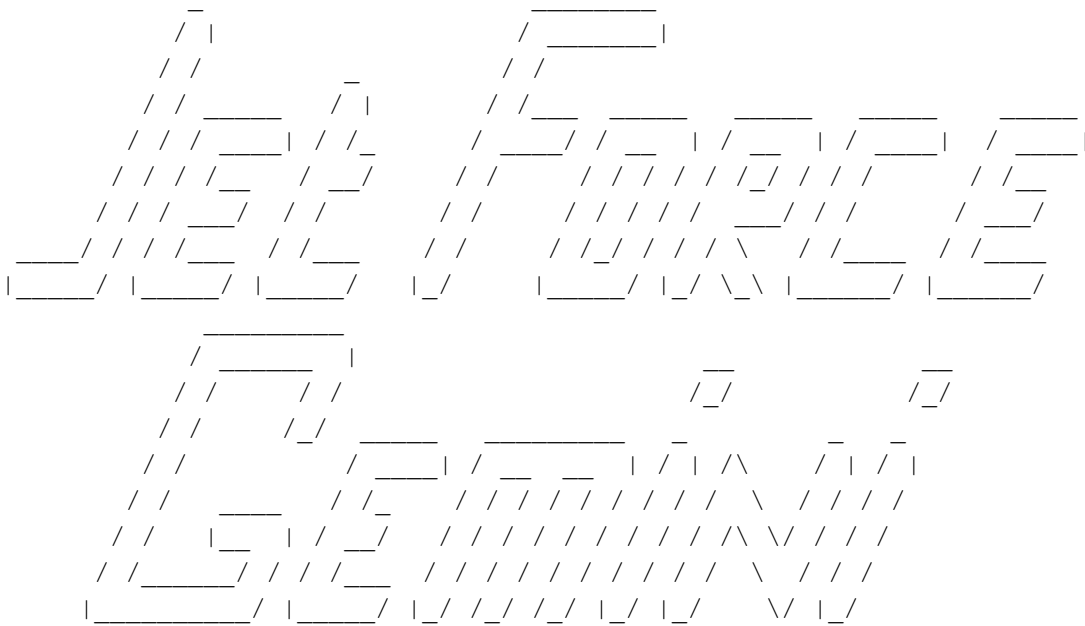


# Jet Force Gemini Capacity Crates FAQ

by Iron Knuckle

Updated to v1.2 on Aug 31, 2021



```
=====  
Game:           Jet Force Gemini  
Platform:       Nintendo 64  
Version:        1.2  
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Written by:     Iron Knuckle  
Type:           In-depth Guide: Capacity Crates  
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=====  
Version Updates  
=====

Version 0.1

1 December 2002:

Started with this little guide.

Version 0.3

3 December 2002:

Updated some of the capacity crates; up to first confrontation with Mizar.

Version 0.4

15 January 2003:

Created ASCII art at the top of the FAQ, as well as adding more crates to the list. Also changed layout; Listed crates per level, not by type.

Version 0.5

5 April 2003:

Added a few crates, FAQ should become complete some time soon.

Version 0.6

6 April 2003:

Added some Grenade crates, checked the entire list for errors. Cleared up some mistakes.

Version 1.0

12 July 2006:

After a break of three years on this guide I fixed a mix up between Pistol and Plasma Shotgun. Thanks to Simon I have also added (almost) all character specific tags for each crate. Included Fish Food to make the capacity crate type list complete, although there are no capacity crates for it. This should be about it.

Version 1.1

6 August 2021:

Wow, never thought I'd touch this file again. Yet, thanks to Tom Melfi several missing crates and some availability corrections have now forced this update. Thanks a lot!

Version 1.2

31 August 2021:

After some reseach by Tom Melfi and contacting speedrunner "caneras" it was found that 2 shotgun capacity crates set the same 'collected' flag, thus meaning that picking up either crate will despawn the other one. This is now cleared up/mentioned in the guide. Thanks again.

=====  
Introduction  
=====

I started this little FAQ because I wanted to know how much ammo you can possibly carry with you. So maybe for some of you this will make things a little easier when you are going to fight the Final Mizar. I ran out of ammo the first time I met with him, but now that doesn't happen anymore.

=====  
Capacity crates Types  
=====

Capacity Crates come in a great variety. The increase per crate is different for each type take a look at the table below. I also added the number of crates I have found for each individual weapon, plus I included the initial ammo for each type of weapon. Also the maximum amount of ammunition for any weapon is 999 (just in case you wanted to know).

-----  
Pistol  
-----

No. in Game: 20 Crates  
Increase: 100 Bullets  
Initial Ammo: 100 Bullets

-----  
Machine Gun  
-----

No. in Game: 22 Crates  
Increase: 50 Bullets  
Initial Ammo: 100 Bullets

-----  
Plasma Shotgun  
-----

No. In Game: 22\* Crates  
Increase: 10 Shells  
Initial Ammo: 10 Shells

\* = two crates (1 on Sekhmet and 1 on Cerulean) share the same 'collected' flag, meaning you can only get at most 21 in a single run.

-----  
Homing Missiles  
-----

No. In Game: 20 Crates  
Increase: 5 Missiles  
Initial Ammo: 5 Missiles

-----  
Tri-Rocket Launcher  
-----

No. In Game: 18 Crates  
Increase: 5 Missiles  
Initial Ammo: 5 Missiles

-----  
Shocker  
-----

No. In Game: 2 Crates  
Increase: 30 Charge Capacity  
Initial Ammo: 30 Charge Capacity

-----  
Sniper Rifle

-----  
No. In Game: 11 Crates  
Increase: 10 Bullets  
Initial Ammo: 10 Bullets  
-----

Flamethrower

-----  
No. In Game: 5 Crates  
Increase: 30 Fuel Capacity  
Initial Ammo: 30 Fuel Capacity  
-----

Grenades

-----  
No. In Game: 16 Crates  
Increase: 10 Grenades  
Initial Ammo: 10 Grenades  
-----

Cluster Bombs

-----  
No. In Game: 4 Crates  
Increase: 1 Bomb  
Initial Ammo: 1 Bomb  
-----

Shuriken

-----  
No. In Game: 3 Crates  
Increase: 10 Shurikens  
Initial Ammo: 10 Shurikens  
-----

Remote Mines

-----  
No. In Game: 4 Crates  
Increase: 5 Mines  
Initial Ammo: 10 Mines  
-----

Proximity/Timed Mines

-----  
No. In Game: 3 Crates  
Increase: 5 Mines  
Initial Ammo: 10 Mines  
-----

Fish Food

-----  
No. In Game: 0 Crates  
Increase: N/A  
Initial Ammo: 50 Batches  
-----

Flares

-----  
No. In Game: 0 Crates  
Increase: N/A  
Initial Ammo: 20 Pieces  
-----

=====  
Locations  
=====

These are all the capacity crates I found up till now. I think these are about all the crates, so the list should be complete.

=====  
Goldwood  
=====

'Starting Area'  
=====

Shuriken - All  
-----

Near Jeff's hut is a small inlet in the wall, leading to the fishing pond. On the right of it's entrance.

Flamethrower - All  
-----

Next to the Shuriken chest.

Outset  
=====

Pistol - All  
-----

Behind the last hut in the first area.

Lodge  
=====

Machine Gun - Vela  
-----

To the left at the start.

Shuriken - Vela  
-----

Inside the first small cavern to your left.

Grenades(2x) - Vela  
-----

Further on against the left wall, next to a fireplace.

Tri-Rocket Launcher(3x) - Vela  
-----

At the end of the first area, follow the passageway on the left over the bridge.

Cluster Bomb - Vela  
-----

Inside a room opposite of the Tri-Rocket expansions.

Homing Missiles(3x) - Vela

-----  
In the Sub-area filled with Airborne Drones there are next to the left wall near those instable floating islands with tribals.

Sniper Rifle - Vela

-----  
After entering the Lifeforce door that is guarded by a Sniper Drone on the left side of the screen.

Rim

=====

Sniper Rifle - Lupus

-----  
In front of you, when you get outside the cavern the first time.

Machine Gun - Lupus

-----  
In clear sight upon entering the second underground area.

Interior

=====

Machine Gun - All

-----  
On top of a crate at the start. (nuff said)

Pistol - All

-----  
On top of a crate at the entrance of the second area.

Machine Gun - All

-----  
Also on a crate, but in the third area.

=====

SS Anubis

=====

'Starting Area'

-----

Pistol - All

-----  
On your very left side.

Machine Gun - All

-----  
Next to the Pistol crate; you can't miss it.

Hold

=====

Plasma shotgun - All

-----

First Section on top of a container.

Pistol - All

-----

In the second area, next to the Lifeforce Door.

Machine Gun - All

-----

In the third area, close to a tribal near the right wall.

Cluster Bomb - All

-----

In a corner on the right next to the big conveyor band.

Passageway

=====

Sniper Rifle - All

-----

At the end of the long corridor in plain sight.

Sniper Rifle - All

-----

After the third Fuel pad, atop the upper bridge.

Depository

=====

-

=====

Tawfret

=====

Bog

=====

Plasma shotgun - All

-----

Behind a tombstone at the cemetery

Tri-Rocket Launcher(2x) - All

-----

Inside second crypt on the left side of the graveyard

Bridge

=====

Pistol - All

-----

Next to the Bridge itself.

Plasma shotgun - All



-----  
On a rock in the water in the starting area.

Homing missiles - All  
-----

On the bridge, behind the second pillar.

Pistol - All  
-----

In the last area, on left atop of the ruin.

Homing missiles - All  
-----

Fall down the Gimlet's chimney, take the left and destroy the black box.  
This reveals a passageway to the crate.

Sniper Rifle - All  
-----

It is next to the previous crate.

Sniper Rifle - All  
-----

In the room with the trapdoor and flares, on the upper part next to some  
tribals.

Flamethrower - Lupus  
-----

Use Lupus to cross the gap from the top level of the bridge to the lone  
platform

Timed Mines - Lupus  
-----

To the right of the Flamethrower crate.

Castle  
=====

Machine Gun - All  
-----

In alcove on the left upon entering the castle.

Homing missiles - All  
-----

To the left of the waterfall.

Tri-Rocket Launcher - All  
-----

On a ledge to the right of the Boss Door.

=====

Sekhmeth  
=====

Battle Cruiser  
=====

Pistol - All

-----  
On top of a crate in front of the starting point.

Machine Gun - All  
-----

In the huge room with Fishface and Vela's shotgun.

Machine Gun - All  
-----

Next to the chest with the green key and fuel pad.

Plasma shotgun - All  
-----

In the 3rd room after the lava, opposite to the exit door.  
=====

NOTE: this crate shares the 'collected' flag as one on the Cerulean meaning  
that collecting either one, will vanish the other. It is thus  
impossible to collect both in 1 run.  
=====

Grenade - All  
-----

At the bottom of the huge spiral stairway to the level exit.

Homing missiles - All  
-----

Use the Magenta key in Fishface's room to open a passageway. You can find  
the crate on the first inlet to the right.

Homing missiles - All  
-----

Described as above only in the second inlet to the right.

Plasma shotgun(2x) - All  
-----

Opposite to the previous Homing Missile crate.

Tri-Rocket launcher(2x) - All  
-----

On the ledge on the outside of the first corner in the same passageway.

Homing missiles - All  
-----

Next ledge after the tri-rocket crates on the left side.

Timed mines - All  
-----

In lava room against the wall (Lupus/Vela have to 'tank' damage to get it)

Shuriken - Juno  
-----

In the Blue Key Room

Shocker - Juno  
-----

Located on the opposite wall of the shuriken capacity crate

Sniper Rifle - All  
-----

On passageway near a tribel towards exit that leads to Water ruins

=====  
Cerulean  
=====

Dune  
=====

Pistol - All  
-----

In front of the start point

Machine Gun - All  
-----

Next to the Pistol crate

Plasma shotgun - All  
-----

In the big green room there is a entrance to a small cavern. From here you can't miss.

=====  
NOTE: this crate shares the 'collected' flag as one on the Sekhmet meaning that collecting either one, will vanish the other. It is thus impossible to collect both in 1 run.  
=====

Pistol - All  
-----

Next to plasma shotgun. Not sure, but seems like it doesn't always seem to spawn...

Tri-Rocket Launcher(3x) - All  
-----

Each one is in a small cavern along the main path, they all require a yellow key to enter.

=====  
Ichor  
=====

Military Base  
=====

Plasma shotgun - All  
-----

Behind the starting Pad.

Pistol - All  
-----

In starting area on a wooden crate.

Machine Gun - All  
-----

Near three Octopus like creatures, close to two tribals

Pistol - All

-----  
In the left corner in the area with a tribal above the entrance.

Homing missiles - All  
-----

On a crate on the lower level near the wall pushing machines.

Homing missiles - All  
-----

Below the entrance in the room with the colorful elevators.

Grenades - All  
-----

In the corner right ahead of the same room.

Homing missiles - All  
-----

Climb onto a pile in the chamber with rapid moving platforms (near the end of the level).

Perimeter  
=====

Sniper Rifle - Juno / Vela  
-----

In the second part next to the exit door.

Plasma shotgun - Juno / Vela  
-----

In the third section, in front of the first outlet.

Sniper Rifle - Juno / Vela  
-----

In the third section, in front of the second outlet.

Plasma shotgun - Juno / Vela  
-----

In the third section, behind the third outlet.

=====  
Spawnship  
=====

Troop Carrier  
=====

Pistol - All  
-----

At the start up the elevator.

Machine Gun - All  
-----

Next to the Pistol Crate.

Machine Gun - All  
-----

Close to the right wall in the third chamber with big green ant.

Plasma shotgun - All

-----

Next to the Machine Gun Crate.

Pistol - All

-----

In the fourth room on a small wooden crate.

Remote Mine - Lupus (possibly)

-----

Near the previous Pistol crate you can see a ledge with a sniper drone. Enter the Inlet and you will find the crate next to the Totem pole.

Homing missiles - All

-----

Fall down the gap in the fourth room and exit, and then take the entrance on the far right.

Plasma shotgun - All

-----

After crossing the big gap in the same room.

Flamethrower - Juno\*

-----

Use Juno in the lava area to enter the hub on the left, the crate is located next to the chest of the Shocker itself.

Machine Gun - Juno\*

-----

Close to the Flamethrower capacity crate.

Cluster Bombs | Remote Mines | Timed Mines

Tri Rocket Launcher(4x) | Homing Missiles(4x) - Juno\*

-----

The Motherboard that is located around here is meant to only accessible with Juno, so use him to walk through the lava area near the end of the level.

\*= Vela and Lupus can also access these items but will take damage as they do so by jumping around in the lava (make sure you do this quickly or else they will perish).

=====

Rith Essa

=====

Bluff

=====

Machine Gun - All

-----

Behind one of the landing pad's pillars.

Pistol - All

-----

Next to the Gemini Holder near the waterfall.

Plasma shotgun - All

-----

On the left side at the start of the loooooonnnnggg path; just turn around to see it.

Homing missiles(2x) - All

-----

On a miniscule ledge on the outside of the first bend to the right; it hidden is between two spines.

Machine Gun - All

-----

Against the right wall that is guarded by three purple termites.

Plasma shotgun - Juno / Vela

-----

You need the Blue key to open the door in the second area, on the left side of this corridor is a small room the crate is on your left.

Sniper Rifle - Juno / Vela

-----

This crate is on the right of the Shotgun's.

Shocker - Juno / Vela

-----

After completing the Blue door corridor you will get outside, near some tribals you can find this very rare capacity crate.

'Area connecting Bluff, Ascent, Interior and Mine'

=====

Pistol - All

-----

Just after exiting 'Bluff' in plain sight.

Ascent

=====

-

Interior

=====

Tri-Rocket launcher - All

-----

At the start on a ledge to your right next to a tribal.

Plasma shotgun - All

-----

First little alcove on the left side.

Tri-Rocket launcher - All

-----

Just before taking of to Eschebone simply turn around.

Mine

=====

=====  
Eschebone  
=====

Approach  
=====

Tri-Rocket launcher - All  
-----

In the section with two termites in a far right corner.

Pistol - All  
-----

After crossing the falling bridge you can see it clearly.

Machine Gun - All  
-----

Next to the bridge on a small island, with a full health Gemini Crystal.

Homing missiles - All  
-----

After entering the big worm, all will become clear.

Thorax  
=====

Pistol - All  
-----

At the start in sight

Cluster Bomb - All  
-----

Behind the 2nd set of pillars at the start

Grenades - All  
-----

Behind the pillar to the opposite of the Cluster Bombs

Grenades - All  
-----

After beating the Mantis Boss, you will find it along the way

Cortex  
=====

Sniper Rifle - All  
-----

At the start. Very lame...

=====  
Mizar's Palace  
=====

\*= Not all of the crates are character specific. They can be reached by the other two characters, when they access the character's path from the exit where they all converge in Mizar's Palace. Even some of Juno's crates over the lava can be reached this way; Lupus or Vela just have to sustain the damage they receive from jumping around in the lava.

## Lobby

=====

Pistol - Juno

-----  
On the right side, just after entering the palace.

Plasma shotgun - Juno

-----  
In the dead end room on the right side.

Plasma shotgun(2x) - Juno

-----  
Inside a dead end room on the left.

Grenades - Juno

-----  
Close to the previous 2 Plasma shotgun crates.

Machine Gun - All\*

-----  
After falling down the hole follow the left path.

Machine Gun - All\*

-----  
In front of the door to the room with four yellow drones.

Grenades - All\*

-----  
In the room with the yellow drones.

Grenades(2x) - All\*

-----  
Behind the first set of pillars in the lava section.

## Flume

=====

Pistol - Vela

-----  
Visible at the start.

Plasma shotgun - Vela

-----  
Follow the right wall at the start.

Plasma shotgun - Vela

-----  
You will also come across this shotgun, when you pass the first Shotgun Crate. Alternatively take the first left at the start to get here, it is just a circle.



Machine Gun - Vela

-----

At the start take the first turn to the right, and then follow the left wall for a long time and eventually you will get to the crate. Following this route also leads to the exit of this maze!

Grenades(2x) - All\*

-----

Just before the exit, opposite side of the 2 tribals.

Chasm

=====

Pistol - Lupus

-----

At the landing spot, just a give away.

Machine Gun - Lupus

-----

After obtain the night vision goggles, follow the path the right. A crate will be against the left wall.

Plasma shotgun - Lupus

-----

Follow the left route at the start of the underground cave.

Plasma shotgun - Lupus

-----

There is another crate if you follow the left route.

Machine Gun - Lupus

-----

In the dark room, when facing the exit platform to the outside take the right path.

Grenades - Lupus

-----

Continue on from the Machine Gun Crate to find this one.

Grenades(2x) - All\*

-----

After crossing the big gap look at the right wall.

Grenades - All\*

-----

Opposite wall of the previous location.

=====

Gem Quarry

=====

Landing

=====

=====  
Spacestation  
=====

Abandoned Wreck  
=====

Flamethrower - All  
-----

Just after you go down the elevator on your right side.

Remote Mines - All  
-----

Near the fuel pad.

Remote Mines - All  
-----

From the last crate, face the opposite direction of the fuel pad and follow the left corridor to get to a second.

=====  
Walkway  
=====

Peak  
=====

-

=====  
Water Ruin  
=====

Lost Island  
=====

Flamethrower - Vela  
-----

Use Vela to find an entrance underwater that leads to a small room below the ruins themselves.

=====  
Asteroid  
=====

Mizar's Lair  
=====

-

=====  
Credits  
=====

The credits go to:

Rareware:

For creating this brilliant game.

Gamefaqs:

For putting this up the website.

You:

For reading this FAQ.

Me:

As I enjoyed making this FAQ.

Simon:

For fixing the error with the Plasma Shotgun. He also provided character specific information about almost every crate.

Tom Melfi:

For locating/correcting several crates:

- Sniper rifle (Sekhmet)
- Timed mines (Sekhmet)
- Shuriken/Shocker are Juno only (Sekhmet)
- Pistol (Cerulean)
- Timed mines are Lupus only (Tawfret)

caneras:

For figuring out the duplicate shotgun capacity crate flag  
BTW awesome WR runs of JFG!

=====  
Copyrights  
=====

Iron Knuckle 2002, 2003, 2006, 2021 (c)

Nothing out of this walkthrough may be copied for use on own websites, or own profit. The following link is the only website on which my FAQ / walkthrough is available, if you wish to upload the FAQ to your own website please notify me before doing so. Then I will send you my latest version.

-----  
Website locations  
-----

<http://www.gamefaqs.com>

-----  
Total GameFAQ productions  
-----

Donkey Kong Country	Speed Guide
Donkey Kong Country: 2 Diddy's Kong Quest	Speed Guide
Dungeon Keeper	FAQ/Walkthrough
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth; Capacity Crates
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map

Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====  
E-mail, Questions and Contributions  
=====

If you want to ask / contribute / correct anything about this In-depth guide about JFG regarding Capacity Crates, mail to me at the following address [knuckle\\_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com). Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is an In depth-Gamefaq. Don't submit anything that has been done already in this FAQ. In the section below this you can see a list with examples of things that are incomplete.

=====  
Unfinished business  
=====

- Well I suppose this should be about it. If you know any other locations, please tell me.

-  
-----  
--- END ---