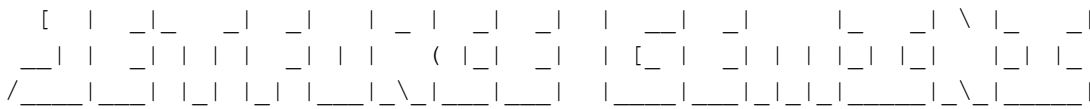


Jet Force Gemini FAQ/Walkthrough

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I. CONTROLS [CNTR]

| | |
|---------------------------------|--|
| _____ ,----- . _____ | D-PAD: Quick-selects weapon |
| / L / \ R \ | START: Un/pause game |
| /_____ \ | C-UP : Cycle weapon inventory |
| (_ _ _ () | C-DWN: Cycle weapon inventory / Jetpack: hover |
| _ _ () () | C-LFT: Strafe left |
| _ (ST) B () | C-RGT: Strafe right |
| A | STICK: Controls movement |
| ,-. _ _ ,--. | A-BTN: Jump button / Zoom-in (s. rifle) |
| () () | B-BTN: Kneel/crawl on ground / Zoom-out (s. rifle) |
| _/ () _/ | R-BTN: Manually aim |
| | L-BTN: --- |
| () | |
| _/ | Control configs can be changed around in the 'Options' menu. |

II. TH' BASICS [THBS]

CHARACTERS [CHRC]

There are three characters to play as, and although none of them really speak too much, they have special abilities and items they acquire. They are:

| <u>SPECIAL ABILITY</u> | <u>SPECIAL ITEM</u> |
|---|------------------------------------|
| - Juno --> Can walk through lava unharmed | Crowbar (open floor hatches) |
| - Vela --> Can swim underwater | Mine Key (enter R.E. Mine) |
| - Lupus -> Can hover over short distances | Night Vision Goggles (see in dark) |

Also worth noting, only Juno and Vela can obtain the Blue Key, which singles Lupus out when it comes to collecting some Tribals.

FIELD OBJECTS [FLDO]

While playing levels ("the field") there is a ton of items and things just waiting to be picked up. Here's a rundown on what to expect:

| | | |
|---------------|--|--|
| Ammo Crates | Will refill ammo incrementally or completely | |
| Ammo Upgrades | Permanently increase weapon's ammo capacity | |
| Barrels | Explodes after enough hits. Stay away from blast radius! | |
| Container | Mechanical-looking holder that houses weapons or keys | |

| | | |
|----------------|---|--|
| Crates | Breaks after enough hits. Has no blast radius. | |
| Drones | The multi-colored, multi-sized enemies. Kill 'em! | |
| Drone Head | A fallen drone's cranium. Can earn cheats by finding 'em! | |
| Elevators | You ride 'em, duh! Sometimes activated by hitting switch | |
| Floyd Pad | Stand on it to initiate a Floyd Mission | |
| Gems | Colored gems restore varying degrees of health | |
| Gun | Dead drone's weapon -- refills pistol or machinegun ammo | |
| Jetpack Pad | Refuel jetpack (when applicable) | |
| Landmines | Blows up if someone gets too close; safe trigger w/ guns | |
| Lifeforce Door | Only opens after set amount of enemies have been slain | |
| Morphing Pad | Changes character into a Tribal or Drone | |
| Panels | Though rare, destroying these turns off jailcell function | |
| Spaceship Item | Special item that goes toward remaking Tribal spaceship. | |
| Special Items | Items (like the Specialist Magazine) have story purposes | |
| Switches | Though rare, shoot these to make objects work | |
| Totempole | Touch it to unlock a cheat/bonus feature for multiplayer | |
| Tribals | Cute teddy-bear-like creatures. All of 'em must be saved! | |
| Tribal Head | You killed a Tribal and took its head. Memento of shame. | |
| Tribal Lantern | Dropped by shot Tribals. Refills flamethrower ammunition. | |
| _____ | _____ | |

MENU OVERVIEW [MNOV]

Main Menu:

CHARACTER -> Switch current character (when applicable)
 OPTIONS ---> See below
 HEALTH ----> View current health level
 WEAPONS ---> View available weapons for character
 MAP -----> View available planets (allows one to instantly warp there)
 INVENTORY -> View character-specific inventories
 TRIBALS ---> View all available planets' Tribal amounts per-area
 SPECIAL ---> View collected/missing Spaceship Parts

Options Menu:

SPEAKER SETTINGS ----> Adjust speaker type (stereo/mono)
 MUSIC VOLUME -----> Adjust music volume
 SFX VOLUME -----> Adjust sound-effect volume (gunshots, splatters, etc.)
 WIDESCREEN SETTINGS -> Toggle widescreen mode
 CONTROL MODE -----> Change plugged-in controllers' modes (normal/expert)
 2-PLAYER SETTINGS ---> Change screen split (horizontal/vertical)
 CHEATS -----> See available cheats and toggle their usage
 QUIT -----> Exit menu

TIPS N' TRICKS [TPST]

And here it is: tips! These things are generally culled from my own playing, although if a reader has any doozies to stick in here, I'll definitely consider doing so (provided it's worthwhile, doesn't rely on glitches, etc.) So with out further ado...

- When you finish a planet, your ammo is NOT refilled. Sometimes it pays to backtrack a bit and scrounge up some, because as you'll find out, some ammo types are pretty dang hard to find (Sniper Rifle?) and some planets won't have any whatsoever.
- Continues are your friend! If you die, your Tribal totals remain intact but your ammo levels remain the same. Each member starts with two per PLANET so they're in short supply -- use gemini refills to boost health in

the meantime.

- Jetpack fuel is only used while ascending. Since this screws with camera angles, it pays to oscillate the flying motion, which also helps for slim landings. Of course it conserves fuel as well, which is always good.
- Juno fights the last level by himself. His important explosives (tri-rocket launcher, homing missiles) are bound to be less ammunition than his friends so make a note not to steal upgrades he should get on this end. A good example would be Lupus taking the huge amount of upgrades in the lava passage on the Spawnship.
- If you shoot a Tribal who holds a lantern -- not with an explosive, of course -- they will drop it, and the thing can be used for flamethrower fuel. This tip's become rather common but it still works if you're fond of using that weapon.

/ III. WALKTHROUGH [WLKT] |

01) GOLDWOOD

[WK01]

\ As: Juno |

STAGES: Outset, Interior, Rim (Lupus only), Lodge (Vela only)

Jet Force Gemini's storyline lets the player choose which characters to go as -- Juno, Vela, or Lupus -- although this won't be available until after the second level is finished. For now, it's all Juno, baby!

GOLDWOOD - HUB

| | | | |
|--|---------------------------------|--|---|
| | | | |
| | To Outset | | After landing in an enemy-uninfested portion |
| | | | of the planet, meet with Magnus outside the |
| | _ | | ship to learn the Tribal King (Jeff) is |
| | _ | | waiting in the hut beyond. Talk with him |
| | _ | | there to be tasked with liberating his |
| | To (Jeff\ \ | | people -- which look like gray teddy bears -- |
| | Lodge - \ _ H_)) | | from their drone oppressors. And although |
| | (| | the game saddles the player with this in a |
| |) | | nonchalant way, let me make it clear: all |
| | /\ | | must be found to finish the game! They can't |
| | \ \ P | | all be gotten now but we can eliminate some |
| | _ | | of the backtracking by finding 'em now. |
| | / \ | | |
| | P = To Fish Pond (START) | | The door to the Lodge requires the Yellow |
| | _____/ | | Key, so we can't go there yet. Move toward |
| | | | the Outset door to get an explanation about |
| | | | what a Lifeforce door is and what those |

shiny lights alongside it denote. Three enemies will drop down and hover; they must be killed to open the Lifeforce door. But don't be fooled by their complacency: these appears in a few moments and will definitely fire back.

Before leaving, there's a secret entrance to a fish pond near the li'l bridge in front of Jeff's adobe -- look for a black hole in the rockwall. There's a crate here that gives the best weapon in the game: Fish Food. You feed it to your enemies and they explode! ...NOT. You feed fish with it and that's all it's good for. There is, however, a Shuriken capacity upgrade here -- you'll need to get the weapon from the Lodge first, though, so remember this. When we get Vela, there's also a secret totem at the bottom of the pond to claim.

For now, take the door near the chief's hut and exit this portion.


```

      _\__ Door
      |__| |__|
      |__| |_/ /
      |__| |___/
      / _____ |
      _ ( ( |__| |
      |__| |__| |__|
      |__| |__| |
      |__| |__| | M |
      |__| |__| |
START

```

Proceed through this unnamed area until reaching a gorge with a winding path up the cliff, a locked door and Magnus in a dead-end somewhere. He'll bestow the Red Key on Juno, which allows him to open doors of that color (duh?).

With this in hand, enter the clifftop door and kill the purple gunner. Take the Machine Gun in the chest behind him, exit into the gorge, and use it to unlock the door at the bottom. The path will lead 'round to the next area.

GOLDWOOD - INTERIOR

```

|_____|
|  _  _  _  _  |
| ( ) (•) ( ) ( ) |
|          |
|_  ( )  ( )  |
|_  |_____|  |__|
| M • |      |__|
|_  |      |__|
ENTER | P_ |
      |__|
      | |_____|
      | _____ |
      |__| |__| |__|
      |          |
      | GAP |      |
      |__| |__| |__|
      |__| |__| |__|

```

At the start, there's a machinegun upgrade and the first [1/9] Tribal in the crook of the path. Further up the road is a village in ruins; beware of snipers. The second Tribal is on a hut's husk [2/9], and can be obtained by going around back and jumping onto the framework, then carefully getting the prize. The exit gate's guarded by a large drone and some cohorts, although they may blow themselves up like Three Stooges rejects -- d'oh!

In the second area, neutralize the sniper on the treetop near the start and scramble for the pistol upgrade on the nearby box. Past some floating UFO-type drones (strafe fire!), the fork leads to a doorway blocked by an abyss -- can't go this way. Take the

- | • - Tribal Location
- | M - Machinegun Upgrade
- | P - Pistol Upgrade

| |•••| only accessible route and cut a swathe through the leagues of UFO-type enemies; when they're gone, both doors in the area will be accessible (this includes the one |_•••_| across the pit).

|__|
EXIT Take the nearest door and...

This third small area has four [7/9] Tribals being guarded by a single maroon drone, who's slightly tougher than normal types. He may turn his fire on the innocents so save 'em first before letting him meet his maker. Crates here contain ammo refills and a machine gun upgrade. In the 4th screen, run for the invincibility pickup as a bunch of floating drones infiltrate the area and start a massacre. Before leaving, look for the final two [9/9] Tribals cowering behind a stack of crates. Exit when done!

STAGES: Hold, Passageway, Depository

Right at the start of this area, before entering the Hold, look on the boxes to find a health increase and some upgrades for the pistol/machinegun. Climb higher on another stack of crates in the corner to find the Plasma Shotgun

are no enemies, carefully walk over the criss-crossed girders, find the totem in one corner [BONUS FEATURE UNLOCKED: Blue Ant in Deathmatch] and exit in the new upper door, which basically leads to a vent with drone larvae inside. At the end is a reward of Cluster Bombs, however. There's also a Floyd Mission nearby but we can't do that yet, so ignore it and backtrack to the conveyor belt room. The Clusterbomb Upgrade that was grayed-out before can be obtained now!

Now it's off to the jailhouse. If you've blown up the seven fuseboxes so far, Vela and six Tribals [9/10] are now freeable, plus another [10/10] who has a fusebox alongside the cell. Congrats on saving all those cute fuzzywuzzums! The door Vela took leads to the level exit, and in fact, you can start going down Vela's storyline if y'want -- although this walkthrough won't.

SS ANUBIS - DEPOSITORY

To get here, re-enter the level (select from the 'Map' menu) and climb to where the Plasma Shotgun was, then further to the 2F walkway. Enter 'Hold' from here and take the 2F door.

| | | |
|---------------------|-----------------------|---|
| • - Tribal Location | • • | To get here, re-enter the SS Anubis by |
| | • • • | selecting it from the 'Map' menu. Upon |
| | _ _ | entering, climb up toward the Plasma |
| | _ _ _ _ _ | Shotgun's container and keep going higher |
| | _ _ _ _ _ _ | onto the 2F walkway. Re-enter the Hold |
| | _ _ _ _ _ _ | from here and find the 2F door that runs |
| | _ _ _ _ _ _ | right to the depository. |
| | _ _ _ _ _ _ | Now, there's nothing particularly cool |
| | _ _ _ _ _ _ | about this first portion, as it's |
| | _ _ _ _ _ _ | • • • • basically drones and snipers in a |
| ENTER- | _ _ _ _ _ _ | • • • • • labyrinthine cargo bay. Sometimes |
| | _ _ _ _ _ _ | SHIP the player can outfox a sniper by |
| | _ _ _ _ _ _ _ _ | getting him when he's not looking |
| | | but this is rather infrequent. |

There's only one way through here, so just pretend it's a placemat at Burger King and go to town (teehee?). There are two rooms that branch off from the maze: the north contains a portion of the Tribals [5/14], the exit dock has the other nine [14/14]. Since some of the babies are around the ship, take care not to prematurely finish the level!

Note that exiting from the depository opens up a "secret planet": Walkway. This doesn't have to be done now, although for continuity's sake, it's best to do it now -- that way we don't have to backtrack to get some upgrades on Tawfret.

03) WALKWAY

[WK03]

\ As: Juno |

STAGES: Peak

This level is literally a walkway plus a building. Why stop here now? One reason: the Homing Missiles. They're inside the building's lifeforce door after the drones are defeated. Don't bother trying to get all the tribals as only three of the six are obtainable now, and we'll have to do it all over later anyway (once we get the jetpack).

Once you get the missiles, leave for Tawfret.

04) TAWFRET

[WK03]

\ As: Juno |

STAGES: Bog, Bridge, Castle

First things first, it's important to know that these mutated red enemies are ONLY susceptible to explosions, so save your ammo for awhile.

TAWFRET - BOG

```

                To Bridge
                |
            _____|_|_____
            | S          | | _____| |
            |____|1•| | | | _____|
            |\TT\_____ | | |_|_|
Tri-Rocket -| |_____ | | • |
Launcher    || _____| | • • |
            /| |_____ | | • • |
Grenades    _____|_|_____ |
            _____|_|_____
            /          # \ Use the new weapon to blow open mausoleum doors
            (          # ) in town, which culls a huge bounty: 2 Tri-Rocket
            |          # | upgrades, two tribals [2/10], and a new weapon
            | ##### # | (Grenades). Following this, there's a Shotgun
            | #     ### | upgrade behind a tombstone and one more pesky
            | #          | Tribal hiding on the church ruins [3/10]. Note
            | #     #### | the church trapdoor that requires a crowbar...
            | #     #### |
            \_____ # _____|
            |____|_|_|_____ | # - Dirtpath
            /_____ \ | #H | | • - Tribal Location
            ( START ) | # # | | S - Shotgun Upgrade
            \_____ / | # •• # | | T - Tri-Rocket Upgrade
            |          ##### | | H - Health Upgrade
            |_____ | |

```

Backtrack to the first screen now, killing everyone in sight to open a lifeforce door in one of the corners. This leads to a dead-end area with two more Tribals [5/10] and a health upgrade. Get 'em all quick before the drones here catch on. No more Tribals can be collected just yet until that trapdoor is pry-openable, so we'll leave it for now.

ONCE THE CROWBAR IS OBTAINED...

After you return here with the crowbar from the next section, the trapdoor leads to a lady-or-tiger situation, where a tribal or mutant drone will be shown. However, all drones must be killed to unlock the jailed tribal in plain sight. Overall, there are five [10/10] to rescue.

TAWFRET - BRIDGE

```

                To Castle
Flares      |
            \_____|_|_____
            |_____ | | _____|
            |_____ | | _____|

```

```

Floyd -| |3•|   R\  | | • - Tribal Location   | ! - S. Rifle Upgrade |
| |!•| ' | | | P - Pistol Upgrade   | H - H. Missile Upgrade |
|   . 1| | | R - Robot Component   | M - Remote Mines     |
| ( )   | | | # - Connected Passageway | S - Shotgun Upgrade  |
| _____P_ |•|_ | | G - Gimlet's Pants   |                       |
|           2  | | | _____| _____|

```

```

| _____| _____| _____| _____|
| |##### ( |3|_____ Sniper Rifle is located within a
| / # # \ | _____| _____| house in Screen #4. Flares under
| #####G# # | |• R | _____| _____| Floyd's platform (blow up door).
| # ### # | | _____| _____|
| # # | | •• | _____ R M |
| ##### | | ! H | |••_| _____|
| _____# _____| | _____| |
| _____| _____| | _____| |

```

```

| # | | _____| | Upon entering, there are four [4/12]
| # | | _____| Tribals scattered around the bridge
| # | | _____| in front of Juno, plus a pistol
| # | | _____| upgrade at the bridge's foot. Some
| _____## | |2| _____| fish-type drones premiere here, and
| _____| # | _____| will oscillate back and forth if
| _____# | Juno is up high, but only boast a slight increase in
| ##### | resilience over UFO types. Feel free to skip 'em.
| # _____| Get the Shotgun/Homing Missiles upgrades 'fore going.
| # |

```

```

| # ( In the second screen, nab the temporary invincibility
| # | and take out the fish drones who float around and fire
| _____# _____| nigh continuously (unless you can get a tree in-between).
| _____| _____| There'll be a few more of these encounters, and a big
| _____,-. | one towards the end as well. Another new enemy are the
| /• _ • )| squid type of floating drones, although since these'll
| (•( '- | only lock-on if Juno is inert, they're much easier than
| )H) ,-. | the usual crap.
| S (•\ ( )|

```

```

| ) )'- | The third screen is basically a big pond with a shore
| ( ( | surrounding, and an island in the middle. Swim out to it
| _____P_____ | and find some pants -- yes, pants -- stuck on a branch.
| _____| _____| We'll need these in the next area. Take note of the hole
| _____| _____| under the island, which Vela can get to. Besides that,
ENTER | _____| _____| skidaddle before the enemies go haywire (unlike others,
| _____| _____| these belligerent sons of guns don't act like braindead zombies).

```

This one is the ruins of a larger town. Climb up some rubble to get in, then locate the large house occupied by an NPC (Gimlet)...and he has no pants. He gives the crowbar for finding his pants in the 3rd screen, and this will be of use both here and in the previous area. With the crowbar obtained, now it is time for the other special thing: getting Floyd. Talk with this robotic drone on an elevated platform to learn his three crucial components were scattered around town by enemies, and he can't move without them. All of these pieces are marked on the map, mind you. [Before this, get the fifth Tribal [5/12] in one of the remaining houses that contains the Sniper Rifle.]

Okay, to reanimate Floyd, we'll need to find his three parts. One is on the wall, which also happens to be the way to get onto Gimlet's house. Juno can fall slide through the chimney and deliver a sack full of liberation for the Tribals within the network down there, of which there are five [10/12] to be found -- one is isolated and has to be obtained via the door under Floyd's platform. Most are hidden in rooms behind the breakable stone coffins, along with the two new weapons -- Remote Mines and Flares -- within this area, as

well as upgrades for the Sniper Rifle. There's an upgrade alongside the S.R. for Homing Missiles, which may have been obtained if Juno went to Walkway already.

Anyway, the final two Tribals of this level are WELL hidden, and probably unnoticable without the flares (one of the few uses they ever have). Go under Floyd's platform and use them in the dark wall to highlight a makeshift stairway leading up to an attic in the ceiling, where the last two [12/12] are staying. There's a sniper rifle upgrade here, too.

With everyone found, the level can end -- after you awaken Floyd, of course. The crowbar can be used to get the rest of the Tribals in the Bog portion, so if you want to do that now, replay that portion and enter the trapdoor under the church.

TAWFRET - CASTLE

| | |
|--------------------------------|---|
| _____ | The first task for Juno is, of course, to |
| SHIP | break the castle walls, which are guarded |
| _ _ | by red-drone snipers; two cyborg types are |
| _ _____ | in the parapets. The sniper rifle earns its |
| _____ _____ | keep here, although a player can wing it -- |
| BOSS _ • _) T _____ | most ammo boxes are full refills, luckily. |
| _____ _ • _ • _____ | |
| _____ | For screen two, its back to the old |
| _ _ _____ _____ | twisting, straightforward path |
| _ _ _____ | through the drone horders -- like the |
| •• _ _____ ! | SS Anubis' depository, most are just |
| _ _ _____ | regular types and green snipers. Get |
| _ _____ | the machinegun upgrade at the start |
| H • / _____ | and continue to a waterfall area; go |
| _____ (_ _ | the dry-land route, which leads to a |
| _____ | homing missile upgrade. The next pool |
| _____ | has 3 snipers; make a mental note of |
| • - Tribal Location _____ | an underwater tunnel (for Vela). |
| H - Health Upgrade _____ | M |
| ! - H. Missile Upgrade _____ | All the Tribals are in this 3rd |
| T - Tri-Rocket Upgrade _____ | screen are on the ground-floor |
| M - Machinegun Upgrade _____ | and in plain sight. The first one |
| _____ | START is in the pillar room [1/6], the |
| _____ | next near a water access tunnel |
| | [2/6], and in that direction, two |

others [4/6]. Upon coming to the lifeforce door, quickly get other two who're both in the snipers trajectory [6/6], just on different sides of the wall. Finally, before going through the lifeforce door, snatch the tri-rocket upgrade near the pillar room's other door. In this new pillar room, roll in the full upgrades for all weapons before proceeding further to...

BOSS: Stag-Beetle Drone

Like all boss battles to follow, Juno cannot run around like normal; he can only strafe. And that's good as the camera isn't going to turn traitor and screw up here. Attack-wise, it can shoot out bats from its mouth and stomp the ground to make 1-2 shockwaves. Evading for the first can be done by shooting them or general maneuvering, and specific timed jumps for the latter. To kill the boss, it has to be broken down piecemeal: first shoot off its tiny mouth fangs to stop bat attacks, then blow off its head horns; finally, its head itself. The pieces can only be damaged when they sparkle, so don't waste ammo -- set up manual targetting! Either way, as long as a player has strafing down, this battle's difficulty redlines pretty hard and losing should be a

far-off dream. [Difficulty? 2/10]

Juno automatically exits towards the ship afterwards, although it's possible to go back and get Tribals [etc.] if needed. The plentiful refill boxes will have vanished, though. Either way, congratulate yourself on finding all the Tribals on a planet -- hopefully.

05) MIZAR'S PALACE

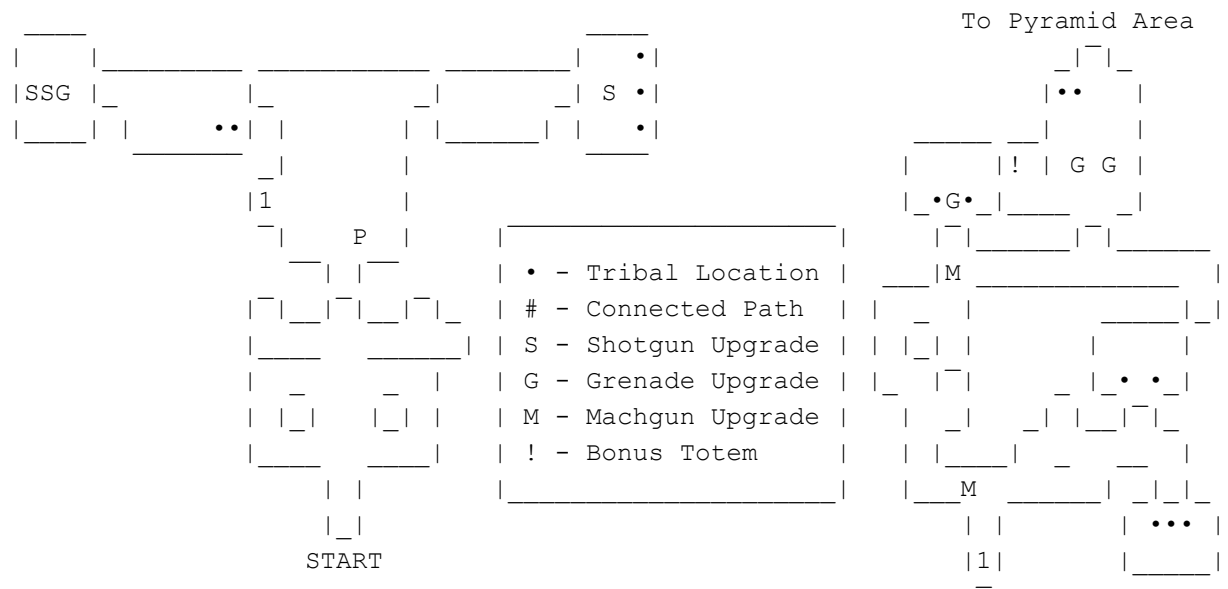
[WK04]

\ As: Juno |

STAGES: Lobby (Juno), Flume (Vela), Chasm (Lupus)

Some of the stages can be partially explored by Juno right now, but the Flume is completely off-limits and there's not much to do in Chasm that Lupus won't be able to do better, so we'll ignore it. Floyd is required for this level so make sure he was reanimated back in Tawfret's Bridge section.

MIZAR'S PALACE - LOBBY



Through the long opening passage, enter into the glossy outdoor plaza that really shows off how amazing the N64 can make graphics look -- strafing gives an effect that makes Juno seem like he's ice-skating! Beautiful. Kill the weak drones and proceed toward the temple. The entrance to Flume is in the underwater tunnel, which we can summarily ignore.

The inner temple has lines of flamepots along the wall, and two doorways at the opposite end. Before doing anything though, grab the pistol upgrade right of the entrance. The "left" door leads to a huge firefight with Tribals in a safe corner [2/14], and the lifeforce door herein leads to two shotgun upgrades and a grenade upgrade. The "right" door leads to a similar battle before spitting Juno out in a room with three more Tribals [5/14] and a 3rd shotgun upgrade. With this area looted, return to the temple lobby and look at the "you are here" map -- it seems to suggest a hidden passage inside one of the flame pits. If you look at all of them, one flame is a hologram over a huge shaft -- jump down it after getting a whole bunch of ammo around the area.

After taking the plunge, get our your tri-rocket launcher or grenades, which are going to be key in getting through the hordes of shield drones without wanting to throw the controller. Using the map above, notice that none of the

nine Tribals in this area [14/14] are within the hallway, which is good; also good is that none are in imminent danger and are often alone. Throughout the area, there are two machinegun upgrades and three grenade upgrades -- wow! In the lava area with a cyborg drone, the totempole can be found in the secret room behind him [BONUS FEATURE UNLOCKED: Purple Termite in Deathmatch]. The lava room also holds the exit to this area.

PYRAMID AREA

This incredibly huge area really has little sightseeing. Juno's "mission" is to locate three keys visually. The first is in the middle of the weird ring machine that's in constant motion; the second is in one of the upper corners near there; the final is above this area's exit door, in an high-up hole. It isn't that hard to find them -- they look like three yellow triangles, or a Triforce if you're a Zeldaphile. Didja find all of 'em? Good.

With that done, exit this plaza to the "right," which should lead to the door to the Chasm portion -- we can ignore it, but go there for a second anyway.

MIZAR'S PALACE - CHASM

Lupus is the only one who can get all the Tribals here, so instead, find the 3 grenade upgrades in the corners and exit back to the pyramid area.

PYRAMID AREA

Find the floor ring near the Chasm entrance that has some tokens around it; the middle is a start of a "Floyd Mission," which of course requires Floyd. His mission is to collect the three keys Juno identified earlier then finish the job by going into the passageway behind the one in the upper corner. The controls for the job are rather simple: A-button goes forward, B-stops, and the analog stick controls movement. If done right, there'll be a long scene where the pyramid moves onto the ring machine and Juno can enter it -- through a specific door, that is.

NOTE: Finishing this level via the Pyramid means that Juno isn't playable till his comrades missions are done. If you want to avoid backtracking later, do all his upgrades/Tribal junk now!

Either way, this ends Juno's solo run through the solar system. Vela's stuff is up next!

/ VELA WALKTHROUGH [WLKV] | _

06) SEKHMET

[WK06]

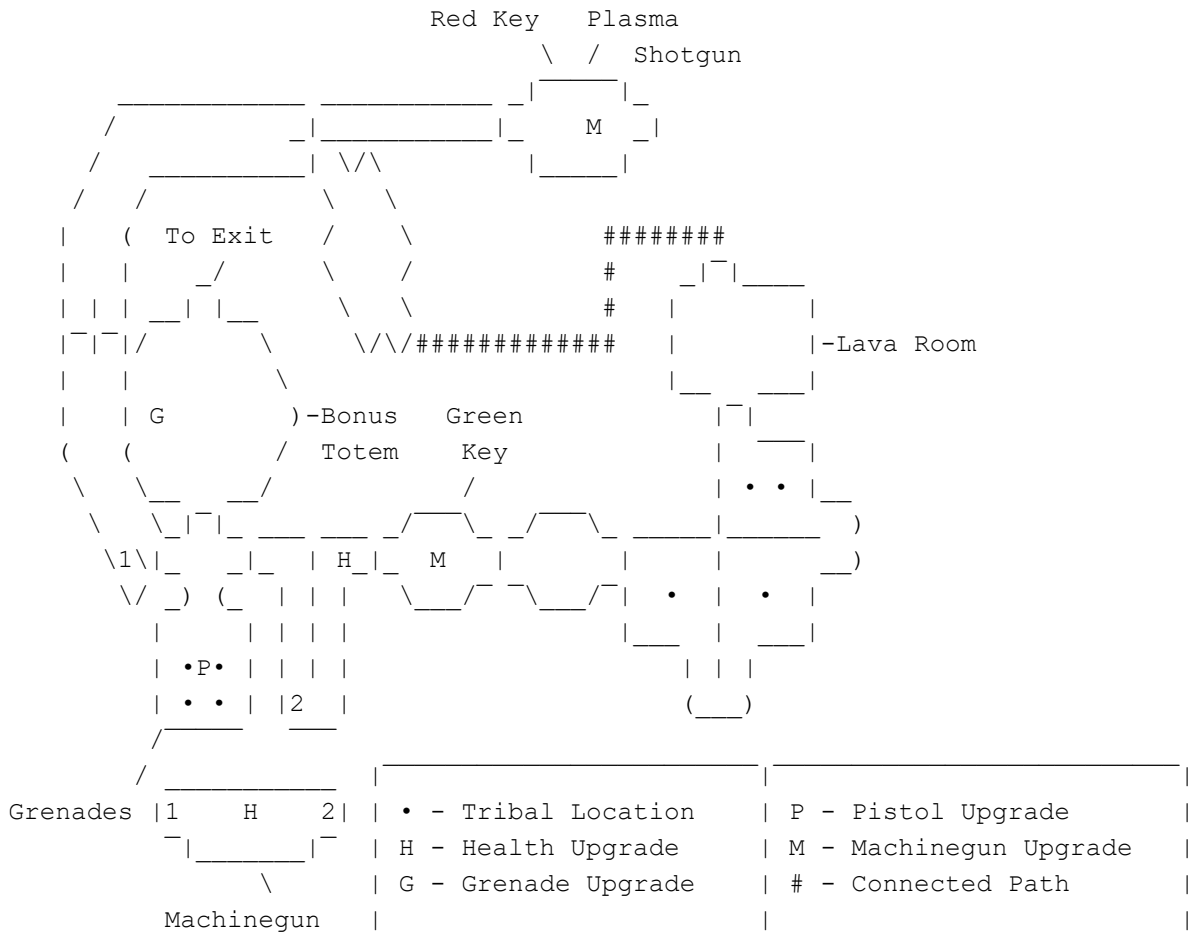
\ As: Vela | _

STAGES: Battle Cruiser

Yup, only one stage. As you'll soon find, Vela is at bare-minimum equipment and will have to forage for upgrades. Unlike Lupus' missions which are much more generous in playing catchup, Vela's ain't as easy. Just one large stage to go through, however.

SEKHMET - BATTLE CRUISER

I hope you enjoy this map because even after rewriting it three times, it still doesn't align perfectly -- 'tis the pitfall of areas that are circular and interconnected!



Right behind Vela's starting point is a Grenades container, and there's a pistol upgrade on some boxes. Speaking of which, there are some Tribals [4/15] standing around in this landing area. There are three doors but only one will be unlocked to start; the others need a Green Key. Enter the adjacent chamber to find that this area is shaped in a circle or something close to it. Simple drones run around and even with a pistol, opening the lifeforce doors should be a simple task. Of the two lifeforce doors here, take the one that would lead back toward the launch pad area -- this leads to an empty chamber with a Machinegun and health upgrade inside. Exit and go through the lifeforce door ignored last time.

Shield drones will be in here but there's few enough that the grenades can take care of 'em. Locate the door that requires a machinegun to unlock (just like Juno did back on Goldwood), which leads to another shield-drone hallway prefacing an empty chamber with an NPC. Talk with him and he'll give Vela the Red Key to spite Mizar. The magenta door is locked here, so return back two screens and take the higher door that leads to a cargo area with UFO-type enemies escorting drones around. Past them, a room with lava. Juno's needed to move around in the lava (that and the jetpack are why we can't get all the Tribals on this level now). UFO-types drop down when Vela tries to cross, so don't get caught off-guard on the thin catwalk en route to the red-key door.

Past here are three interconnected areas with automated elevators and Tribals on isolated platforms. It's obvious how to enter and exit, but of the four Tribals here, only one [5/15] is obtainable -- lame. Past the elevator series is another cargo room leading into a chamber with a glass floor. Bust it up and get the Green Key in the chest below, which is adjacent to a machinegun upgrade. Enter the next hallway and turn right immediately to find the health upgrade in the blind corner. The UFO types and shield drones here can be run past and ignored. The green-key door leads back to the landing pad.

With this new key, we can enter the final door from the 'pad. There's a huge spiral ramp around a center pillar, and although it's tempting to ignore all

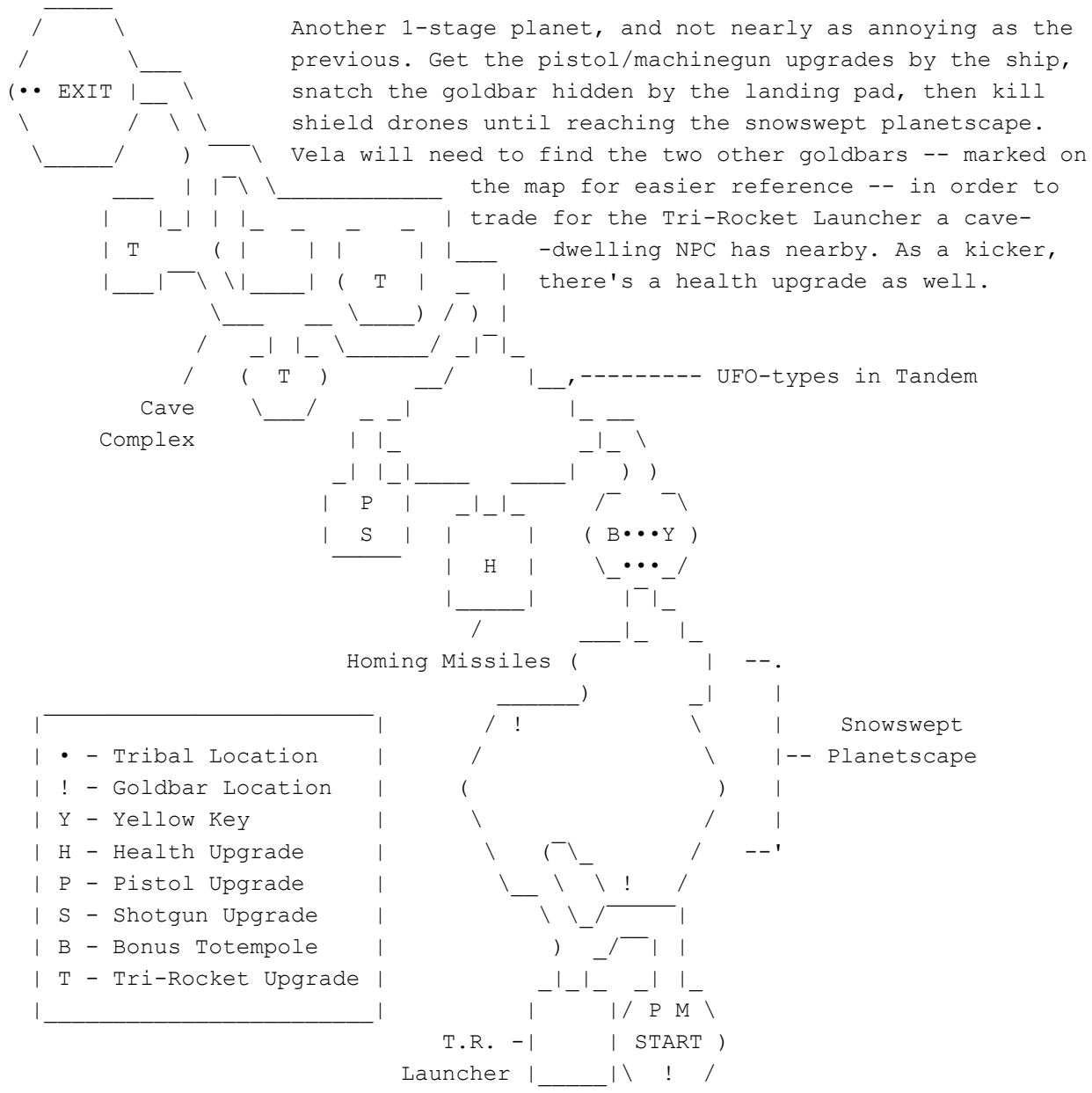
the annoying shield drones, there's a lifeforce door at the top so they'll all need to be six feet under. A grenade upgrade is at the foot of the ramp, and the level exit is past that lifeforce door.

07) CERULEAN

[WK07]

\ As: Vela |

CERULEAN - DUNE



Another one-stage planet, and not nearly as annoying as Sekhmet. Get the pistol/machinegun upgrades in front, and then snatch the goldbar hidden behind Vera -- this is necessary in a moment. Proceed through the li'l canyon, killing shield drones, until it's possible to enter the snowswept countryside. There are two other goldbars to find here, one around the right corner and one along the wall on the opposite side of the hills. When all three are collected Vela can get the Tri-Rocket Launcher from the mining NPC in a previous door. There's also a health upgrade there!

With this baby in tow, head across the hills to where the enemy encampment is along the wall, which leads into a cavern system. Right inside are the first six Tribals [6/8], a Yellow Key, and a totempole [BONUS FEATURE UNLOCKED: King of the Hill mode in Deathmatch]. The next area is full of natural rock

formations and there's a rank-and-file group of UFO types flying around. They won't fight back but do make quite an annoying target to hit. One of the caves here leads to Homing Missiles and a health upgrade, the former which can help against the UFO types. Killing them all opens both lifeforce doors, one of which has a pistol and shotgun upgrade. Whew! Take the other to continue the cave complex.

You'll quickly find that there are many forks, some of which lead to dead ends with lifeforce doors. Red termites and gigantic drones inhabit these cramped spaces, so if you're in having fun being a grenadier, make sure to watch out for suspended ceiling larvae -- grenades blow up on contact with them, and they can be hazardous if Vela's nearby. Either way, to get all the goodies in this portion, there'll have to be some backtracking...sorry, that is the way it is, folks. The first lifeforce doors has a small scene but the others have no attention drawn to them. Oftentimes the largest drones are the key to unlocking them. Before exiting in the "west," make sure to get the three tri-rocket upgrades, as they'll truly make Vela a force to be reckoned with.

In the exit pad where the ship is, make sure to circle 'round and get the two final tribals [8/8] near a metal...uh, thing. That should end this level!

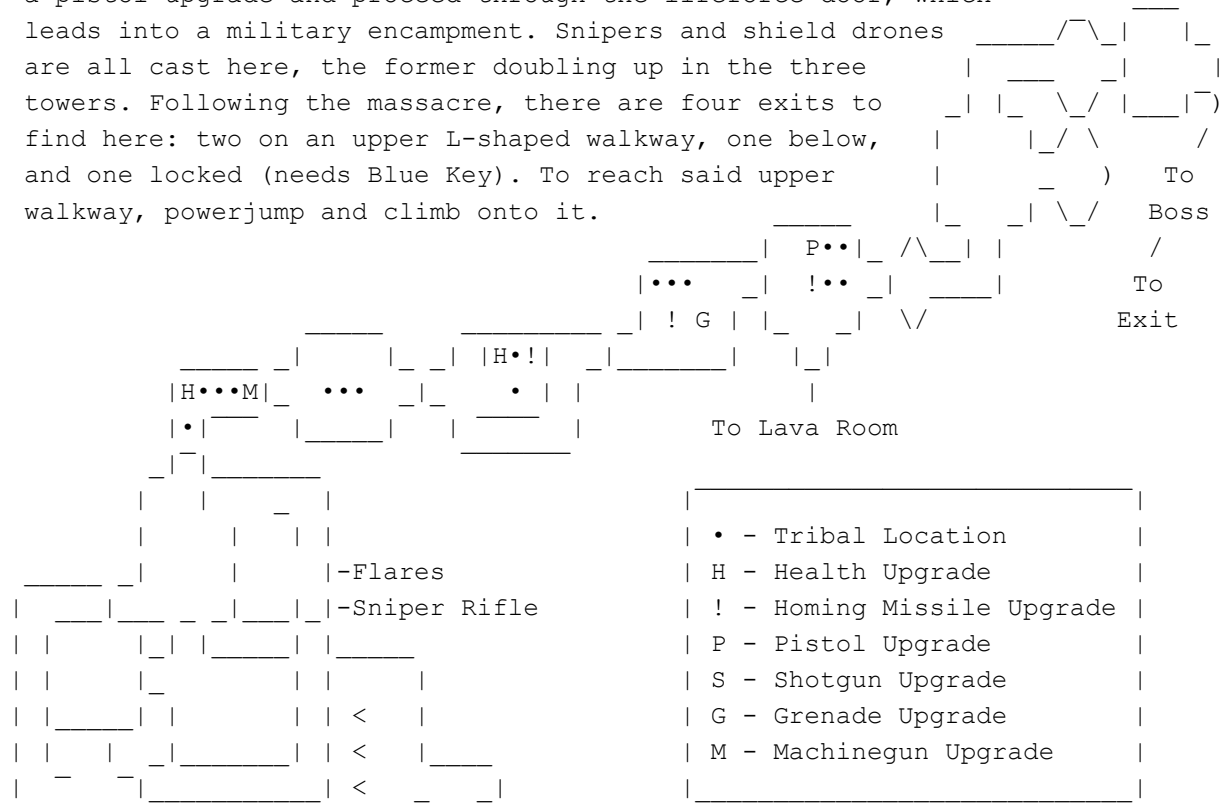
08) ICHOR

[WK08]

\ As: Vela |

STAGES: Military Base, Perimeter

After disembarking, get the shotgun upgrade behind Vela and trek through the cargo yard with shield drones and a cyborg. When they're dirt stains, snatch a pistol upgrade and proceed through the lifeforce door, which leads into a military encampment. Snipers and shield drones are all cast here, the former doubling up in the three towers. Following the massacre, there are four exits to find here: two on an upper L-shaped walkway, one below, and one locked (needs Blue Key). To reach said upper walkway, powerjump and climb onto it.



One of the walkway exits leads to a small room with Flares and a Sniper Rifle, then segways into the lower cargo bay (actually, any path available

/START\ from outside leads here). The door down
(S) below leads into a hallway with two
_____/ Tribals [2/16] around a platform base
occupied by a cyborg drone and its
shield-type cohorts. If you plan on blowing 'em sky high, collect all the
innocents first! Immediately following, get the health upgrade and locate
the staircase where two more [4/16] Tribals are guarded by squid drones. Vela
may accidentally hit a Tribal if firing from above, so run below to collect.

The next cargo dock has more Tribals on the ground level [6/16], so once
again: take them first! Only shield drones and a couple snipers are here,
and it's very easy for a stray rocket to decimate one of the cuddly friendly
units. Through the next door, kill the cyborg drone on the lowest level to
unlock the lifeforce door past some lateral piston traps. There's also a 2nd
health upgrade in the stairway down there, and you may notice two out-of-reach
Tribals [8/16] on a ledge here -- only Lupus can get them. Make it past the
piston traps with timed runs to exit.

Adjacent, this chamber has a bunch of buttons that control platforms as long
as Vela stands on it. Get the homing missile upgrade hidden below first and
make your way across to the grenade upgrade. Three Tribals [11/16] are here
in one of the upper corners, as well as a mercenary machine that lets one
refill their health/ammo to max by using Mizar tokens.

Further on, there's another large cargo chamber with moving platforms. Take
out the termite who starts running away, because he's going to execute two
Tribals [13/16] around the corner. There's also another [14/16] on top of a
doorway, but again, only Lupus can reach it. A homing missile upgrade is on
some platforms here, and another [14/16] Tribal is on the one opposite there.
Guess what? Vela probably can't get that one either, haha. Lupus cleans up
here with his floating ability.

So, with that in mind, exit via the lower passage to find the great outdoors
just as you remember 'em: clear skies, a calm pond, ants with guns trying to
kill you. UFO types fly in first, but shield drones are just down the path
with the same intentions in mind. Past the 2nd group of UFO types, Vela will
come to a bridge...and there's a planned ambush. Two machinegunners -- this
time on actual emplacements -- are pointing at the bridge and can rip our gal
to shreds pretty easily; there's also drones who run around here. Bypass the
annoying guns by swimming the ditch on either side of the bridge, then leaving
past the final UFO circle. Fill up on ammo in the final chamber, then enter
the lava area to find...

BOSS: Drone Queen

Vela is suspended on a lava-traversing platform here so she can only go left
or right, like Juno's fight before. The boss has a few attacks: (1) explosive
slugs are dropped on one side, which can be evaded by strafing away (2)

Like the last boss fight, there is a specific order to defeating it, and the
pieces in question shimmer to show they're the current target. First, the
two flytrap antennae, then the slug body itself. When the body explodes, the
remaining portion of the queen goes airborne and is hard to hit without the
homing missiles. When all (4) of its guns are defeated, just its floating
body will remain. It always retains the explosive slug drop attack, but that
should be rather easy to avoid by now.

If Vela dies, she's automatically placed back in the ammo room, regardless of
whether she has any continues left. Yes!

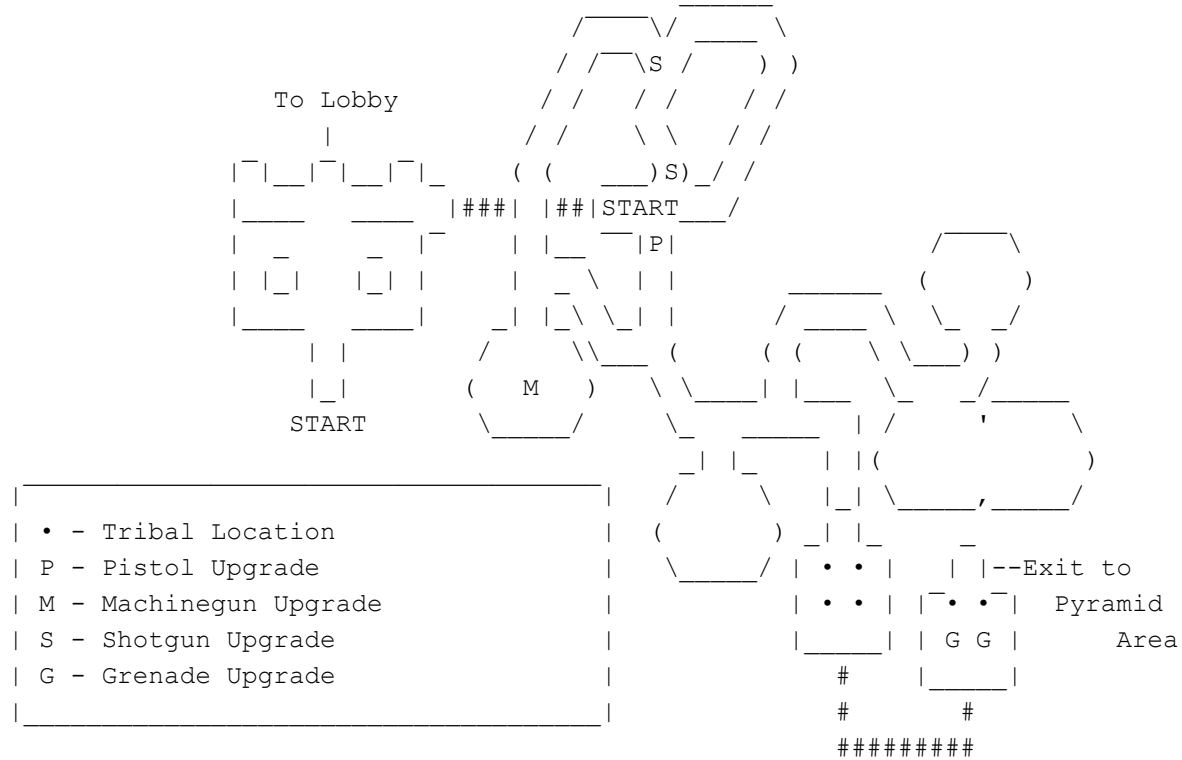
When the boss is lava fodder, we find Lupus behind a door...and we can start his levels if we want! ...but let's finish Vela's path first, eh? There's one more screen to go through before the docked ship is found, and it's without enemies.

09) MIZAR'S PALACE

[WK09]

As: Vela

STAGES: Lobby (Juno), Flume (Vela), Chasm (Lupus)



Like Juno before, this mission starts in the outdoor plaza with reflective floor tiles; however, Vela can't enter the temple so she'll have to swim down to the underwater entrance. She can breathe indefinitely in this form so no reason to hurry for oxygen. This...is the entrance to the Flume portion. And there's no enemies whatsoever! This means Vela can simply swim around and get the upgrades strewn throughout the passages. Use the above map to find them all, being two shotgun upgrades, a pistol upgrade, a machinegun upgrade, and two grenade upgrades in the exit portion. All six Tribals [6/6] are in the last two screens as well.

After exiting through the waterfall, Vela ends up in the pyramid area that Juno created with Floyd. All she has to do is find the door that opens for her and head on in. Now we can get on with Lupus' portion!

LUPUS WALKTHROUGH [WLKL]

10) SPAWNSHIP

[WK10]

As: Lupus

STAGES: Troop Carrier

Lupus' special ability is being able to float/hover over stretches of time

door guarded by UFO types. Through there we're back at the criss-cross walkway that leads to a red-key door.

There are a couple of snipers shooting from sewer drains here, and a red termite below runs to execute three Tribals [5/15] if Lupus does nothing to stop him. To get the Yellow Key, Lupus must powerjump and hover at the peak of said jump, then float into the sewer drain. The Sniper Rifle is there as well as the Yellow Key -- twofer! Yeah!

Backtrack one room, go through the new door into a room with a broken walkway over lava -- uneventful except for a health upgrade near the starting point. There's a straightforward, empty bunch of rooms that leads to the exit

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OUT-OF-THE-WAY STUFF TO DO BEFORE LEAVING:

- Enter Room #5 (on map) from the upper walkways and look for a drain below the platforms -- this is where a sniper was previously. Lupus can hover down, freefall, then hover again into there. The Bonus Totem can be found inside [UNLOCKS: Green Ant in Multiplayer]
- In the lava room, the broken walkway goes around this metal-lookin' dome. The entrance faces the wall so it's easy to miss, but Lupus can hover down and get inside. Therein? A Shocker weapon! Getting back is harder, since our faithful friend will be taking damage from the lava. Try to powerjump and hover to the step where the health upgrade was.
- Down by the lava room's dome is a small entrance. Juno, again, can tread easily through, but Lupus will have to bounce around. Inside are a whole bunch of upgrades: four tri-rocket launcher, four homing missile, timed mines, remote mines, and cluster bombs. None of these can be obtained now, but we'll come back to 'em eventually.

#####

As said before, leaving is easily possible past the lava room -- no one's on guard duty past there.

11) RITH ESSA

[WK11]

\ As: Lupus |

STAGES: Bluff, Ascent, Interior, Mine

RITH ESSA - BLUFF

Blue Key

Door \

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The Bluff area can't be fully explored until a Blue Key is obtained, which means seeking out the Tribals here is a waste of time -- in fact, only [2/8] can be found here, and they're on the long bluff pathway. In the area just past the starting point, make sure to hover behind the waterfall and get the homing missiles -- they'll be very useful in clearing out enemies on the bluff walkway, which has gobs of UFO-type floaters, and introduces the

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|••_/_ propeller types. At the tri-fork past
|M|___ there, get the Tri-Rocket Launcher &
|___| pistol upgrade, the health upgrade by
| |___ the locked mine door, and head
|___| on into the Interior portion.
|_|_|
| Tri-Rocket-/ P ___|- To Ascent (Blue Key)
| Launcher / ,--. \
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Cluster Bombs -|_ _| To Interior
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To Mine (Mine Key)

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RITH ESSA - INTERIOR

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Not much to say about this compact portion except that it is the last one we'll visit on this world (for now), and that all Tribals can be obtained. It helps that there are only four [4/4], all separated from each other, and often on ledges where gunfire won't hit them. Lupus must be careful not to misfire his explosive weapons, though.

Anyway, the enemies of this level are often shield drones and a few (small) packs of UFO drones, although there's a cyborg drone on the first bridge near the start. About upgrades, there's a tri-rocket one near the first Tribal, a shotgun upgrade near the 2nd, and a final tri-rocket upgrade near the exit craft.

| | |
|------------------------|---|
| • - Tribal Location | Before leaving for the next world, make sure to |
| S - Shotgun Upgrade | stock up on ammo -- nothing's lamer than reaching |
| T - Tri-Rocket Upgrade | a planet and having to scrouge for munitions. |

12) ESCHEBONE

[WK12]

\ As: Lupus |

STAGES: Thorax, Approach, Cortex

ESCHEBONE - APPROACH

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|------------------------|---------------------|
| • - Tribal Location | ! - H. Missile Upg. |
| T - Tri-Rocket Upgrade | H - Health Upgrade |
| M - Machinegun Upgrade | P - Pistol Upgrade |

Enter the second screen to find -- surprise! -- more lava platforms. Termite

ensuing tunnel leads to a two-tier room with similar enemy numbers, plus two exits this time. Make sure to nab the Magenta Key and the two Tribals on the floor, although the former is more important. The isolated door here leads to a Floyd mission, which we can save for later; the other leads back to the largest chamber's magenta door.

With all that done, the only remaining door is the one with a magenta insignia. Behind it is a bunch of ammo boxes, which is a harbinger for...the boss in the next room!

BOSS: Twin Mantids

This is definitely the hardest of the three "prologue" bosses. The two mantes have machinegun arms, grenade-throwing capabilities, and a tailgun. There is a specific order for defeating these guys, and it won't be easy, since they switch out after enough damage.

- 1) Destroy Mantis #1's arm (Mantis #2 does nothing)
- 2) Destroy Mantis #1's other arm (Mantis #2 does nothing)
- 3) Destroy Mantis #2's arm (Mantis #1 shoots dual missiles x2)
- 4) Destroy Mantis #2's other arm (Mantis #1 shoots dual missiles x2)
- 5) Destroy Mantis #1's tailgun (Mantis #2 shoots dual missiles x2)
- 6) Destroy Mantis #2's tailgun (Mantis #1 idles)
- 7) Destroy Mantis #1's head (both mantes shoots spit attack)
- 8) Destroy Mantis #2's head (rapid-fire spitbombs)

Ammo conservation is key, and when destroying the arm portions, it's best to use the pistol/machinegun, saving the explosives for later. The dual missiles are shot simultaneously and come in from two directions in a pincer attack, so to avoid one can (1) strafe in one direction and let the missiles converge away from Lupus (2) strafe-jump and let the missiles converge above, while strafing away from explosion (3) let rock formations on left/right absorb some of the hit and hopefully evade damage. The player will also notice that the missiles begin being fired every four jumps and that wait time by the final head-destroying portion becomes every time -- dangerous!

A good tip is to only fire when the target is in the center, since the range is shorter and homing missiles/tri-rockets are more likely to hit. This will become essential for ammo conservation later when the 2nd tailgun target quits firing twice per middle section.

When it comes down to shooting the heads, both mantises will become targets and alternate jumping into the middle to do their spit attack. Keep an eye on where the left/rightmost mantis is, because after shooting toward the center, strafe TOWARDS that direction to let the 2nd spit attack arc right overhead. Don't get caught in the crossfire as those spitbombs hurt like heck. Once one mantid's gone, though, it definitely gets easier.

When the dust settles, it's time to exit the level. And for reference, the Tribal you see in the cutscene can't be rescued and doesn't count towards the overall rescue total.

can now use jetpack symbols to access new places. So, let the backtracking begin!

_____/ LOCATING SHIP PARTS / FINDING REMAINING TRIBALS [WLKS] |_

14) GOLDWOOD

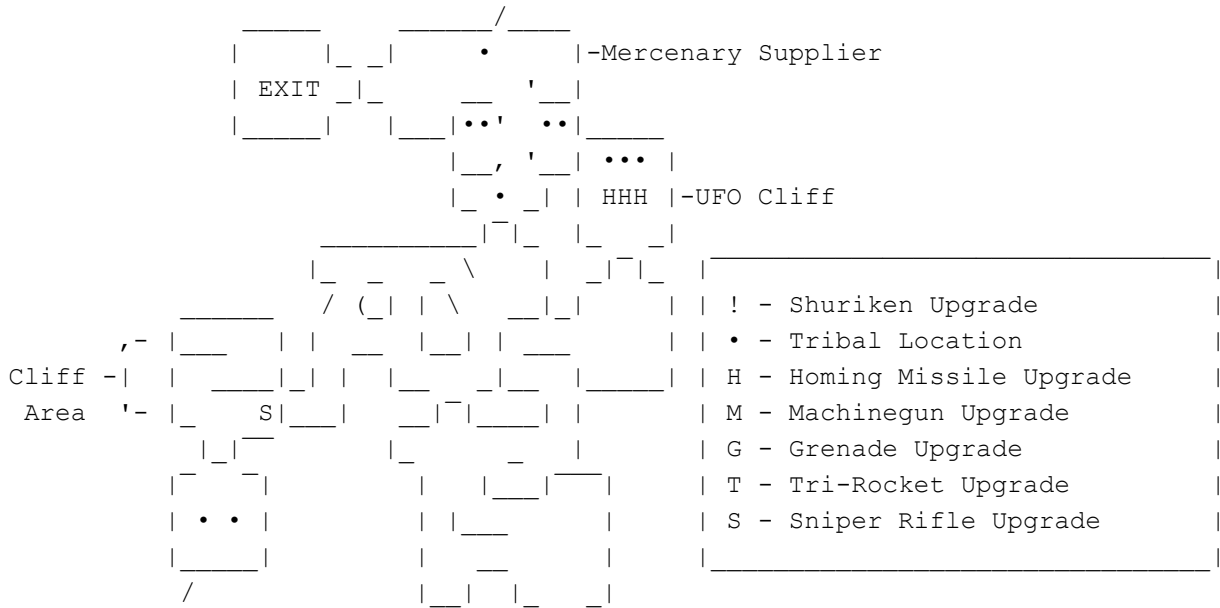
[WK14]

_____\ As: Vela, Lupus |_

The first backtracking portion is the first planet encountered, and there's a bit of areas we couldn't access fully before. Vela is required for Lodge, and Lupus for the Rim.

GOLDWOOD - LODGE

Intact Village



First things first, enter the yellow key door (not pictured on map) in the area with King Jeff's adobe and get the Shuriken! This portion of the Lodge isn't connected to the main one so we have to do it now. Luckily, there aren't any Tribals [etc.] to fret over. To reach the Lodge proper, enter the Outset portion and reach the river bridge, then swim through the underwater tunnel.

A machinegun upgrade is left of the starting point (on ledge), and further in a house can be accessed with four Tribals [4/15] and a rare shuriken upgrade. Further in, in the cavern with a bridge overhang, get the two grenade upgrades on the lower portion and the three (!) tri-rocket upgrades up on the bridge. There's a mercenary supplier in the house here, if that suits your fancy.

This next area is rather labyrinthine and has no upgrades or Tribals, so it will be an uphill struggle against shield drones and a crapload of super cyborg drones, which can take upwards of 4 tri-rocket salvos to go belly-up! These harder types are found more often in the interconnected cavern parts. I'll break down the three doors, which lead to different areas:

- CLIFF AREA: Through a flock of UFO types and drones, at the cliff bottom, is a doorway that leads to the 1st ship part, a [Power Cell]. Two Tribals [6/15] is within as well.

which has a sideroom with a Tribal [1/12]. A box here can be powerjumped off of to get back up, and so on. Using this method, find 3 more Tribals [4/12], one across from the Flamethrower container and one on the floor underneath. Make your way back to the starting point, which has a descending elevator.

This will be a bit of an "Alien" type level, where enemies suddenly pop out from around corners and try to kill your character, but it's not that hard once the layout's learned. In the first room, get the flamethrower upgrade and drop down into the pit to get another Tribal [5/12], and another down the hall [6/12]. At the fork, go "right" then "left" to find the bonus totem room [UNLOCKED: Spacestation level in Deathmatch]. Locate the "1" on the map to find an elevator up.

This upper path will connect back to the initial elevator, but we won't be going that way. Get another Tribal [7/12] right near the entry point and jetpack/float over the gap and continue straight to a remote mine upgrade [if you have it]. At the next fork, go left to find another remote mine upgrade -- yay! The eighth tribal [8/12] is in the dead-end room past the 2nd upgrade, supposing no one's executed him. Take the "2" elevator down.

Down here, rush to get the next two Tribals behind the drone [10/12], and explore the square passageway to find two more [12/12] left alone. That's all there is to do in this level, although you can kill more drones on the lowest floor if y'want. [There's even an empty room down there that basically says "you thought there was going to be a Tribal in here but you're mistaken!"]

Leaving is possible by floating back to the ship on the upper level.

16) GEM QUARRY

[WK16]

\ As: Any |

STAGES: Landing

As was previously established, this level is obtained by finishing the Rim level on Goldwood as Lupus.

GEM QUARRY - LANDING

This level's not too hard Tribal-wise -- all of them [5/5] are standing in or around the initial village -- but we have the other task of firing up the quarry's power so it can blast asteroids out of the sky. To do this, enter the adjacent area where a Tribal (NPC, can't obtain) is dumping green gems into the quarry, and the generator machine is moving around in the middle. Do the painstaking task of shooting those gems into the machine's open hole, and when enough are done, talk to Magnus in the village to get the 2nd spaceship part: the [RADAR DISH]!

[If you're having trouble with the generator part, remember that shooting them in front of the generator works well enough, and its vacuum will suck them in without a problem. It only elevates itself when a character is near. You'll know it's working as a loud resonation plays and the beam fattens.]

Exit the same way y'entered, then head for the SS Anubis for unfinished business.

\ As: Vela/Juno |

SS ANUBIS - PASSAGEWAY

To reach the Passageway section, enter the Anubis' very first area (before the hold) and climb up past where Juno got the shotgun. The catwalk here has a fuel pad. Charge it to full and locate the ledge further up. Do a double jump and hold down A-button to keep flying upwards. Follow through the really long tunnel set when inside.

After being spit out on the ship's outer walkway, grab the sniper rifle upgrade and head down to the pad guarded by a sniper. We'll have to float over a curving (bottomless) gorge, with only our wits and the occasional fuel refill to help us. There will be flocks of UFO types and ledges to rest on, so definitely stop to take a look around while flying. Along the way there's a sniper rifle upgrade.

At the very end is a pad and an entrance with a laser grid, which alternates its position to give a temporary fly-in window. It's easy to fly in, actually, but the hardest part of this area is finding the two well-hidden Tribals [2/8] that are near this door. There's a tiny door slot to the right of the electric entryway trap, and by flying near enough, it slides back to reveal those two little buggers! [They can also be accessed after going through the electric trap, because the exit panel is also on the right side.] The Tribals' doors have no safety platform so don't waste too much fuel! After that rigamarole, kill the snipers and fly to their ledge, which then gives access to a doorway across an abyss. Continue on until a new screen can be entered.

In this chamber, take a right and enter the door near the full-health gemini to find Midge, who gives Spaceship Part #3, the [FIN]. Backtrack one room, fly over the watery pit with laser pirahnas (!?) and heal up on the other side, exiting there as well. Beyond is a pillar with spinning platforms at intervals, which can be flown up to. At the very top, find six Tribals [8/8] standing in a bunch. How did they get up there? Magic powers of cuteness? The world may never know.

If you have the Fin and all Tribals, it's time to exit...by backtracking all the way to start! Wow, pretty cruel, huh?

\ As: Juno |

WALKWAY - PEAK

In case this area wasn't opened before, one has to deplete the Depository level of SS Anubis, which is accessible from the Hold's first room (2F). But anyway, this level is very easy once the jetpack's obtained. Fight your way up to the building and kill the drones; look for a jetpack pad around the way. Search around the roof and alongside the building to get the Tribals [4/6]. Remember two're alongside the building on a dead-end ledge, and that the jetpack only holds 20 units of fuel, so don't be a daredevil. The bonus totem is at the peak [UNLOCK: Rith Essa Mine in Deathmatch].

The building's interior leads to a mercenary supplier and an elevator leading into the tunnels below. The shield drones are annoying but the tri-rocket

at the base of the first tower. There's no more enemies in this first screen. In the second U-shaped screen, the lifeforce door is unguarded...so how to open it? Find a window and start sniping enemies from the three far-off guard towers. When all are clear (some enemies don't appear unless you're at the right window), the lifeforce door opens.

Beyond, a weak maze with a 2x shotgun upgrades, a sniper upgrade, and a bunch of shield drones. This makes it shuriken territory, pard! Power up the jetpack and, near this room's starting point, look on the "left" wall for a small pipe opening which connects to garage at the end of the level. Within are two Tribals [2/8], although I suggest turning around and going like normal. There's another Tribal near the corner [3/8] as well.

In this way, in the area with the high ridges, there's three more [6/8] Tribals to get on top of the things and one below. In said garage, four machine-gun emplacement snipers are dawdling around. Sniping them in the head is a OHKO, but explosives work as well.

Outside, stand on the drone morph pad to go incognito as a sniper drone. This is necessary to enter the "Big Bug Fun Club" casino down the nearby tunnel. Inside are some drones getting their boogie on, an arcade off to one side, and the final two Tribals [8/8] near the bartender. You might also see the miner NPC moonlighting as a deejay, haha. Exiting is the same way y'came into the level, sadly.

22) ESCHEBONE

[WK22]

\ As: Vela (Thorax), Any (Cortex) |

You may have noticed that the revisiting part of the walkthrough has gone in order of appearance, and this this doesn't quite gel. The reason for this is that an item from here is required to do everything on Rith Essa, so that's the way it is. A lot better than having even more backtracking than required!

ESCHEBONE - CORTEX

| | |
|--|--|
| <pre> _____ -Oxygen _ _ Tank _ _ _) _ /•/ __ \ ((___) \ ___ \ (__) \ _ / / \ • / _) ((__) _ _ / ___ \ / /)•) _/ ((___ \ (__) \ \ ((___)) ___ \ / / \ _ / / \S / </pre> | <pre> _____ • - Tribal Location S - Sniper Rifle Upgrade _____ </pre> |
|--|--|

To reach the Cortex, enter the Thorax section's first screen. Those white lights on the wall actually lead to a small outer portion, and the right one of the two has a hidden jetpack refill behind a destructable door. Use this to fly onto the worm's back and enter the tiny Cortex region.

NOTE: To proceed, destroy filmy barriers with guns. This may be self-evident, but eh...

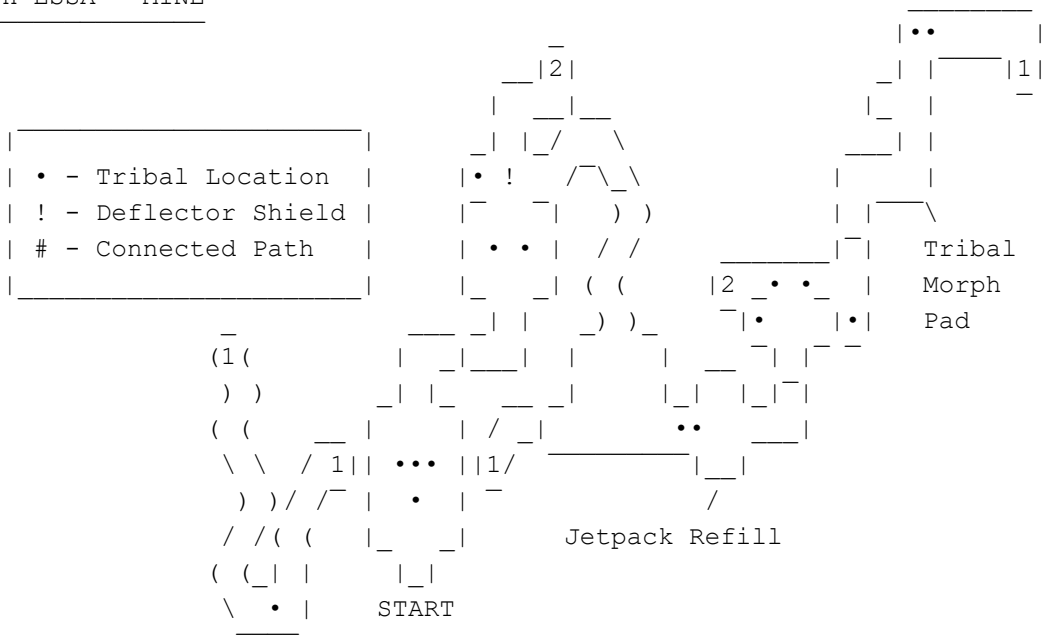
Right at the start, grab the sniper rifle upgrade and go down the path across from it, which has alternating electrical currents (low-damage attack). The first Tribals [2/5] are found on this route. The third Tribal [3/5] is past the first mandatory room with electrical currents, in the mouth of a fork. Take the left route to pick up the fourth [4/5], and at the very end, the last [5/5]. The room adjacent leads to

the footpath. The rest is straightforward and culminates in a lifeforce door at the top tower.

Inside, take some time to eliminate the bobbing aerial squids and take out the normal drones on the spiral staircase downward. At the bottom, there's a jetpack course where the only landing points are flat-top pinnacles rising out of the cloudcover. Be sure to shoot the drone driving an, uh, air cadillac at the start lest it plague the progress throughout the area. Without that distraction, simply land and look around for refueling points. There aren't any Tribals here so don't bother sightseeing! [Use your sniper to check out for refill points, or ways not to go.]

After making it to the second tower, find the three Tribals [5/6] working in the mine right near the surrendering drones, then kill any other resistance on the way up. En route is the last [6/6] Tribal near a target, so don't shoot too recklessly. At the top, the exit leads back into the first area of the stage, so it's easy to exit.

RITH ESSA - MINE



To get the Mine Key, we'll need to be Vela and have obtained the "Specialist Magazine" from the Eschebone Thorax level, which in order of this walkthrough, is right after this one. Once you have it, give the, err, literature to the NPC in the doghouse area and he'll trade it for the Miner's Key. Now we can get down and dirty in the shaft.

```
#####
If you didn't get the level's bonus totem in the pool right outside the mine
hut, make sure to do that. [UNLOCKED: Tunnels level in multiplayer]
#####
```

The mine's first level opens into a large cavern with a rock bridge, and four Tribals [4/16] are within the lower quarry here. The second screen's quarry has three more [7/16], two at the bottom and one atop the elevator (which is started by shooting a switch obscured by boxes). Up near the moleman foreman (that's a weird phrase), there are two exits. Take the one to the "right" of the moleguy.

This leads to a long interconnected area with six Tribals [13/16] all in a bunch of rooms, some requiring an elevator (shoot boxes to find switch). On the map you'll see a "Tribal Morph Pad" denoted. Change here and talk to the foreman later, and you'll find that he's really trying to double-cross the Gemini team. Agree to help him bury the [CARGO BAY KEY], but pocket that

left 'em in in case Vela can pick up some scraps (the remote mine and homing missile ones might still be here).

Anyway, ignore the Tribal in the 3rd screen and go to the 4th, where he's on the upper ledge [1/15]. Drop down to the lower room from here to get one more of those buggers [2/15], then exit into the hallway. There are two of these guys straight across the way [4/15], but make sure to get 'em before they're murdered in cold blood. Kittie-corner to this room is another with more water than the rest, and of course there's an exit 'specially for Vela! Fight through two rooms of enemies to find a vacant shaft with a Shocker weapon for her, plus three Tribals [7/15] that can be obtained by using the jetpack.

Return to the upper floors, once again ignore the Tribal on the doorway, and continue to the across the two platform rooms to the one with the green-key door. Through the electrical traps, find a coterie of four Tribals [11/15] in the dead-end room. NOW, finally go back to the ignored Tribal on the 3rd screen's doorway and snatch him [12/15] before taking the red key door. Remember to kill the drone down below immediately or he'll execute the three Tribals [15/15] there. That completes the level effectively. [NOTE: If any of these Tribals keep dying, think about reversing the suggested order and doing them first!]

After you've gotten all the Tribals and saved, return here with Juno and go to the lava room again. This time, jump in and wade through the doorway -- it has plenty of goodies for Juno (or Lupus, but Juno is the one who needs them the most, for the Asteroid level). At the very end is the spaceship part [JUNO'S HATCH KEY], the ninth spaceship part so far.
#####

25) FINDING THE REST OF THE SPACESHIP PARTS

[WK25]

So far there've been eight found, which means four remain. Recap of the ones found so far:

| WHO | PIECE | PLANET/AREA | LOCATION |
|-----|------------------|-------------------------|-------------------------|
| V | Vela's Hatch Key | Goldwood/Lodge | Isolated cliff area |
| JVL | Radar Dish | Gem Quarry/Landing | From Magnus |
| J | SS Anubis | SS Anubis/Passageway | From Magnus |
| V | Nitrogen Tank | Water Ruin/Lost Island | Tunnel under island |
| JVL | Power Cell | Water Ruin/Lost Island | Give Earplugs to Ivana* |
| JVL | Lupus' Hatch Key | Ichor/Military Base | Last Tribal room (pipe) |
| JVL | Oxygen Tank | Eschebone/Cortex | Top of "brain" room |
| V | Deflector Shield | Rith Essa/Mine | Obtain from Farmer** |
| J | Juno's Hatch Key | Spawnship/Troop Carrier | Lava room -> lower door |

As for the others, which haven't been mentioned because they're on planets where all the Tribals were already found, here's the lowdown:

CARGO BAY KEY - Tawfret (Bridge). Required: Vela. Swim underneath the tree where Gimlet's pants were, then talk to Gimlet afterwards.

STABILIZER - If you've obtained all Tribals, and you should have if you followed this walkthrough, talk with King Jeff inside the

Mizar's Palace's pyramid to obtain. [You'll need to talk to him twice if you haven't talked to him before.]

FUSE - Inside Mizar's Palace's pyramid area, ignore the larger one and find the smaller one in a dead end. Inside, jetpack onto a pillar's drone morph pad, go through the door, jump on the round elevator, and descend to find a racetrack for drones. In the lobby, find an empty vehicle and drive it into the next screen, where the race will start. Get first place and the Fuse is yours! [You need to practically get every speed boost every round to beat the sniper drone]

About the Fuse: if you find yourself losing a lot like I did, it may just be because your analog stick is pressed but not giving you a boost. It must be directed forward (or forward-diagonal) to keep up with the sniper racer, otherwise you'll find yourself about 100 M.P.H. short and constantly failing. Keep an eye on that speedometer. Beating the race also opens up that track for multiplayer as an added bonus. [To exit the vehicle, park it where you found it.]

###

When you have all parts collected, go back and see King Jeff and he'll send everyone on their way to the final level.

26) ASTEROID

[WK26]

\ As: Juno |

ASTEROID - MIZAR'S LAIR

The final level is the Asteroid, and as you'll see during the cutscene, only Juno will be playing it. This is the reason why you should've saved some of the best upgrades for him and not hogged 'em all with your faves (Lupus is mine!), or he'll may be under-equipped for this task. Either way, let's get down to business. [There are no upgrades or Tribals on this level, naturally.]

Kickstart the action by moseying into the 2nd screen and sliding down the slope into the middle, where a tunnel entrance can be found. Within the icy corridor is a bunch of shield drones and a few cyborg types, and there's only one exit -- hooray for straightforwardness!

Outside, hop across the couple of pillars and enter a 2nd icy cavern, where more of the same enemies stage their last stand. You'll notice a bunch of cyborgs in a cryogenic sleep (or maybe they fell into an ice-cube mixer), and they will reawaken if their cold shells are broken by explosions/gunfire. It doesn't really matter but somethin' to think about. The exit is blocked by one of these fellas, by the way.

Back outside again, the circular pit Juno starts lets the enemies along the rim have potshots with grenades and RPGs, so reciprocate with tri-rockets and homing missiles to avoid unnecessary damage. Slaying these doofuses will open the lifeforce door, which leads back to the abyss with stepping stone platforms. Use the jetpack to get over to the other door we haven't been through...another icy cavern! This one has tons of ammo at its end, so take advantage of the generosiy, 'cause you'll definitely need it. Outside...

FINAL BOSS: Mizar

His attacks are as follows:

- Meteor Summon (small rocks buffet the platform; strafe to avoid)
- Shockwave Claw (hits platform with claw, making small red shockwave)
- Cold Breath (shoots long beam of breath; strafe to avoid)
- Eye Lasers (shoots purple beams; strafe to avoid)
- Lightning Claw (sweeps platform with lightning; can do continuous damage)

For the meteor summons, they're just like the mantids' missiles that Lupus fought: semi-homing, and can be baited to miss by strafe-jumping. Do this back and forth to avoid most of 'em, although some usually hit. All of the rest are very easy to avoid, although for cold breath you'll want to be as far away from wherever Mizar is when he starts and strafe in the opposite direction (don't be in the middle or he can pin you if it's a long stream).

Most of his attacks are pretty lame, but the lightning claw is the hardest-hitting of them all. I would guess it does about 1 unit of damage but since it does continous damage, it has an effect of draining health as long as Juno stands within it. A player will have to effectively strafe-JUMP to avoid, then switch to the opposite direction as the beam catches on quickly. This is probably the biggest reason for resetting. You can also stand in the middle and simply leap over the beam when it comes, although Mizar will often switch its speed so this way sucks if he's going slo-mo. Anyway...

The first target on Mizar is his jetpack, which is exposed only when he's done his shockwave claw attack and is flying away. Homing Missiles, although weaker than tri-rockets, work well here because as long as Juno keeps the R-button held down, he can lock in on that jetpack and send a few missiles that way when Mizar's vulnerable. Successful hits make a 'zap' sound, for reference. When enough hits are landed (probably about 15 missiles), he'll lose his flying ability and smash into the platform. This ends the 'first portion' of the boss fight.

For this ground-based part, Mizar retains his eye beam and cold breath attacks, and his claw arm is the first target. The boss will cover his face to avoid direct attacks, but the arm can still be shot...because he's dumb. When it's broken off, just attack his face as much as you can and eventually his head will blow off and his body is flung into space. [This part is rather easy and even if you just aim towards his face with tri-rockets, one's sure to hit him. Whoever said you needed 40+ ammo is way off base.]

###

After the boss battle, there's one last thing to do: a Floyd mission to blow up the core. The mission is to simply find the core within the time limit, and it's very straightforward. Just be sure to shoot out the icy barriers and, if possible, the black pointy rocks. When it's all over, it's all over! Hooray for Jet Force, hooray for Earth! Maybe Hooray for Tribal voodoo magic...

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Enjoy the hilarious breakdancing credits!

/ IV. APPENDICES [TRBL] |

TRIBAL LIST

[TRBL]

Tribals are the harmless native species of Goldwood, looking like tiny teddy bears with big doe eyes. And they've been enslaved. Juno's team is tasked with liberating them from their captors, and it won't be easy. Like enemies, they too can be killed, so it's wise to watch where yer shootin'. Each planet will have these critters, although some can't be gotten the first time they are visited due to key/equipment/character restrictions. Here's a list of what's needed:

| PLANET | AREA | AS? | EQUIPMENT NEEDED |
|----------------|-----------------|-----|---------------------------------|
| Goldwood | Outset | JVL | ----- |
| Goldwood | Interior | JVL | ----- |
| Goldwood | Lodge | V | ----- |
| Goldwood | Rim | L | ----- |
| Spacestation | Abandoned Wreck | JVL | Jetpack |
| Gem Quarry | Landing | JVL | ----- |
| SS Anubis | Hold | JVL | ----- |
| SS Anubis | Depository | JVL | ----- |
| SS Anubis | Passageway | JVL | Jetpack |
| Walkway | Peak | J | Jetpack, Crowbar |
| Tawfret | Bog | J | Crowbar |
| Tawfret | Bridge | J | Crowbar |
| Tawfret | Castle | JVL | ----- |
| Sekhmet | Battle Cruiser | J | Jetpack, Green Key |
| Water Ruin | Lost Island | L | ----- |
| Cerulean | Dune | JVL | ----- |
| Ichor | Military Base | L | Jetpack |
| Ichor | Perimeter | JV | Jetpack, Blue Key |
| Spawnship | Troop Carrier | V | Red Key, Green Key |
| Rith Essa | Bluff | JV | Blue Key |
| Rith Essa | Interior | JVL | ----- |
| Rith Essa | Ascent | JV | Blue Key |
| Rith Essa | Mine | V | Specialist Magazine (Vela-only) |
| Eschebone | Approach | JVL | ----- |
| Eschebone | Cortex | JVL | Jetpack |
| Eschebone | Thorax | V | Jetpack |
| Mizar's Palace | Lobby | J | ----- |
| Mizar's Palace | Flume | V | ----- |
| Mizar's Palace | Chasm | L | ----- |

I think that's right. Email me if I forgot a key or something. ^ ____ ^

GOLDWOOD - OUTSET [7]

- | | Along footpath, under 1st sniper's tree
- | | Running around in the drone-infested village
- | | Behind house in drone-infested village
- | | In the mines
- | | In the mines
- | | In the mines

| | In the mines
-

GOLDWOOD - INTERIOR [9]

| | 1st screen, path to village
| | 1st screen, village; on top of a "house"
| | 3rd screen, wandering around crates
| | 3rd screen, wandering around crates
| | 3rd screen, wandering around crates
| | 3rd screen, wandering around crates
| | Near exit gate, behind crate stack
| | Near exit gate, behind crate stack
| | Near exit gate, behind crate stack
-

GOLDWOOD - LODGE

| | Toward start of Lodge (via riverside), in a house
| | Toward start of Lodge (via riverside), in a house
| | Toward start of Lodge (via riverside), in a house
| | Toward start of Lodge (via riverside), in a house
| | Isolated cliff area #1, in room with Vela's Hatch Key
| | Isolated cliff area #1, in room with Vela's Hatch Key
| | Isolated cliff area #2, on an isolated (breakaway) platform
| | Isolated cliff area #2, on an isolated (breakaway) platform
| | Isolated cliff area #2, on an isolated (breakaway) platform
| | Intact village portion, outdoors
| | Intact village portion, outdoors
| | Intact village portion, in a house
| | Intact village portion, in a house
| | Intact village portion, in a house
| | Intact village portion, in a house
-

GOLDWOOD - RIM [11]

| | 1st area, dead-end room
| | 1st area, dead-end room
| | 2nd area, dead-end room
| | 2nd area, ledge in waterfall room
| | 2nd area, ledge in waterfall room leads to dead-end chamber (inside)
| | 2nd area, ledge in waterfall room leads to dead-end chamber (inside)
| | 2nd area, ledge in two-tier hallway
| | 2nd area, past two-tier hallway (upper), dead-end room
| | 4th area, behind landmine boobytrap
| | 4th area, behind landmine boobytrap
-

SS ANUBIS - HOLD [10]

| | Hold's first area, by cyborg drone
| | Hold's first area, by cyborg drone
| | Hold's third area, on a crate
| | Jailcell
| | Jailcell | _____ |
| | Jailcell | Imprisoned Tribals can only be freed by destroying a power |
| | Jailcell | cell that corresponds to their forcefield. See the walkthru |
| | Jailcell | for more details on them (8 in all, but 1's for Vela). |
| | Jailcell | _____ |
| | Jailcell
-

SS ANUBIS - DEPOSITORY [14]

- | | In the depository maze's sideroom
- | | In the depository maze's sideroom
- | | In the depository maze's sideroom
- | | In the depository maze's sideroom
- | | In the depository maze's sideroom
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area
- | | In the ship bay area

SS ANUBIS - PASSAGEWAY [8]

- | | In the bottomless gorge area, in secret room left of electrified passage
- | | In the bottomless gorge area, in secret room left of electrified passage
- | | At very end of area, on top of the pillar with spinning platforms
- | | At very end of area, on top of the pillar with spinning platforms
- | | At very end of area, on top of the pillar with spinning platforms
- | | At very end of area, on top of the pillar with spinning platforms
- | | At very end of area, on top of the pillar with spinning platforms
- | | At very end of area, on top of the pillar with spinning platforms

TAWFRET - BOG [10]

- | | Town Ruins, in a mausoleum (blow open with tri-rocket launcher)
- | | Town Ruins, in a mausoleum (blow open with tri-rocket launcher)
- | | Town Ruins, on the church's fallen wall
- | | Cul-de-sac area accessible via 2nd screen's lifeforce door; in the swamp
- | | Cul-de-sac area accessible via 2nd screen's lifeforce door; in the swamp
- | | Town Ruins, under church trapdoor; behind door
- | | Town Ruins, under church trapdoor; behind door
- | | Town Ruins, under church trapdoor; behind door
- | | Town Ruins, under church trapdoor; behind door
- | | Town Ruins, under church trapdoor; imprisoned in cell

TAWFRET - BRIDGE [12]

- | | 1st screen, on the winding bridge
- | | 1st screen, on the winding bridge
- | | 1st screen, on the winding bridge
- | | 1st screen, on the winding bridge
- | | Town Ruins, in one of the tiny houses
- | | Sewer accessible via Gimlet's chimney
- | | Sewer accessible via Gimlet's chimney
- | | Sewer accessible via Gimlet's chimney; behind a breakable stone coffin
- | | Sewer accessible via Gimlet's chimney; behind a breakable stone coffin
- | | Sewer accessible via Floyd's platform interior; crowbar required
- | | Hiding in secret attic inside Floyd's platform (use flares to find stair)
- | | Hiding in secret attic inside Floyd's platform (use flares to find stair)

TAWFRET - CASTLE [6]

- | | In 3rd screen, hiding in pillar room
- | | In 3rd screen, hiding in waterway access tunnel
- | | In 3rd screen, Along footpath, near some snipers
- | | In 3rd screen, Along footpath, near some snipers

| | In 3rd screen, Along footpath, near lifeforce door

| | In 3rd screen, Along footpath, near lifeforce door

-

MIZAR'S PALACE - LOBBY [14]

| | Inner temple, "right" upgrade room

| | Inner temple, "right" upgrade room

| | Inner temple, "right" upgrade room

| | Inner temple, "left" battle room; in a corner

| | Inner temple, "left" battle room; in a corner

| | Lower passageways, 1st room

| | Lower passageways, 1st room

| | Lower passageways, 1st room

| | Lower passageways, 2nd room

| | Lower passageways, 2nd room

| | Lower passageways, 3rd room

| | Lower passageways, 3rd room

| | Lower passageways, lava room

| | Lower passageways, lava room

-

MIZAR'S PALACE - FLUME [6]

| | Penultimate screen (1st surfacing point)

| | Penultimate screen (1st surfacing point)

| | Penultimate screen (1st surfacing point)

| | Penultimate screen (1st surfacing point)

| | Final screen with exit waterfall

| | Final screen with exit waterfall

-

MIZAR'S PALACE - CHASM

| | Starting point

| | Starting point

| | In night-vision tunnels, empty room; look for a hole which leads to them

| | In night-vision tunnels, empty room; look for a hole which leads to them

| | In night-vision tunnels, empty room; look for a hole which leads to them

| | In night-vision tunnels, empty room; look for a hole which leads to them

| | Outdoor area, isolated platform

| | Outdoor area, behind waterfall

| | Outdoor area, near exit door (to right)

| | Outdoor area, near exit door (to right)

-

SEKHMET - BATTLE CRUISER [15]

| | Starting point

| | Starting point

| | Starting point

| | Starting point

| | In lava room, enter pipe to find new room with Tribals

| | In lava room, enter pipe to find new room with Tribals

| | Elevator room #1 (post-lava room)

| | Elevator room #2 (post-lava room)

| | Elevator room #2 (post-lava room)

| | Elevator room #3 (post-lava room)

| | In green key room, shoot glass ceilings and jetpack into shaft; on ledge

| | In green key room, shoot glass ceilings and jetpack into shaft; on ledge

| | In green key room, shoot glass ceilings and jetpack into shaft; on ledge

| | Isolated passageway (requires jetpack) accessible from 3rd room (see map)

| | Isolated passageway (requires jetpack) accessible from 3rd room (see map)

-

CERULEAN - DUNE [8]

- | | 2nd screen's initial cavern
- | | 2nd screen's initial cavern
- | | 2nd screen's initial cavern
- | | 2nd screen's initial cavern
- | | 2nd screen's initial cavern
- | | 2nd screen's initial cavern
- | | Level exit screen, side of ship opposite entrance
- | | Level exit screen, side of ship opposite entrance

ICHOR - MILITARY BASE [15]

- | | First room with a cyborg drone, base of its platform
- | | First room with a cyborg drone, base of its platform
- | | First room with a cyborg drone, down the stair ramp
- | | First room with a cyborg drone, down the stair ramp
- | | Adjacent room, on top of entrance
- | | Adjacent room, around a ground-floor corner
- | | Adjacent room, behind a sniper drone
- | | Lateral piston trap room, high isolated ledge
- | | Lateral piston trap room, high isolated ledge
- | | Colorized buttons/platform room, corner ledge
- | | Colorized buttons/platform room, corner ledge
- | | Colorized buttons/platform room, corner ledge
- | | Fast-moving platform room, on top of a doorframe
- | | Fast-moving platform room, on top of an isolated ledge
- | | Fast-moving platform room, ground-floor corner
- | | Fast-moving platform room, ground-floor corner

ICHOR - PERIMETER [8]

- | | 3rd screen, behind a box in first large room
- | | 3rd screen, past first large room, on a yellow-and-black ridge [jetpack!]
- | | 3rd screen, past first large room, on a yellow-and-black ridge [jetpack!]
- | | 3rd screen, area with jetpack-required tribals, ground floor
- | | 3rd screen, in wall pipe that connects 1st large room to ending garage
- | | 3rd screen, in wall pipe that connects 1st large room to ending garage
- | | In Big Bug Fun Club, by bartender drone
- | | In Big Bug Fun Club, by bartender drone

SPAWNSHIP - TROOP CARRIER [15]

- | | 3rd area (upper crossing catwalks), on a doorframe
- | | 1st moving platform area (upper)
- | | Area past 2nd moving platform room has a green door (two rooms beyond)
- | | Area past 2nd moving platform room has a green door (two rooms beyond)
- | | Area past 2nd moving platform room has a green door (two rooms beyond)
- | | Area past 2nd moving platform room has a green door (two rooms beyond)
- | | 1st moving platform room (floor)
- | | Area past 2nd moving platform room w/ green door (floor)
- | | Area past 2nd moving platform room w/ green door (floor)
- | | 3rd screen (lower) has underwater entrance; two rooms beyond
- | | 3rd screen (lower) has underwater entrance; two rooms beyond
- | | 3rd screen (lower) has underwater entrance; two rooms beyond
- | | Past red-key door in 3rd area (floor)
- | | Past red-key door in 3rd area (floor)
- | | Past red-key door in 3rd area (floor)

RITH ESSA - INTERIOR [4]

- | | On ledge near start
- | | Near underside of 1st bridge
- | | On ledge with Mizar tokens, before small lake leading to bridge access
- | | On meandering cliff area (post-bridge)

RITH ESSA - BLUFF [8]

- | | Inside waterlogged mine behind blue key door; in weapon upgrade room
- | | Inside waterlogged mine behind blue key door; in weapon upgrade room
- | | Inside waterlogged mine behind blue key door; antechamber further in
- | | Inside waterlogged mine behind blue key door; antechamber further in
- | | 2nd area, on isolated cliff; must go through blue-key mines to reach it
- | | 2nd area, on isolated cliff; must go through blue-key mines to reach it
- | | 3rd area (long walkway), by a bunch of large drones
- | | 3rd area (long walkway), by a bunch of large drones

RITH ESSA - ASCENT [6]

- | | 1st area, on footpath
- | | 1st area, on footpath
- | | 2nd tower, interior base
- | | 2nd tower, interior base
- | | 2nd tower, interior base
- | | 2nd tower, near base, a little ways up spiral ramp

RITH ESSA - MINE [16]

- | | 1st area, lower quarry
- | | 1st area, lower quarry
- | | 1st area, lower quarry
- | | 1st area, lower quarry
- | | 2nd area, cargo lift base
- | | 2nd area, cargo lift base
- | | 2nd area, cargo lift peak (by cliff)
- | | Top of 2nd cargo lift deeper in mine
- | | Top of 2nd cargo lift deeper in mine
- | | Top of 2nd cargo lift deeper in mine (by cliff)
- | | Bottom of 2nd cargo lift deeper in mine
- | | Cavern with tribal morph pad
- | | Cavern with tribal morph pad
- | | Passageway with stairs (there's only one)
- | | In elevator shaft (there's only one), use jetpack to fly into upper quarry
- | | In elevator shaft (there's only one), use jetpack to fly into upper quarry

ESCHEBONE - APPROACH [6]

- | | 2nd screen, by entrance
- | | 2nd screen, by exit into 3rd screen
- | | 3rd screen, on lava platform alongside breakaway bridge
- | | 3rd screen, on lava platform alongside breakaway bridge
- | | 4th screen, on lava platform alongside grenade container
- | | 4th screen, on lava platform alongside grenade container

ESCHEBONE - CORTEX [5]

- | | 1st screen, passageway
- | | 1st screen, passageway
- | | 1st screen, passageway
- | | 1st screen, passageway

| | 1st screen, passageway
-

ESCHEBONE - THORAX [12]

| | First room, on a pillar (fall through roof hole to access)
| | First room, on a pillar (fall through roof hole to access)
| | Path that leads up to the main chamber's bridge, natural vent room
| | Path that leads up to the main chamber's bridge, natural vent room
| | Magenta Key room, floor
| | Magenta Key room, floor
| | Underwater tunnels, surfacing point #1 -.
| | Underwater tunnels, surfacing point #1 |
| | Underwater tunnels, surfacing point #3 |- These require Vela, but it's
| | Underwater tunnels, surfacing point #3 | enemy-less and straightforward
| | Underwater tunnels, surfacing point #4 | so it shouldn't be too hard.
| | Underwater tunnels, surfacing point #4 -'
-

WALKWAY - PEAK [6]

| | 1st area, on building
| | 1st area, on building
| | 1st area, lower ledge near building
| | 1st area, lower ledge near building
| | Building sewers
| | Building sewers
-

SPACESTATION - ABANDONED WRECK [12]

| | Near starting point, in a sideroom (explore via melted floor path)
| | Near starting point, in a sideroom (explore via melted floor path)
| | Near starting point, in a sideroom (explore via melted floor path)
| | Near starting point, in a sideroom (explore via melted floor path)
| | 1st tunnel complex (Floor B2), in room with flamethrower upgrade
| | 1st tunnel complex (Floor B2), lower passages
| | 1st tunnel complex (Floor B2), by an elevator
| | 1st tunnel complex (Floor B2), dead-end room by remote mines upgrade
| | 2nd tunnel complex (Floor B3), 1st room
| | 2nd tunnel complex (Floor B3), 1st room
| | 2nd tunnel complex (Floor B3), sideroom
| | 2nd tunnel complex (Floor B3), sideroom
-

GEM QUARRY - LANDING [5]

| | Village
| | Village
| | Village
| | Village
| | Village
-

WATER RUIN - LOST ISLAND [8]

| | Behind ship
| | On half-sunken debris
| | On half-sunken debris
| | On ruined castle wall
| | On ruined castle wall
| | On ruined castle wall
| | On ruined castle wall
| | On ruined castle wall
| | By Timed Mines container
-

Happiness is a warm gun, as they say. Each member of the Jet Force team begins with a piddly pistol, and can eventually learn enough firepower to break into Fort Knox -- but it takes time, searching, and tons of upgrades to make it worthwhile. The list is broken down by weapon, then by upgrades per teammate (since each finds the weapon in a different place).

The walkthrough will have upgrade locations in the maps, so for further reference, check that. Remember that to get an upgrade you must first have the weapon -- otherwise, the backpack is transparent and useless. I'll write the notation in this format:

U: Upgrade info

J: Juno info

V: Vela info

L: Lupus info

NOTE: A 'Hub Area' is my term for places on a planet that aren't part of any actual stage but usually lead into them. An example is the first area on Goldwood where King Jeff's house is, which leads into the Lodge and Outset.

IMPORTANT: Some weapon upgrades can be collected by all characters, but many are one-time-only. Note that I don't differentiate between the two types when I say all can collect them; it's just a first-come, first-serve basis.

FISH FOOD

The most powerful weapon in the game, these pellets allow any character to, with much hard work, feed fish in ponds and rivers. The collection method is very hard, and it requires you to open a heavy container in the game's first level, in a secret pond in the hub area. It's so strong, it can defeat the final boss in one hit! ...If you didn't get the hint that this useless item just feeds fish, maybe your brain is mush. =p

J,V,L: Goldwood (Hub), at the fish pond

| WHO | PLANET | SECTION | LOCATION |
|-----|--------|---------|----------|
| JVL | ----- | ----- | ----- |

PISTOL

The standard-issue Jet Force Pistol. This is a peculiar weapon for two reasons: its rapid-fire capability requires recharging after every 6-7 rounds, and if ammo runs out, there is a weaker unlimited ammunition that is replaced until some's found. Overall, it's a pretty trusty weapon that gains a high ammo capacity, but is definitely outclassed by some of the later guns. It's everyone's initial equip for a reason. [UPGRADE: +100 Ammo]

U: +100 Ammo

J: Default weapon

V: Default weapon

L: Default weapon

| WHO | PLANET | SECTION | LOCATION |
|-----|--------|---------|----------|
|-----|--------|---------|----------|

| | | | |
|-----|----------------|----------------|----------------------------|
| JVL | Goldwood | Outset | By village house |
| JVL | Goldwood | Interior | 2nd screen, on a box |
| JVL | SS Anubis | [Hub Area] | On a box |
| JVL | SS Anubis | Hold | By Room 2's lifeforce door |
| JVL | Tawfret | Bridge | 1st screen, by entrance |
| JVL | Tawfret | Bridge | 4th screen, on outer wall |
| JVL | Sekhmet | Battle Cruiser | Starting point |
| JVL | Cerulean | Dune | Starting point |
| JVL | Ichor | Military Base | Near start point, on a box |
| JVL | Ichor | Military Base | Fast-moving platforms room |
| JVL | Spawnship | Troop Carrier | Starting point |
| JVL | Spawnship | Troop Carrier | 2nd platformer room |
| JVL | Rith Essa | [Hub Area] | By a door |
| JVL | Eschebone | Approach | By screen 3's bridge |
| JVL | Eschebone | Thorax | Starting screen |
| J | Mizar's Palace | Lobby | Right of entrance |
| V | Mizar's Palace | Flume | By starting point |

SHURIKEN [UPGRADE: +10 Ammo]

These ninja throwing stars may not have too much power, but are unique in a few ways: (1) they can be usually be collected after being thrown (2) they instantly kill shield drones (3) small drones hit with them are beheaded, making it a great weapon for collecting...well, heads. Upgrades aren't too common so make sure to snag 'em if they're around. One more cool thing about this ninja star is that it has semi-homing and boomerang qualities, allowing it to sometimes return to the character if there're no obstacles on the way back! Did I mention the weapon pierces multiple enemies? It's seriously pretty cool.

U: +10 Ammo

J,V,L: Goldwood (Hub), enter yellow door to find part of Lodge; inside

| WHO | PLANET | SECTION | LOCATION |
|-----|----------|----------------|---------------------------|
| JVL | Goldwood | [Hub Area] | By the fish pond |
| V | Goldwood | Lodge | In a Tribal hut |
| J L | Sekhmet | Battle Cruiser | Lava room: enter far pipe |

MACHINE GUN

As the in-game description says, it's rapid-fire capabilities make it wildly inaccurate, to the point where most ammo is wasted. Still, if you want to quickly get rid of weak swarms of aerial enemies, this is your man...err, gun. Upgrades are plentiful due to the usage it gets -- don't leave home without one!

U: +100 Ammo

J: Goldwood (Hub), area with Red Key; inside a cliff cave

V: Sekhmet (Battle Cruiser); in 2nd area, through a lifeforce door

L: Spawnship (Troop Carrier), starting point

| WHO | PLANET | SECTION | LOCATION |
|-----|----------|----------|---------------------------|
| JVL | Goldwood | Interior | Starting point, on a box |
| JVL | Goldwood | Interior | 3rd area, on a crate |
| V | Goldwood | Lodge | (via river) left of entry |

| | | | | | | | |
|--|-----|----------------|--|----------------|--|----------------------------|--|
| | L | Goldwood | | Rim | | 2nd tunnel complex | |
| | JVL | SS Anubis | | [Hub Area] | | On a box | |
| | JVL | SS Anubis | | Hold | | 3rd area, on a crate | |
| | JVL | Tawfret | | Castle | | 2nd area, by left wall | |
| | JVL | Sekhmet | | Battle Cruiser | | Plasma Shotgun chamber | |
| | JVL | Sekhmet | | Battle Cruiser | | By Green Key chest | |
| | JVL | Cerulean | | Dune | | By starting point | |
| | JVL | Ichor | | Military Base | | By starting point | |
| | JVL | Ichor | | Military Base | | 1st room with Tribals | |
| | JVL | Spawnship | | Troop Carrier | | 1st platformer room | |
| | J | Spawnship | | Troop Carrier | | Lava room: take lower path | |
| | JVL | Rith Essa | | Bluff | | Starting point | |
| | JVL | Rith Essa | | Bluff | | Long footpath w/ 2 Tribals | |
| | JVL | Eschebone | | Approach | | 3rd screen, on lava pltfm | |
| | V | Mizar's Palace | | Flume | | A dead-end room | |
| | L | Mizar's Palace | | Chasm | | In a night-vision tunnel | |
| | L | Mizar's Palace | | Chasm | | In a night-vision tunnel | |
| | | | | | | | |

PLASMA SHOTGUN

The Shotgun has the ability to be charged, which means it can be rather weak and rapid-fire or slow and very powerful. For instance, one powered-up hit can explode a normal drone but it'll take several hits just to knock one's head off in rapid-fire mode. It isn't scattershot and can't pierce foes, so it's really not much of a shotgun...and I know shotguns. ;)

U: +10 Ammo

J: S.S. Anubis (Hub), starting point, on top of some boxes

V: Sekhmet (Battle Cruiser), in room where mole NPC gives the Red Key

L: Spawnship (Troop Carrier), starting point

| WHO | PLANET | SECTION | LOCATION | | | | |
|-----|--------|----------------|----------|----------------|--|----------------------------|--|
| | JVL | SS Anubis | | Hold | | 1st screen, on a box | |
| | JVL | Tawfret | | Bog | | Ruined town, by tombstone | |
| | JVL | Tawfret | | Bridge | | 1st screen, in lake | |
| | JVL | Sekhmet | | Battle Cruiser | | 3rd room past lava, floor | |
| | JVL | Sekhmet | | Battle Cruiser | | Past Magenta Key door | |
| | JVL | Sekhmet | | Battle Cruiser | | Past Magenta Key door | |
| | JVL | Cerulean | | Dune | | 3rd area cave, y-key door | |
| | JVL | Ichor | | Military Base | | Behind starting point | |
| | JV | Ichor | | Perimeter | | 3rd screen, warehouse | |
| | JV | Ichor | | Perimeter | | 3rd screen, warehouse | |
| | JVL | Spawnship | | Troop Carrier | | 1st platformer room | |
| | JVL | Spawnship | | Troop Carrier | | 2nd platformer room | |
| | JVL | Rith Essa | | Bluff | | Start of long 3rd section | |
| | JV | Rith Essa | | Bluff | | In Blue Key door; on crate | |
| | JVL | Rith Essa | | Interior | | Near 2nd tribal by bridge | |
| | J | Mizar's Palace | | Lobby | | Upper floor, dead-end room | |
| | J | Mizar's Palace | | Lobby | | Upper floor, dead-end room | |
| | V | Mizar's Palace | | Flume | | Underwater passageway | |
| | V | Mizar's Palace | | Flume | | Underwater passageway | |
| | L | Mizar's Palace | | Chasm | | In the night-vision tunnel | |
| | L | Mizar's Palace | | Chasm | | In the night-vision tunnel | |
| | | | | | | | |

CLUSTER BOMBS

Cluster Bombs are super-grenades, in that after they explode a first time,

three bomblets parachute down and explode for an even wider range. Ammo refills are rare and upgrades are even rarer, which makes usage of this item tricky: too few ammo to be really useful, but it's way overpowered and great for clearing cramped areas (if you don't get caught in the blast yourself).

U: +1 Bomb

J: SS Anubis (Hold), end of passage that stems from totempole room (2F)

V: Rith Essa, hub area leading into Mine section

L: Rith Essa, hub area leading into Mine section

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|---------------|----------------------------|
| V | Goldwood | Lodge | Room by bridge cavern |
| JVL | SS Anubis | Hold | Conveyor belt room |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| JVL | Eschebone | Thorax | Starting point |

HOMING MISSILES

Although not as powerful as the tri-rocket launcher, homing missiles can be fired single-shot and lock on to enemies while the R-button is held. For bosses whose weakspot is only revealed every so often (such as final boss), holding R-button can hold the lock-on even when shooting isn't possible. A pretty decent weapon that gets a lot of upgrades, and only second fiddle to the tri-rockets. Yay explosions!

U: +5 Ammo

J: Walkway (Peak), inside building

V: Cerulean (Dune), 3rd screen; sideroom leads right to it

L: Rith Essa (Bluff), 2nd screen; float toward waterfall ledge; cave behind

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|----------------|----------------------------|
| V | Goldwood | Lodge | Isolated cliff area |
| V | Goldwood | Lodge | Isolated cliff area |
| V | Goldwood | Lodge | Isolated cliff area |
| JVL | Tawfret | Bridge | 1st screen, on bridge |
| JVL | Tawfret | Bridge | Sewer under Gimlet's house |
| JVL | Tawfret | Castle | 2nd screen, waterfall area |
| JVL | Sekhmet | Battle Cruiser | Past Magenta Key door |
| JVL | Sekhmet | Battle Cruiser | Past Magenta Key door |
| JVL | Sekhmet | Battle Cruiser | Past Magenta Key door |
| JVL | Ichor | Military Base | Lateral piston trap room |
| JVL | Ichor | Military Base | Room w/ colorized buttons |
| JVL | Ichor | Military Base | Room right after one above |
| JVL | Spawnship | Troop Carrier | One of the lower rooms |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| JVL | Rith Essa | Bluff | Long path; low ledge (hid) |
| JVL | Rith Essa | Bluff | Long path; low ledge (hid) |
| JVL | Eschebone | Approach | 5th screen, near beginning |

TRI-ROCKET LAUNCHER [UPGRADE: +5 Ammo]

A.K.A. the most powerful weapon in the game. It fires one rocket forward and two that spiral around it, which makes it likely to hit something if you just

fire at its general direction, either with impact or explosion. It doesn't have a homing feature but that's alright. Get out there and cause some collateral damage! [NOTE: Juno gets gypped early on when it comes to ammo upgrades, so don't steal his upgrades on the Spawnship as Lupus -- he'll need 'em for the last boss.]

U: +5 Ammo

J: Tawfret (Bog), given by King Jeff in ruined village

V: Cerulean (Dune), trade three gold bricks to the mole NPC

L: Rith Essa (Hub); after finishing the Bluff, in a waterfall area container

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|----------------|----------------------------|
| V | Goldwood | Lodge | In the bridge cavern |
| V | Goldwood | Lodge | In the bridge cavern |
| V | Goldwood | Lodge | In the bridge cavern |
| JVL | Tawfret | Bog | Ruined town; in mausoleum |
| JVL | Tawfret | Bog | Ruined town; in mausoleum |
| JVL | Tawfret | Castle | 2nd screen, by pillar room |
| JVL | Sekhmet | Battle Cruiser | Past Magenta Key door |
| JVL | Sekhmet | Battle Cruiser | Past Magenta Key door |
| JVL | Cerulean | Dune | 4th screen cave; anteroom |
| JVL | Cerulean | Dune | 4th screen cave; anteroom |
| JVL | Cerulean | Dune | 4th screen cave; anteroom |
| J L | Spawnship | Troop Carrier | Lava room: take lower path |
| J L | Spawnship | Troop Carrier | Lava room: take lower path |
| J L | Spawnship | Troop Carrier | Lava room: take lower path |
| J L | Spawnship | Troop Carrier | Lava room: take lower path |
| JVL | Rith Essa | Interior | Near 1st Tribal |
| JVL | Rith Essa | Interior | Last screen, by entrance |
| JVL | Eschebone | Approach | 2nd screen, in a corner |

GRENADES

Slow to throw, quick to blow. Grenades, of course, are arcing projectiles that explode on contact or after an internal fuse runs out. Not as powerful or accurate as homing missiles or the tri-rocket launcher, it's still a good third-string weapon if nothing else is available. Luckily most allies will end up with 60-70+ ammo for it, so go ahead and be reckless.

U: +10 Ammo

J: Tawfret (Bog), ruined town; use tri-rockets to blow open mausoleum door

V: Sekhmet (Battle Cruiser), starting point

L: Eschebone (Approach), midway point; mandatory

| WHO | PLANET | SECTION | LOCATION |
|-----|----------------|----------------|----------------------------|
| V | Goldwood | Lodge | Cavern with bridge |
| V | Goldwood | Lodge | Cavern with bridge |
| JVL | Sekhmet | Battle Cruiser | Base of spiral stairs room |
| JVL | Ichor | Military Base | Colorized buttons room |
| JVL | Eschebone | Thorax | Starting section |
| JVL | Eschebone | Thorax | Lava room (post-boss) |
| J | Mizar's Palace | Lobby | Upper floor, dead-end room |
| J | Mizar's Palace | Lobby | Lower passage; in a room |
| J | Mizar's Palace | Lobby | Lower passage; lava room |
| J | Mizar's Palace | Lobby | Lower passage; lava room |
| V | Mizar's Palace | Flume | Final screen w/ waterfall |
| V | Mizar's Palace | Flume | Final screen w/ waterfall |

| | | | | | |
|--|-----|----------------|-------|----------------------------|--|
| | L | Mizar's Palace | Chasm | In the night-vision tunnel | |
| | JVL | Mizar's Palace | Chasm | Outdoors, by a stream | |
| | JVL | Mizar's Palace | Chasm | Outdoors, by a stream | |
| | JVL | Mizar's Palace | Chasm | Outdoors, by a stream | |
| | | | | | |

SNIPER RIFLE

The most accurate of any normal weapon, and the only one with a zoom function (hold R-button, press A to zoom, B to zoom out), the sniper rifle packs a punch on normal drones but not as much on fatter enemies or bosses. Very good for getting a jump on enemies or staying out of their range (as is the case with aerial types who stay in formation).

U: +10 Ammo

J: Tawfret (Bridge), town area; in a house with a Tribal and surrendering ant

V: Ichor (Military Base), in 2nd area use upper walkway to exit; in hallway

L: Spawnship (Troop Carrier), in room with Yellow Key

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|------------|----------------------------|
| V | Goldwood | Lodge | An isolated cliff area |
| L | Goldwood | Rim | Meandering outdoor area |
| JVL | SS Anubis | Passageway | Bottomless gorge, on ledge |
| JVL | SS Anubis | Passageway | Bottomless gorge, on ledge |
| JVL | Tawfret | Bridge | Town, in an intact house |
| JVL | Tawfret | Bridge | House Floyd's on; in attic |
| JV | Ichor | Perimeter | Area 1, sniper tower base |
| JV | Ichor | Perimeter | 3rd screen, warehouse |
| JV | Rith Essa | Bluff | In Blue Key door; on crate |
| JVL | Eschebone | Cortex | Starting point |

REMOTE MINES

Fun if you like playing around with enemies, or if you don't have normal grenades/missiles/tri-rockets. You see where I'm going with this. There are not too many upgrades and they're mostly outclassed. For reference, these mines are thrown and then "remote"ly (manually) triggered, hence the name.

U: +5 Ammo

J,V,L: Tawfret (Bridge), sewer beneath Gimlet's house; behind stone coffin

| WHO | PLANET | SECTION | LOCATION |
|-----|--------------|-----------------|----------------------------|
| JVL | Tawfret | Bridge | Sewer under Gimlet's house |
| L | Spawnship | Troop Carrier | In bonus totem room |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| JVL | Spacestation | Abandoned Wreck | First tunnel complex (B2) |
| JVL | Spacestation | Abandoned Wreck | First tunnel complex (B2) |

FLARES

Flares have no attack potential and thus are pretty dang useless. There's only one part in the game where you'd ever want to use them, and that's to find the hidden Tribals underneath Floyd's platform in the Tawfret/Bridge area. Besides that, they're a waste of rotation space.

J: Tawfret (Bridge), underneath & inside the platform Floyd's on (bomb door)

V: Ichor (Military Base), exit 2nd area via upper walkway; in a hallway
 L: Tawfret (Bridge), underneath & inside the platform Floyd's on (bomb door)

| WHO | PLANET | SECTION | LOCATION |
|-----|--------|---------|----------|
| JVL | ----- | ----- | ----- |

SHOCKER

This experimental weapon is like a taser that electrocutes its enemies, and paralyzes them as the stuff runs throughout their body. Its upgrades are very rare but it's not too bad if you want to show your sadistic side. This weapon doesn't have an ammo stock really; when you increase its "ammo," it really increases the amount of jolt it has before it has to recharge.

U: +30 Charge

J: Spawnship (Troop Carrier), lava room; enter metal dome to find

V: Spawnship (Troop Carrier), lava room; enter metal dome to find

L: Goldwood (Rim), waterfall area; enter upper lifeforce door; in a corner

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|----------------|---------------------------|
| J L | Sekhmet | Battle Cruiser | Lava room: enter far pipe |
| JV | Rith Essa | Bluff | Thru Blue Key door; cliff |

FLAMETHROWER

The Flamethrower sounds really cool but really isn't. First off, it "BURNS" through fuel like no tomorrow, so after three or four seconds you're already dry (and ammo ain't that common, mind you). Two, burning enemies can run around still and damage the user if they get close enough. Just take a look at the upgrade screen to see that no one gets to really pack any "HEAT" on this. I'm so good at puns.

U: +30 Ammo

J,V,L: Spacestation (Abandoned Wreck), starting area, 3F (use ceiling holes)

| WHO | PLANET | SECTION | LOCATION |
|-----|--------------|-----------------|----------------------------|
| JVL | Goldwood | [Hub Area] | By the fish pond |
| L | Tawfret | Bridge | 1st area, isolated hut |
| J | Spawnship | Troop Carrier | Lava room: take lower path |
| JVL | Spacestation | Abandoned Wreck | 1st Tunnel Complex |
| V | Water Ruin | Lost Island | Pond underwater entrance |

TIMED MINES

Timed mines are basically proximity mines, which automatically explode when they detect movement within their radius. If you've seen enemy landmines which emit a red aura (detection area) they're pretty much the same. However, by holding down the Z-button for awhile, you can put a timed fuse on these suckers. Like Remote Mines, they're better for toying around with your foes or if you've run out of ammo on the other heavy-hitters.

U: +5 Mines

J,V,L: Water Ruin (Lost Island), on the main island near a Tribal

| WHO | PLANET | SECTION | LOCATION |
|-----|-----------|----------------|----------------------------|
| L | Tawfret | Bridge | 1st screen, isolated hut |
| JVL | Sekhmet | Battle Cruiser | Lava room; in the lava |
| J | Spawnship | Troop Carrier | Lava room: take lower path |

HEALTH UPGRADES

[HLTH]

Anyone knows that health is important to surviving in a game -- it doesn't even need to be said. In this game, each character's healthmeter has a set number of bars on it. For instance, Juno starts with six. This actually equates to 24 bars, since the crystal in the middle stands for 4 doses. When a health upgrade is collected, it adds one permanent bar to each, so that'll give 4 more doses. The team will need as much as they can get, no doubt about it!

The walkthrough's maps give the locations easier, so look there if needed.

JUNO

- |_| Goldwood (Hub): King Jeff's house
- |_| Goldwood (Outset): On the steps along the river, past the village
- |_| SS Anubis: before entering Hold portion, on top of a box
- |_| SS Anubis: Conveyor belt room, behind a (breakable) glass window
- |_| Tawfret (Bog): go through 2nd screen's lifeforce door; right to left
- |_| Tawfret (Castle): 3rd area, in a wall niche

VELA

- |_| Sekhmet (Battle Cruiser), in room where machinegun is
- |_| Sekhmet (Battle Cruiser), hallway just past Green Key room
- |_| Cerulean (Dune), in the Tri-Rocket Launcher NPC's cave
- |_| Cerulean (Dune), in the homing missiles chamber
- |_| Ichor (Military Base), first room with Tribals
- |_| Ichor (Military Base), room with lateral piston trap

LUPUS

- |_| Spawnship (Troop Carrier), starting room
- |_| Spawnship (Troop Carrier), lava room
- |_| Rith Essa (Bluff), on isolated ledge near Homing Missiles' waterfall
- |_| Rith Essa, hub area right before Mine; on doghouse
- |_| Eschebone (Approach), 3rd screen; to right of entrance, on lava platform
- |_| Eschebone (Thorax), pool room

KEY LIST

[NVGD]

Y'won't get anywhere without those pesky keys, so here's a list of where to find 'em. A few are out of the way, actually... Excuse the abbreviations!

| BLUE KEY | RED KEY | YELLOW KEY | GREEN KEY | MAGENTA KEY |
|-----------------|--------------|--------------|--------------|--------------|
| J Sekhmet/B.C. | Goldwood/Out | Goldwood/Out | Sekhmet/B.C. | Eschebone/Tx |

| | | | | | | | | | | |
|---|--------------|--|--------------|--|--------------|--|--------------|--|--------------|--|
| V | Eschebone/Tx | | Sekhmet/B.C. | | Cerulean/Dun | | Sekhmet/B.C. | | Eschebone/Tx | |
| L | ----- | | Spawnship/TC | | Spawnship/TC | | Sekhmet/B.C. | | Eschebone/Tx | |
| | _____ | | _____ | | _____ | | _____ | | _____ | |

Some characters can get keys in two different places, but I'm just listing the ones that come naturally (you can only get one anyway). Lupus can't get the Blue Key, as he's barred from entering the pipe in Sekhmet and the one on Eschebone is underwater. Sorry, pup!

SPACESHIP PARTS

[SPCP]

A mandatory part of the game, searching for the spaceship parts to rebuild the ancient vessel sounds fun in theory...but having to search all the worlds for one little trinket can be a real chore. For expedience' sake, I'll just list 'em and things'll be hunky dory. [You can check which parts have been obtained in the 'Special' menu -- found items are shown, green holograms are shown for missing parts.]

If you need further help, consult the walkthrough -- some locations can't be as precise as they need if they want to fit in the table.

| WHO | PIECE | PLANET/AREA | LOCATION |
|-----|------------------|-------------------------|-------------------------|
| V | Vela's Hatch Key | Goldwood/Lodge | Isolated cliff area |
| JVL | Radar Dish | Gem Quarry/Landing | From Magnus |
| J | SS Anubis | SS Anubis/Passageway | From Magnus |
| V | Nitrogen Tank | Water Ruin/Lost Island | Tunnel under island |
| JVL | Power Cell | Water Ruin/Lost Island | Give Earplugs to Ivana* |
| JVL | Lupus' Hatch Key | Ichor/Military Base | Last Tribal room (pipe) |
| JVL | Oxygen Tank | Eschebone/Cortex | Top of "brain" room |
| V | Deflector Shield | Rith Essa/Mine | Obtain from Farmer** |
| J | Juno's Hatch Key | Spawnship/Troop Carrier | Lava room -> lower door |
| V | Cargo Bay Key | Tawfret/Bridge | From Gimlet*** |
| JVL | Stabilizer | Mizar's Palace/Pyramid | From King Jeff**** |
| JV | Fuse | Mizar's Palace/Pyramid | From Drone Races***** |

* - The Earplugs are won from the SS Anubis' Floyd races, by getting gold or better. Ivana sits in the castle ruins, in an interior corner.

** - Farmer is the moleman who acts as overseer to the workers. Within the mine is a morph pad that makes Vela look like a worker. Talk to him in this state to find out the foreman is actually a bad guy, and agree to bury the Deflector Shield when he asks.

*** - As Vela, swim under the island in the third screen to find Gimlet, who will bestow the item.

**** - King Jeff gives the Stabilizer for liberating all Tribals on all of the worlds (including secret ones). Talk to him twice to get it.

***** - The Drone Races are in the pyramid area's smallest pyramid. Jetpack onto the drone morph pad, enter the adjacent room, take the elevator down. Within the outdoor lobby, there's an empty racecart that can be used. The Fuse is awarded for getting 1st place in the races.

Floyd is an air drone who turns traitor on Mizar and is punished by being dismantled and thrown around the Tawfret/Bridge level. After Juno pieces him back together, he proves his worth by helping the team out. But, there are also some fun missions for him to do. Getting Gold rankings on Goldwood and Rith Essa will unlock their respective target ranges, and getting Expert on them all unlocks the Cyborg Stag in multiplayer mode.

GOLDWOOD : Hub area where he Juno collects Red Key

SS ANUBIS: [Hold] Crawlspace near Cluster Bombs container on 2F

ESCHEBONE: [Thorax] In room where Magenta Key is given, enter side door

ICHOR : [Military Base] 3rd screen (cargo area)

There aren't really any tips to give except to learn the course and hone your skills. Getting Expert rankings means collecting all collectibles, destroying all targets, and still making it to the end in a certain amount of time. Most are pretty dang hard until a routine is made, although for some a shortcut is needed to make it on time (for instance, in the Anubis' main generator room, down and to the right is a shortcut with the 8th circuitboard, which is normally passed over).

UNLOCKABLES

[UNLK]

A.K.A. "Where do I find all those stupid totem poles?" + other stuff

Totempoles are those black monolithic-lookin' things that will light up when a character touches them. They're often placed in secret spots, and when active, open a bonus feature for multiplayer. Here's a quickie table to show what's what:

| PLANET / AREA | AS? | CHARACTER UNLOCKED |
|---------------------------|-----|--------------------|
| Goldwood [Hub] | V | Yellow Drone |
| SS Anubis [Hold] | JVL | Blue Drone |
| Tawfret [Bridge] | L | Zombie Termite |
| Tawfret [Bridge] | V | Beetle Termite |
| Mizar's Palace [Lobby] | J | Purple Termite |
| Sekhmet [Battle Cruiser] | JVL | Male Tribal |
| Sekhmet [Battle Cruiser] | L | Metal Termite |
| Ichor [Military Base] | J | Red Drone |
| Spawnship [Troop Carrier] | L | Green Drone |
| Rith Essa [Mine] | V | Female Tribal |
| ----- | --- | Cyborg Stag |

- YELLOW DRONE : At bottom of pool where the Fish Food is obtained
- BLUE DRONE : 2F in moving platform room; access 2F from conveyor room
- ZOMBIE TERMITE: Isolated hut in the first screen; float to lifeforce door
- BEETLE TERMITE: First screen's lake. Cave entrance is where bubbles surface
- PURPLE TERMITE: In lower lava room, kill beetle drone and enter room behind
- MALE TRIBAL : Through Magenta Door in room where Vela's Shotgun was
- METAL TERMITE : In room with spiral staircase, float to column from top
- RED DRONE : In room with last 4 Tribals, upper door's lava room -> totem
- GREEN DRONE : (1st platformer area) - Float into pipe where sniper is

- FEMALE TRIBAL : In screen with two Tribals at top of elevator shaft
- CYBORG STAG : Get Expert rankings on all (4) Floyd missions

| PLANET / AREA | AS? | MODE UNLOCKED |
|------------------------------|-----|--|
| Goldwood/Outset | JVL | "Goldwood Target Range" in multiplayer |
| Spacestation/Abandoned Wreck | JVL | "Space Station" in multiplayer |
| Walkway/Peak | JVL | "Rith Essa Mine" in multiplayer |
| Cerulean/Dune | JVL | "King of the Hill" in multiplayer |
| Ichor/Perimeter | JVL | "Jeff & Barry's Racing" in multi |
| Ichor/Perimeter | JVL | "Jeff & Barry's Racing II" in multi |
| Ichor/Perimeter | JVL | "Greenwood Village" in multi |
| Rith Essa/Hub | V | "Tunnels" in multiplayer |
| Eschebone/Thorax | JVL | "Rith Essa Target Range" in multi |
| Mizar's Palace/Hub | JVL | "Mizar's 3D Racing" in multi |

- G. TARGET RANGE : Get Gold+ on the planet's Floyd Mission
- RITH ESSA MINE : Jetpack onto the top of the building's roof
- KING OF THE HILL: In cavern with first bunch of Tribals; in plain sight
- J&B'S RACING : Beat machine's best score at Big Bug Fun Club
- J&B'S RACING II : Beat machine's best score at Big Bug Fun Club
- GREENWOOD VILLGE: Beat hi scores for both J&B Racing machines
- TUNNELS : Finish Bluff to find a waterfall hub; swim under to cave
- SPACE STATION : Lower area of 1st tunnel complex (B2), dead-end room
- R.E. T. RANGE : Get Gold+ on the planet's Floyd Mission
- MIZAR'S 3D RAC. : Get first place in the races (this is mandatory)

NOTE: To get the J&B Racing II machine to work in the Ichor/Perimeter club, you'll need to win an Arcade circuit board from Ichor's Floyd Mission. This is done by, of course, getting a Gold ranking.

| CHEAT UNLOCKED | METHOD OF DOING SO... |
|-----------------|-------------------------|
| Rainbow Blood | Collect 100 Drone Heads |
| Character Kids | Collect 200 Drone Heads |
| Ants Into Pants | Collect 300 Drone Heads |

Rainbow Blood makes drones' bodily fluids become polychromatic, Character Kids turns the Jet Force crew into their younger selves, and "Ants Into Pants" -- if you manage to collect 300 heads -- turns all the drones into Rare's mascot, Mr. Pants. Hilarity ensues! [NOTE: All drones are behead-able and all count toward the overall total.] It's also worth noting that the headcount is not collective, and one person literally has to reach the amount to enable it for everyone else. =p

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Where are Gimlet's pants?

[A] - In the area right before there (Tawfret/Bridge/Area 4) is an island with the pants in the tree. Jump on the branches to collect it.

[Q] - Where is Ivana Bear's Earplugs?

[A] - They're won by getting gold in the SS Anubis' Floyd Mission.

[Q] - Where's Lupus' Blue Key?

[A] - He can't get the Blue Key!

[Q] - How do I get the jetpack?

[A] - Complete Juno, Vela, and Lupus' initial arcs and after they all meet up in Mizar's Palace, King Jeff will upgrade them all so they have that capability.

[Q] - When I collect a Tribal, what do the face icons mean?

[A] - Sad face: # unrescued
Happy face: # rescued
X-face: # killed

[Q] - I can't start the Floyd Mission! What the heck?

[A] - You need at least one Mizar Token. There's usually one in the room.

[Q] - Why can't I play co-op mode?

[A] - You need to have found and remantled Floyd on Tawfret (Bridge), which is the third planet in Juno's arc.

[Q] - You forgot an upgrade!

[A] - Drop me a line -- I'm sure I flubbed something there.

VI. UPDATES & CONTRIBUTIONS

[UPDT]

01-09-09 -----+ Started walkthrough
01-23-09 -----+ Finished walkthrough

THANKS TO...

Sailor/Ceej - you know, stuff
The Reader - why don't you return my calls anymore?!
FAQ Authors - Adopted their terminology for the unnamed insectoids

VII. LEGALITY

[LGLT]

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