left. Go past both the passage on the right and the one on the left. Swim along the current path all the way to the next area and jump on the ground in that room. Head over to the wall on the left and go in the left corner from there to rescue a Tribal.

#2 (Vela)- Right next to Tribal #1.

#3 (Vela)- Right next to Tribal #2.

#4 (Vela)- Right next to Tribal #3.

#5 (Vela)- From Tribal #1, head through the nearby doorway to the next area and jump on the left side of the room to rescue the Tribal there.

#6 (Vela)- Right next to Tribal #5.

MIZAR'S PALACE - CHASM

++++++WEAPON UPGRADES++++++

Pistol Capacity #1 (Lupus)- From the start, head over to the right of the pathway ahead to collect the Pistol Capacity Upgrade there.

Plasma Shotgun Capacity #1 (Lupus)- From the location of the Night-Vision Goggles, step on the green pad in the middle of the room and go through the door that opened. Continue ahead to an intersection and head to the left. Collect the Plasma Shotgun Capacity Upgrade near the wall to the left there.

Plasma Shotgun Capacity #2 (Lupus)- From Plasma Shotgun Capacity #1, continue along the path ahead until you see another Capacity Upgrade near the wall to the right. Collect the Plasma Shotgun Capacity Upgrade there.

Machine Gun Capacity #1 (Lupus)- From Plasma Shotgun Capacity #2, continue along the path straight ahead and go past 2 passageways to the left while doing so. After that, check along the right wall while pressing ahead to collect the Machine Gun Capacity Upgrade there.

Machine Gun Capacity #2 (Lupus)- From Grenades Capacity #1, jump in the higher pathway nearby and follow it to an intersection. Head to the right to collect the Machine Gun Capacity Upgrade.

Grenades Capacity #1 (Lupus)- From Machine Gun Capacity #1, continue ahead to a small room and collect the Grenades Capacity Upgrade in the corner to the far-left.

Grenades Capacity #2 (Lupus)- From Tribal #8, head along the wall to the right to a step and jump on it to the higher ground. Go in the nearby corner to the right to collect the Grenades Capacity Upgrade.

Grenades Capacity #3 (Lupus)- Right next to Grenades Capacity #2.

Grenades Capacity #4 (Lupus)- From Grenades Capacity #2, go all the way to the corner on the left across the 2 streams to collect the Grenades Capacity Upgrade there.

++++++TRIBALS++++++

#1 (Lupus)- From the start, head over to the left of the pathway ahead to rescue a Tribal in the corner.

#2 (Lupus)- Right next to Tribal #1.

#3 (Lupus)- From Grenades Capacity #1, jump in the higher pathway nearby and follow it to an intersection. Head into the room to the left and check the left wall for a small passage. Go through to a small room to rescue a Tribal.

#4 (Lupus)- Right next to Tribal #3.

#5 (Lupus)- Right next to Tribal #4.

#6 (Lupus)- Right next to Tribal #5.

#7 (Lupus)- From Plasma Shotgun Capacity #2, continue along the path ahead past a passageway to the left. Continue all the way to another passageway to the left and turn along it to a room. Jump on the higher platform there to be brought outside. From there, go on the left edge of the platform and jump towards the next platform. Activate Lupus' afterburner to reach it and rescue the Tribal there.

#8 (Lupus)- From Plasma Shotgun Capacity #2, continue along the path ahead past a passageway to the left. Continue all the way to another passageway to the left and turn along it to a room. Jump on the higher platform there to be brought outside. From there, go to the edge of the platform ahead and jump towards the land far-ahead. Activate Lupus' afterburner to float to it and go in the alcove behind the middle waterfall to rescue a Tribal.

#9 (Lupus)- From Grenades Capacity #2, head along the wall to the next corner to rescue Tribal.

#10 (Lupus)- Right next to Tribal #9.

++++++SPECIAL ITEMS++++++

Night-Vision Goggles (Lupus)- From the start, head forward through the long tunnel and past the doorway at the end. Shoot down all the flying units ahead and kill off the big beetles on either side of the room. Go through the doorway to the next area ahead afterwards and open the chest to the left of the room to collect the Night-Vision Goggles.

7. Multiplayer Data & Tricks

This section lists the characteristics and advantages of the characters available in multiplayer, there is also a description of the stages, weapons to use... etc.

CHARACTERS

++++++JUNO++++++

Average height and size, average running speed, average energy, Juno has no real "advantage" right off, save for being able to walk through red-hot liquid.

++++++VELA++++++

Average height and size, she runs a tad bit faster than Juno, the only real "advantage" she has is that she can dive underwater, the only thing able to harm her there are explosions, regular shots can't hit underwater for some reason....

++++++LUPUS++++++

A really small target, runs about as fast as Juno and has the same amount of protection than them, an annoyance for your opponents as they'll usually miss a target like this when compared against human-sized targets. You cannot hang over ledges with him, however. The other quirk is that you can float over the air for a small amount of time.

++++++ARMORED JUNO++++++

The exact same character as the regular Juno, except his outfit is cooler. No use for the Jetpack, take this one for looks only.

++++++ARMORED VELA++++++

The exact same character as Vela, except with her jetpack on, take this one for the outfit and not extra performance.

++++++ARMORED LUPUS++++++

A larger version than the regular Lupus, no special stuff added to him, he remains the same character except with more bulkiness. Choose the regular Lupus unless you like the new look.

++++++BLUE ANT++++++

Looks like one of the blue ants you encounter all the time in the regular game, except it stands like Vela and has the same exact voice. Needless to say, this ant has the same ability, being able to dive underwater. No change in health or in running speed, a character there only for appearance as Vela and this ant have no real difference besides it.

++++++GREEN ANT++++++

Same height as every other ant, no special traits from the others. It runs at the exact same speed as Juno, and uses the same voice, it could maybe walk through red-hot liquid, considering that is Juno's power.

++++++RED ANT++++++

The exact same as Juno, with the exception of the new costume, this one is

really hard to miss in ANY stage, don't bother to hide with this character. Just like Juno, it can walk through red-hot liquid.

+++++YELLOW ANT+++++

The exact same than the Blue Ant character, it can swim underwater and has the same speed and voice as Vela. Picking either this one or the Blue Ant will have the same results... (Except that you can be seen more easily as a flashy yellow character than a deep blue one).

+++++FEMALE TRIBAL+++++

Small target, runs pretty fast as well. Like the Male version of it, it loses energy really quickly from any sort of damage-dealing weaponry. You can swim underwater with that one to provide a quick escape from shots.

+++++MALE TRIBAL+++++

A small target, moves really fast around the battlefield, a little bit faster than Vela, hard to hit for it's size. The only disadvantage of this character is that he loses energy REALLY fast when hit, so be aware you should focus on dodging rather than being hit, a direct hit from the Tri-Rocket Launcher can kill him even at full health.

+++++BROWN BEETLE+++++

A big, slow beetle, seems to endure less damage from shots, but I'm not sure It doesn't jump very high and is a slow runner, I think it might be able to walk through fire areas for having Juno's voice, the size it bears makes it an easy target, but the color theme it has might be easier to camouflage with the dark levels.

+++++PURPLE BEETLE+++++

The same big beetles you encounter in the actual game, shrunk down to a more "regular" size, they move around slower than the Jet Force team, bigger targets are also easier to hit. A clumsy character in all, he sports no extra energy (But seems to endure less damage from regular shots). He also uses the same voice as Juno does, so one could assume that he can go through red-hot liquid as well.

+++++GREEN BEETLE+++++

Same exact same as every other beetle, can walk through fire, is a little bit more able to endure damage, slow runner. The color scheme on this one makes it easy to hide in stages like Tawfret, where most walls have the same deep green tint than this character.

+++++CYBORG BEETLE+++++

A red/white beetle with a mechanized air, probably the best character to use in multiplayer (Also the hardest to obtain), it can jump extra-high, moves a little bit faster than Vela, I think it can walk through red-hot liquid too

(Because it bears Juno's voice) and receives less damage from regular shots. The only minor drawback is that this target is larger than most and the set of colors it bears makes it easy to spot. If you got this character unlocked, it's best to use it to dominate the battlefield.

+++++MUTANT BEETLE+++++

Another beetle, with the same characteristics as all others, slow, can walk through fire, endure less damage. The only difference here is the mutated looks, big yellow eyes, brownish skin.

LEVELS

S.S. ANUBIS: A small battlefield with giant blue crate around the room, the various weapons and such are on top of the crates for you to collect, there is really nowhere to hide in this arena seeing it's size.

TAWFRET: The battlefield is situated in the desecrated castle structure upon Tawfret, the various water pits and tunnel provides divers like Vela a slight edge on the mobility aspect, but most weapons are situated in niches above ground or on higher platforms, so don't expect diving ability to become more useful than an hiding method.

RITH ESSA: A battlefield layered with holes and lower passages, along with a few small barricades of sandbags around. The tower in the middle has the Invisibility/Invincibility on top, so it is rather easy to survey who is aiming for it since it's in the open like that. Small passages you can crawl through are also found around the place, Lupus will have a small edge for being able to hunt opponents in these passages with little worries.

CLOSE QUARTERS: Contrary to its name, this battlefield is larger than most, composed of various buildings around (With paths all around), it's rather easy to lose opponents in there, you can shatters the windows of the buildings to leap in/out if needed as well. Use the boxes on the side of the buildings to reach the roofs, where more weapons are located. Lupus can use his afterburner to float from building to building.

RITH ESSA MINE: Constructed in various tunnels leading to a few rooms, there is an elevator to switch floors quickly. Most of the rooms have an arching pathway above to walk on from each side, and a bottom floor to battle on, one of the rooms contains a lake, but it should be avoided as it's REALLY easy to peg swimmers with explosives in that lake. The blue theme of this level makes it easy for the Blue Ant to camouflage itself over the distance.

SPACE STATION: As opposed to the actual in-game stage, this one is brighter than it, the color theme makes it ideal to camouflage the blue ant character, which can also have an edge for being able to swim underwater in the small lakes in this stage. There isn't much places to actually "hide" here considering the stage is made of straight tunnels mostly.

TUNNELS: Like what the name implies, the stage consists nearly only of tunnels, with various small rooms at certain locations. Boxes are scattered in the tunnels for cover, but apart than that, there is really nothing to hide behind. Explosives can be lethal in enclosed spaces like this.

KING OF THE HILL: A stage with the scenery similar to Tawfret - Bog, even some structures seem to have been taken from the stage itself and put there... there

are some trenches with energy around, not to mention you can hide in them. There is also ruins littered around and trees to hide behind. The outstanding feature that warrants the name of this stage is the big pillar straight in the middle, wide in the open with all the stuff on top. Head for it to become a king of an arsenal.

WEAPONS

+++++++LIGHT+++++++

LASER PISTOL:

Your starting weapon, just like the single-player game, it can fire rapidly for 6 consecutive shots, but then it reverses to one-shot per second until you let it cool down for a little while, the damage dealt by this gun is minimal (Even in rapid fire), it should be used only if you have nothing else... It can still be used even if you have no ammo remaining, it will fire red lasers, who deal a pathetic amount of damage, but when you have nothing else...

FLAMETHROWER:

Given with little ammo and deals average damage, only usable over a short distance, it consumes it's supply of ammo far too quickly, however. This weapon is best suited in a small area where the chance of missing your target is very slim (Preferably a dead-end).

GRENADES:

Wierd physics have been employed on these, they seem to bounce and float slowly around, they explode upon contact of a living creature (You CAN hurt yourself if you throw it at a wall and it bounces back at you), dealing a good amount of damage, they are easily avoided however, the blast can hurt several opponents, so use these against grouped enemies.

TIMED MINES:

Those yellow objects, when thrown, will stick to a wall and flash a small red shockwave, while producing beeping noises, they are more like proximity mines than timed mines, since any creature stepping near oen of these will set it off, inflicting a good amount of damage to the victim and nearby opponents as well. Opponents can spot them easily, use them to set traps around corners and such.

+++++++MEDIUM+++++++

REMOTE MINES:

Small red objects that are thrown in the air to latch upon the wall they come upon contact with, the thrower must press the trigger a second time once the mine has been latched upon a wall to detonate it. Any living creature touching it will trigger it as well (But not if they run nearby without touching it directly, as opposed with the Timed Mines). It deals a good amount of damage over a respectable area, use it to set up traps, but should only be of use to campers.

SNIPER RIFLE:

A weapon firing projectiles a little bit stronger than pistol shots, the auto-aim doesn't work with this weapon. You can adjust the scope of the rifle with the C-Up and C-down buttons while aiming. Aim for the head for as much damage as an explosive would do, great to use against stationary targets, a waste against moving targets (Most characters run too fast for you to target them properly, so you'll end up just wasting bullets).

SHOCKER:

Unleashes a range of electricity over the same distance as the Flamethrower, however, it deals multiple hits, which can cumulate to a great amount of damage if you keep your opponent under fire the whole time. The ammo for this weapon is spent far too quickly though, use this in close quarters only.

PLASMA SHOTGUN:

Hold the trigger until the gun is charged fully (When it stops making the charging noise) and unleash the blast on your opponent to deal as much damage as an explosive weapon. The damaging blast takes as much ammo to fire as the weaker one, so it's not really a hard choice. A slow firing weapon to use, but hits very hard when you know how to aim.

+++++HEAVY+++++

CLUSTER BOMB:

You can carry only one of these, but they pack quite a punch when they connect, throw them at a surface and 3 small bombs will erupt from the resulting explosion, adding to the damage as soon as those touch the ground, they can take down as much as 5 units of energy. The best weapon to use against swimmers when you can't reach them.

TRI-ROCKET LAUNCHER:

It launches 3 rockets for 1 unit of ammo, nice. It's probably the best weapon to use anywhere as explosions can hit for 4 units of energy if the target is caught in the middle, use everywhere and as much as you can, just don't blow yourself up in the process...

MACHINE GUN:

Target an opponent and FIRE! If you're good enough not to let him/her flee, you'll have a kill in a few seconds, this weapon fires bullets very fast and deals good damage, the only problem is actually hitting your opponent, a great weapon in the hands of a marksman.

HOMING MISSILE LAUNCHER:

Use the aiming mode to lock on your target (A geometric form appears around your target once it is locked), don't let him/her get out of your reach and fire! The missiles are most likely to hit dead on or nearby, they can hit for 3 energy units.

ITEMS

SINGLE UNIT GEMINI: A spinning blue gem that refills half an energy unit.

FIVE UNITS GEMINI: A spinning pink gem that refills 2 and an half energy unit.

INVISIBILITY: Simply enough, this item will render you completely invisible to everybody, you will still see yourself in your screen, but your opponents will not even see a distortion in their screen when you pass by them. Your shadow can still be seen, however. The effect lasts for about 30 seconds or less.

INVINCIBILITY: This items makes sparkling colors swirl around you while producing a buzzing noise, no harm can be dealt upon you while you bear this, take full advantage of it! If you see somebody else who has this, jump around wildly while running away, it will be harder for your invincible hunter to hit straight on.

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