

JET FORCE GEMINI!

OFFICIAL
Nintendo
PLAYER'S
GUIDE



THE UNIVERSE HAS A BUG PROBLEM...

THE WICKED OVERLORD MIZAR HAS LOOSED HIS INSECTOID HORDES ON THE GALAXY, AND THERE'S ONLY ONE TEAM TOUGH ENOUGH TO TAKE ON THE ROLE OF EXTERMINATOR. JET FORCE GEMINI IS DOWN TO ITS LAST THREE SOLDIERS, BUT WITH NINTENDO POWER ADDED TO THE TEAM, YOU'LL HAVE ALL THE FIRE-POWER YOU'LL NEED. PACKED WITH MAPS, TIPS AND THE LOCATIONS OF EVERY LAST TRIBAL, THIS PLAYER'S GUIDE WILL HELP YOU PUNISH MIZAR ONCE AND FOR ALL!



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JET FORCE GEAR



THE OFFICIAL NINTENDO PLAYER'S GUIDE

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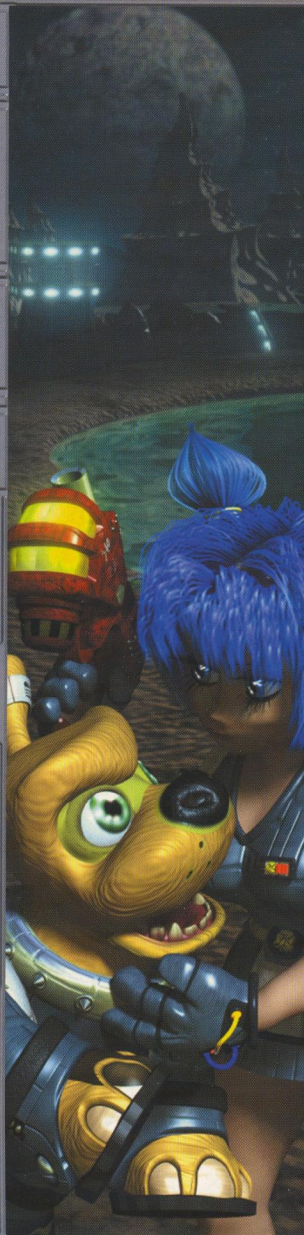
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JET FORCE GEMINI



THE JET FORCE TEAM

Gemini Squadron's Last Hope

A plague is sweeping across the universe. Formerly a negligible insect scoffed at by the Federation, the tyrant Mizar has spread a dark umbrella of tyranny, plunging peaceful worlds into chaos and enslaving indigenous races. The Jet Force Gemini squadron, once a powerful fleet of peace-keeping starships, has been whittled down to one vessel through unending waves of insectoid assaults. The lone craft, its hyperdrive unit irreparably broken, wallows in the reaches of space while the crew watches planet after planet succumb. Juno, Vela and Lupus are so transfixed by the onscreen atrocities that they are caught off-guard as a swarm of Soldier Drone boards through the docking bay. In a daring escape, they flee in separate pods, each with a slim hope of survival.



JUNO



The son of peaceful traders, Juno harbors a hatred for evil dating back to when his and Vela's parents were murdered by thieving rogues. He has quick reflexes and dead aim with all weapons, and he's known for keeping cool during battle.

SPECIAL ABILITY:

FIRE WALKING

Since he's encased in full-body Gemini armor, Juno can plunge into deep pools of molten lava without fear of injury. There are many superheated areas, so Juno will have plenty of chances to enjoy a hot soak.





VELA



Like her twin, Juno, Vela has spent a lifetime fighting for the memory of her slain parents. Where Juno is calm and collected, though, Vela is a raging storm. Her intense temper and love for heavy firepower see her through tight fixes.

SPECIAL ABILITY:

DEEP DIVING

Juno and Lupus are perfectly adept at paddling about on the surface, but Vela has the ability to plunge into the depths to seek out underwater passages. She'll be essential for navigating aquatic areas.



LUPUS

Just because he's been fitted with jet thrusters and a bio-suit compatible with any type of weapon doesn't mean Lupus has forgotten his canine origins. The Gemini Squadron mascot is fiercely loyal to Juno and Vela, and he really hates bugs.



SPECIAL ABILITY:

HOVERING

When Lupus jumps into the air, he can activate thrusters set on the base of each of his four paws to hover for limited lengths of time. This skill is invaluable, as there are many platforms the others can't reach.



FLOYD

There is hope for the future. The most advanced batch of attack sentries minted by Mizar has produced Floyd, a small sentry whose circuitry is wired to include a sense of morality. Realizing the error of following Mizar, he switches sides.

SPECIAL ABILITY:

FLYING MISSIONS

Once Juno puts Floyd back together on Tawfret, the sentry will follow the Jet Force team to all points of the universe. When the others can't progress, Floyd will have to fly ahead and accomplish specific tasks.



PLAY CONTROL

THE BASICS

JFG has more moves and options than most games, and to defeat Mizar you'll need to know how to do it all. Included here are overviews of basic moves and more detailed explanations of expert techniques.

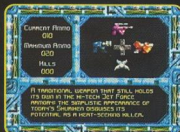


TARGET



The R Button activates Targeting Mode. Position the crosshairs to aim using the Control Stick and use the C Buttons to control movement.

QUICK CHANGE



You can assign any four weapons to the Control Pad for quick selection. Assign the weapons in the Weapons Option Screen.

JUMP



Use the top C Button to jump while in the Expert Control Mode. If you jump while stationary, you'll go much higher in the air.

FIRE



If you have a weapon selected and some available ammo, push the Z Button to fire forward. You'll automatically aim at the closest enemy.

SIDESTEP



The left and right C Buttons control the sidestep move, which makes your character strafe—it's essential for evading enemy fire.

MOVE



Normally you'll move by pressing the Control Stick in the proper direction. While targeting, however, you'll use the C Buttons to move.

CHANGE WEAPONS



In the default Control Mode, the A and B Buttons scroll through your inventory of weapons one by one. The selected weapon appears in the box on screen.

CROUCH



Use the bottom C Button to drop to a kneeling position that you can roll sideways out of. Push forward on the Control Stick to crawl.

OPTION SCREEN



Push the Start Button to bring up the Option Screen. Eight submenus include map, character and inventory data, sound and video options and other useful tidbits such as your Ship Part and Tribal counts.

NORMAL CONTROL

The default Control Mode is Expert, but you can cue Normal Mode from the Options Menu. It's all right for starters, but Expert allows much more control.

CHANGE WEAPON

CROUCH

JUMP



MASTER THE STRAFE

The strafe maneuver is one of the most important moves in JFG, because it makes your character harder to hit. Basically, it's just a matter of moving sideways and shooting at the same time.



Use the strafe control (left and right C Buttons) in conjunction with the Control Stick to increase your range of movement while shooting.

While holding down the R button, you can simultaneously aim with the Control Stick and strafe with the left and right C Buttons. This way you can shoot and dodge at once.



EXPERT CONTROL

If you choose to play using the Expert Control setting, you'll have the ability to move forward and backward while in Targeting Mode. You'll have precise aiming and freedom of movement, but you won't be able to jump.

AIM & MOVE FORWARD



AIM & MOVE BACKWARD



SPECIAL TECHNIQUES

DROP AND ROLL



Use the bottom C Button to hit the deck, then the right or left C Button to roll. This technique is useful for evading shots. Use the top C Button to make your character stand up again.



Lupus can't do the Drop & Roll maneuver. He just howls.

QUICK TURN



To attack an enemy from behind, you'll want to turn and face in the opposite direction quickly. Pull back on the Control Stick to turn your character, then push the R Button to snap the camera around.

CHARACTER-SPECIFIC CONTROLS

You'll encounter several different control styles while playing with the four main characters in Jet Force Gemini. These control styles are useful in specific places and allow you to reach otherwise inaccessible areas.

SWIMMING WITH VELA



Vela is the only character who can swim underwater. Use the Control Stick to direct her paddling and the jump button to rise to the surface.

FLYING WITH FLOYD



There are several areas where you have to take over Floyd to accomplish some task. Look for a Floyd Pad then make the transformation. Floyd can fly high, low, fast or slow, but he carries momentum in his direction of movement, making delicate maneuvers tricky.

LIFTING OFF WITH LUPUS



Lupus has rockets in his paws, allowing him to fly over limited distances. One push of the A Button sends Lupus airborne while another cues the thrusters.

FLOYD CONTROLS

The A and B Buttons control your forward and backward movement while the Control Stick determines the direction you face.

MOVE BACKWARD



MOVE FORWARD



FIRE



LOOK / STEER



USING YOUR UPGRADED ARMOR

When you defeat Mizar at his Palace, King Jeff improves your armor, adding a Jetpack to Juno, Vela and Lupus's inventory. You can refuel the jetpack on designated Jetpack Pads, so keep an eye out.



You'll need to master the use of your Jetpack if you hope to reach every last Tribal and Bonus Activator. After fueling up, simply press and hold the jump button while you're airborne to make the thrusters kick in. Watch your fuel meter or you'll make unscheduled stops.

CO-OP CONTROL WITH FLOYD

Once you've made the acquaintance of a big-hearted drone named Floyd, you can plug in a second Controller and play with a pal. A second gun comes in handy during fierce fights, so give it a try.

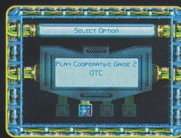
REBUILD FLOYD



When Juno first encounters Floyd, the drone is an immobile piece of metal fixed to a post as punishment for growing a conscience. To save him, you must find three of his parts.



Once you track down all three of his missing pieces, Floyd will regenerate and dutifully follow all of your characters through their adventures from that point on.



Floyd will then join the team, so when you start a game with a second Controller plugged in, you'll see an option to play in Cooperative Mode. Do it, man, do it!

Cooperative mode can be started or stopped at any time by pressing Start on the second Controller. This way you can call a friend in for the really tough spots.

CO-OP STRATEGIES

CAN YOU SAY UNLIMITED AMMO?



Floyd never runs out of laser power, and his twin cannons will keep firing as fast as you can press the Z Button without ever having to reload. This doesn't just help save on your main character's ammo—it makes precise aiming a needless activity.

MULTITASKING



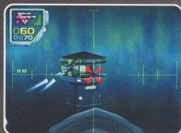
You don't both have to be constantly slaughtering drones, either. One of you can concentrate on destroying enemies while the other can do useful chores, like knocking down hard-to-reach gems with your lasers or blasting Cell Door Panels.

CHOOSE SIDES



Another good cooperative strategy is to pick a side to avoid confusion. Draw an invisible line down the center of the screen and make a pact to attack enemies only in your half unless it's an emergency. Feel free to compete with each other.

LONG-DISTANCE FLOYD



When you're using the Sniper Rifle, Floyd will automatically zoom in as close as you do, effectively giving you a pair of the high-powered weapons. Use the rifles to mow down far-off drones before they have the slightest clue you're in the vicinity.

CROSS THE STREAMS



When you're fighting especially strong drones, it's a tremendous boon to have a second gun to augment the power of your attack. Concentrate your fire on whatever nasty creature blocks your way—it'll succumb much faster than usual.



JET FORCE GEMINI™

OPERATIONS MANUAL



WELCOME TO JET FORCE GEMINI. THIS OPERATIONS MANUAL MAY WELL SAVE YOUR LIFE SOMEDAY, SO STUDY IT CAREFULLY. IT WILL PROVIDE YOU WITH THE MEANS TO SURVIVE ANY SITUATION, FROM MISSION OPERATIVES TO ITEMS TO THE ARSENAL OF WEAPONS THAT WILL BECOME YOUR BEST FRIENDS. GOOD LUCK—YOU ARE THE UNIVERSE'S LAST HOPE.

WEAPONS
FLOWCHART
MAP KEY
ITEMS

ITEMS OF INTEREST

You'll travel to various areas throughout your quest, from deserted planets to drone-infested warships. There are many helpful items along the way, so pay attention to the icons on your maps.

HEALTH



Gems are the lifeblood of any Jet Force member, as they replenish the armor of your suit. These will often be left behind when an enemy perishes. Blue ones refill one unit, pink ones refill five, and Red Gems fill your entire meter. Gemini Holders increase the number of Gems your character can carry, effectively extending the health meter. Invincibility makes you unstoppable for 15 seconds.

DIAMOND GEEZER



Mizar placed this dull-witted mercenary robot at various points to recharge his drones, but he'll sell you health and ammo in a pinch.

KEYS & DOORS



Locked doors will often bar your progress. The locks look like insects, and if there is a red light in the center of one, it means you are denied access. Find the corresponding colored key to proceed—if you have the correct key, the light in the center of the door will turn from red to green and you can go through. Doors with red Life Force beacons above them are tuned in to nearby drones. In order to open them, you must exterminate a certain number of enemies in the region. Target Doors must be opened by sustaining fire against the lock itself—for these, the Machine Gun is the key. Finally, there's one door in Rith Essa that only the Mine Key will open.

AMMO



Ammo Crates with two red bars on them will fully replenish a weapon, while a single yellow bar indicates only a partial refill. Capacity Crates will increase the ammo capacity of a particular weapon. If you don't have a weapon, its Ammo and Capacity Crates will be transparent.

CROWBAR



Once Juno tracks down Gimlet's Pants in the swamps of Tawfret, the alien will hand over the Crowbar, which can pry up trapdoors.

NIGHT VISION GOGGLES



Lupus will need these if he wants to use the Night Vision Pad to enter Mizar's Palace.

CELL DOOR PANEL



Shoot these panels in SS Anubis to deactivate cell doors imprisoning Tribals.

FLOYD MAZE ITEMS



Every Floyd mission requires that you collect certain items as part of your Objectives. In some cases you'll have to blast specific targets as well—in Goldwood, you must not only collect pieces of Metallic Ore but also blast Power Cells. It's the same on Anubis—there you have to collect Circuit Boards and shoot Switch Boxes. In Mizar's Palace you need to collect Power Keys, while Ichor and Eschbone require the retrieval of oil cans and DNA Strands, respectively. While you need to collect only some items for the Primary Objectives, you'll generally need to collect all of them for the Secondary Objectives.

TRADABLE ITEMS



The affable alien Gimlet has managed to misplace his pants. If you track them down, he'll give you the Crowbar.

The bear trying to sleep in a corner of the Water Ruin will happily trade you a Spaceship Part for the Earplugs.

Find this mag in the depths of the alien in Eschbone and trade it to Fernando Mole for the Rith Essa Mine Key.

If you find three bars of gold on the surface of Cerulean, Fishface Mole will sell Vela the Tri-Rocket Launcher.

TOKENS AND PICKUPS



The currency of Mizar's regime, silver Mizar Tokens can be traded with the Diamond Geezer for health and ammo. It also costs one Mizar Token to use a Transformer Pad or a Floyd Pad, so if you want to keep flying Floyd missions, stock up. The Blue, Red and Green Tokens act as power-ups on the racetracks, offering Boosts, Bombs or Oil respectively.

ARCADE CHIP



If you can win a Gold Medal with Floyd on the Ichor Military Base mission, you'll win the Arcade Chip. This technology will repair the second arcade machine in the Big Bug Fun Club.

FLOOR PADS



Various pads placed at strategic points throughout the worlds will give you boosts in tight spots. Depending on the pad, they refuel your Jetpack to a preset capacity, activate your Night Vision Goggles, cue Floyd up for a flying mission, or transform your character into a Tribal or a drone. You can accomplish certain tasks only when you're disguised, so don't hesitate to morph yourself whenever the opportunity arises.

ITEMS

MAP KEY

FLOWCHART

WEAPONS

WEAPONS OF CHOICE

As a decorated Jet Force soldier, you have to be a master of all weapons. Believe it or not, warfare is sometimes a delicate art, and success depends on equipping the right gear for each situation.

JET FORCE PISTOL



The standard-issue pistol holds seven shots in the chamber that take time to reload. If you run out of ammo, it'll use weak pellets.

MACHINE GUN



Blessed with extremely rapid but inaccurate firing capabilities, the Machine Gun sprays fire everywhere. It's perfect for flying drone clouds.

PLASMA SHOTGUN



The Plasma Shotgun can fire at five different levels of power—to get the maximum strength out of the blast, charge it up all the way.

HOMING MISSILE LAUNCHER



One of the more intelligent weapons in the Jet Force arsenal, the Homing Missile Launcher locks on to targets and then hunts them down.

TRI-ROCKET LAUNCHER



Unlike its fire-and-forget cousin, the Tri-Rocket Launcher must be aimed properly. It sends out a spiraling trio of powerful warheads.

SNIPER RIFLE



The perfect weapon for covert ops, the Sniper Rifle can zoom in to up to ten times magnification. It packs extremely powerful rounds.

FLAMETHROWER



The Flamethrower is effective only at extremely close range, and whoever wields it must be careful when the flaming prey goes berserk.

SHOCKER



This device hasn't yet been approved for use, mainly because of its unpredictability. The electrical discharge fries nearby enemies.

GRENADES



A favorite among Mizar's army, Grenades are powerful hand weapons. Although limited in range, they make a big bang after a few seconds.

SHURIKENS



Shurikens have been with Jet Force almost since the Federation's first days. These handheld weapons home in on enemies and can be recovered.

REMOTE MINES



These nasty devices are perfect for losing pursuers. Simply stick one to a wall, wait for a drone to come charging after you, and then trigger the mine.

TIMED MINES



If you simply throw a Timed Mine, it will become a proximity mine, but if you hold down the Z Button, you can set the fuse for a specific length of time.

CLUSTER BOMBS



These mayhem-makers explode violently when thrown, but that's not the end. Three secondary bombs are ejected and parachute to earth for more carnage.

FLARES



Incendiary devices with no purpose in battle, Flares can light up shadowy corners. You can carry them with you like a torch or stick them to a wall.

FISH FOOD



This powerful weapon is second to none when it comes to sheer destructive power and horrific, insect-mangling...no, actually, you just feed fish with it.

MAP KEY

Use this key to decode the symbols you'll see on the maps in every area.

WEAPONS

ABBREVIATION

	JET FORCE PISTOL	PS
	HOMING MISSILE	HM
	MACHINE GUN	MG
	PLASMA SHOTGUN	PL
	SHOCKER	SH
	TRI-ROCKET LAUNCHER	TR
	FLAMETHROWER	FT
	SHURIKEN	SK
	REMOTE MINE	RM
	SNIPER RIFLE	SR
	GRENADE	GR
	CLUSTER BOMB	CB
	TIMED MINE	TM
	FISH FOOD	FF
	FLARE	FL

HEALTH

	FULL HEALTH GEM
	FIVE-UNIT GEM
	SINGLE-UNIT GEM
	GEMINI HOLDER
	INVINCIBILITY

ENEMIES

	SOLDIER DRONE PAGE 18
	SNIPER DRONE PAGE 18
	COWARD DRONE PAGE 28
	NINJA DRONE PAGE 18
	DEFLECTOR DRONE PAGE 34
	BARRICADE DRONE PAGE 34
	RHINO DRONE PAGE 34
	ZOMBIE DRONE PAGE 34
	STINGER DRONE PAGE 18
	STEALTH DRONE PAGE 18
	CYCLOPS DRONE PAGE 18
	ARACHNO-DRONE PAGE 18
	ROTOR DRONE PAGE 82

AMMO

	PS PARTIAL AMMO CRATE (INDIVIDUALLY LABELED)
	PS FULL AMMO CRATE (INDIVIDUALLY LABELED)
	PS CAPACITY CRATE (INDIVIDUALLY LABELED)

DOORS

	RED DOOR
	YELLOW DOOR
	BLUE DOOR
	GREEN DOOR
	MAGENTA DOOR
	TARGET DOOR
	LIFE FORCE DOOR

KEYS

	RED KEY
	YELLOW KEY
	BLUE KEY
	GREEN KEY
	MAGENTA KEY
	MINE KEY

KEY TO THE KEY

The Map Key folds out so you can look at a map and the Key at the same time.



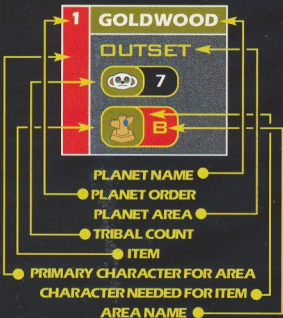
ITEMS

	TRIBAL
	DIAMOND GEEZER
	BONUS ACTIVATOR
	MIZAR TOKEN
	POWER BOOST
	BOMB
	OIL SLICK
	NIGHT VISION PAD
	TRIBAL PAD
	JETPACK PAD
	TRANSFORMER PAD
	FLOYD PAD
	FLOYD PART
	METALLIC ORE
	POWER CELL
	CELL DOOR PANEL (SWITCH BOX IN FLOYD MISSION)
	CIRCUIT BOARD
	POWER KEY
	DNA STRAND
	OIL CAN
	GIMLET'S PANTS
	CROWBAR
	GOLD BAR
	SPECIALIST MAGAZINE
	EARPLUGS
	NIGHT VISION GOGGLES
	ARCADE CHIP

MISSION BRIEFING

The Flight Plan gives both a quick overview of the game and your progress through it. The planet legends include vital information about what you'll find there.

FLIGHT PLAN LEGEND



SAVE THE TRIBALS



One of the most important goals in Jet Force Gemini is to rescue the Tribals. The legend boxes indicate the number of Tribals in each area. If you fail to get all the Tribals, King Jeff will withhold a special item.

SPACESHIP PARTS

The only way to catch the Asteroid is by restoring the Tribals' spaceship by finding its scattered parts. After your first meeting with Mizar, King Jeff will explain the parts.



ACTIVATOR BONUS

The Activator Bonus icons appear in secret areas throughout the game. Each one activates a new feature in the multiplayer games. You'll have to check the multiplayer menu to see what it has unlocked.



1 GOLDWOOD

OUTSET



INTERIOR



LODGE



RIM

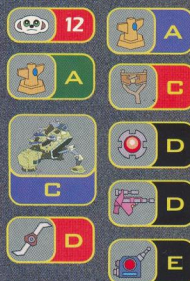


3 TAWFRET

BOG



BRIDGE



CASTLE



4 MIZAR'S PALACE

LOBBY



COURTYARD

RACETRACK



FLUME



CHASM



11 SPACESTATION

ABANDONED WRECK

12

A

B

11 SPACESTATION

13 GEM QUARRY

13 GEM QUARRY

LANDING

5

A

1 GOLDWOOD

2 SS ANUBIS

12 WALKWAY

4 MIZAR'S PALACE

3 TAWFRET

15 ASTEROID

15 ASTEROID

ASTEROID

0

2 SS ANUBIS

HOLD

10

A

D

F

G

DEPOSITORY

14

PASSAGEWAY

8

D

10 ESCHEBONE

APPROACH

6

C

THORAX

12

A

D

G

G

CORTEX

5

B

8 SPAWNSHIP

TROOP CARRIER

15

A

A

E

H

J

J

O

O

R

S

8 SPAWNSHIP

5
A

WALKWAY

12 WALKWAY

PEAK

6
A B
B

7 ICHOR

MILITARY BASE

16 C
C K
J K
F N

PERIMETER

8

6 CERULEAN

CERULEAN

8 A
A B
B C

14 WATER RUIN

LOST ISLAND

8
A
A B

ALACE

SHIP

10 ESCHEBONE

6 CERULEAN

5 SEKHMET

14 WATER RUIN

9 RITH ESSA

9 RITH ESSA

BLUFF

8
C C
D D

INTERIOR

4

ASCENT

6

MINE

16
C B

5 SEKHMET

BATTLE CRUISER

15
A C F
F K
M P
P Q

FLOWCHART

MAP KEY

ITEMS

WEAPONS



EMERGENCY STRATEGIES

Even with all the maps and weapons at your disposal, things can get pretty hairy in the heat of battle. Use these simple strategies to give yourself an extra bit of help when things look especially grim.

Save Room for Later



Unless you're on the point of collapse, don't collect any gems until after the battle is over. That way you won't waste valuable health by getting shot right after you grab a Gem.

Share the Wealth



Just because Juno has opened a chest doesn't mean it's empty. When you return to worlds with different characters, you can access previously opened chests so that everyone can get all the weapons.

Warp for Your Life



If you're completely out-matched and on the verge of expiring, go to the Start menu and bail out to another area that you know has easily accessible health. Also use this trick to reload weapons.

They'll Be Back



Most partial Ammo Crates reappear after a brief time, so if you can afford to linger in an area, do so. Keep grabbing the ammunition replenishers until you're maxed out, then head back to battle.

Hand Over Those Guns!



When you blast a drone or scare one into surrendering, collect its gun for ammo. Depending on what you have armed, you'll replenish your pistol, Machine Gun or Plasma Shotgun.

Master the Quick Switch



On the Start screen's weapons menu, set your four favorite weapons to the four directions on the Control Pad. When the fighting's fierce, you won't have to shuffle through the entire arsenal.

Change Their Oil



You'll find plenty of oil cans scattered around the levels, and you can put their volatility to good use. Wait until an enemy is near a can, then shoot it to let the explosion do your dirty work.

Be a Miser with Mizar Tokens



Grab every silver Mizar Token you see, because a full wallet may make the difference in a tough level. The Diamond Geezer will fill all of your health or a weapon's ammo if the price is right.

Don't Turn Your Back



If an enemy surrenders or you shoot the gun out of its hands, don't think it's defenseless. Disarmed drones will pull out Grenades the second you turn your back, so be sure to finish them off.

Dodge and Blast



Perhaps the single most important skill is aiming your weapon while strafing to avoid enemy fire. Using the four C Buttons to move while holding the R Button will make you a blast master.



GOLDWOOD



THIS LUSH PLANET WAS A PARADISE OF DENSE FORESTS, SPRAWLING DELTAS AND CLEAR RIVERS BEFORE MIZAR'S RELENTLESS TROOPS INVADDED AND ENSLAVED THE POPULACE. THE ABANDONED DWELLINGS OF THE UNFORTUNATE NATIVES STILL REMAIN, SCATTERED AROUND THICKETS, HIDDEN IN VAST CAVERNS AND PERCHED ATOP HIGH GORGE WALLS.

GOLDWOOD

Liberate the Forest World



JUNO

As the Jet Force team witnesses the full-scale invasion on the viewscreen, its damaged ship is boarded by a force of Mizar's drones. After lingering behind on the ship to ensure Lupus and Vela's safe escape, Juno makes tracks for Goldwood, the location of the initial distress call. He finds the area eerily silent—already Mizar's drone army has secured the planet.



ENEMIES

Juno will get a crash course in bug extermination on Goldwood, but lesser drones aren't all the team has to worry about. When Vela and Lupus return to the planet, they'll find even nastier enemies.



SNIPER DRONES

Generally spotted perched atop tree branches or other high points in the environment, Sniper Drones are accurate at long range. They stay immobile, so pick them off from afar.



CYCLOPS DRONES

Slow-moving and inaccurate early on, these airborne sentries attack in groups. Look skyward as soon as you hear the whine of their approach and shoot them with your pistol.



STINGER DRONES

These ruthless machines generally appear in great numbers and hover, laying down a deadly field of cannon fire. Wipe them out with concentrated bursts of your Machine Gun.



ARMOR DRONES

These bugs pack serious heat, so unless you want a faceful of missile fire, strafe in battle. They take a while between shots, so send back some blasts of your own.



SOLDIER DRONES

The lowest bugs on the totem pole, Soldier Drones are fairly weak and armed with slow firing guns. What they lack in firepower, they make up for with a foot speed.



NINJA DRONES

When you spot one of these brownish bugs ning around, exterminate it with extreme prejudice. At the first whiff of unrest, Ninja Drone will try to wipe out any nearby Tribals.



ARACHNO-DRONES

Arachno-Drones are fairly effective shooters at close range. Watch for them to appear at gullies or the tree stump portals that line parts of the forest.



STEALTH DRONES

Also aerial machines that converge in large numbers, Stealth Drones neutralize threats by flying in tight strafing runs while others blast away with cover fire.



STAG DRONES

Although they're nasty, Stag Drones are armed with anything more powerful than a Machine Gun. It takes a lot to squash them, though, so aim for the head to off them quicker.



OUTSET

As soon as Juno steps onto Goldwood's fertile soil, familiarize yourself with the way he moves. Duck, roll, jump, strafe and target until his actions are second nature. You'll need all the skills at your disposal if you're to survive the welcoming committee.

TRIBALS



ENEMIES



OUTSET B

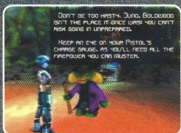
B King Jeff

King Jeff, the leader of the Tribals, is another creature the Jet Force team will see a lot of throughout its travels. He'll often hook you up with valuable items as well as advice. This time he'll just show you images of the bug invasion.



C Pointers from Magnus

Here's Magnus again, and now he'll tell you about the Region Markers. He'll also advise you on how to aim and fire then let you try your skills on three Cyclops Drones. Destroy them to open the Life Force Door.



1 Increase Your Gem Capacity



After you talk to King Jeff, be sure to hop up the stairs at the back of the hut and pick up the item on the platform. It will increase the number of Gems (health) you can carry in your Gemini Armor.

2 Find Shurikens with the Yellow Key



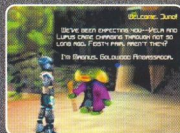
Defeat the Stag Drone at the door and enter the cavern to pick up the Shurikens, which are basically heat-seeking throwing stars.



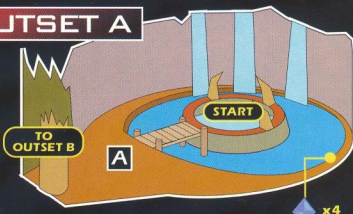
OUTSET A

A Meet Magnus

Luckily, the first face Juno sees is a friendly one. Magnus, a wise alien with ears big enough to hear Mizar cough in his palace light years away, will be a help throughout, so listen carefully.



OUTSET A

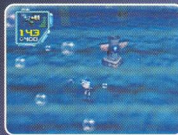


OUTSET B



D Dive Deep with Vela

Juno can enter this area to collect the Fish Food and some Mizar Tokens, and if you return here with Vela she can swim to the bottom of the fish pond and find the Bonus Activator, which makes a Yellow Drone a playable Multiplayer Battle character.

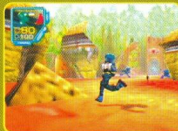


OUTSET C



1 Snipe the Sniper Drones

The earlier you take out these dead-eye shooters, the better, because they get more accurate as you approach. A single pistol shot will finish them off, so target them as quickly as possible.



2 Strafe with Care

As you enter this village, strafe to avoid enemy fire and take out the Soldier Drones. Make sure that you don't hit the two Tribals between the huts.

E Diamond Geezer

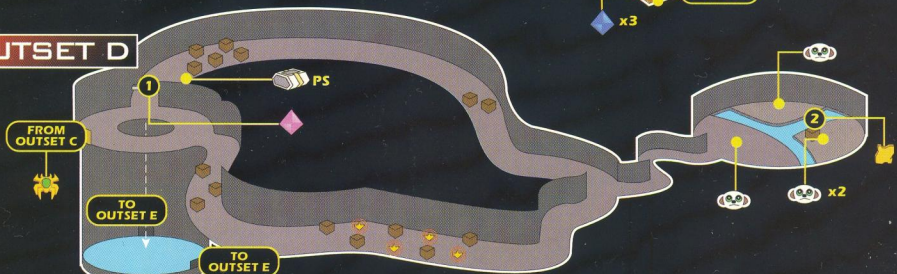
When you have the means, blast open the door to this hut with a Tri-Rocket salvo to access the Diamond Geezer, who will gladly swap you some Mizar Tokens for health or ammo.



OUTSET C



OUTSET D



OUTSET D



1 Too High? Open Fire!

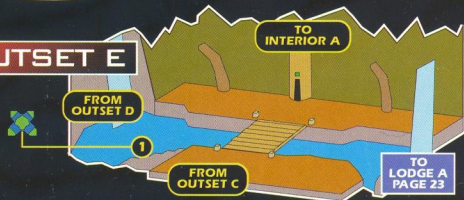
No amount of jumping will get you the helpful Gem that's wedged in the rafters. Instead, shoot it down with a pistol shot. This technique will serve you well throughout your adventures.



2 Find the Yellow Key

After you save the four Tribals laboring in the room, take a moment to blast open the large crate. Inside it you'll find the Yellow Key, which will give you access to any door with a Yellow Lock.

OUTSET E



OUTSET E




1 More Gem Capacity

Depending on which route you take to arrive at Outset E, you may miss the Gemini Holder lying on the stairs leading down to the river. Every bit of health helps, so pick it up!

INTERIOR

Enemy presence was light on the borders of the forest, but the interior areas are heavily guarded. Luckily, there's some heavier firepower waiting for Juno just around a couple bends in the path.

TRIBALS  9

ENEMIES 

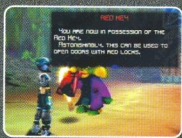
INTERIOR A



INTERIOR A

F A Red Present from Magnus

You may glimpse the door way up high on the right as you enter the Interior, but since you don't have the Red Key you can't get in it. No matter—follow the left fork to meet up with Magnus, who'll tell you about the Floyd door and give you the Red Key.

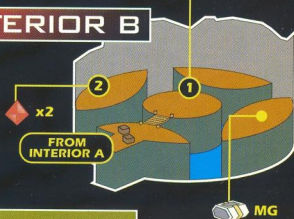


1 Machine Gun Lock

Your standard issue pistol's slow reloading rate renders it ineffective against this timed lock, but once you've found the Machine Gun you'll have no problem blasting away until it opens.



INTERIOR B



INTERIOR B

1 Rapid-Fire Fun

Once you pick up the Red Key from Magnus, you'll be able to enter the door on the top of the bluff. Ice the Armor Drone inside before it can vaporize you, then grab the Machine Gun it was guarding.



2 Full Power Gems

The chasm is too far to jump across, so Juno must use his pistol to ricochet the Red Gems back over the gap. You can come back and get these full health restorers anytime.



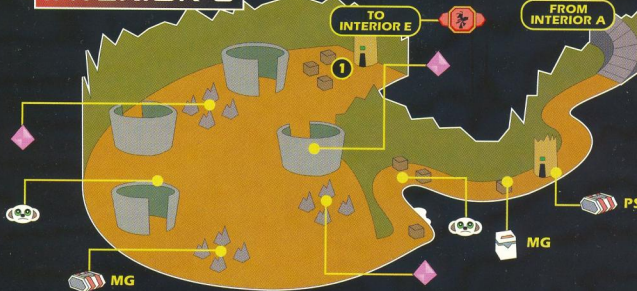
INTERIOR C

1 Heavy Artillery



There's a missile-toting Armor Drone guarding the door outside Interior C, so sidle around the edge carefully. If you line it up correctly, its missiles will harmlessly hit the slope in front of you.

INTERIOR C





FLOYD

Once you've regenerated the kindhearted robotic sidekick known as Floyd, you'll gain access to the locked door in Interior A. Inside, you'll find one of Floyd's many timed challenges. If you finish the Primary Objectives in a timely manner, you'll earn a medal.

INTERIOR D

PRIMARY OBJECTIVES

1. Collect four cases of Metallic Ore
2. Disable at least four Power Cells
3. Reach Finish in time allowed

SECONDARY OBJECTIVE

1. Collect all 16 cases of Metallic Ore
2. Disable all of the 10 Power Cells

GOLD MEDAL:

OPENS GOLDWOOD
MULTIPLAYER TARGET GAME



1 Aim and Aviate

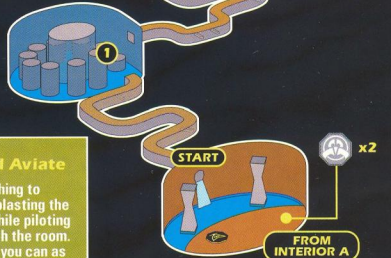
The toughest thing to accomplish is blasting the Power Cells while piloting Floyd up through the room. Fire as fast as you can as you circle upward.



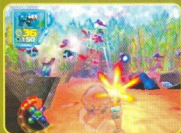
Metallic Ore



Power Cell



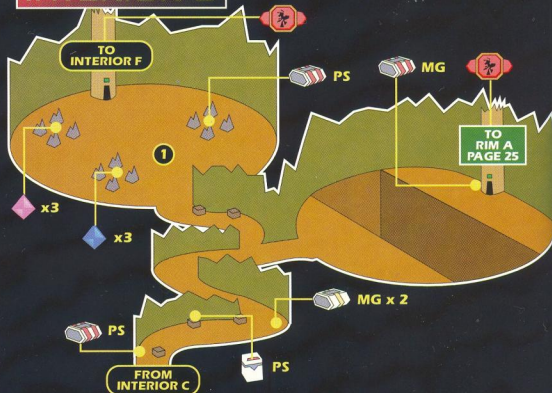
INTERIOR E



1 Aerial Swarm

The second you approach the exit door a cloud of Arachno-Drones will swarm out of the top of the tree. Machine gun them from afar if you have the ammo or stay out of range and pick them off with the pistol.

INTERIOR E



INTERIOR F



INTERIOR F



1 Ninja Drone

Open fire on the Ninja Drone the moment you step through the door or it'll off a few Tribals before you get your bearings. Don't hit any Tribals by accident.



2 Fight Safely

Rush the horde of Stealth Drones and grab the Shield before they attack. It'll turn you invincible for 15 seconds, so make good use of it by blasting them as they strafe.




VELA

Once you've made it to Mizar's Palace with all three Jet Force team members and confronted Mizar, the planetary map will open up and grant each team member access to all of the worlds. When Vela returns to Goldwood, she'll have better armor, lots of high-powered guns and a Jetpack.

LODGE

Vela's swimming ability allows her to dive into the waterway at the end of the Outset. The underwater passage leads into the Lodge, an area heavily populated by Tribals in happier times. Now it's infested with bugs.

TRIBALS  15

ENEMIES       

LODGE A

1 More Tri-Rockets, Please



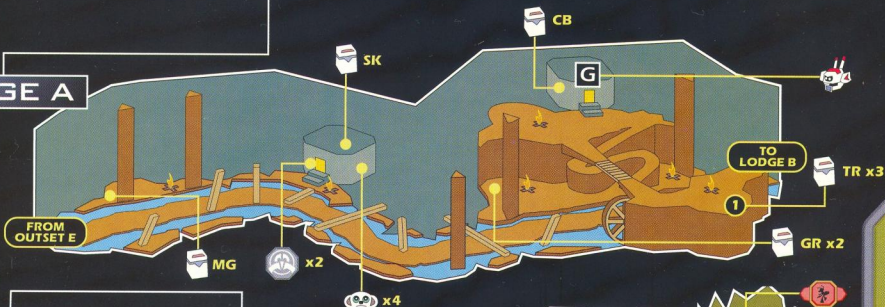
There are Capacity Crates for Shurikens, Grenades and Cluster Bombs around here, and near one abandoned campfire there's a whopping triple pack of Tri-Rocket upgrades. You'll need 'em!

G Diamond Geezer

You'll bump into this entrepreneurial robot in all manner of places, and it'll always offer the same deal. For five Mizar Tokens you can restore your health, and for ten it'll fill up all of your ammo.



LODGE A



LODGE B

1 Conserve Ammo



Whenever possible, use Shurikens for short-range fighting against Deflector Drones. The homing blades chop through defenses and can be recovered.

LODGE B



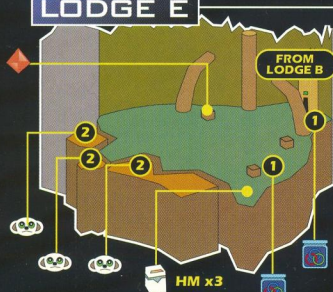
LODGE C

LODGE C

1 Shield Yourself



The Weevil Troopers take a lot of punishment before they fall, so do yourself a favor and grab the Shield for extra assistance. Then empty your Tri-Rocket Launcher in their faces.

LODGE E**LODGE F**

I Vela's Hatch Key

Find the Shield nestled behind a tree at the top of the cliff in Lodge F, then wipe out the Stealth Drones as fast as you can. Once you've eliminated the drones, you can enter the Life Force Door at the bottom and find two Tribals and Vela's Hatch Key, an integral Spaceship Part.

**LODGE D**

1 Stock up again



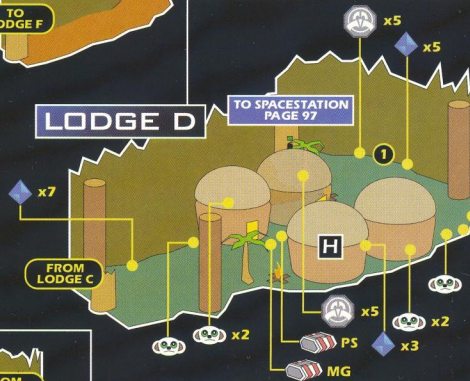
The Gems and ammo will keep regenerating every time you enter a hut, so keep revisiting this area until you're healthy and powerful enough to handle the rigors of the Spacestation.

H Diamond Geezer

If you're feeling low, you can pop into the hut and go Geezer shopping.



GE D



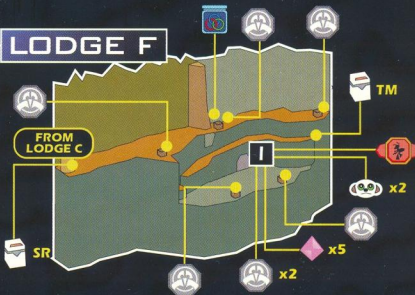
LODGE E



1 Shelter from the Storm

Immediately break left when you enter Lodge E, because there's a wave of Stinger Drones coalescing in the clouds above. Grab the Shield and open fire. If your invincibility runs out, pick up a second Shield a bit farther on.

LODGE F





LUPUS

Lupus was always a pro at using jet boosts, but he gets to soar to new heights once King Jeff outfits him with a Jetpack attachment. The King also provides some nice tank treads, pontoons for water flotation and beefed-up armor. By this point, the canine will be packing lots of heat, as well.

RIM

Remembering that he'd seen a wide gulf in one section of the Goldwood Interior, Juno sends Lupus out to explore the other side. Lupus hovers over the canyon in Interior E and enters the Rim area. The caverns and cliff edges are swarming with Mizar's meanest minions.

TRIBALS



ENEMIES



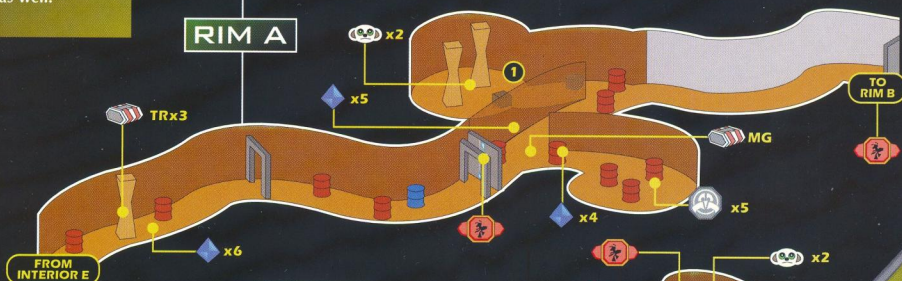
RIM A



1 Watch Where You're Pointing That!

As always, don't just open fire when Cyclops Drones descend from the ceiling and start blasting. In this case, there are two innocent Tribals down below, and if you don't save them, a stray bullet or plummeting drone might off them both.

RIM A



RIM B

1 Take to the Air

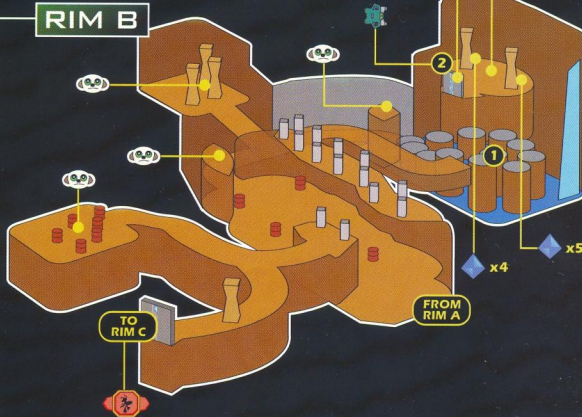


There are plenty of power-ups, Gems and Tribals stranded on high platforms, so use your jet thrusters wisely. Get used to precision hovering—it will serve you well in the future.

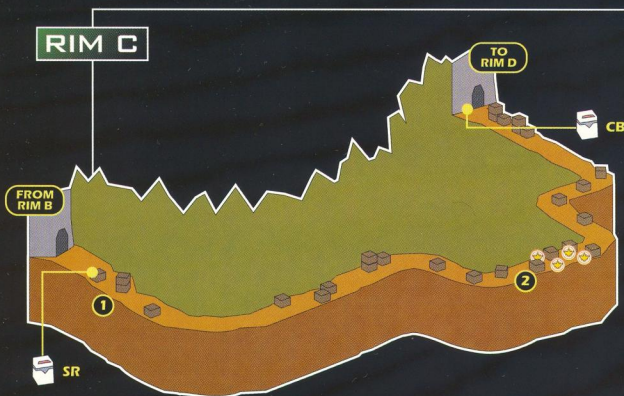
2 Shock Yourself



It takes some doing, but reaching this out-of-the-way room will garner you the experimental Shocker. You know that bug zapper on your porch? It's like that but exponentially boosted.



RIM C



RIM C

1 Don't Try It!



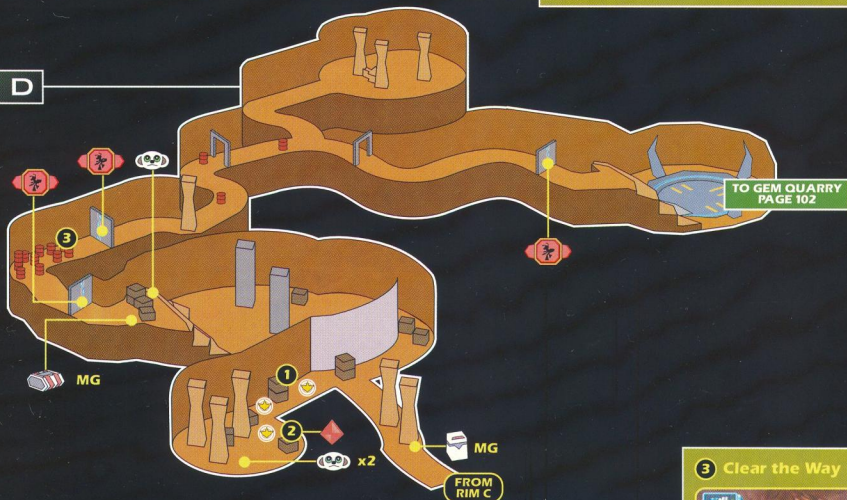
It looks like you could just barely make it with a perfect hover, but don't be fooled. Lupus will plummet into the void just shy of the other side if you try.

2 Mine Field



Don't get so distracted by the Armor Drone that you forget about your footing. After disposing of the bug, clear out the mines before proceeding.

RIM D



RIM D

1 Watch Your Step



Opening fire on these proximity mines could be a fatal error, since the shrapnel they fling may hit one of the nearby Tribals. Side along the wall or float over the mines to be safe.

2 A Pleasant Surprise



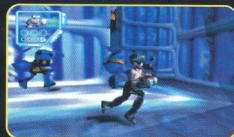
After rescuing the Tribals, blast away at the nearby crate to reveal a Full Health Gem. You have a fierce battle coming if you hope to reach your ship, so be grateful someone left this gift.

3 Clear the Way



When you see a dense clump of oil cans, beware. If they explode under enemy fire while you're in the midst, you'll take heavy damage, so clear them out with a Grenade to make a safe path.

SS ANUBIS



THE SS ANUBIS IS A CRUMBLING BUT STILL DANGEROUS ARTIFACT IN MIZAR'S FLEET. THIS OBSOLETE BUT FUNCTIONAL SPACECRAFT IS CURRENTLY HOME TO ALL MANNER OF NASTY INSECTS THAT HAVE INFESTED THE VERY GUTS OF THE MACHINERY. TRIBALS ARE EVERYWHERE, FORCED TO WORK MAINTENANCE UNTIL THEY DROP.

SS ANUBIS

Infiltrate Mizar's Fleet



JUNO

After doing all he could for the ravaged villages of Goldwood, Juno heads to the SS Anubis in the hopes that he'll find some clues as to his team's whereabouts. He arrives to find the ship still populated by Mizar's foot soldiers. And that's not the worst news by far.



NEW ENEMIES



COCKROACHES

These scuttling insects cover ground in an eyeblink, and their thick carapaces make them extremely difficult to kill. They also tend to snack on other fallen drones or any Fish Food you happen to drop.



COWARD DRONES

These soldiers often surrender at the first sign of danger. They frequently yield a Red Gem if you off them, but if you take pity you can keep revisiting them for ammunition. Whenever you re-enter the room, they'll drop some more munitions.



HOLD

Beware of the pistol-toting drones roaming the hallways. Even though this ancient ship isn't exactly top of the line, Juno can still find a way to operate the doors.

TRIBALS



10

ENEMIES



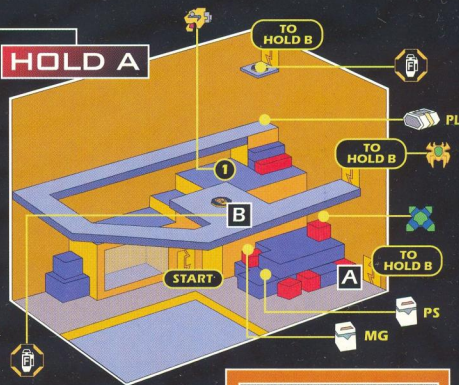
HOLD A

1 Plasma Shotgun



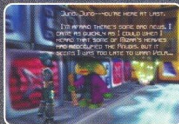
Your first order of business is to hop up the stacked crates in the loading bay and grab the Plasma Shotgun. Charge up this bad boy by holding down the Z Button, then let it rip.

HOLD A



A Get the News from Magnus

Magnus is on board, and he has some bad news. He tells Juno that Vela has been captured in a brave attempt to rescue some Tribals, and she's locked in the Hold. Get going!

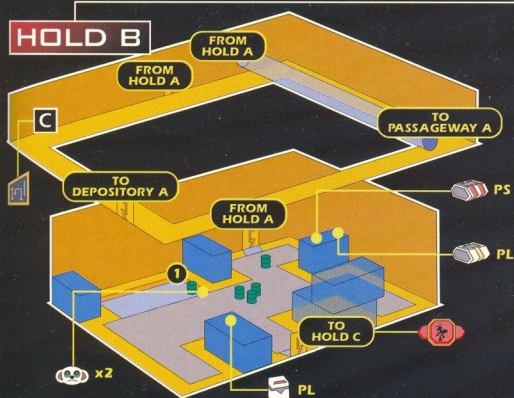


B Blast Off

When you return here with a Jetpack, you can fuel up on the platform and rocket up to the door leading to the Passageway, page 32.



HOLD B



HOLD B



1 Tribals Under Guard

Be careful when you go after the Stag Drone in Hold B, because an errant shot could blow up the oil can in front of it, unintentionally offing the two Tribals.

C Cell Door Panels

These innocuous looking panels look like just another part of the ship, but they actually control the cell doors deep in the Hold. Blast them all to free Vela and the imprisoned Tribals.



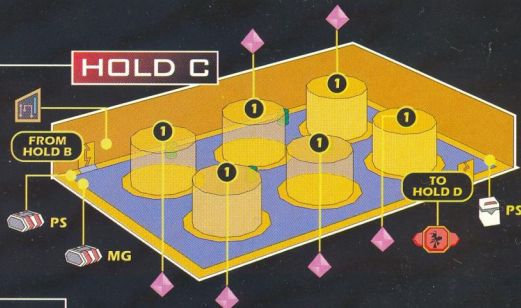
HOLD C



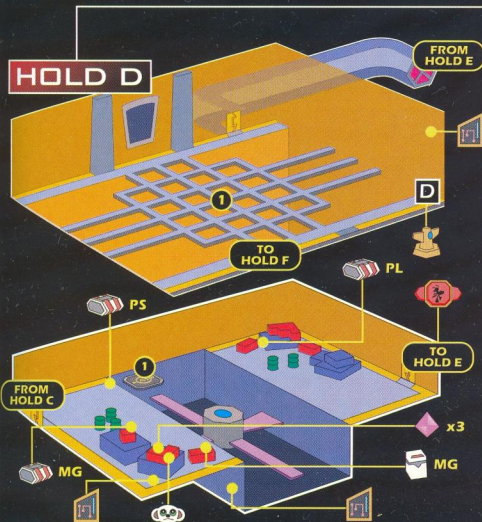
1 Health on High

You'll never climb all the way to the tops of the generators, so instead take a moment to blast the valuable Gems down to the floor where you can easily collect them.

HOLD C



HOLD D



HOLD D

1 Walk Steady



Be extremely careful when jumping onto moving platforms, because a poorly timed jump will send you plummeting into the void.

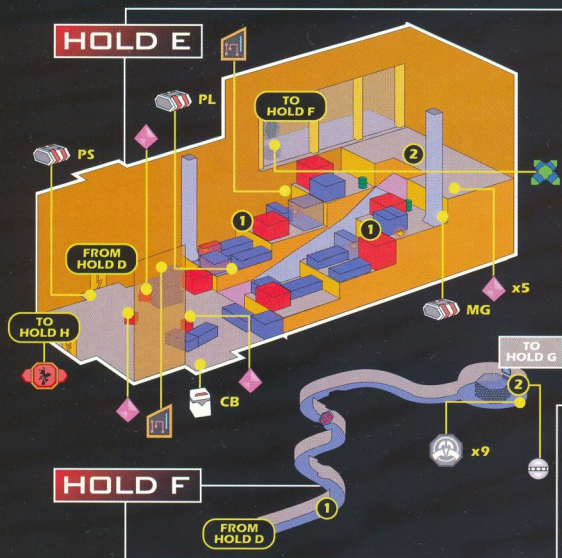


Don't forget to shoot the Cell Door Panel way up near the ceiling and the one hidden on the inner edge of the trench.

D Bonus Activated

Nestled in the shadows in the upper corner of Hold D is a Bonus Activator. This one allows you to use a Soldier Drone in Battle Mode.





HOLD E

1 Look Before Leaping

Don't hop blindly into the areas between boxes before checking out the area first. Proximity mines are scattered throughout the area, so blast Cell Door Panels like this one from a safe spot.

2 Aerial Pattern

Once you gain the top platform of Hold E, a serpentine column of Cyclops Drones will begin winding its way through the air. Study the pattern and blast them all to open the Life Force door to Hold H.

HOLD F

1 Squash the Roaches

When you enter the vents, you'll hear the eerie noise of Cockroaches scuttling toward you. These nasty bugs are surprisingly resilient, so open up with your Machine Gun until they go belly up.

2 Cluster Bombs

Your prize for wiping out the Cockroach infestation in Hold F is a glorious weapon named the Cluster Bomb. This wonder blows up once then sends out three parachuting minibombs for extra havoc.



Once you've regenerated Floyd in Tawfret (see page 38), return here and gain access to Hold G. If you complete the primary objectives fast enough, you will earn the sleep-inducing Earplugs.

FLOYD

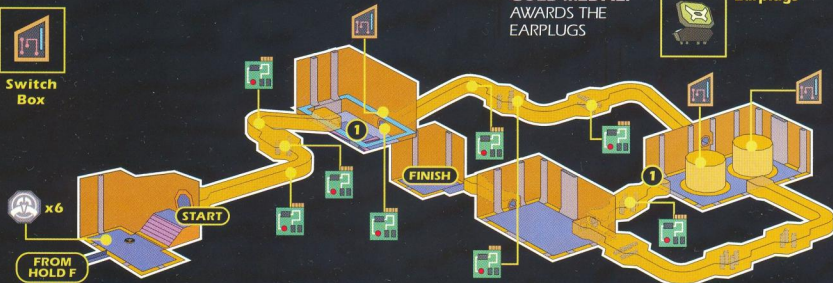
HOLD G



Circuit Board



Switch Box



PRIMARY OBJECTIVES

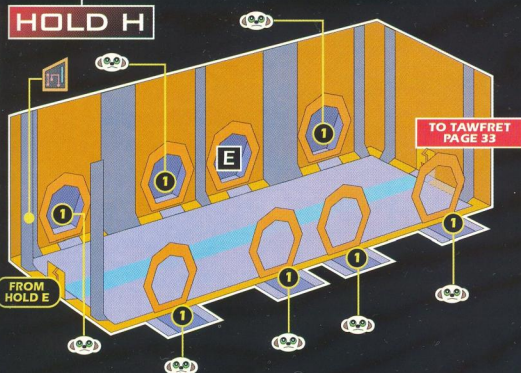
1. Collect four Circuit Board components
2. Destroy the two Main Switch Boxes
3. Reach the finish area before timer elapses

SECONDARY OBJECTIVES

1. Collect all eight Circuit Board components
2. Destroy all three Switch Boxes
3. Destroy Reactor Hub to open secret passage

GOLD MEDAL:
AWARDS THE
EARPLUGS





HOLD H

1 Jailbreak

If any of the doors in Hold H are still up and running, you missed a Cell Door Panel somewhere along the line. You'd better backtrack, because eventually you must free all of the imprisoned Tribals.

E Rescue Vela

Vela is ecstatic to see Juno, and she fills him in on her capture and Lupus's subsequent departure. She plans on hitching a ride on the warship Sekhmet to try to find Lupus. At this point you could begin playing Vela's missions, but for now it's best to stick with Juno.



DEPOSITORY

If you found the Yellow Key in Outset D (see page 20), you can run upstairs in the loading bay of the SS Anubis and enter the Depository, a maze of crates teeming with bugs.

TRIBALS

14

ENEMIES



DEPOSITORY A

TO DEPOSITORY B

DEPOSITORY A



1 Hitchhiking Tribals

There's a bunch of Tribals hanging around your ship, hoping you'll take them with you. Don't forget to save them before you board the ship and head off to the Water Ruin, where Homing Missiles await.

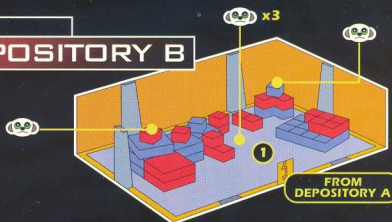
DEPOSITORY B



1 Be Fleet, or Else


As soon as you enter Depository B, shoot the Ninja Drone. It will waste no time trying to wipe out the little Tribals, so blast the bug or it'll be over in seconds.

DEPOSITORY B



PASSAGEWAY

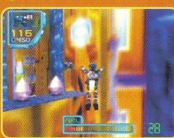
Once outfitted in upgraded armor at Mizar's Palace, the team members can blast off from the Jetpack Pad on the catwalk in the Anubis's first room to soar to the door leading to Passageway A.

TRIBALS  8

ENEMIES 

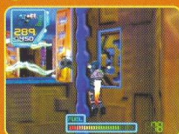
PASSAGEWAY A

1 Happy Landings

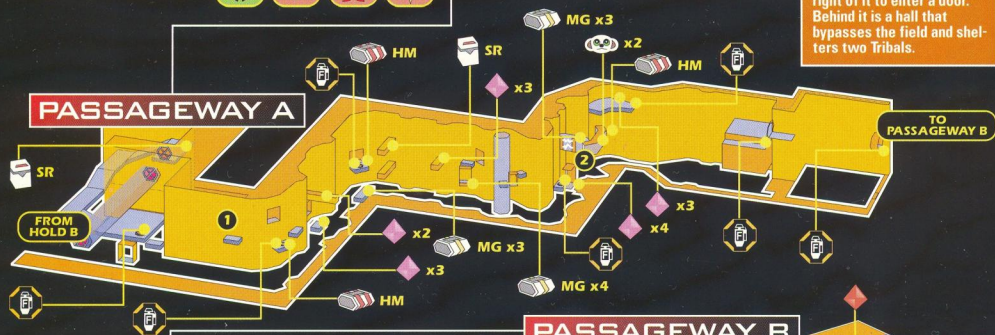


Dropping onto a platform from great heights can harm you, so land on ledges by hovering above them, then pulse your jets until you're close enough to touch down.

2 Detour Door



Rather than risking a shocking trip through the electric field, rocket to the right of it to enter a door. Behind it is a hall that bypasses the field and shelters two Tribals.



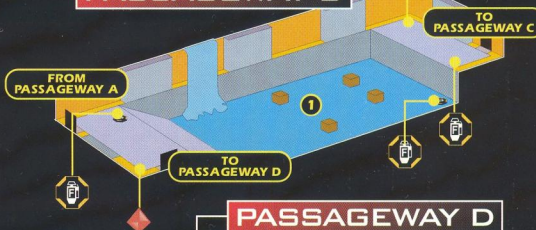
PASSAGEWAY B



1 Water Hazards

Don't try flying through the cloud of Rotor Drones in the water tank or you'll take tons of damage. Clear out the pests as you wade in the water, then use your Jetpack to fly out.

PASSAGEWAY B



PASSAGEWAY C

F Tribal Tower

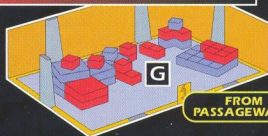


To save the half-dozen Tribals stranded atop the tower, simply fuel up on the Jetpack Pad and fly up to the top. If you're hurting for health, pick up the Red Gem on the ground level.

PASSAGEWAY C



PASSAGEWAY D



PASSAGEWAY D

G The Spaceship Fin

After making your return trip across the pool inhabited by the Rotor Drones, enter the side door. Inside, Midge will applaud your bravery and reward you with the Fin for your spaceship.





JET FORCE GEMINI

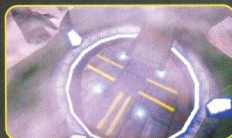
TAWFRET

Bogged Down with Swamp Zombies



JUNO

While Vela blasts off in search of Lupus, Juno departs from the SS Anubis to descend upon Tawfret, an outlying planet that serves as the home to one of the last Tribal colonies. Suspecting Mizar's raiders would zero in on the Tribal haven, Juno swoops in to intervene, only to find his fears are dead-on and his arrival is all too late.



NEW ENEMIES



BARRICADE DRONES

Well-protected with their riot gear, Barricade Drones can effectively deflect weapon-fire unless you blast them while circling around them. Shurikens will also surely snuff them.



ZOMBIE DRONES

Products of King Jeff's magic, mutated drones are impervious to bullets, but Tri-Rocket, Plasma, Homing Missile and Sniper Rifle blasts will exterminate the zombieified pests.



HORNET DRONES

Programmed to believe in strength in numbers, Hornet Drones attack in great swarms. They hover erratically, so spray the area with Machine Gun fire until they're all gone.



ZOMBIE STAG DRONES

The one thing you've got going for you when battling the hulking Zombie Stags is that they plod along so slowly, you'll have enough time to retreat and carefully aim your weapons.



CYBORG DRONES

Cyborg Drones are among the meanest enemies around. Ignore the metal hooks fused onto the robotic halves of their bodies and concentrate instead on avoiding the destructive rockets they launch.



RHINO DRONES

Their color initially may fool you into thinking they're Zombie Drones, but the Rhino Drones are just garden—or swamp—variety, human-sized, space bugs. They're quick, so watch your back.



OCTO-DRONES

The flying, squidlike robots usually rise up in threes. They're slow to fire but their lasers are extremely powerful, so try to ground them before they can nail you. Use the Machine Gun or Tri-Rockets for maximum efficiency.



DRAGON DRONES

The Dragon Drones spring up from the ground and hover as they fire at intruders. If they keep bouncing up and down, try to target them at the apex of their jumps.



DEFLECTOR DRONES

More vulnerable than the drones with full-body shields, drones with small shields can easily become Swiss cheese, especially when they peep their heads above their deflectors.



RENEGADE DRONES

Renegade Drones are a rare sight. Since they resemble Stag Drones with one tusk cut off, it should be no surprise that they pack similar heat. Avoid their Machine Gun bursts and blast them with heavy artillery.



BOG

When you touch down in the Bog, flee from the giant mutant bugs until you find the Tri-Rocket Launcher, since it's the best weapon to use against the undead insects.

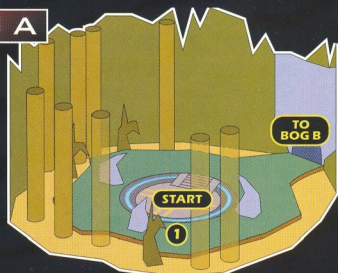
TRIBALS



ENEMIES



BOG A



BOG B



BOG A

1 Use Plasma



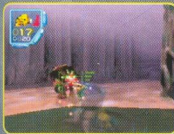
No matter what you hit them with, the zombie insects seem to feel no pain. That is, unless you use the Plasma Shotgun, one of the quickest ways to dispatch a Tawfret bug.

BOG B



1 Stockpiling Ammo

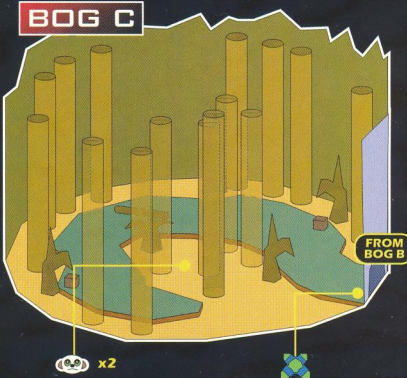
The ammo crates along the isthmus will refill all of your ammo, so wait until you run really low on Plasma Shotgun, Machine Gun and Homing Missile ammunition before restocking your arsenal.



2 The Deliverance of Bog C

To unlock the Life Force Door barricading Bog C beyond the giant stumps, you must first defeat all four of the area's drones. Unleash Plasma or Homing Missiles to gain entrance.

BOG C





BOG E

1 Tribal Behind Bars



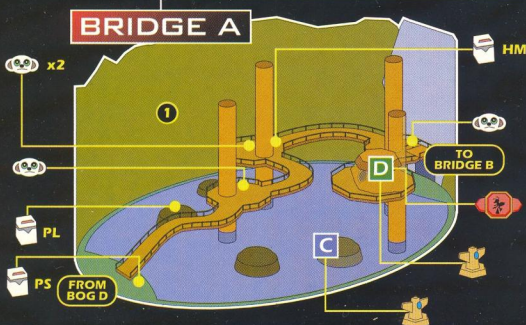
Open every crypt door with care. Either a Tribal or a Zombie Drone lurks behind each door, and once you've laid every bug to rest, you'll unlock the Life Force Door imprisoning the final Tribal.

BRIDGE

Once you've received the Tri-Rocket Launcher, you'll be able to enter the Bridge, a region where squads of flying drones patrol the catwalks that snake through the area's treetops.

TRIBALS 12

ENEMIES



BOG D

A King Jeff

The drones appear to be curiously mutated and bullet-proof. When Juno finds King Jeff, his majesty will offer an explanation as well as the Tri-Rocket Launcher, the perfect weapon to use against swamp drones.



1 Grenades for Juno

The Tri-Rocket Launcher can blast open wooden doors, like those of Tawfret's crypts or Goldwood's huts. If you rocket into the crypt, you'll unearth a stash of Grenades for your arsenal.

B A Matter of Pry

Once you've received the Crowbar from Gimlet (page 38), you'll be able to pry open floor hatches, like the one behind the altar that leads to an underground mausoleum.



BRIDGE A

C Armor Drone Bonus

To add the hulking Armor Drone as a playable character in Battle Mode, swim into the underwater cave using Vela after you've upgraded her armor at Mizar's Palace.



D Give a Dog a Bonus

No bridge leads to the hut at the top of the tree, and with no Jetpack Pad in sight, only Lupus is able to fly to the isolated shelter. By destroying the Dragon Drones, you'll unlock the hut and earn the Zombie Stag Drone in Battle Mode.



1 Aim High



The patrolling Dragon Drones spring from the water and fly in a vertical pattern. Keep your sights fixed, since they'll bounce through the same airspace repeatedly.

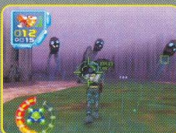
BRIDGE B

1 Shields Up



A flock of flying drones will unload a barrage of firepower on you when you enter the area, so immediately protect yourself with the Invincibility power-up at the foot of the path.

2 Octo-Drones



Like an octopus, the Octo-Drone comes well-armed. While they fire rapidly, they will hover in one spot once they surface, so swiftly target them to ground the drones before they fire.

3 Stealth Tactics



The Life Force Door to Bridge C is linked only to the huge swarm of Stealth Drones at the end of the area, so if you're feeling fleet, run through the whole area and just polish them off.

BRIDGE B



BRIDGE C



1 Rhino Plastering

King Jeff's magic didn't mutate the Rhino Drones, so save your scarce Tri-Rockets and Plasma for the cursed zombies and unload your abundant Machine Gun bullets on the basic bugs.

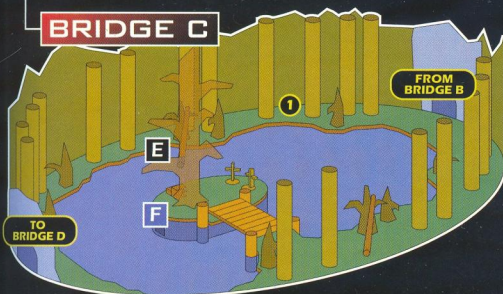
E Tree Trunks



Gimlet, the pantsless hippie you'll meet later, in Bridge D, will reward you for finding his slacks that hang on the tree, so take the trousers and run.



BRIDGE C



F Cargo Bay Key

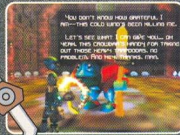


As Vela, swim into the tunnel beneath the island to visit Gimlet. Ever thankful for your extermination efforts, Gimlet will give you a spaceship part.



BRIDGE D

G Pry into Gimlet's Private Life



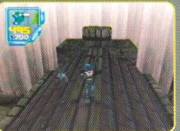
In the main hall you'll meet Gimlet, who will tell you that the drones have thrown his Pants into a tree. Give Gimlet the Pants you found in Bridge C to receive the Crowbar, which is useful for prying open trapdoors.

H Floyd's Annoyed

Find Floyd—or what's left of Floyd—propped on a post. Speak with him in order to learn why his body was broken apart. Then collect his three pieces, one in Bridge D, the other two in Bridge E. Return to the post with all three to reassemble Floyd, who will then join the Jet Force team.



1 Chimney Express to the Catacombs



A network of catacombs (Bridge E) sprawls underneath this area. You can reach one part of the catacombs via the chimney located on top of Gimlet's main hall. Climb to the roof using the staggered blocks on the side of the building.

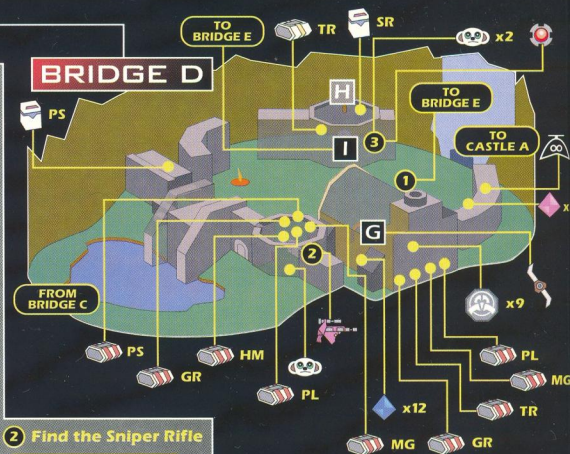
BRIDGE E

1 Disturb the Dead



When you come upon a sarcophagus, blow it up, because some hide passages leading small rooms containing Tribals, Mizar Tokens and cool weapons like the Remote Mines.

BRIDGE D



2 Find the Sniper Rifle



Inside the squat building next to the waterfall is a small room where a drone stands menacingly near a lone Tribal. Save the Tribal, then collect the Sniper Rifle.

3 Get the Flares and Rescue the Tribals



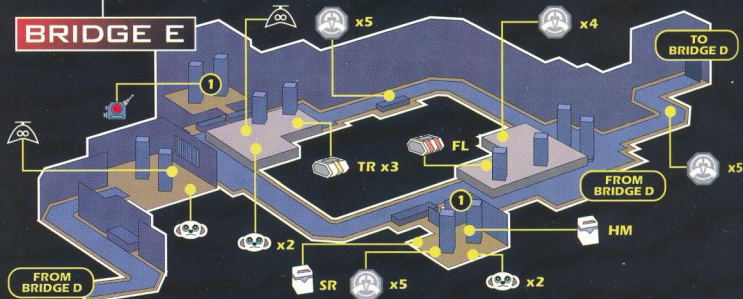
When you find the flares, try one out on the dark area of the room. You'll find a way to climb up to a hidden platform to save two Tribals and find a Capacity Crate.

I One Last Trip to the Catacombs

To reach the small, blocked-off portion of the catacombs that contains one of Floyd's pieces, you must have Gimlet's Crowbar. With it, you can pry open the trapdoor found next to the Flares.



BRIDGE E



The Castle is well-fortified on the outside and filled with drones perched in strategic locations inside. Once you breach the front gate, you'll need to take out lots of enemies equipped with serious firepower before you'll be able to reach the Tawfret boss.

 6

A screenshot from a game showing a castle with a red arrow pointing to a specific area. In the bottom left corner, there is a small icon of a red and yellow object.

On both of the two parapets flanking the Castle entrance is a huge Cyborg Drone, each lugging heavy artillery. Blast back with some of the same, preferably the Tri-Rocket Launcher.

Dive into the moat and swim around the left parapet. There you can collect a Red Gem. You'll need it for the life-threatening drone swarms and frantic battles to come inside the Castle.

Along the central rampart above the Castle entrance are Rhino Drones that are well-protected by the wall. Use the Sniper Rifle to zoom in and pick off these hard-to-reach bugs.

There are lots of high spots like this one where Sniper Drones wait for you. They may throw Grenades, so keep your eye high during your ground rampage.

The deeper you go into the Castle, the more Deflector Drones you'll have to fight. Their shields rebuff some weaponfire easily, but the Shurikens will slice and dice these bugs fast.

CASTLE C



1 Shy Tribals

Tribals are scattered throughout this Castle area, some of them obscured by shadows. Search every nook and cranny to collect all of them.



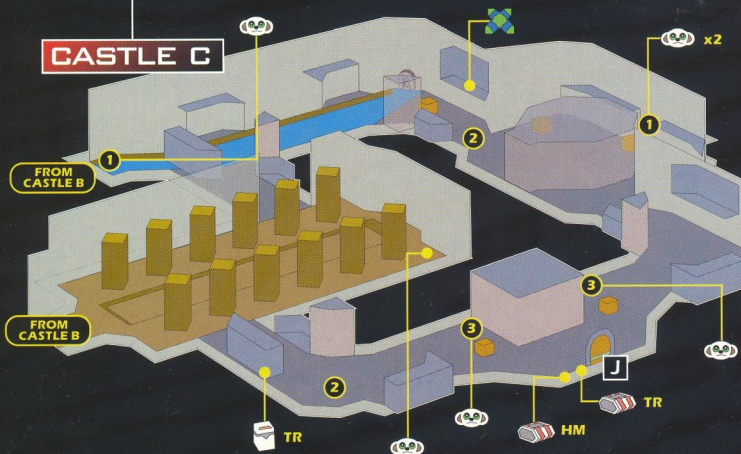
2 Serious About Shields

Barricade Drones rove this part of the Castle, defending the boss entrance. Though the Machine Gun still works better than the pistol, Shurikens cut through them best.

3 Crossfire!



This corridors in this part of the Castle are packed with drones. The Tribals might get caught in the crossfire, so rush in and save them as soon as possible.



J TAWFRET TERROR

One of Mizar's crusty crew scuttles through the corridors at the dark heart of the Castle. When you enter the final chamber and stand on the silver circle, he will come out for you with a vengeance.



1 A Touchy-Feely Moment



His weak spots flash just before they become briefly vulnerable. Hit the sensitive spots in this order: right antenna, left antenna, right mandible, left mandible.



2 Hazardous Heat Waves



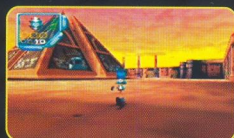
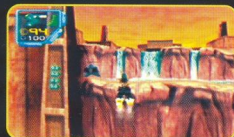
The boss spews bat-like creatures at you, but his real threat is the heat waves he sends across the floor. Jump over them in the center of the room to avoid major damage.

3 Electric Temper Tantrum



Once you've blown off his antennae and mandibles, the scaly horror will go berserk, launching electrical attacks. Aim your targeting sight at his chest. When it turns red, blast away.

MIZAR'S PALACE



JET FORCE GEMINI WILL REUNITE AT MIZAR'S PALACE, FOUND ON A HEAT-BAKED PLANET WHERE DRONE DEFENSES SWARM A DESERT FORTRESS. JUND, VELA AND LUPUS MUST ALL TAKE THEIR OWN PATHS INTO MIZAR'S PLACE IN ORDER TO MEET—AND ATTEMPT TO BEAT—THE TYRANT MIZAR IN A SHOWDOWN OF COSMIC PROPORTIONS.

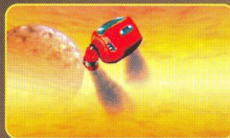
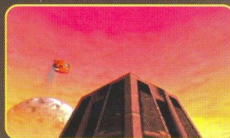
MIZAR'S PALACE

Race Toward the Reunion of Jet Force Gemini




JUNO

After sizzling Mizar's forces in Tawfret, Juno zooms off to take on the brute of all evil, Mizar. He flies his personal ship onto the sand-blown planet where the intergalactic tyrant rules. As the other members of Jet Force Gemini race toward Mizar's Planet, heading for the cataclysmic confrontation with Mizar, Juno must scour the palace and fight alone for now.



LOBBY

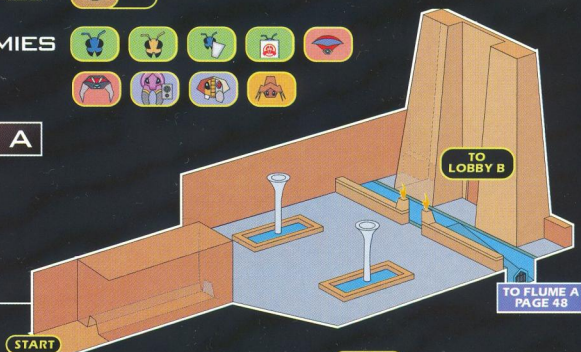
Your path into the palace begins at the imposing Lobby entrance. He must struggle past the front door defenses and drop into the palace depths in search of a way to reach his friends—and Mizar.

TRIBALS  14

ENEMIES



LOBBY A



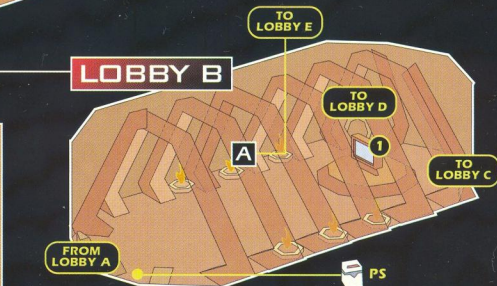
LOBBY B

LOBBY B

1 Pick a Path

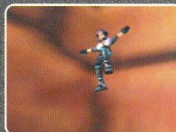


The electronic map shows the way into the depths of the palace, but before you take that route, head through the arches at the back of the room. Each one leads to a dead end containing Tribals and items.

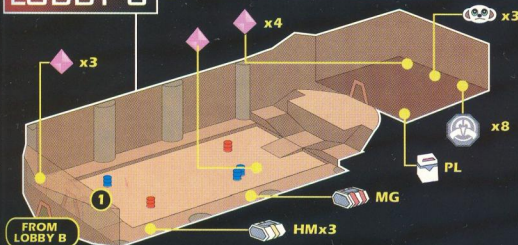


A Leap of Faith

One of the six flaming pits flanking the hall provides a secret way to reach the maze leading deeper into Mizar's Palace. The fall down the pit won't injure you—just jump into the unknown.



LOBBY C



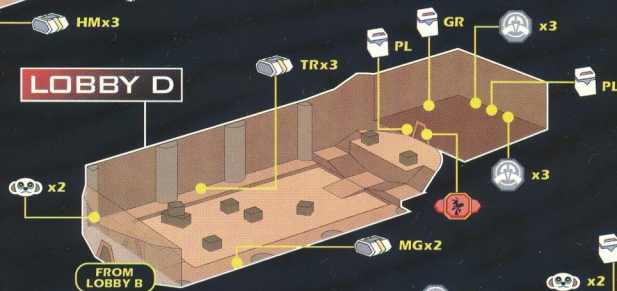
LOBBY C



1 Bad Bug Back Attack

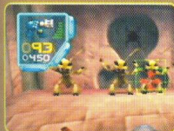
A drone with devastating ammo lurks high above where you first enter this chamber. Stay safe near the door and wipe out all other drone life before engaging the big bug.

LOBBY D



LOBBY E

1 Clean Up

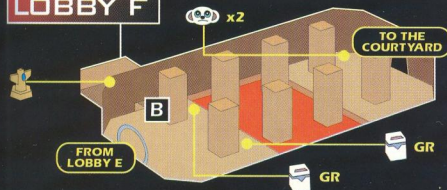


Battling through all the Barricade Drones in the maze will take a big bite out of your health. If you blast all the Coward Drones and Cockroaches in this room, you'll earn a Red Gem.

LOBBY E



LOBBY F



LOBBY F

B Activate the Stag Drone

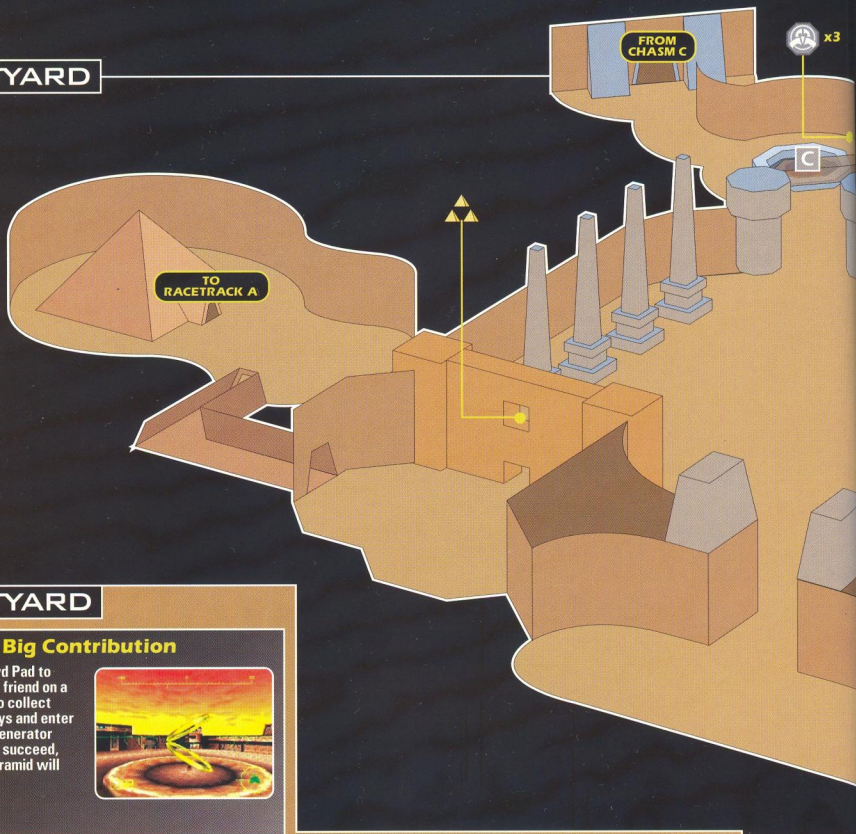
You might be tempted just to run past the single Stag Drone firing at you from behind one of this room's many pillars. But if you blow away its big bulk, you'll discover a path to a Bonus Activator.



COURTYARD

The Courtyard is where the team's efforts come together. After you take the Jet Force Gemini members through their unique paths, you can reunite them all here—but not without some fast flying by Floyd to summon Mizar's massive floating pyramid.

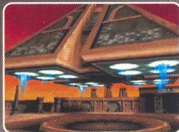
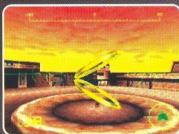
COURTYARD



COURTYARD

C Floyd's Big Contribution

Step on the Floyd Pad to send your flying friend on a timed mission to collect three Power Keys and enter the Pyramid Generator Room. If you succeed, Mizar's pyramid will float in.



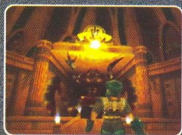
1 Finishing Touch

Save the Power Key found in the narrow slit of one corner building for last. Then you can fly through it—collecting the key—on the way to the Pyramid Generator.



D ENTER THE PYRAMID

After Mizar's pyramid lands in the Courtyard, you will take Juno, Vela and Lupus into it. But each one must use his or her own entrance, found on separate pyramid sides. Once you take all three inside, a dramatic show will unfold.

Juno**Vela****Lupus****Go, Team, Go!**

Juno appears first in the pyramid, where Mizar lumbers in and attacks him brutally, leaving him for dead. But Vela and Lupus rise up and join him, and all three race off to attack him as a team (see page 50).

TO MIZAR
PAGE 50

RACETRACK

Mizar keeps a huge racetrack close by to satisfy the drones' need for speed. Once you return to the palace with a Jetpack, you can transform into a drone and compete against them for the grand prize—a Tribal spaceship part.

RACETRACK A

E Slip into a Form-Fitting Thorax

You won't be able to compete in the speed arena unless you look like one of the guys. Fortunately, Power Juno and Power Vela can transform into a drone by Jetpacking up to the Transformer Pad and pressing the A Button.



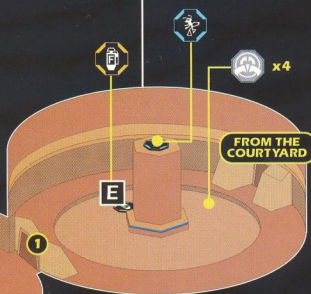
Juno



Vela



RACETRACK A



TO
RACETRACK B

1

FROM THE
COURTYARD

1 Locked in to Doing Laps

After you've changed form, the way you entered will lock tight, while the opposite passage will unlock. To enter the racetrack area, stand on the column in the next room.



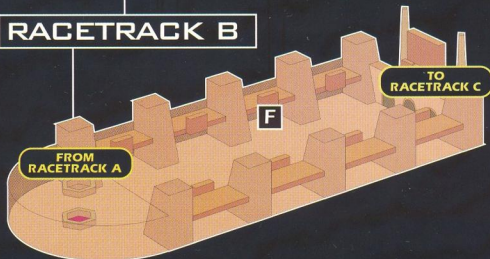
RACETRACK B

F Your Chariot Awaits

The column will descend into a racer garage. Your competitors will zoom toward the track through arches at the opposite end. Jump into the remaining ship, then follow.



RACETRACK B



TO
RACETRACK C

F

FROM
RACETRACK A

RACETRACK C

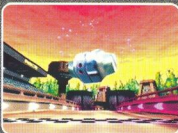
G Racetrack Awards

Multiplayer Racing Mayhem

If you place first in the Mizar's Racetrack competition, you will be awarded a new Multiplayer feature, a similar racing game that will pit you against your friends instead of foes.

First-Place Fuse

You will also get a second award if you place first on Mizar's Racetrack—you can't say the tyrant is cheap. You'll also receive the Fuse, another part of the Tribal ancestral ship.



1 Conserve Your Boosts



You'll begin the race with only a few turbo boosts. If you bump into anything, you'll lose your momentum and will want to turbo-boost back up to full speed. Pick up blue tokens around the track for more turbo boosts.

2 Cut Every Corner You Can



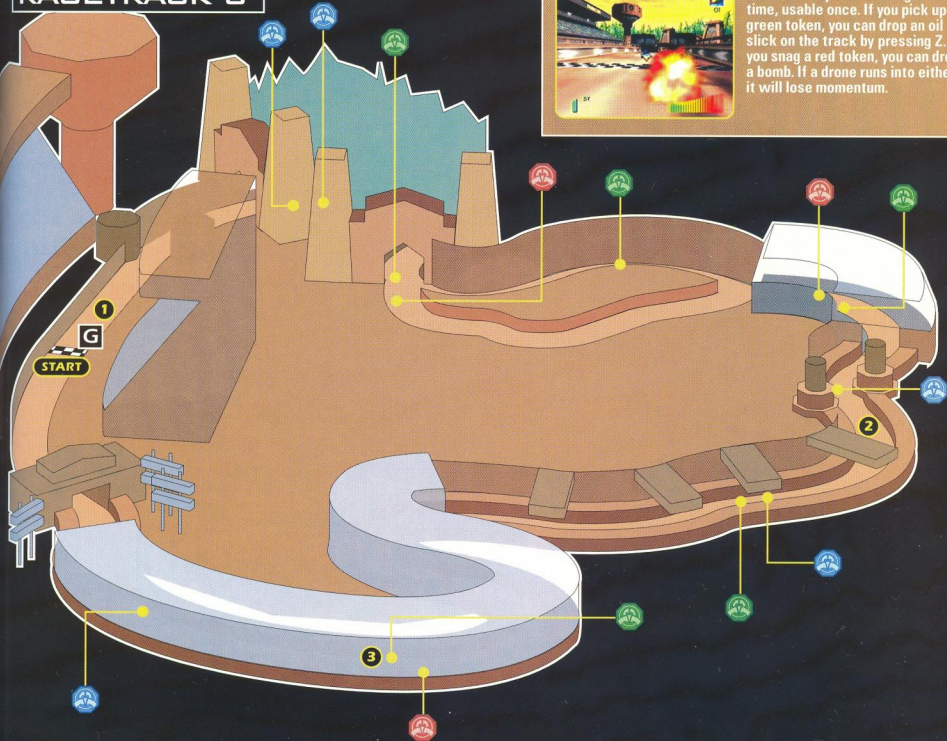
Many of the turns are bordered by ramps. Speed up and over them without hitting the wall to shave the corner tighter. If you're having problems getting around a racer in front of you, use a turbo when you hit the ramp to leapfrog the road hog.

3 Sabotage Your Opponents



You can carry one sabotage at a time, usable once. If you pick up a green token, you can drop an oil slick on the track by pressing Z. If you snag a red token, you can drop a bomb. If a drone runs into either, it will lose momentum.

RACETRACK C



MIZAR'S PALACE



VELA

Vela enters the same way as Juno, but she makes a right turn at the Lobby entrance and dives down into the watery palace depths. Vela might not drown, but she'll get tied up a while in its twisting tunnels.

FLUME

Hold on tight to your sanity as you navigate the Flume. This labyrinth will make you feel lost, but make sure you pick up all the Capacity Crates scattered throughout the aquatic chambers before you head for the exit.

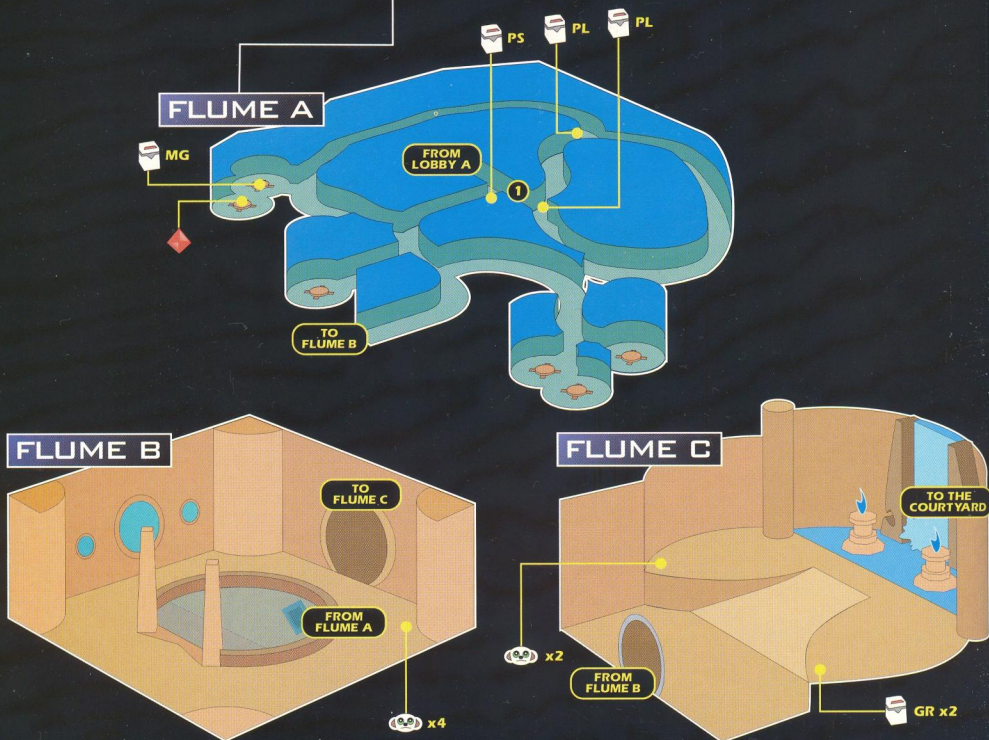
6

FLUME A



1 Keep Your Bearings

If you try to map this maze on your own, you'll soon find the task difficult. The maze of tunnels seems to loop endlessly back on itself, and if you don't follow the map closely, you'll get lost in the underwater passages.





LUPUS

After following his nose and tracking the twins to Mizar's Palace, faithful Lupus must continue to go his own course to the reunion. Dangerously pitch black tunnels—and one giant leap—stand in his way.

CHASM

You'll need to go into stealth mode for this last leg of the reunion journey. Drones crawl through the absolute darkness of passages you must cross before you'll see daylight again. Fortunately your vision will improve once you find the Night Vision Goggles.



CHASM A

1 Goggle Gimme



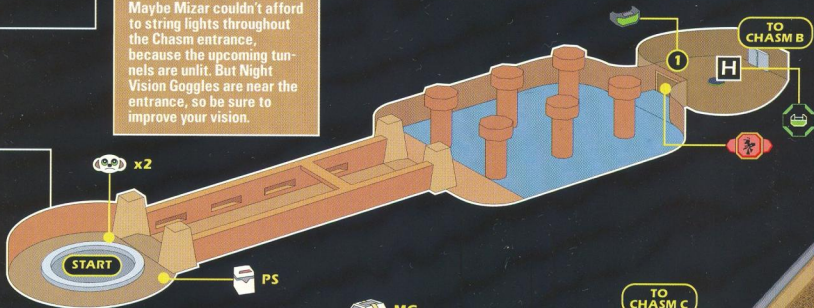
Maybe Mizar couldn't afford to string lights throughout the Chasm entrance, because the upcoming tunnels are unlit. But Night Vision Goggles are near the entrance, so be sure to improve your vision.

H Undercover Canine

The gateway to the Chasm interior will be shut until you step onto the Night Vision Pad and press the A Button. Then your green stealth sight will turn on, and the gateway you entered through will close.



CHASM A



CHASM B

1 Tribal Hideaway



The Night Vision Goggles help pierce the darkness, but there is a Tribal-filled room within the Chasm tunnels that is so dark that you'll miss it unless you look carefully.

CHASM B



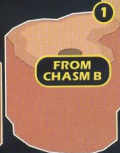
MIZAR'S PALACE

CHASM C



1 Chasm Calamity

You'd better have a good sense of exactly how long Lupus can hover, because you'll need to time your hover-jump just right if you want to survive leaping across the huge chasm that separates you from the center Courtyard of Mizar's Palace.



CHASM C

GR

TO THE COURTYARD

1

GR x2

x2

FIGHT MIZAR

Once all three members of Jet Force Gemini have crossed the galactic expanse and bored through the defenses of Mizar's Palace, they'll meet in the massive pyramid at the dark heart of the tyrant's empire. Mizar won't go down easily, however. He'll throw up a wall of blue flame that only Lupus can fly over.



1 A Face Only a Mother Could Love

Mizar will use three ferocious attacks against you: a shockwave-inducing ground pound, a searing laser beam and a toxic breath spew. Jump over the shockwaves or wait for them to fizzle out. Keep moving side-to-side to avoid his eye lasers and toxic breath.

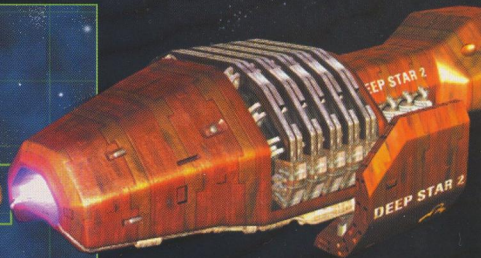
2 Mandibles Make an Easy Mark

Mizar's soft spot is his face. Blast his ugly mug when he stops firing at you, then you'll score damage. After each hit, he'll cover his face with his arms for a few moments before firing on you again. Repeat until Mizar collapses.

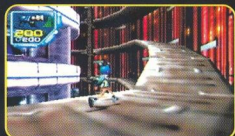
The Halftime Report

Just when you think you've beaten Mizar, he'll shake off the damage and disappear into the sky, vowing to destroy your home planet. But King Jeff of the Tribals shows up to tell you that your fight is only beginning—and he's got an awesome gift for you.





SEKHMET



WITH ITS WAR CHAMBERS CROWDED WITH GUNG-HO DRONES, THE SEKHMET IS STILL RED-HOT FROM MIZAR'S TYRANNICAL RAID ON GOLDWOOD. IT'S NO PLACE FOR THE KINDHEARTED TRIBALS TO BE—BUT MANY OF THEM HAVE BEEN IMPRISONED ON THE SEKHMET, FORCED TO STARE INTO THE HARDENED MANDIBLES OF MIZAR'S GLOATING MOBS.

SEKHMET

Zap Mizar's Minions on Their Own Turf




VELA

After Juno's daring commando raid of the SS Anubis, which freed his sister from Mizar's vise grip, Vela takes off in her spaceship in search of the headwaters of the drone flood. She finds the Sekhmet—a space vessel that was used to stage the Goldwood invasion. Right under their mandibles, Vela sneaks her ship into the drone docking bay and stages her own invasion.



BATTLE CRUISER

The twisting guts of the Sekhmet crawl with drones ready for war. With a ship full of hopped-up bugs, you'll have a huge fight on your hands as you save imprisoned Tribals headed for slavery.

TRIBALS  15

ENEMIES 

BATTLE CRUISER A

A Chat with Midge

In the docking bay, a blue alien called Midge will greet you and explain that lots of Tribals are imprisoned on the spaceship and should be rescued before Mizar strikes a dirty deal to sell them off to a mining company for slave labor.

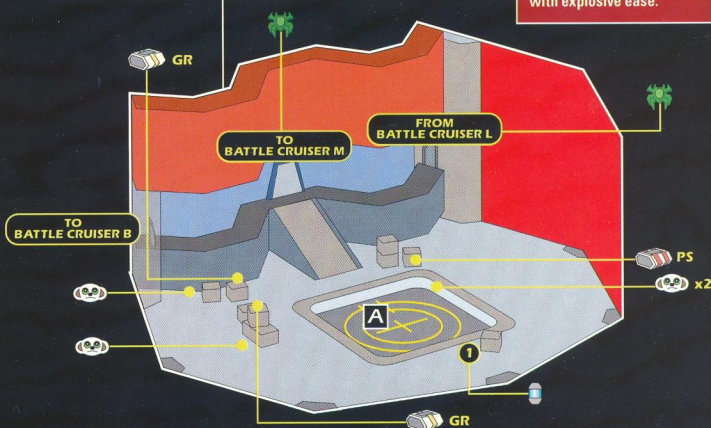


1 Grab Those Grenades

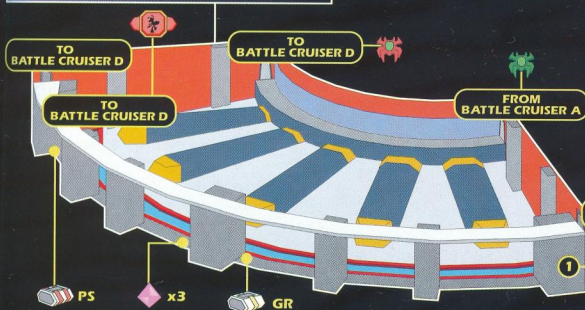


The docking bay is drone-free, but soon they'll be crowding your personal space. Pick up a stash of Grenades before you leave the bay, so you can later take back your elbow room with explosive ease.

BATTLE CRUISER A



BATTLE CRUISER B



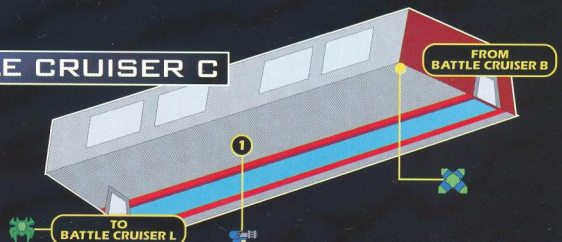
BATTLE CRUISER B

1 Blow out the Drone Lockdown



You'll have to shuck every drone in this arched room before the Life Force Doors on the lower level will unlock. One of the doors leads toward a weapon you won't want to miss—the Machine Gun.

BATTLE CRUISER C



BATTLE CRUISER C



1 Machine Gun Glory

The Machine Gun blasts the bugs into goo with rapid-fire devastation—at least until ammo runs out. Wade down this corridor to pick up this noisy but essential firearm.

BATTLE CRUISER D



1 Surprise Party

After so much hard work, it's time for a dirty trick. Sneak up one of the room's spokes and come back down another one to enjoy nailing a clueless drone in the back.



2 Furious Fire is Key

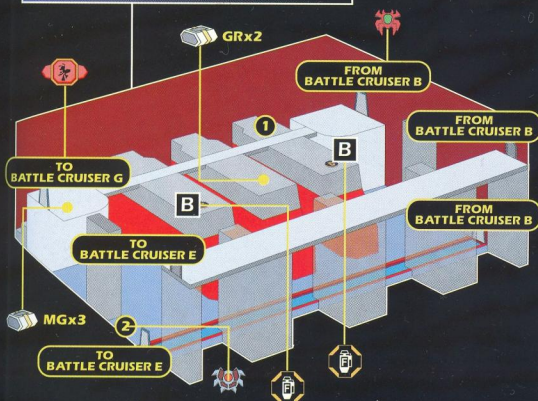
The door lock on the lower level can be opened only with a rapid rate of fire-power. The pistol won't blast fast enough, but speedy Machine Gun spray will do the trick.

B Jet to the Upper Rim

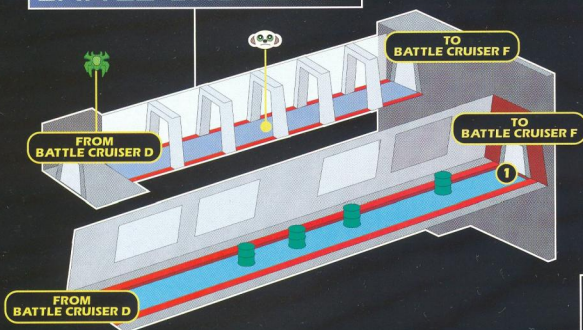
Once you have the Gemini Armor, you can fuel your suit with one of the Jetpack Pads in this room. Jet to the high rim, which hides Tribals and a Launchpad to the Water Ruin.



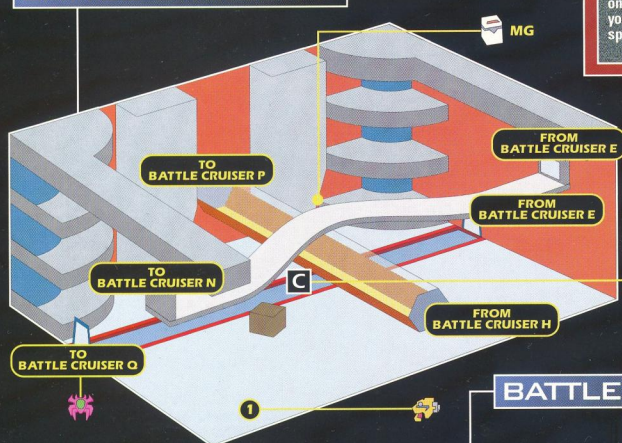
BATTLE CRUISER D



BATTLE CRUISER E



BATTLE CRUISER F



BATTLE CRUISER G



1 Meet and Greet with Ammo

Just as you enter this drone-crammed room, Mizar's flying troops drop in from the ceiling. Spray them with the Machine Gun as you enter—before they spread throughout the room.

BATTLE CRUISER E

1 Go Gangbusters with Grenades



There's a Deflector Drone posse holed up at the far end of this hallway. Blast the explosive barrels for a start, then hurl Grenades at the drones to paint the walls with bug splatter.

BATTLE CRUISER F

C There's a Mole in Mizar's Midst

Fishface, a co-owner of the Amazing Mining Mole Bros. mining company, isn't happy that Mizar has cheated him on a deal—and he'll give you the Red Key just to spite the tyrant.

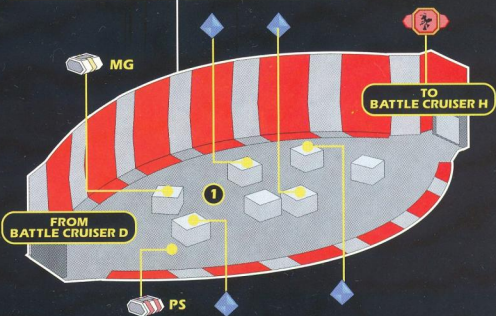


1 Pick up the Plasma Shotgun



Grab the Plasma Shotgun before you leave the area. If you've got time to waste between shots, you can charge the weapon longer for more shot damage.

BATTLE CRUISER G



BATTLE CRUISER H



1 Keep a Cool Head

As you cross the beams spanning this lava-filled room, Mizar's Stinger Drones will drop in. Back up the way you came and blast 'em out of your path before continuing.

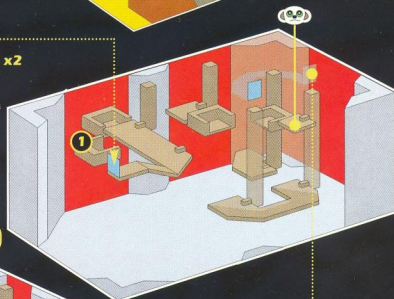
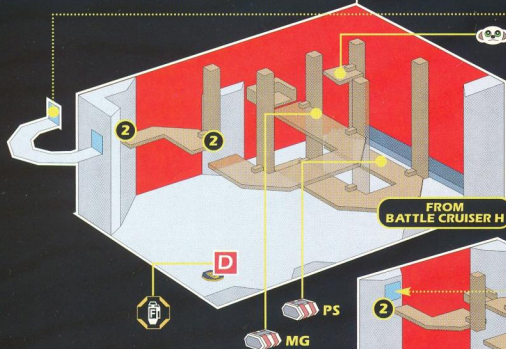
BATTLE CRUISER H

FROM
BATTLE CRUISER G

TO
BATTLE CRUISER F

TO
BATTLE CRUISER I

BATTLE CRUISER I



FROM
BATTLE CRUISER H

TO
BATTLE CRUISER J

BATTLE CRUISER I

D Prison Without Walls

Most of the Tribals waving at you from isolated platforms will have to keep waving—at least until you can later return with a Jetpack-equipped Juno. He's the only one who can get all of the Tribals on Sekhmet.



1 Rise Above Your Failures



You may plunge to the ground if any of your jumps from one platform to the next falls short. Don't worry about it, though—you can hitch a ride back up with elevating platforms.



2 Look Before You Lunge

As you step from one of these chambers into the next, make sure that there's actually footing for you on the walkway. All the jumps here are tough, so be careful.



3 The Loneliest Number

If you don't have the Jetpack advantage of Gemini Armor, you'll be able to reach only one Tribal in the final room—and that's only if you time your jump just right.

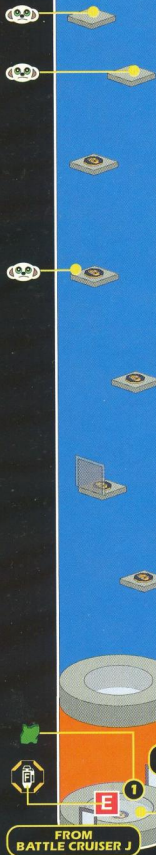
BATTLE CRUISER J



1 Strafe Until It's Safe

This room is choked with flying forces, so haul out your Machine Gun, aim high at a line of them and strafe back and forth while shooting until the air is fully cleared.

BATTLE CRUISER K



BATTLE CRUISER K

1 Glass Vandalism Earns the Green



Blast the glass floor to reach the Green Key. Use the key in the next room to reach the docking bay, where another Green Key Door blocked your way at the beginning.

E Don't Get a Nosebleed

Once you return with Juno, grab the Green Key, fuel up on the Jetpack Pad, then blast the double glass ceiling plates. Jet upward to a series of Jetpack Pads that allow you to go even higher to save several Tribals.



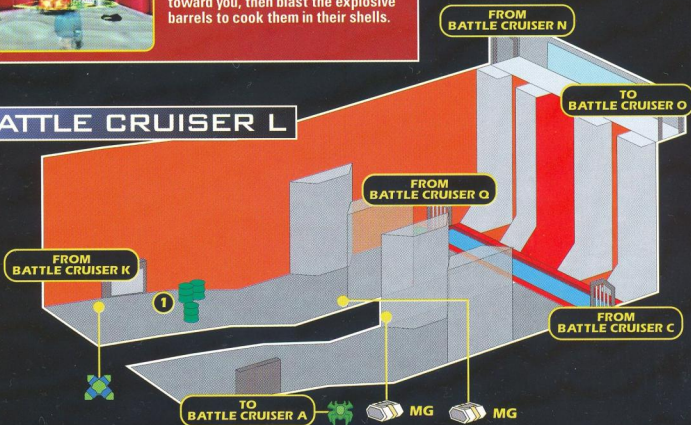
BATTLE CRUISER L



1 Barrel Explosion Ambush

Deflector Drones wait to ambush you at the far end of this hall. Win the advantage by drawing them toward you, then blast the explosive barrels to cook them in their shells.

BATTLE CRUISER L





JUNO

Juno's lava-walking ability comes in handy deep within the mechanized bowels of the Sekhmet. From Battle Cruiser H, he can leap into the lava and enter a searing tube leading to the Blue Key and two Tribals.

BATTLE CRUISER P



1 Blue Key Victory

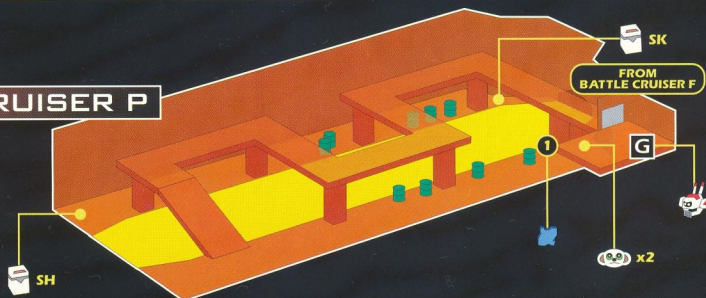
The path to this hidden heat repository is long, and the reward is the Blue Key. Though it isn't used for any of the Sekhmet doors, it's essential at other cosmic sites.

G Diamond Geezer

Who knows why Mizar stuck a Diamond Geezer at this remote hotspot, but if you need to buy some health or ammo, you'll be glad it's there.



BATTLE CRUISER P



LUPUS

Lupus finds the Magenta Key in Eschebone, and since he's the first to get it he should head to the Sekhmet. There he can unlock the Magenta Key Door in Battle Cruiser F to reach a locked-up area.

BATTLE CRUISER Q



1 Fatal Flume Ride

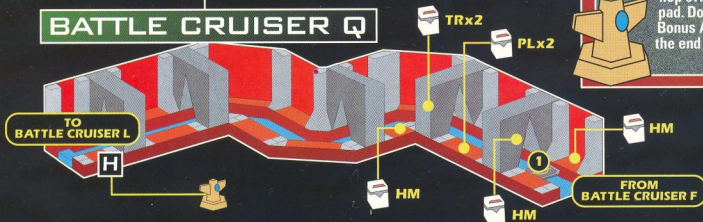
You'll appear on a floating pad heading downstream. As you pass certain points, more drones will zoom in. If you fall off the pad and have to float, you won't be able to aim your weapons.

H Packed with Power-Ups

Power-ups that increase your maximum ammo capacity line the canal walls—another reason to hop off the floating pad. Don't miss the Bonus Activator at the end of the line.



BATTLE CRUISER Q



CERULEAN



THE PLANET CERULEAN BRIMS WITH SOOTHING BLUE LANDSCAPES, BUT UNFORTUNATELY MIZAR'S OCCUPATION FORCES HAVE INFESTED THE PLANET AND CORRUPTED THE PEACE. UNDERNEATH THE TRANQUIL SURFACE, TRIBALS HIDE IN CAVERNS, AND DRONES SCUTTLE THROUGH THE DEPTHS, PROTECTING THEIR MISBEGOTTEN LARVAE.

CERULEAN

Once Tranquil, Now Teeming with Bugs



VELA

After surviving her stint as a Sekhmet stowaway, Vela takes off in search of Ichor Military Base. But first she stops on the planet Cerulean to take Fishface up on his offer to sell her superior firepower. And she'll need to blast through Cerulean's drone-infested tunnels, where bug larvae wriggle as they dream evil Mizar dreams of Tribal abuse and galactic conquest.



DUNE

With the Tri-Rocket Launcher that Fishface will give you, you'll be able to make quick work of the tough Infantry Weevils that crowd the narrow tunnels underneath the quiet Cerulean surface.

TRIBALS



ENEMIES



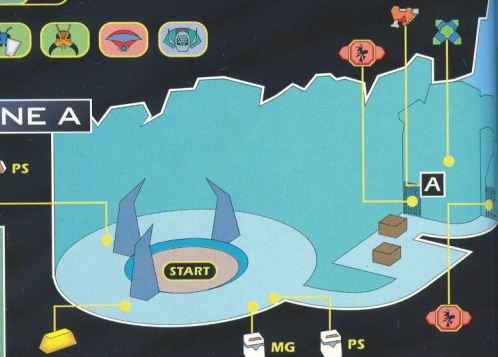
DUNE A

DUNE A

1 An Essential Drone

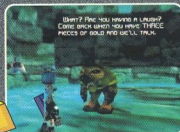


You can usually open Life Force Doors by eliminating drones in the direct vicinity. But to open the door leading to Fishface, you'll need to make a trek into the outside field to blast this lone drone.



A Fishface Purchase

Fishface has a Tri-Rocket Launcher to sell you, but you'll need to collect the three gold bars spread on the Cerulean surface to pay him. One is on the starting Launchpad, the other two are on opposing ends of the outside field.



2 Bring a Big Gun



At the far end of the field is a gate that won't open unless you've made the transaction with Fishface. You don't need to blast the gate with the Tri-Rocket Launcher—just having it is enough.

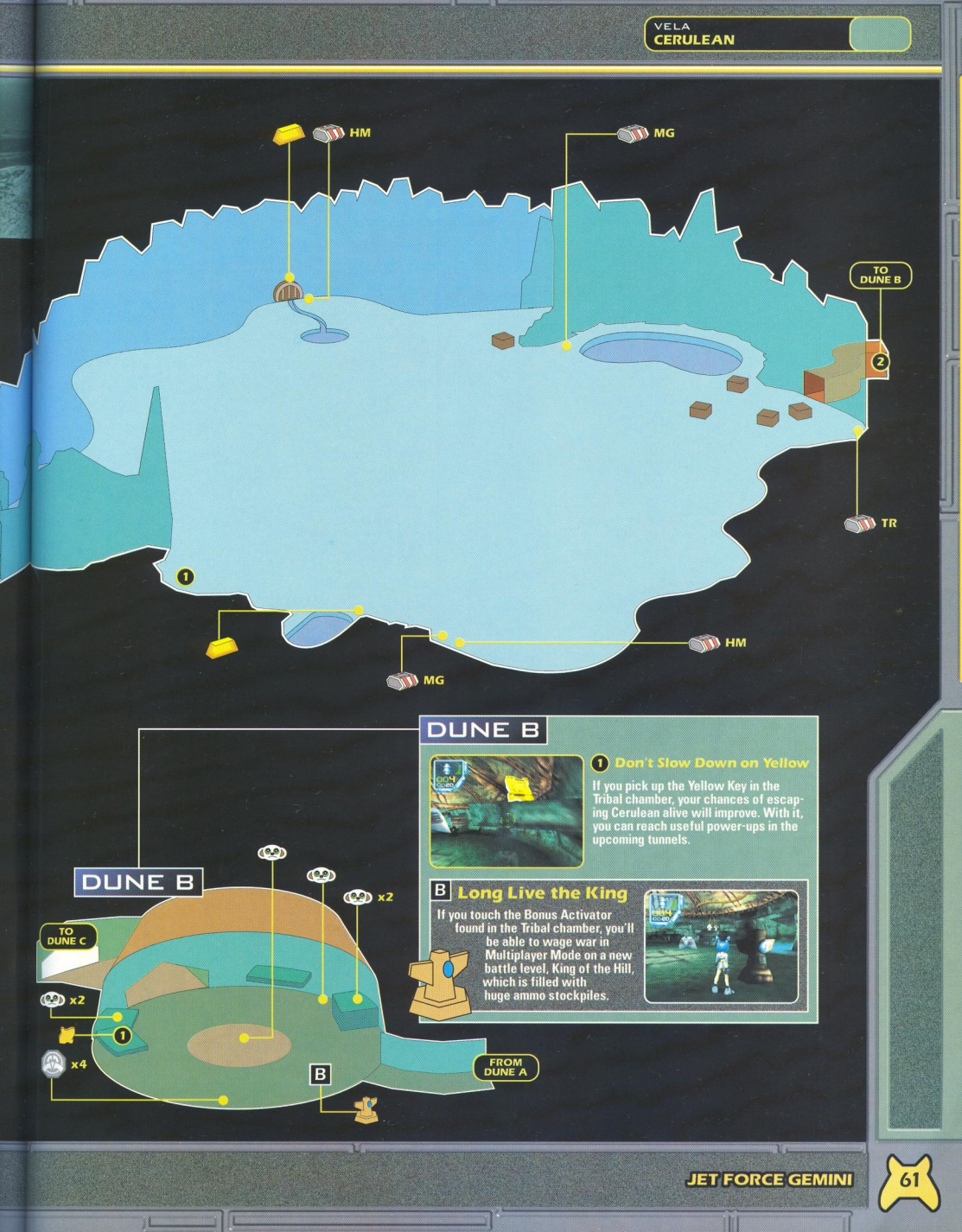
NEW ENEMY



Infantry Weevil

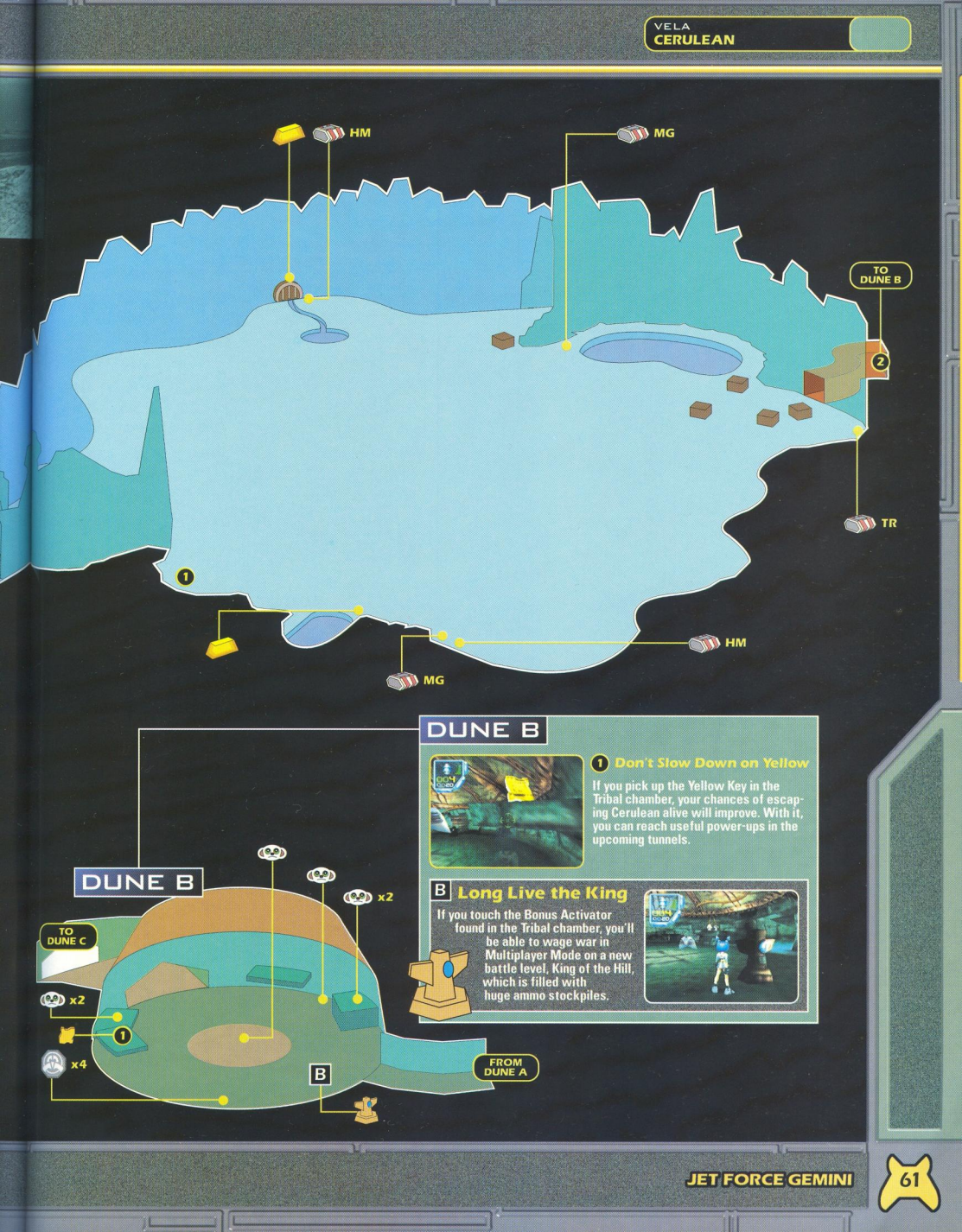
This hulking bug has only one thing on its mind—roasting you with its goliath firepower. It takes a lot of damage, so save your serious ammo for this giant.





If you pick up the Yellow Key in the Tribal chamber, your chances of escaping Cerulean alive will improve. With it, you can reach useful power-ups in the upcoming tunnels.

If you touch the Bonus Activator found in the Tribal chamber, you'll be able to wage war in Multiplayer Mode on a new battle level, King of the Hill, which is filled with huge ammo stockpiles.



DUNE C



1 Homing Missile Hideaway

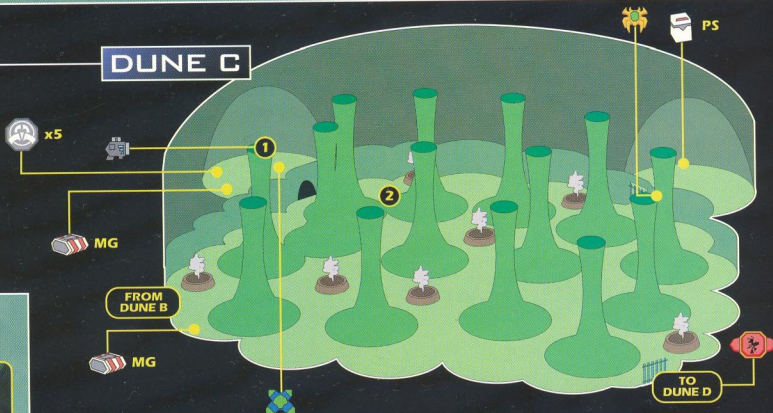
Before you head into the tunnels, pick up the Homing Missiles in a chamber just off the main cavern. Use these dead-on projectiles when your enemies refuse to sit still.



2 Drone Drizzle

Cyclops Drones speed through the cavern in a rollercoaster line, making them sitting ducks if you get the right angle. Blaze away with the Machine Gun to open a Life Force Door.

DUNE C



DUNE D

1 Vaporize Larvae



Near the tunnel entrance, you'll start encountering the larvae that hang throughout this area. Blast all the larvae you find, because each one drops a health-restoring Gem.

2 Explosive Crowd Control



Throughout the tunnels, clusters of drones loiter around intersections that are usually filled with explosive barrels. Set off some blasts to make much shorter work of clearing out the drone crowds.

3 A Door Behind Every Door



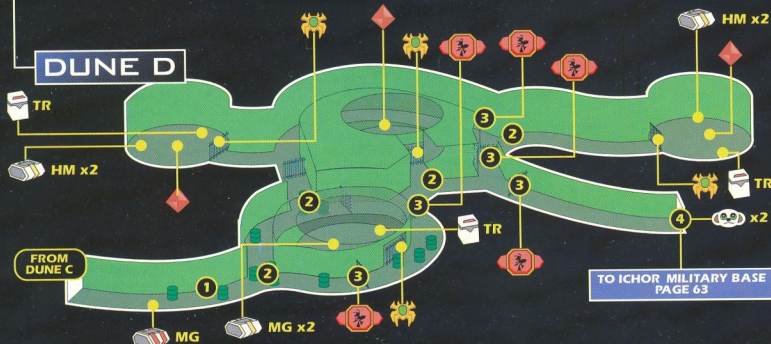
Life Force Doors block the tunnels at nearly every turn. Clear out all nearby drone life—not including those dangling larvae—to fully open up this extensive network of doors.

4 Tribals at Takeoff



Your stay in Cerulean has proven to be much longer than you'd thought it would, but don't hop into your spaceship just yet. Collect the Tribals hidden behind the Launchpad before you blast off.

DUNE D



ICHOR

Invade the Barracks



VELA

Vela leaves the cold wastes of Cerulean only to arrive on another icy blue planet. The military outpost on Ichor is heavily guarded—unfortunately, the perimeter defenses merely protect more drones waiting for their next assignments. Bolstered by the thought of Juno waiting at Mizar's Palace, Vela stokes herself for a strike at the heart of Mizar's operation.



MILITARY BASE

The base itself is a sprawling complex of loading bays, troop barracks and docking areas for supply ships. The structures are crisscrossed with ducts and little-used walkways, so Vela would be wise to use stealth instead of raw firepower whenever possible.

TRIBALS



ENEMIES



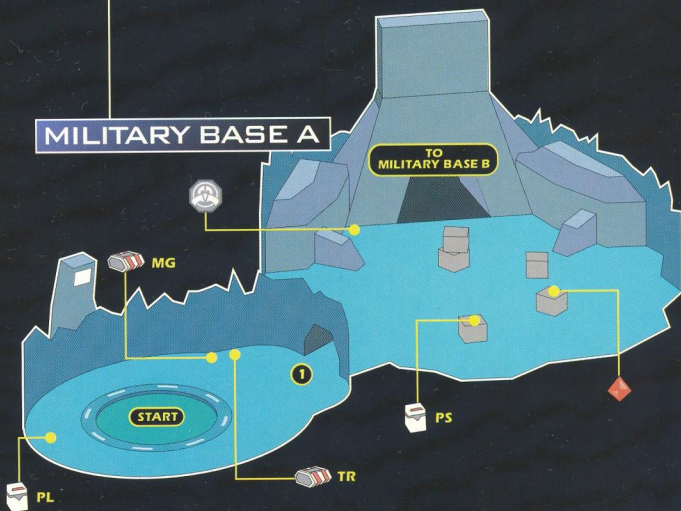
MILITARY BASE A



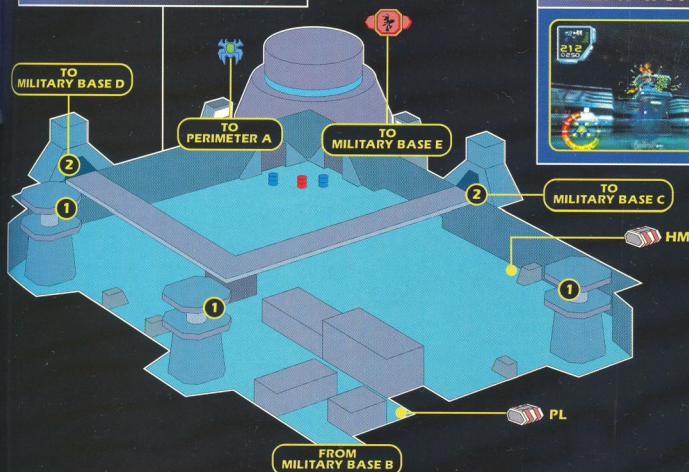
1 Fire and Forget

Send a few Tri-Rockets through the archway to expediently take out some of the Deflector Drones. If you're lucky, the Cyborg Drone might eliminate a few with friendly fire.

MILITARY BASE A



MILITARY BASE B



MILITARY BASE B

1 Prioritize



The two Sniper Drones on each guard tower have deadly aim, and they'll cut you down in a hurry if you get too close. Shoot them all before dealing with the ground troops.

2 Elevate



The raised walkway that cuts across the open area will provide some cover from the Deflector Drones' fire, but more importantly it will offer a second way into the complex.

MILITARY BASE C



1 Shed Some Light

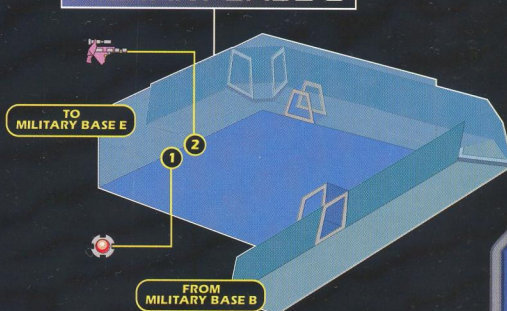
If you enter the base through the upper walkway, you'll be rewarded immediately with some Flares. Use them to find your way in dark passages and to chase off shadows.



2 More Weapons, Please

Locked up right next to the Flares is another invaluable addition to your arsenal—the Sniper Rifle. With this piece of hardware, you can peer deep into the barracks to target faraway foes.

MILITARY BASE C



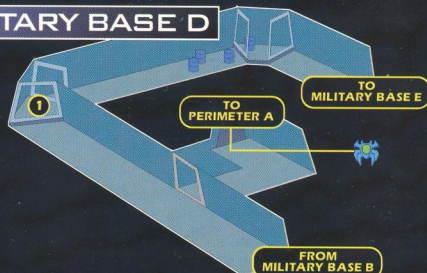
MILITARY BASE D



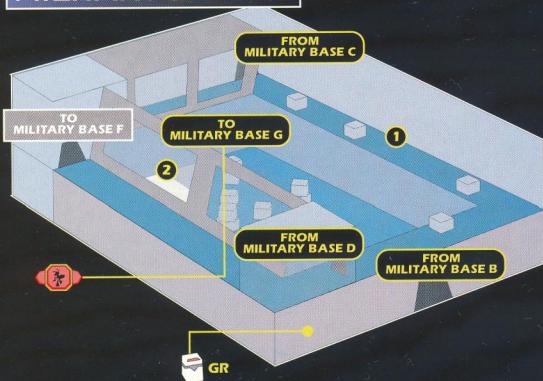
1 A Nasty Surprise

There's a Cyborg Drone at the end of the hall waiting to launch missiles at you, so clear out the oil drums before you engage it. Otherwise, you'll be drenched in fire.

MILITARY BASE D



MILITARY BASE E



MILITARY BASE E

1 Fire from the Sky



If you enter this room from the walkway, you'll end up on the upper level. Take the opportunity to snipe the Soldier Drones from above while you have the height advantage—otherwise, you'll have to deal with them face-to-face later on.

2 Be a Vandal



You're trying to end Mizar's reign, so you might as well ring up some heavy repair costs to his barracks while you're at it. Shoot the glass facades on the wall to find a small passage leading to a mission for your pal Floyd.



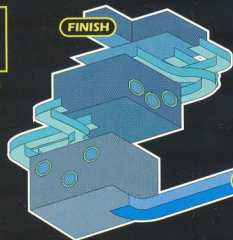
FLOYD

Vela's unflappable cyber-companion Floyd is once again called upon to run a high-speed obstacle course through Ichor's ducts. The robot's goal this time is to collect oil cans.

MILITARY BASE F



Oil Can



PRIMARY OBJECTIVES

1. Collect 15 Oil Cans
2. Finish level in time

SECONDARY OBJECTIVES

1. Collect at least 50 Oil Cans
2. Finish level in time

GOLD MEDAL:
AWARDS YOU THE
ARCADE CHIP



Arcade
Chip



CLUSTER BOMBS

"YOU'VE FOUND A STRIP OF HIGHLY EXPLOSIVE CLUSTER BOMBS. WATCH OUT FOR THEIR IMPACT BEFORE THEY GO OFF."

1 Bombs Away!

Before you take on the Floyd mission, be sure to pick up the Cluster Bombs to pad Vela's arsenal. In case you haven't become acquainted with these little numbers yet, they explode violently while deploying three more parachuting bombs.



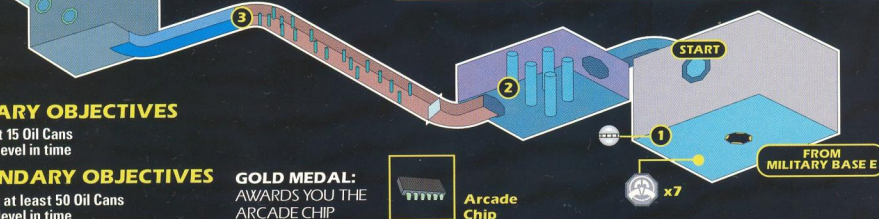
2 Grab the Groups

You need to snag every can you see if you want to complete the secondary objectives of this mission, and that means you can't miss any of the cans that appear in groups of four. Aim for the exact center of the group to collect them all.

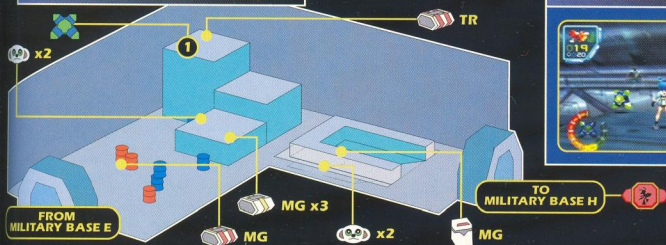


3 You Have Lasers. Use Them!

Transparent panes of glass segment the ducts in various places, so if you don't want to end up flattened like a near-sighted bird, blast the impediments early. You have unlimited firepower, so maintaining a steady stream of fire is no problem.



MILITARY BASE G



MILITARY BASE G

1 Build Your Armor



After you dispose of the Deflector Drones, you're bound to be in need of some healing. Wait until you've finished off the bugs, then grab the Gemini Holder.

MILITARY BASE H

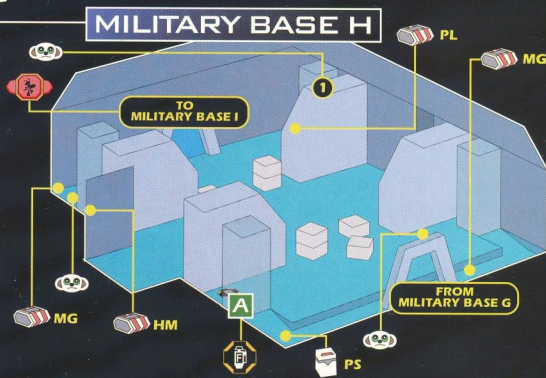


1 Snipe Precisely

If you open fire on the Sniper Drone with Tri-Rockets or the Machine Gun, you'll take out the Tribal it's holding hostage. Use the pistol or the Sniper Rifle and be careful.

A Who Needs a Jetpack?

Juno or Vela could fuel up and Jetpack to the Tribals in this room, but since Lupus is the only one who can save all of the Military Base Tribals, it's best to use him. Fuel up or jump off stacked crates.



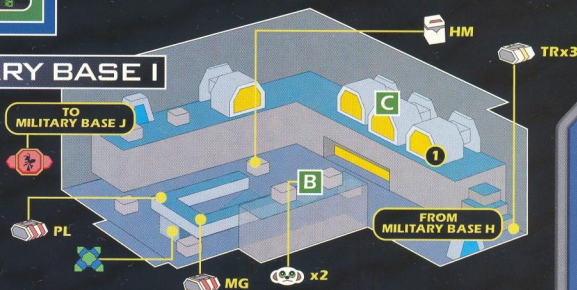
MILITARY BASE I

MILITARY BASE I

1 Pushy Pistons



You have to use proper timing to get Vela past the pistons. Study the delay pattern of each one, then go for broke when you see an opening. If you cut it close, jump for your life!



B Lupus to the Rescue

After returning to Ichor with Lupus, you can hover across the gap to rescue the stranded Tribals. Be sure to eliminate the Cyborg Drone down below or it will fire a barrage of missiles at you.



C Frequent Flier

When you're scouring the garrison with Lupus, negotiating the pistons is easy as pie. Simply jump into the air as you approach each piston, then cue the thrusters to float your way to safety.



MILITARY BASE J

1 Exercise Good Platform Management



To reach this room's exit, you have to move a series of glowing platforms around. When you stand on the color-coordinated pads, the corresponding platforms move.



When you enter, bring the yellow platform over and follow the right-hand wall. Maneuver the green platform into place, then use the red and pink ones to cross to the exit.



2 Check Below Decks

Be sure to drop to the floor of the room at least once, because there's a Homing Missile capacity increase hidden at the base of the ramp. More missiles equal more fun.

D Diamond Geezer

The Diamond Geezer stationed in Ichor's military base can't tell the difference between you and the average Soldier Drone, so if you're willing to part with some hard-earned Mizar Tokens, you can fill up on ammunition or health.



MILITARY BASE J

TO MILITARY BASE K

GR

FROM MILITARY BASE I

1

HM

x3

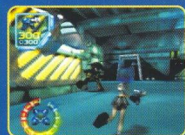
E The Easy Way Out

You should return with Lupus to go after the Tribals, since he can float easily over the gaps. You can do it with Vela, but you'll spend lots of time moving the platforms into their proper positions and she'll still miss other Tribals later on in the area.



MILITARY BASE K

MILITARY BASE K



1 Nail the Ninja Drone

As you enter the room, you'll immediately see a Ninja Drone scuttling away. Finish it off quickly before it can start hunting down the multiple Tribals in the room.

F Don't Worry, Use Lupus

The fast-moving platforms in this room are a nightmare to use with Vela—she can make it to the far side, but it's nearly impossible to manage. It'll be a piece of cake if you use Lupus, though.



TO MILITARY BASE L

TO MILITARY BASE N
PAGE 70

F

G

FROM MILITARY BASE J

1

x2

HM

x3

HMx3

x3

x4

x4

G Lupus's Hatch Key

Since it's easiest to reach this pipe with Lupus, it's only fitting that his Hatch Key is hidden within. This Spaceship Part brings you one step closer to Mizar's Asteroid.



MILITARY BASE L



1 Bring It On!

As you approach the bridge, hang back and let the Barricade Drones come to you. If you charge heedlessly onto the bridge, the swiveling machine guns will cut you to ribbons while the accurate Barricade Drones encircle you and gun you down.



2 Step Lively

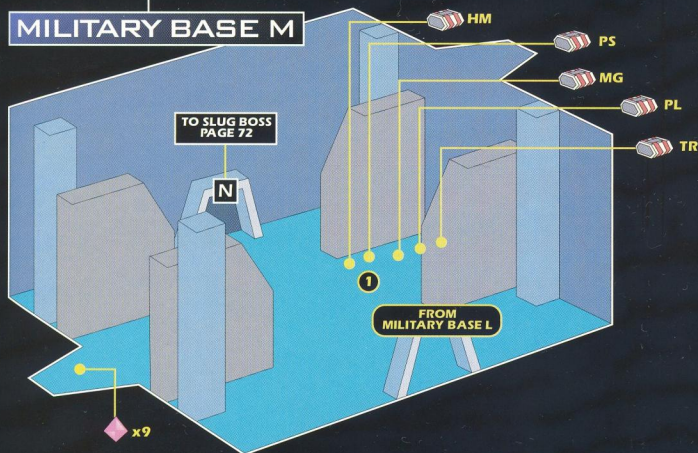
Don't bother trying to take out the machine gun-mounted drones on either side of the bridge. Sprint through the crossfire and put your back to the door, then demolish the cloud of descending Stinger Drones to reenter the base.

MILITARY BASE L



MILITARY BASE M

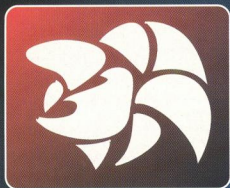
MILITARY BASE M



1 Prepare for Battle



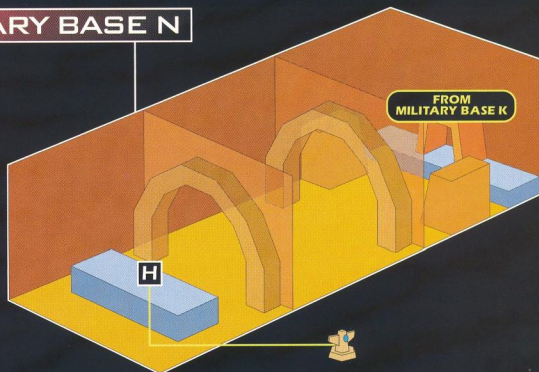
Inside Military Base M you'll find tons of gems and full ammo containers for nearly every one of your weapons. It can mean only one thing—a big, bad bug boss is just around the corner (page 72).



JUNO

Juno comes to Ichor in the hopes of finding a way into parts of the base that Vela missed on her first pass. Armed with the Blue Key, he can not only explore the base perimeter, but also take a molten stroll.

MILITARY BASE N



MILITARY BASE N

H You Deserve a Bonus

Ah, a bonus for Juno. If you're truly intrepid (and don't mind burning your paws) you can reach this Bonus Activator with Lupus as well. It'll unlock a Red Drone in Multiplayer Mode.



PERIMETER

Anyone carrying a Blue Key can gain access to the Perimeter, but you'd better be a Mizar supporter or else come with either a lot of heavy weaponry or a great disco outfit.

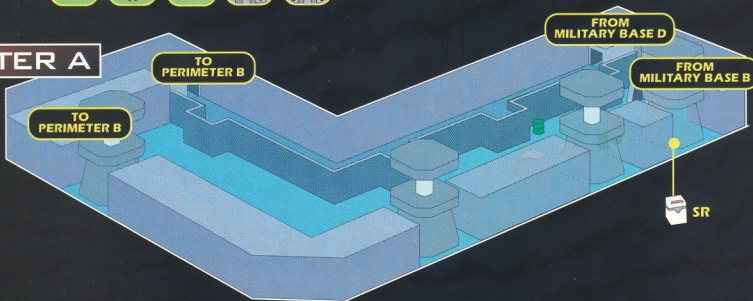
TRIBALS



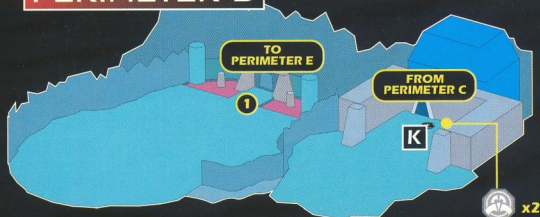
ENEMIES



PERIMETER A



PERIMETER D



PERIMETER D

K Be the Drone

If you make it past the big machine guns guarding this door, you deserve to celebrate. It's tough to party when you're so unpopular, so get suave by stepping on the Transformer Pad.



PERIMETER E



PERIMETER E

M Gotta Quarter?

If you dip into the back room, you can play Jeff and Barry Racing, an old-fashioned top-down video racing game, and if you earn the Arcade Chip in Floyd's Ichor mission (page 66), you can repair the other machine and play Jeff and Barry II. Win the races for a prize...



L Hey DJ

DJ Fishface will mix up the beats for you if you ask. Pick a song you like to splatter bugs to, then get down!



PLAY ME SOMETHING WITH A BEAT.
I'VE GOT SOME GREAT TRACKS.
I'VE GOT SOME GREAT TRACKS.
I'VE GOT SOME GREAT TRACKS.
I'VE GOT SOME GREAT TRACKS.

N SLUG BOSS

When Vela steps through the doorway in Military Base M, she's confronted with a flowing river of lava. Fortunately, a shuttle bridge arrives to help her cross the fiery torrent. Unfortunately, it's a trap.



1 Combustible Maggots



The maggots that drop from the ceiling look harmless, but they don't just splatter into pink goo. When these larvae explode, they fling a cloud of destructive shrapnel, so stand clear!

3 Get A Head



Even torching the thing's body doesn't slow it down. The head and thorax will start flying erratically around the tunnel, so wait until it draws near and then unload on it with whatever you have left.

2 Work the Arms and Body



While staying as far away as possible from the maggot shrapnel, take out the slug's arms with the Homing Missiles. Once they're gone, wait for the abdomen to flash, then let fly with Tri-Rockets.



Meet Lupus

As Vela collapses near the Launchpad, she finds Lupus. The reunion is short-lived, as he embarks on a quest of his own on the Spawnship.





INSIDE THE GOLIATH SPAWNSHIP, THE AGGRESSIVE
TIDE OF DRONES IS CONTAINED IN VAST HOLDING
TANKS, AND THE MANY TRIBALS KEPT ONBOARD
ARE AT THE MERCY OF MIZAR'S SADISTIC MERCE-
NARIES. WHERE THE SPAWNSHIP IS GOING, ONLY
THE DRONE FORCE KNOWS—BUT IT CAN'T BE GOOD
FOR THE PLANETS IN ITS PATH.

SPAWNSHIP

Where the Bugs Are



LUPUS

A sight for sore eyes, Lupus emerges to greet Vela after she storms her way through the Military Base of Ichor. Hiding on the base's Launchpad, the pair spies armies of drones boarding a transport destined to expand Mizar's reign of terror. Knowing Lupus is the only one of them who can escape detection, Vela sends him scrambling aboard the launching Spawnship.



TROOP CARRIER

Lupus has the power to hover, and in his first level, he must exercise his rocket-paws to navigate the catwalks and floating platforms inside Mizar's Spawnship.

TRIBALS



ENEMIES



TROOP CARRIER A



1 Plasma Shotgun

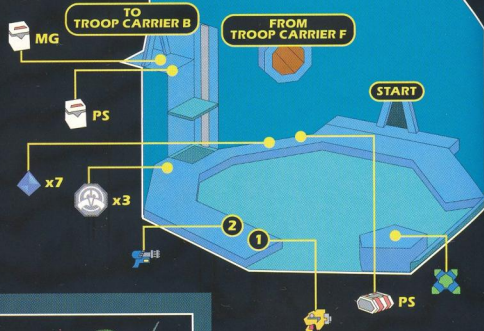
Every dog has its day, and today is Lupus's lucky one, since he'll find advanced weaponry, like the Plasma Shotgun, in the first region of the Spawnship.

2 Machine Gun



Considering Lupus is aboard an enemy ship teeming with drones of all shapes and sizes, it's a good thing that a rapid-fire weapon like the Machine Gun is close at hand.

TROOP CARRIER A



NEW ENEMY



Weevil Troopers

Committed to protecting their post, the Weevil Troopers aboard the Spawnship don't roam about the area; instead, they remain stationary while emptying powerful rounds.



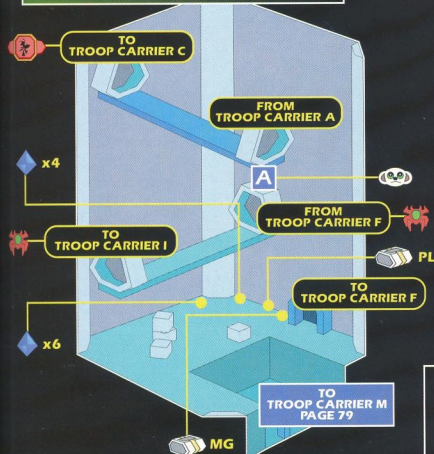
TROOP CARRIER B

A Look Up

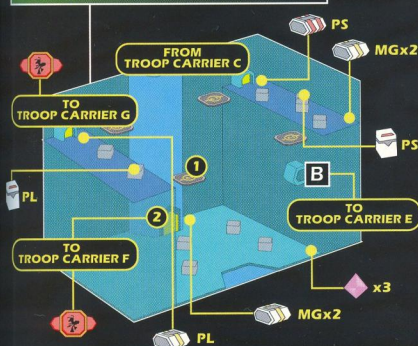
Vela is the only Jet Force team member who can rescue all of the Tribals on the Spawnship, so when you're collecting the little creatures with her, don't forget the one on top of this doorway.



TROOP CARRIER B



TROOP CARRIER D



TROOP CARRIER C

1 Weevil Upheaval



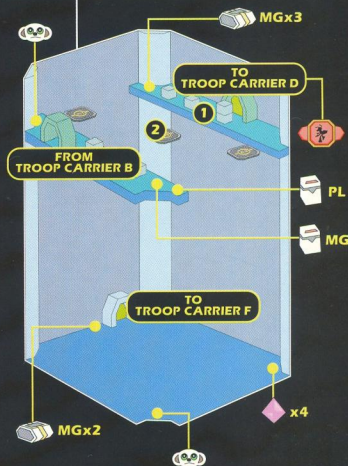
The Weevil Trooper stationed across the way will blow you out of the sky if you try to cross the gap, so stay put and plug away at the bug until you've afforded yourself safe passage.

2 Fly, Dog, Fly!



Instead of hopping from platform to platform to cross the gap, Lupus can rocket over to the opposite ledge if he gets a good enough jump.

TROOP CARRIER C



TROOP CARRIER D

1 Watch Your Paws



The floating platforms are tricky puppies, since their momentum can shake Lupus off if he lands too close to the edge of one. Aim for the center of the platform when hopping aboard, and sidestep toward the middle if you land near the edge.

2 Canine Intervention



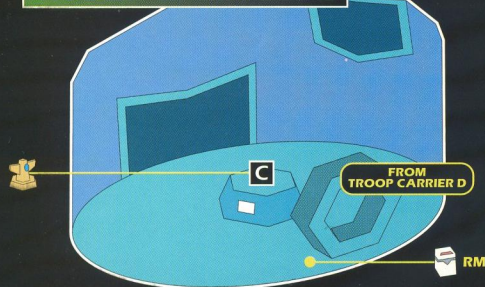
If you plunge to the level below, you must destroy all of the drones to unlock the Life Force Door and escape from the chamber. The lower route eventually leads back to Troop Carrier A, so you'll have to retrace your steps.

B Into the Pipe

To enter Troop Carrier E, board one of the platforms, then leap toward the pipe below you when your ride floats over it. If you fire up your boosters at the right time, you'll be able to hover into the opening.



TROOP CARRIER E



TROOP CARRIER E

C Old Dog, New Trick

By flying into the tunnel beneath the floating platforms, Lupus will enter a secret room. Inside stands a Bonus Activator, and by approaching it, you'll enable the Sniper Drone as a playable character in Battle Mode.



TROOP CARRIER F

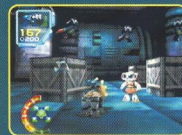


TROOP CARRIER G



1 Through the Left Door

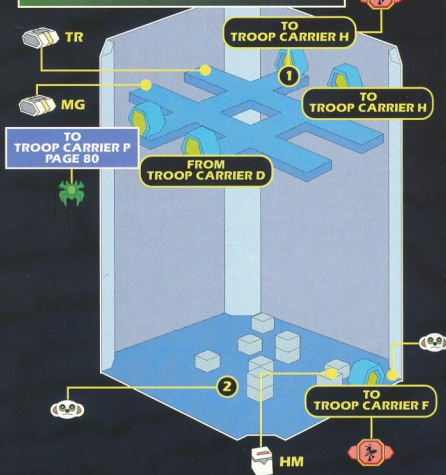
Enter Troop Carrier H through the Life Force Door rather than through the door to the right. By taking the left route, you'll be in a better position to battle the Weevil Trooper that awaits inside.



2 Tribals by Fire

The Arachno-Drones shoot recklessly and relentlessly, and helpless Tribals could get caught in the crossfire. Avoid risking their lives by rescuing them before spending time in battle.

TROOP CARRIER G



TROOP CARRIER H

1 Behind the Weevil Trooper



Lurking behind the Weevil Trooper's massive exoskeleton are some items worth fetching, so position Lupus in front of the bug and unload your Machine Gun or fire a rocket at it.

When you've squashed the Weevil Trooper, collect the items that stood in the bug's shadow. You'll especially want the Red Key, which will gain you access into the deeper reaches of the ship.

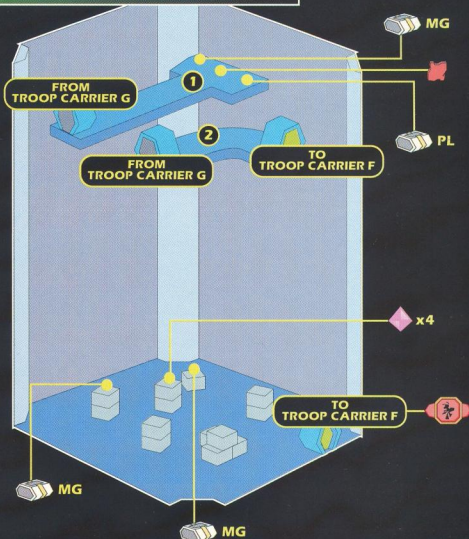


2 Hover to the Other Side

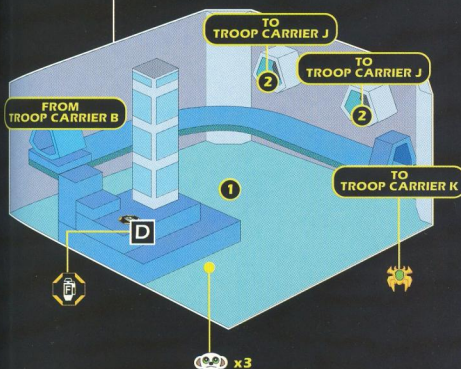
After pocketing the Red Key, fly to the neighboring catwalk, then, as soon as you land, face the spot where the Weevil Trooper once stood so you can quickly target the Cyclops Drones that will arise.



TROOP CARRIER H



TROOP CARRIER I



TROOP CARRIER I



1 Stop the Ninja

After blasting the Sniper Drones stationed in the pipes, drop to the main floor and immediately dispatch the Ninja Drone before it does the very same to the Tribals it's guarding.



2 Into the Sniper Pipes

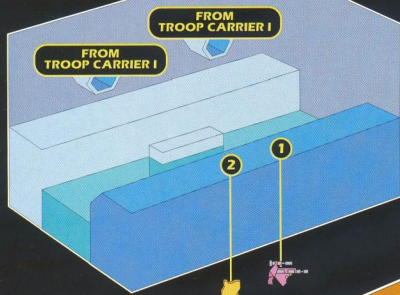
To fly into the pipes, stand on the catwalk and face one of the openings. Jump up, and when you reach your highest altitude, begin hovering on in.

D Jetting to the Yellow Key

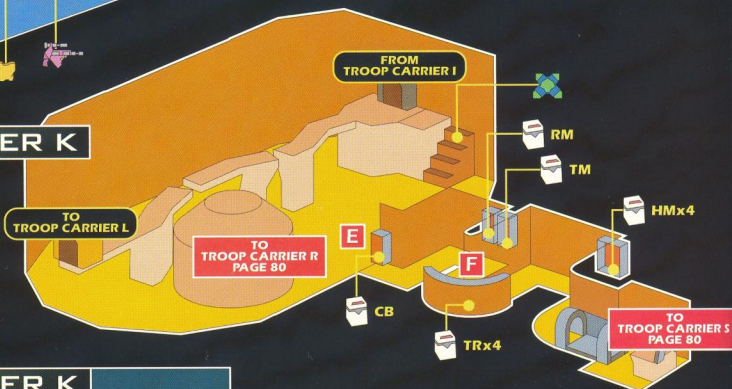
By fueling up, Vela or Juno can Jetpack into this area. If you missed getting the Yellow Key or the Sniper Rifle with either of these characters during their travels, you can pick the goods up inside Troop Carrier J.



TROOP CARRIER J



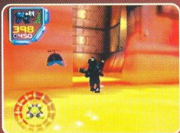
TROOP CARRIER K



TROOP CARRIER K

E Juno's Hot Move

With Juno's resistance to heat, you can run around on the searing surface of this room. Leap off the high walkway to reach two areas—one in the massive drum, the other through a hole in the wall.



F Crate Cornucopia

Plenty of Capacity Crates are packed in the lava corridor. As Juno, you can run through and collect them all easily. You can hover-hop through it as Lupus, if you can withstand the pain of burnt paws.



TROOP CARRIER J



1 Put a Scope on Lupus

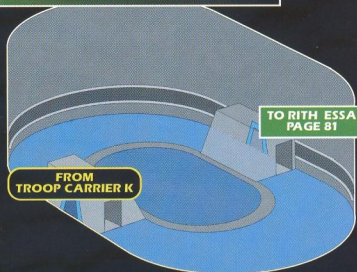
Inside this chamber is the Sniper Rifle. Though you won't face any tight situations on the Spawnship where having the Sniper Rifle is vital, it will be very helpful when you reach the next world, Rith Essa.



2 Make Your Yellow Mark

You won't be able to go beyond the room outside this one, Troop Carrier I, without picking up the Yellow Key here. It opens a door there that will allow you to continue down the Spawnship's final stretch to freedom.

TROOP CARRIER L





Without Vela's help, you won't be able to collect all of the Tribals inside the Spawnship. A short swim through an underground door separates you from several more of the kidnapped creatures—and an excellent weapon.

VELA

TROOP CARRIER N



1 Let Them Corner You

Drones are crawling around the crates in this room. They'll ambush you from all sides if you enter their midst. Stay in a corner and pick 'em off as they run toward you.

TROOP CARRIER O



1 Sadistic Shocker

To have new fun with bugs, collect the Shocker before you leave this area. Just one jolt from this weapon will make your prey jitter around convulsively for a few moments.

G Dicker with Diamond Geezer

After battling through the previous room, you might be hobbling along on low ammo and health. To regain both, fire up Diamond Geezer and shell out some Mizar Tokens.



H Tribal Hermit

One of the Tribals in this room has been stuck up on a ledge. To reach this lofty Tribal, you'll need to be equipped with the Jetpack and fuel it up on the Jetpack Pad for a short flight up to the ceiling.



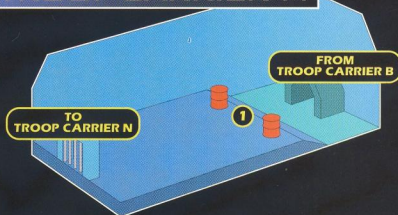
TROOP CARRIER M



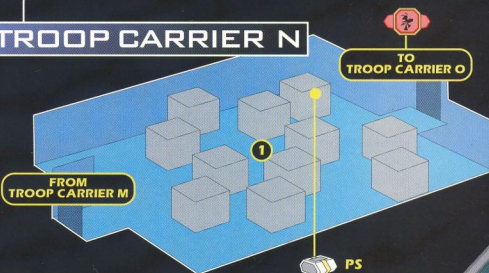
1 Pop the Cans

Coward Drones will charge you as you enter this room. Wait until they're near some explosive barrels, then open fire to blow the combustible cans up to ice the drones.

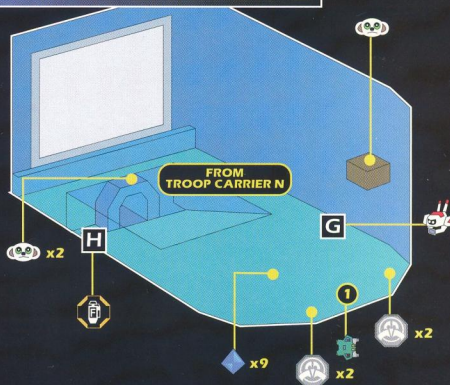
TROOP CARRIER M



TROOP CARRIER N



TROOP CARRIER O



TROOP CARRIER P



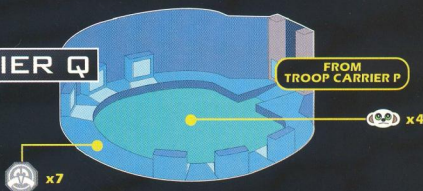
TROOP CARRIER P



1 Bolt through Jolts

Between you and a chamber filled with Tribals stands a corridor crackling with jolts of energy. The jolts burst in regular, predictable intervals, so wait and study their energy burst patterns before running through.

TROOP CARRIER Q



JUNO

Vela isn't the only one who can travel to an exclusive section of the Spawnship. By braving the hot floor in Troop Carrier K, Juno can enter these cylindrical areas, each stuffed with a great surprise.

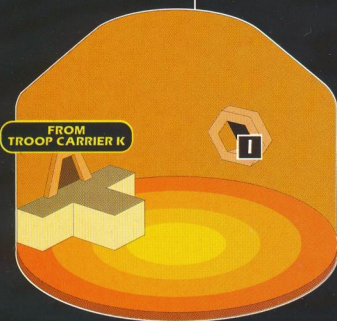
TROOP CARRIER R



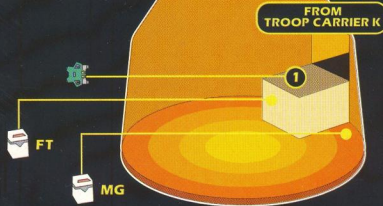
1 Shockers for All

While on the Spawnship, you can also add the Shocker to Juno's arsenal—as well as to Lupus's, if he can hot-foot and hover it here before he loses all his health.

TROOP CARRIER S



TROOP CARRIER R



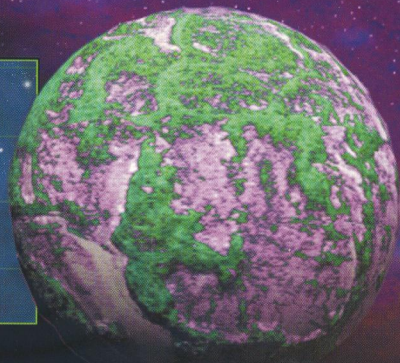
TROOP CARRIER S

1 Hidden in the Oven

One of the Tribal ancestral spaceship parts is hidden deep within the Spawnship's superhot halls.

After running down the searing corridor in Troop Carrier K, you can score the Juno Hatch Key.





RITH ESSA



THE SURFACE OF RITH ESSA IS A COMPLICATED SKEIN OF DEEP-CUT CANYONS AND OLD MINE SHAFTS. ONCE A POPULAR TRAVEL DESTINATION FOR ENTREPRENEURIAL GEM HUNTERS AND TOURISTS ALIKE, THE BEAUTIFUL HORIZONS AND SAVAGE ROCK FACES HAVE BEEN DEFACED BY THE CONSTANT PRESENCE OF THE OCCUPYING DRONE ARMY.

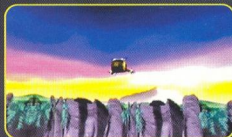
RITH ESSA

Over Cliffs and Under Ground




LUPUS

After making good his escape from the Spawnship, Lupus lands on the spectacular world of Rith Essa. There's no time to gawk at the scenery—the areas that once supported booming mine and tourist trades are rife with Mizar's drones, and Lupus must walk a precarious trail to continue.



BLUFF

The Bluff is primarily a dicey trail that winds along jagged cliff edges, but there's also a maze of tunnels accessible only by someone toting a Blue Key. Lupus had better watch his step.

TRIBALS  8

ENEMIES 

BLUFF A

1 Puddle Jumper



At the first bend in the pathway, jump high in the air and hover across the waterfall to find a Gemini Holder sitting on a ledge.

2 Home In



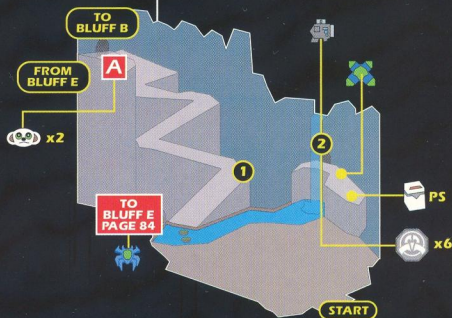
While you're on the ledge, be sure to enter the door behind the waterfall. Inside you'll find a rather nice present: Homing Missiles.

A Hey! Up Here!

As you reach the top of the switchbacks, you may get beamed with a pickaxe as the two Tribals above you try to get your attention. Lupus can't reach them—you'll have to go through Bluff E with Juno or Vela.



BLUFF A



NEW ENEMIES



Rotor Drones

These aerial sentries propel themselves high into the air then pour laser fire on intruders as they slowly float down on a single propeller. Shoot them as they descend.



Sentry Stag Drones

These humongous bugs are basically Stag Drones that have received a promotion. Along with the inevitable social benefits, their status elevation offers them a second machine gun.



BLUFF B



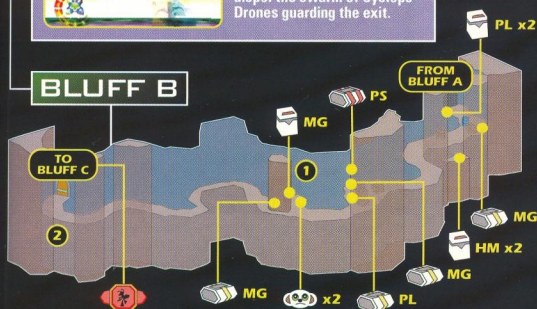
1 Stag Party

Things get pretty crazy around this corner, what with Soldier Drones, Cyclops Drones and Stag Drones all hanging out. Be careful with your fire—there are two Tribals here.



2 Lock and Load

If your Machine Gun is running low, be sure to collect every gun that Soldier Drones drop. You'll need a lot of ammo to dispel the swarm of Cyclops Drones guarding the exit.



BLUFF D



CLUSTER BOMBS
"YOU'VE FOUND A STRONG OF WEAPON!
CLUSTER BOMBS
SWITCH OUT FOR THAT WEAPON
ANY—IT'S A BOMBER!"

1 It's the Bomb

You just picked up the Tri-Rocket Launcher, and here's another weapon to augment Lupus's arsenal. The Cluster Bombs act like multiple Grenades all rolled into one.



2 Beware of Dog

The dog, Flopsy, doesn't take kindly to strangers, even if they are other canines. It'll bite if you let it get near, but you can always pick up health in the doghouse.

C What's Mine Is Yours

If Vela can track down the Specialist Magazine in the bowels of the alien in Eschbone (see page 95) she can trade it with Fernando Mole to gain access to the Mine. Then she can leave him alone with the magazine.



BLUFF C



BLUFF C



1 Three-for-One

You've already experienced the joy that a Tri-Rocket Launcher can bring with Juno and Vela. Now give your canine companion the same warm, fuzzy feeling of contentment.

B Pro Diver Required

When you return here with Vela en route to the Mine, plunge into the pool of water. A passage leads her to a Bonus Activator that opens the winding Tunnels in Battle Mode.



BLUFF D



INTERIOR

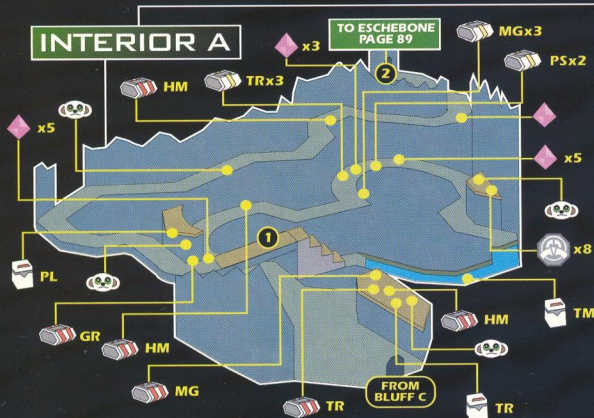
The planet's interior presents a slowly spiraling trail up to the launch pad. Enemy presence is relatively light, but the narrow trail makes evasive maneuvers difficult to manage.

TRIBALS



4

ENEMIES



INTERIOR A

1 Bridge Work

The Sentry Stag Drone on the land bridge will open up on you with both guns if you don't act quickly. Use Tri-Rockets or Homing Missiles for fast, effective relief.



2 Check Your Baggage

When you enter the Launchpad area, don't forget to turn around and grab the Tri-Rocket Launcher Capacity Crate that's next to the door. You'll be glad you did.



After hearing that there were a couple of Tribals stranded on the heights of the bluff, Juno heads down to Rith Essa. Armed with the Blue Key he found on the Sekhmet (page 58), he can gain access to a serpentine subterranean chamber.

JUNO

BLUFF E

1 Remove the Armor

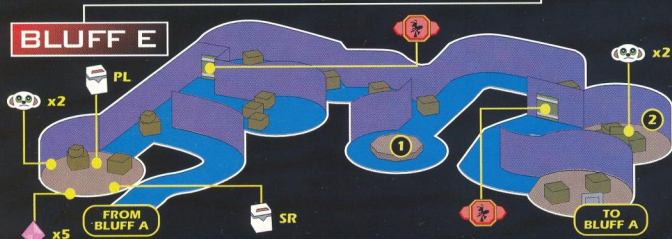
To open the Life Force Door in this area, you have to first eliminate the Armor Drone at the end of the right passage. Strafe as you fire to avoid its destructive missiles.



2 Safety First




If you go with your instincts and blast the hovering ring of Stinger Drones, their wreckage will tumble directly onto the two Tribals. Save the natives before firing.



ASCENT

Both twins can reach the Ascent once they find the Blue Key, but Juno will likely find it first. Between the knife-edge cliff paths and the forest of miniature buttes, it's no picnic.

TRIBALS  6

ENEMIES 

ASCENT A

1 Welcome to the Ascent! Mind If We Shoot You?

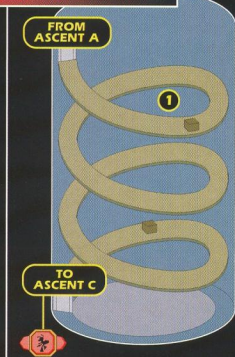


Upon entering the Ascent, you'll immediately come under attack from a missile-happy Infantry Weevil and three far-off Sniper Drones. Snipe back if you're quick on the draw.



If you're taking a beating you can also strafe back and forth while firing Machine Gun bursts or Homing Missiles, but take care not to tumble off the edge of the cliff.

ASCENT B



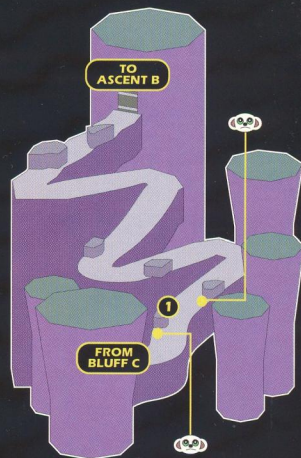
ASCENT B



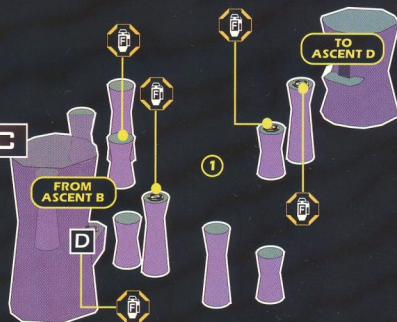
1 Make Calamari

Use Tri-Rockets or the Machine Gun to dispose of the three resilient Octo-Drones that pogo up and down the center of the column.

ASCENT A



ASCENT C



ASCENT C

1 Unfriendly Skies



The flying drone that patrols the platforms above the clouds is a major pain in the butte. Use Homing Missiles or the Machine Gun to clear the air.

D Be a Jetsetter

Hopping from perch to precarious perch isn't too difficult just as long as you constantly top your Jetpack tank off at each Jetpack Pad. If you proceed in a straight line from the entrance, you'll make it across easily.



ASCENT D



1 Hostage Rescue

As soon as you step inside Ascent D, lunge forward and rescue the three Tribals on the ground floor before a ruthless cadre of Soldier Drones executes all of them.



Vela was the only one to stumble upon the Specialist Magazine on Eschebone (see page 95), so the dubious honor of bartering with the Mole Bros. falls to her. She swaps the 'zine for the Mine Key with Fernando.

VELA

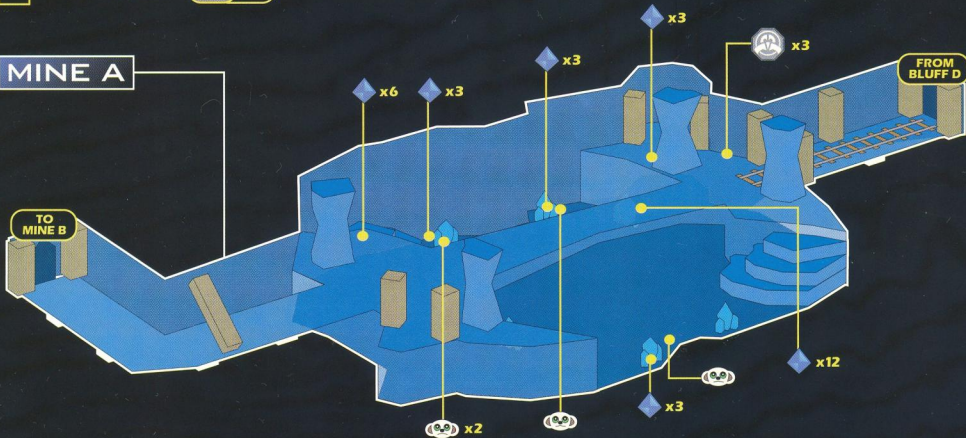
MINE

What was once a lucrative mining operation is now a slave-labor camp for Tribals. The Mole Bros. obviously have no qualms about putting the Tribals to work harvesting gems for their own profit.

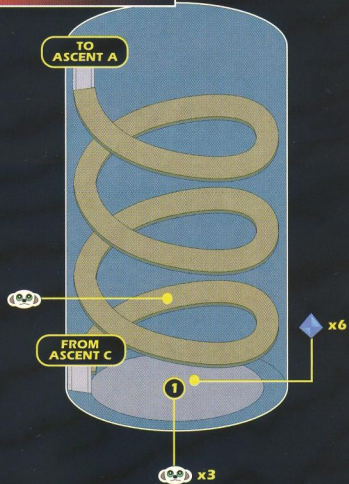
TRIBALS 16



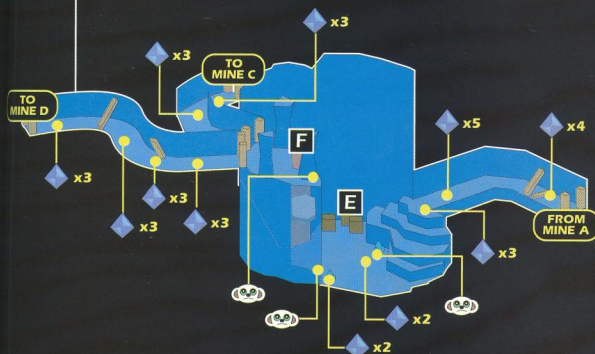
MINE A



ASCENT D



MINE B



MINE B

E What Floor, Ma'am?

Blasting crates is good, clean fun at any time, but here it'll give you a leg up. The middle crate hides the elevator switch, and if you shoot it, the switch will turn green and the loading platform will descend.

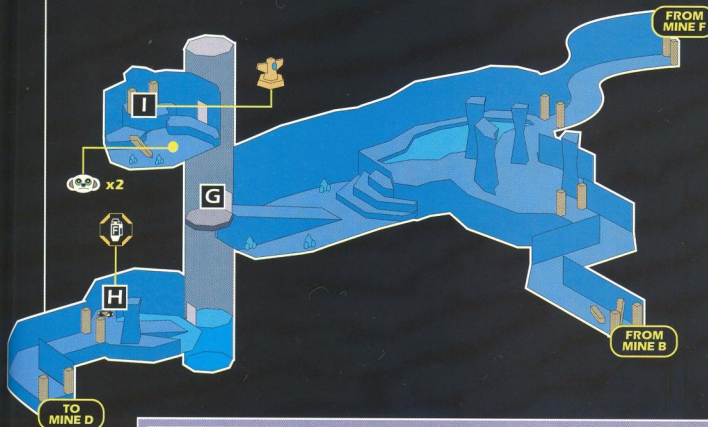


F Just an Innocent Tribal...

If Farmer Mole mistakes you for a clueless Tribal, he'll give you the Deflector Shield, an integral Spaceship Part. He'll also tell you how he plans to deceive Jet Force.



MINE C



MINE C

G Nail the Switch



You'll recognize another elevator switch inside the elevator in Mine C. When you shoot it, the elevator will descend and land in a couple of feet of water at the base. It'll stall down there, so you'll have to find another way back up.

H Jet to the Top Floor

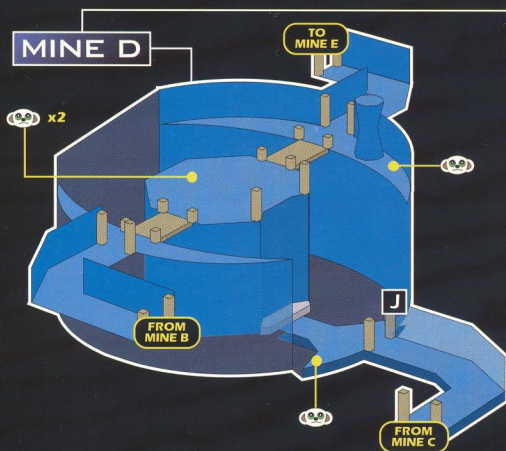
Fill up on fuel on the lowest floor of the elevator, then rocket up the elevator shaft past the floor you entered on. Fly through the door at the very top to find two Tribals.



I That Bonus Is Mine

Not only will you rescue two Tribals up here, you'll also activate another Bonus feature. This one activates a female Tribal in Multiplayer Battle Mode.





MINE D

J Switch-Hitter

Another elevator switch is hidden behind a crate. If you're trying to activate it from the top platform to avoid a nasty fall, you'll have to angle your shot very precisely.



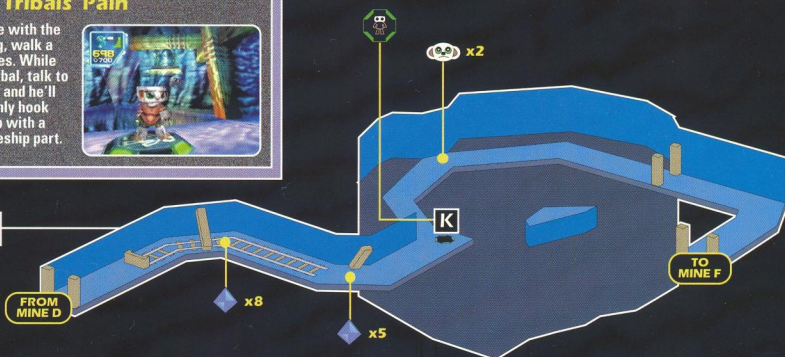
MINE E

K Feel the Tribals' Pain

To truly empathize with the race you're saving, walk a while in their shoes. While you're a Tribal, talk to Farmer and he'll foolishly hook you up with a Spaceship part.



MINE E

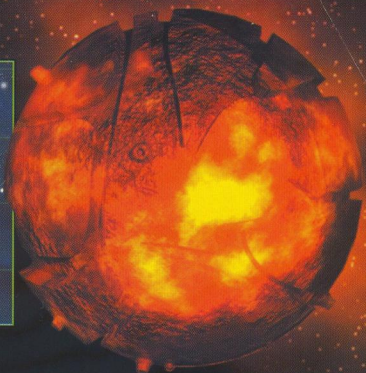


MINE F

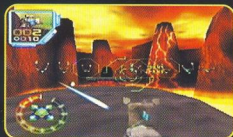
TO MINE C

FROM MINE E





ESCHEBONE



THE TECTONIC PLATES OF THIS MOLTEN WORLD ARE CONSTANTLY IN FLUX, CREATING A VOLCANIC LANDSCAPE THAT PERPETUALLY REINVENTS ITSELF IN TORRENTS OF VIOLENT ERUPTIONS. EVEN MIZAR HAS HESITATED TO COMMIT MANY OF HIS FORCES TO THE PLANET FOR FEAR OF THE FREAKISH BEHEMOTHS THAT SUBSIST IN THE LAVA FLOWS.

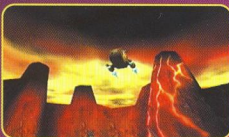
ESCHEBONE

Out of the Frying Pan...



LUPUS

Lupus leaves a tourist's paradise to investigate one of the most inhospitable planets in the solar system. Only the most repellent of alien life forms are said to be able to survive on Eschebone, but neither they nor the threat of drone presence can deter Lupus from pursuing the distress calls of captured Tribals. He'll have to keep moving to avoid burning his paws.



APPROACH

It's a miracle that there's anywhere to land on the bubbling cauldron of Eschebone's unstable crust. The extreme heat and dangerous footing make things twice as dangerous when Mizar's drones appear.

TRIBALS



6

ENEMIES



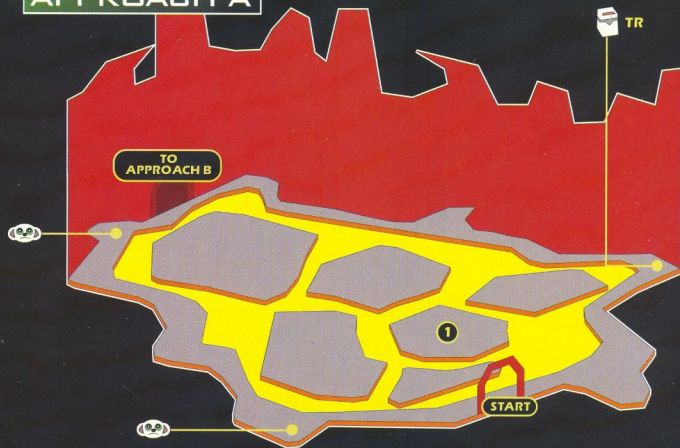
APPROACH A



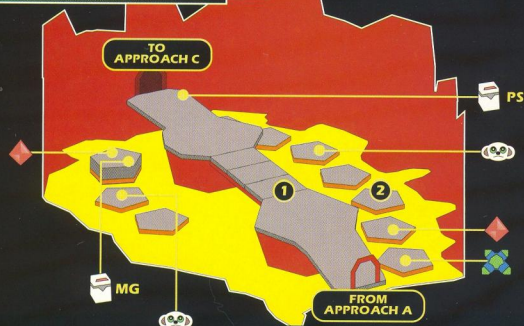
1 Hot Dog

When engaging the two Rhino Drones near the Launchpad, use your jet thrusters often to stay out of the lava. If you dunk so much as a toe, you'll burn off lots of health.

APPROACH A



APPROACH B



APPROACH B



1 All Fall Down

The land looks stable, but as soon as you set foot on the bridge the eroded base will crumble into the magma. Fire up the paw rockets and float to safety on one of the islands—you need to save a few Tribals anyway.



2 Heat Treatment

With a Gemini Holder and two Red Gems to aid recovery, you can afford to take damage. Save the Tribals before engaging the Dragon Drones—otherwise they might crash on the natives.

APPROACH C



1 Grenades for Lupus

Try to ignore the giant, slobbering worm making those disgusting noises and float down to the platforms on the right. Rescue the last two Tribals, then be sure to pick up some Grenades. You can test them right away.



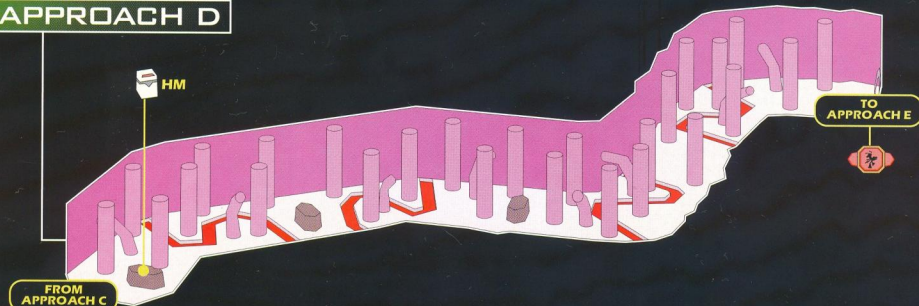
2 Cause Heartburn

Lob a Grenade into the worm's gaping maw or fire off a round of Tri-Rockets. If your aim is true, the alien will gag and its flailing tongue will thump onto the platform, giving you easy access to its digestive tract.

APPROACH C



APPROACH D



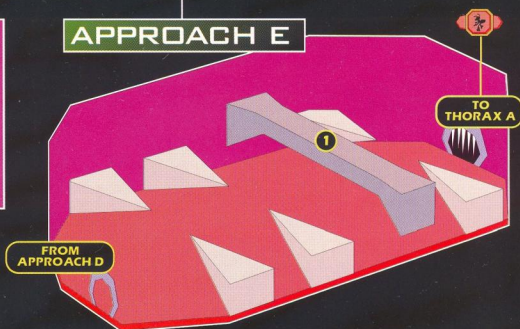
APPROACH E



1 Clear the Bridge

The Rhino Drones on the bridge have excellent aim, so don't give them a chance to nail you. Use the Sniper Rifle from as far back as you can manage. Their shots will fly harmlessly past while you take your time.

APPROACH E



THORAX

The innards of the alien are packed with friends and foes alike, and it's anybody's guess whether they were eaten or wandered in by accident. Take care not to tread in pools of acidic digestive juices.

TRIBALS



12

ENEMIES



THORAX A

A Load Up



Step outside the gills on the left side of the worm's body to find a helpful Diamond Geezer conveniently located in a nook in the cliff wall. Shell out for whatever you need.

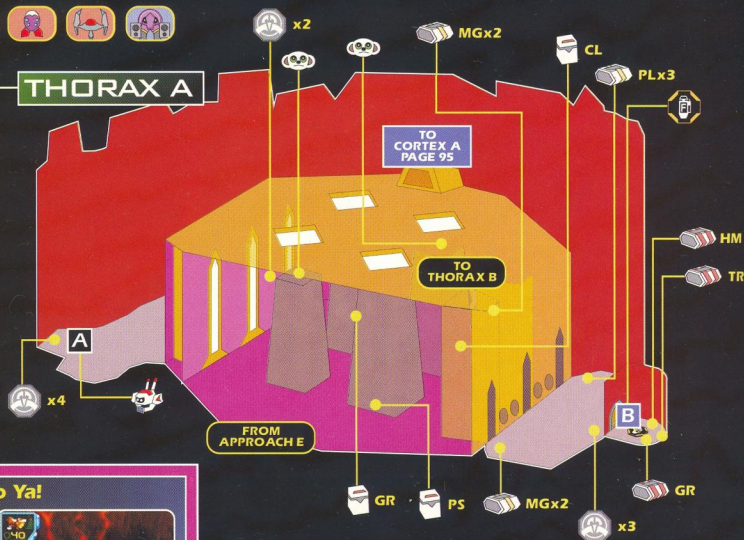


B Top o' the Worm to Ya!

If you exit through the gills on the right side of the worm, you'll find tons of ammo and a Jetpack pad. Vela must save all the Tribals in the Thorax, so fly her onto the worm's back and drop down to save a pair.



THORAX A



THORAX B



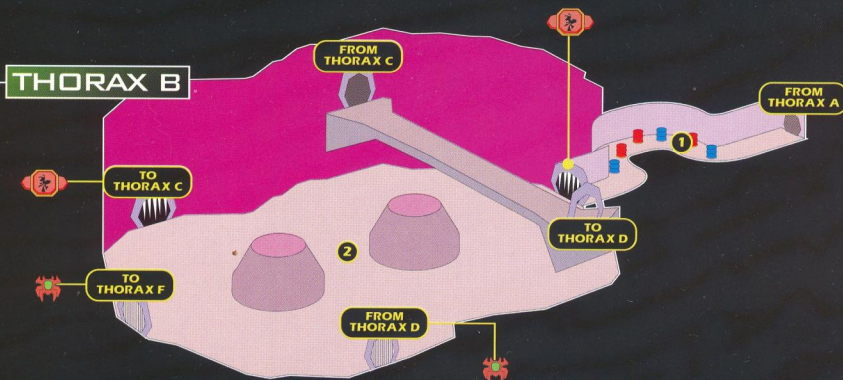
1 Hot Oil

The worm must have a voracious appetite, because its innards are a junkyard of old oil cans. As you make your way through the twists of its digestive system, take aim at the cans whenever drones hide behind them to blow their cover.



2 Fight for Your Life

The battle gets fierce as you enter this open space—Stinger Drones appear out of the central structures, while Rhino Drones and a Sentry Stag Drone try to flush you out. Keep strafing and collect ammo as they drop it.



THORAX C



1 Overkill

A mess of drones will charge down the hallway at you, but since there's a ton of Tri-Rocket ammo right next to you, you might as well forgo the usual Machine Gun and let fly with a couple waves of Tri-Rockets.



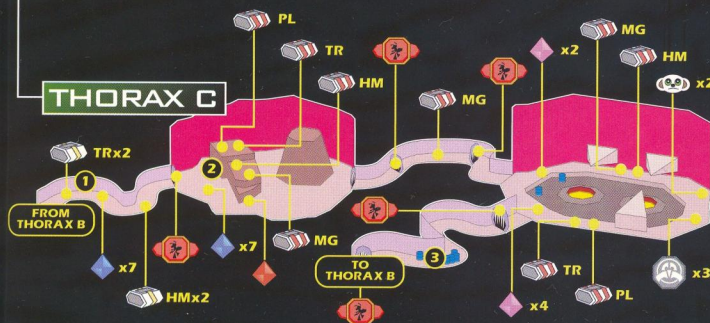
2 Fire, Then Reload

Clear the room of all the hovering Dragon Drones, not to mention the horde of Rhino Drones that pour out of the hallway on the far side. Once you've eliminated them all, collect the gems and ammo on the platform.

3 Caution: Flammable



Whenever you see a nest of oil cans jumbled in a tight tunnel, beware. Generally there will be an enemy waiting just around the corner to blow them up. Blast one to start a chain reaction and give yourself safe passage.



THORAX D



1 A Key Acquisition

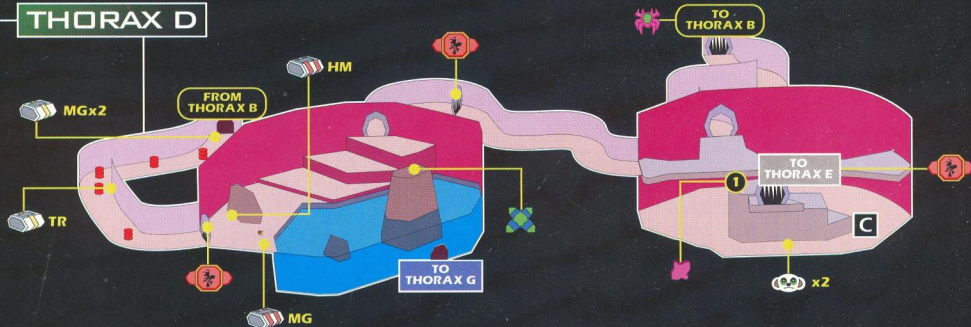
Finally, here's the way into that Magenta Key Door you saw a ways back in the alien's central chamber. Clear out the Dragon and Rhino Drones before hovering over to get it.

C Launchpad

You'll need Vela to thoroughly clear the Thorax of all Tribals, so when you return here look for a Jetpack Pad on the ground. This will allow you to access Thorax E and Floyd's subsequent mission with anyone.

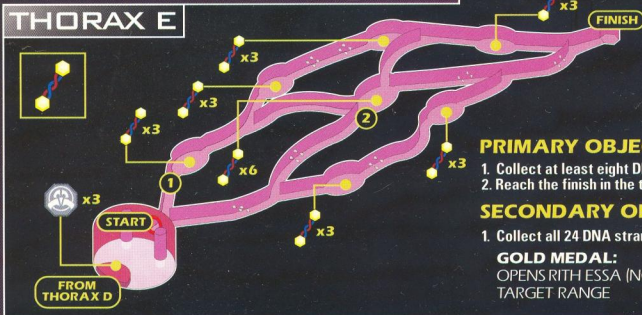


THORAX D



Behind the Life Force Door
in Thorax D lies another mission for Floyd. This time, he must fly at break-neck speed through the creature's neural pathways collecting DNA strands.

FLOYD



1 Make a Flight Plan

Since you need to collect all 24 DNA strands in a timely manner, memorize where the forks in the path go and dodge the jutting bones. Or you can try this: Go all the way around the perimeter, then cut up the middle to get the last six of them.

2 Clear the Way



Every chamber containing DNA strands will be blocked by a transparent sheet at both ends, so line yourself up with your targets and shoot early to make sure it's cleared out by the time you get there.

PRIMARY OBJECTIVES

1. Collect at least eight DNA strands
2. Reach the finish in the time allowed

SECONDARY OBJECTIVE

- ### 1. Collect all 24 DNA strands

GOLD MEDAL:
OPENS RITH ESSA (NORMAL)
TARGET RANGE

THORAX F

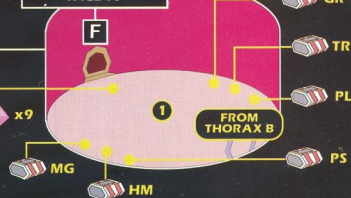


1 Now and Later

The Magenta Key allows you access to the penultimate room of the stage, and you'll find loads of gems and ammo to prepare for your fight with the boss. Be sure to come back after the fight to restock.

THORAX F

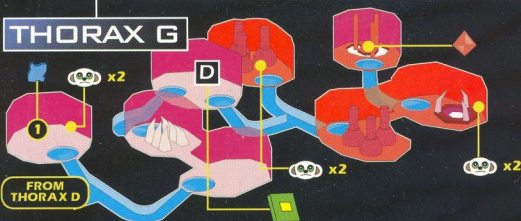
TO ESCHBONE BOSS
PAGE 96



VELA

Vela comes to Eschebone looking for Tribals, and her ability to explore the deep pool in Thorax D gives her access to some that Lupus and Juno couldn't find. She'll also find a few surprises in the watery chambers.

THORAX G



THORAX G

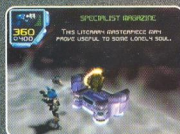


1 Blue Key Special

An immediate left in the underwater tunnels brings you to a pair of grateful Tribals and something even better: a chest containing the Blue Key. Grab this valuable commodity and then swim deeper into the maze.

D Specialist Magazine

The second unexpected treasure Vela stumbles on in the creature's bowels is the Specialist Magazine, which you can trade with Fernando, one of the Amazing Mining Mole Brothers on Rith Essa, for the Mine Key.



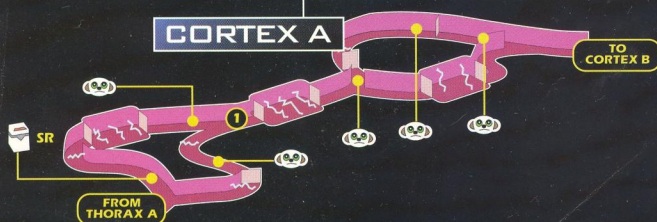
CORTEX

When Vela Jetpacks onto the worm's back, she finds an entrance into its nerve center, a short maze constantly swept by neuro-electrical impulses.

TRIBALS



CORTEX A



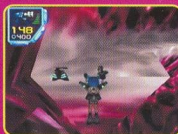
CORTEX A

1 Shock Value



The electrical impulses of the worm's brain move in predictable patterns. Memorize their movements, shoot out any impediments, then make a break for it.

CORTEX B



1 Get a Leg Up

When you enter the chamber containing the great worm's brain, immediately climb onto one of the platforms ringing the outer wall. Get as close to the wall as you can to avoid the cycling electrical currents.



2 Movin' On Up!

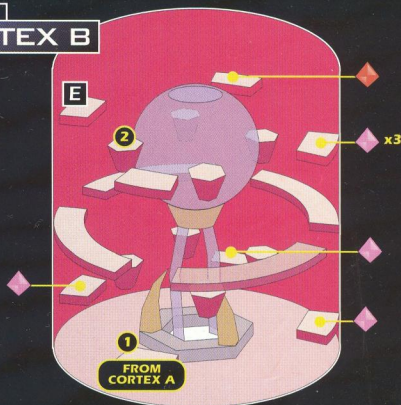
When you find a safe area, take a peek at the surrounding platforms and watch for one that will take you to the upper section of the Cortex. Hitch a ride when it draws near, always avoiding any shocking encounters.

E Oxygen Tank

At the very top of the Cortex is a Red Gem, but more importantly, there's also a Spaceship Part. Sure, it's an unlikely place for the ship's Oxygen Tank to end up, but don't argue. Just grab the rusted thing and hightail it out of there.

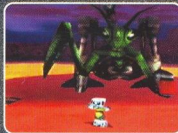


CORTEX B



F PRAYING MANTISES

After an ungainly exit from the worm's...uh, posterior segment, Lupus finds himself face-to-face with a giant, mechanically enhanced praying mantis. It's angry, aggressive and heavily armed—and it has a partner.



1 Disarm It



Your first plan of attack is to knock the creature's left arm off, disabling its blaster. Once that arm's gone, go after the scythelike right arm as it hurls explosive detritus at you.

3 Sting the Stinger



Once the mantises are armless, they'll start using their tail stingers to fire at you. Anticipate which direction they'll lean, then unload in the general area of the tail with Tri-Rockets or the Machine Gun.

5 In Your Face



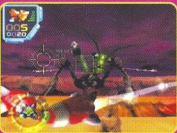
When they've been stripped of all other weapons, the mantises will take turns spitting at you. At this point their heads will be vulnerable for a second as they rear back to spit, so open fire.

2 Go for the Long Shot



Don't limit yourself to attacking when the mantis is on the center platform. If you've locked on with Homing Missiles, send them out even when it's on the distant left and right platforms.

4 Incoming Missiles



While you're busy with one of the mantises, the other will frequently launch missiles at you from the distance. Strafe to avoid them—you can also hide under the sidewalls until they're demolished.

6 Keep on Moving



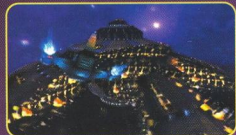
As long as you strafe consistently right and left, the spit should either hit to the side or fly harmlessly over your head. Use your Machine Gun to fire as you move side to side, and don't get careless.





VELA

As she lifts off from the Launchpad on the far side of Goldwood Lodge, Vela notices a flickering light in the sky. Its flight path is far too fast for a star, so Vela quickly decides to check it out. She finds the remains of a ruined station gutting in the emptiness of space. Wary of the volatility of the collapsing structure, she disembarks to search for survivors.



ABANDONED WRECK

Not much remains in the passageways of the abandoned station. The close quarters provide very little in the way of cover, so Vela will have to be fast if she hopes to stay alive.

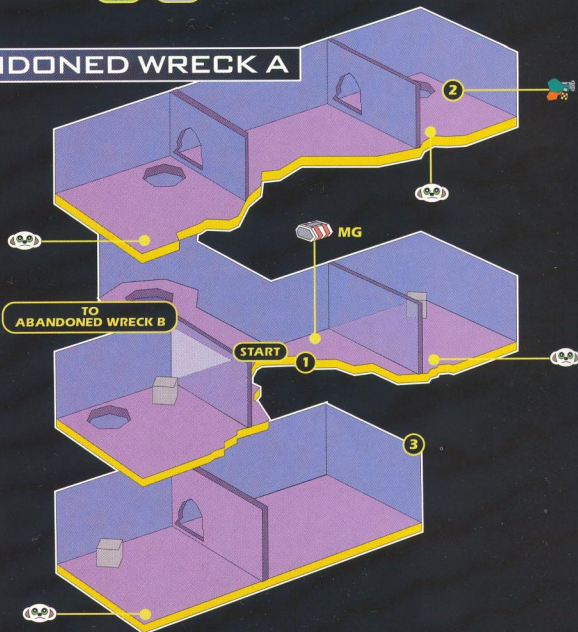
TRIBALS

12

ENEMIES



ABANDONED WRECK A



ABANDONED WRECK A



2 Flame On

In one of the exposed sections of the Spacestation lies an unexpected boon—a Flamethrower. When you set drones afire with this short-range weapon, watch out! They'll run around shrieking and might burn you.



1 Go Below

Don't worry about the glowing edges of melted metal—they won't burn Vela's feet. Turn around immediately when you get off the ship then drop off the border to find a number of exposed compartments.



3 Back to the Beginning

If you try to jump back to the original platform from above, you might inadvertently land in your ship and have to start over. Instead, climb onto the edge of the lower room and jump up to the next floor.

ABANDONED WRECK B

A Great Space Bonus

Don't forget to track down and cue this Bonus Activator before you leave the Spacestation. Once it's live, you'll be able to play inside the multilevel maze of the station during Multiplayer Battle Mode.

**B Hop, Skip and Jetpack**

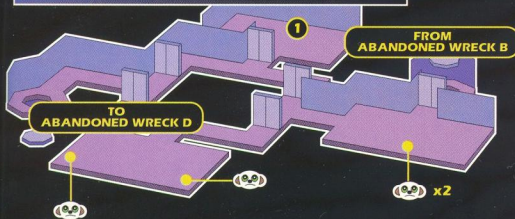
You have to take the elevator to reach the Tribal on the far platform of this room, and once you've rescued it, fuel up on the Jetpack Pad so you can fly comfortably back into your waiting ship.



ABANDONED WRECK B



ABANDONED WRECK C



ABANDONED WRECK C

1 Drone Lounge

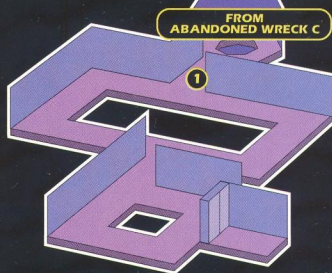
You may not want even to enter this room if you're low on health. There's nothing of value inside—just an Infantry Weevil waiting to completely annihilate the doorway area with missile fire.

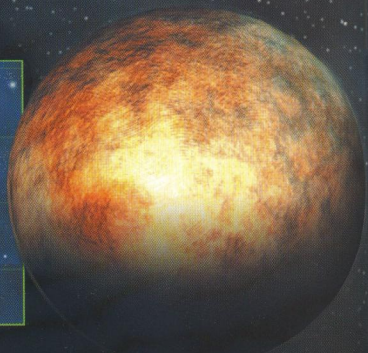
ABANDONED WRECK D

**1 Party on the Lower Deck**

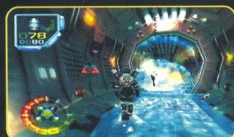
A big gang of Soldier Drones is hanging out on the lowest sector of the Spacestation, and it'll open fire as soon as you step out of the elevator. Don't let them get behind you in the figure-eight passageway.

ABANDONED WRECK D





WALKWAY

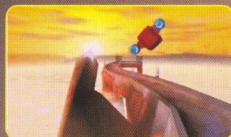


NOT ONE OF MIZAR'S MAJOR STRONGHOLDS, THE WALKWAY IS A TINY OUTPOST DWARFED BY THE TOWERING MOUNTAIN RANGE THAT IT SITS ATOP. THE STATION, THOUGH MODEST IN SIZE, OFFERS ONE ITEM OF BIG IMPORTANCE—THE HOMING MISSILES, GUIDED WARHEADS THAT WILL HELP JUNO GET BALLISTIC ON ANY DRONE'S THORAX.



JUNO

If Juno exits the SS Anubis through the Depository instead of leaving through the Hold where drones imprisoned Vela and a handful of Tribals, he'll shuttle off to the Walkway.



PEAK

Follow the mountain path to the shelter, then set your sights on the left side of the building in anticipation of the Soldier Drones that will come rushing around the corner.

TRIBALS



6

ENEMIES



PEAK A

A Fuel Shortage

The Jetpack Pad will fill only 20% of your Jetpack fuel supply, so soar to each Tribal on short, separate trips to avoid running out of gas.

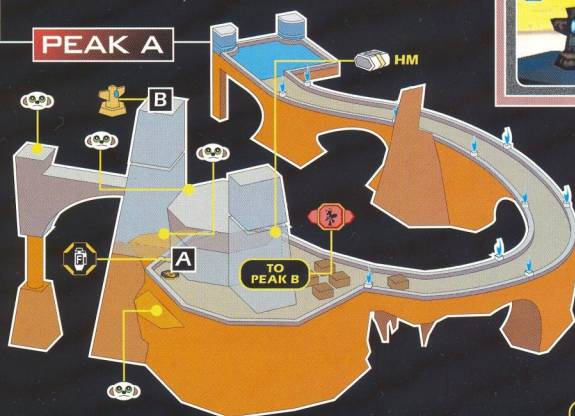


B Rooftop Bonus

To unlock the Rith Essa Mine level in Battle Mode, fuel up your Jetpack, then fly to the highest point on the building to switch on the Bonus Activator.



PEAK A



PEAK B



1 Homing Missiles

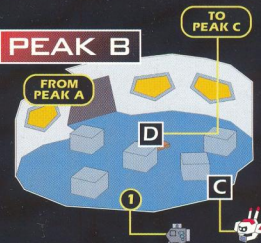
If there's a reason to visit the Walkway before upgrading your armor at Mizar's Palace, it's that it's the home to Homing Missiles and the earliest chance Juno has at nabbing them.

C Diamond Geezer

This is a good Diamond Geezer to visit when you need ammo, because it's such a short distance from the Launchpad to the robot's location.



PEAK B



D Crowbar Cranny

To enter the trap door leading to Peak C, Juno must first possess the Crowbar that Gimlet offers as a reward for finding his pants on Tawfret.



PEAK C



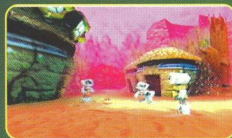


IN A ROCKY REGION OF GOLDWOOD, THE TRIBALS
HAVE HARVESTED GEMS FOR COUNTLESS GENERA-
TIONS. WHEN MIZAR WITNESSES THE LIBERATION
OF GOLDWOOD FROM HIS ASTEROID LAIR,
HE FLIES INTO A RAGE AND TRIGGERS A METEOR
ASSAULT ON THE QUARRY. THE PEACEFUL COMMU-
NITY FACES A FIERY DEATH SENTENCE FROM ABOVE.



LUPUS

The battle for Goldwood's Rim was fierce, but Lupus somehow managed to rescue every last Tribal. As he exits the planet's atmosphere, he notices a meteorological disturbance in Goldwood's orbit...



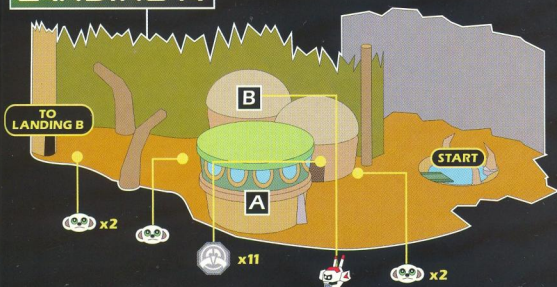
LANDING

The populated area of the Gem Quarry is tiny—there's little more than a Launchpad, a couple of worker huts and the quarry itself. The Tribals are easy to round up, but there's another problem.

TRIBALS



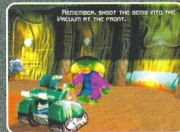
LANDING A



LANDING A

A Gimme Shelter

Magnus is sequestered in a hut, fuming about the fate of his people. He gives you a simple task: Merely shoot enough gems into the mining machine to power up the defunct asteroid defense system currently in orbit around the moon. If you manage to do it, he'll hand over another integral Spaceship part, the Radar Dish.



B Government Surplus

As usual, the Diamond Geezer stationed at the Gem Quarry is happy to swap health and ammo for Mizar Tokens. If you need help, fork over the dough.



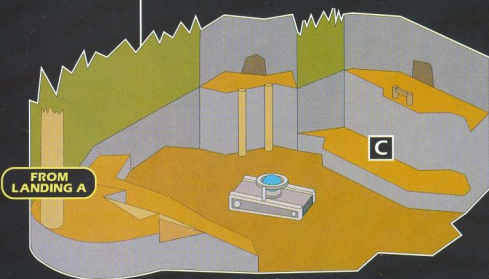
LANDING B

C Mizar Abhors a Vacuum

Go to the back of the clearing and turn to face the machine. A Tribal on the ledge above you will trundle over and dump gems in front of you. Use your pistol to blast them near the machine—it'll suck them in if they're close enough, and eventually it'll power up.



LANDING B





THE FLIGHT PATH OF THE WARSHIP SEKHMET TOOK
IT BY A SMALL, UNCHARTED PLANET ALMOST
ENTIRELY IMMERSED IN WATER. EVEN THERE, AN
ANCIENT CIVILIZATION ONCE FLOURISHED. WHETHER
THE INHABITANTS WERE AN ISLAND PEOPLE WHO
PULLED UP STAKES OR A TRAGIC SOCIETY WASHED
AWAY BY A FLOOD OF THE AGES, NO ONE KNOWS.



VELA

After using her Jetpack to reach an upper Launchpad on the Sekhmet battle cruiser, Vela decides to take a closer look at a curious blue planet. To her surprise, a Launchpad appears out of the blue waters.



LOST ISLAND

Vela is shocked to see that what looked like an archipelago of sandbars is actually the ruins of old buildings. Even more surprising is that the area isn't bereft of life.

TRIBALS



8

LOST ISLAND A

B A Job for a Dog



You'll have to return to the Water Ruin with Lupus if you hope to rescue all eight of the Tribals, because he's the only one who can hover onto the high walls of the ancient, crumbling buildings.

A Swap for a Spaceship Part

The bear trying to hibernate in a nook of the ruin is grouchy because of the constant caterwauling of eight lost Tribals. If you've earned the Earplugs with Floyd on the Anubis (page 30), the bear will swap you the Power Cell for a little shut-eye.



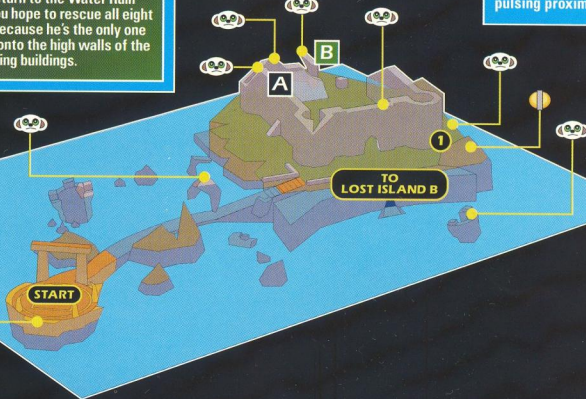
1 Time's Up!



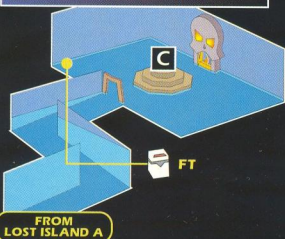
TRIGGERS
You've found some Timed Mines! Hold the Z button to set a timed fuse, or simply throw them out to transform them into pulsing proximity Mines.

The Timed Mines are hidden at the back of the ruins. Hold down the fire button for any length of time to set a timed fuse, or simply throw them out to transform them into pulsing proximity Mines.

LOST ISLAND A



LOST ISLAND B

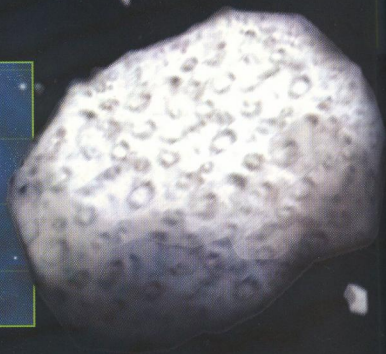


LOST ISLAND B

C Take a Deep Breath

Dive below the island to find a passage into a vault adorned with a leering, skull-like fireplace. Beneath the skull's fiery glare is the Nitrogen Tank, another Spaceship Part.





ASTEROID

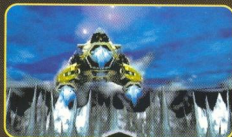


THERE ARE INNUMERABLE CHUNKS OF SPACE FLOT-
SAM FLYING THROUGH THE UNIVERSE, BUT THIS
ONE IS ON A CRASH COURSE WITH EARTH. DEEP
INSIDE THE POCKMARKED ASTEROID IS MIZAR'S
CONTROL CENTER, HEAVILY GUARDED BY HIS ELITE
DRONE TROOPS. REACHING THE HURTLING ROCK IS
RISKY—GETTING BACK OFF MAY BE IMPOSSIBLE.




JUNO

After the last piece of the ship is securely welded into place, the Jet Force team with King Jeff in tow blasts off in pursuit of Mizar's lethal Asteroid. As they approach the surface, a chunk of rock from the Asteroid's tail debilitates the ship, causing it to crash-land on a barren stretch of ground. Inspecting the damage, Juno must make a difficult decision.



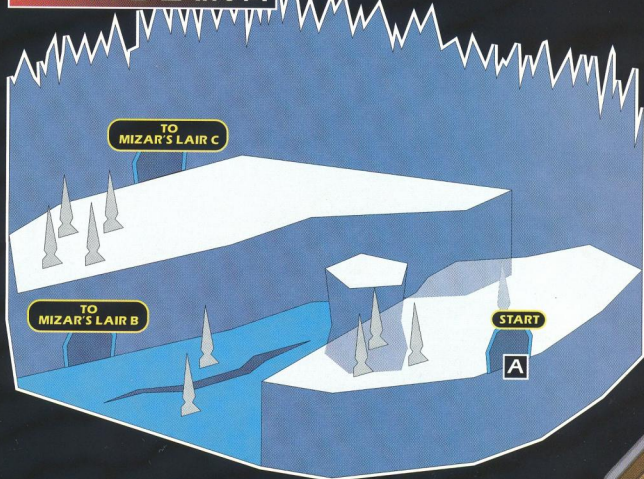
MIZAR'S LAIR

Mizar believes he's safe on the Asteroid, but he has another think coming. A maze of subterranean tunnels and some of the most lethal drones around are all that stand between Juno and the tyrant.

TRIBALS  0

ENEMIES 

MIZAR'S LAIR A



MIZAR'S LAIR A

A Juno Volunteers

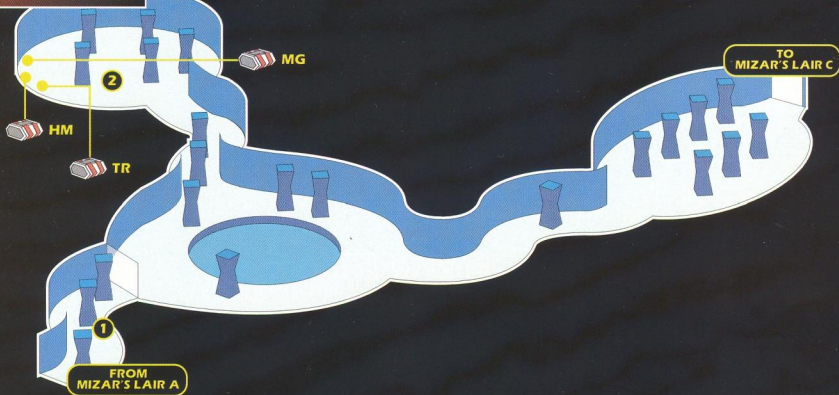
The team must repair the ship or it will have no chance of escape, so Juno leaves Vela, Lupus and King Jeff behind to repair the critical systems. Taking Floyd, he then heads off to case the immediate area. With a little luck, he hopes to find a way to Mizar's inner sanctum.



IT'S SO DARK SCOUT OUT THE BLUWING



MIZAR'S LAIR B



MIZAR'S LAIR B



① Caution: Fog

A heavy layer of mist fills all of the underground tunnels on the Asteroid, and enemies generally see you before you can get the drop on them. Try to take cover behind stalagmites and shoot in the direction of oncoming fire.



② Break Out the Big Guns

Shurikens work pretty well against the Barricade Drones, but the bugs are so ubiquitous and deadly accurate on the Asteroid that you may want to use the heavy artillery instead. You can blast the Infantry Weevils in this cul-de-sac and reload your big weapons.

MIZAR'S LAIR C

1 Watch Your Step



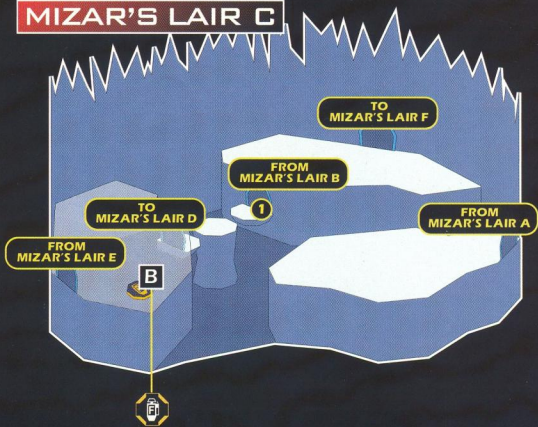
Don't be hasty as you exit from Mizar's Lair B or you'll plummet into a bottomless crevasse. Take your time and carefully hop onto the narrow columns to reach the other side safely.

B Take the Express Route

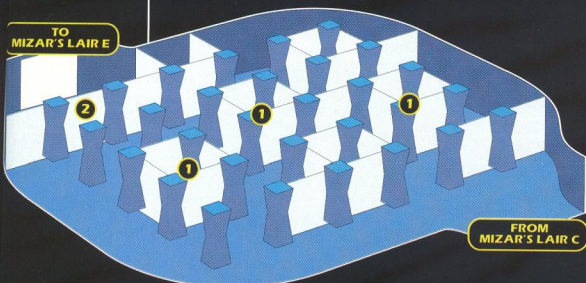
As you emerge on the high platform from Mizar's Lair E, fuel up and fly over the gap. Don't use the right exit or you'll lose the Jetpack power to get to where you need to be.



MIZAR'S LAIR C



MIZAR'S LAIR D



MIZAR'S LAIR D

1 Don't Touch the Glass



Why Mizar set up a Cyborg Drone museum is unclear, but don't argue and definitely don't break the glass or the immobile drones will be free and start firing in every direction.

2 One for the Road



You will have to face one Cyborg Drone no matter what. Shoot the glass encasing the giant guarding the exit and then blow it to smithereens with Tri-Rockets before it gets its bearings.

MIZAR'S LAIR E



1 Cover Your Six First

As you emerge into the atmosphere again, dodge the volley of grenades that'll come your way and spin around to ace the Sentry Stag Drone perched on the platform behind you. If you ignore it, it'll pepper your back with lasers.



2 Embrace Life

Destroy every last drone in the area, then restock your health with the Pink Gems that lie atop the columns. These are the only health-restorers you'll find on the Asteroid, so be sure to collect every last one of them!

MIZAR'S LAIR E



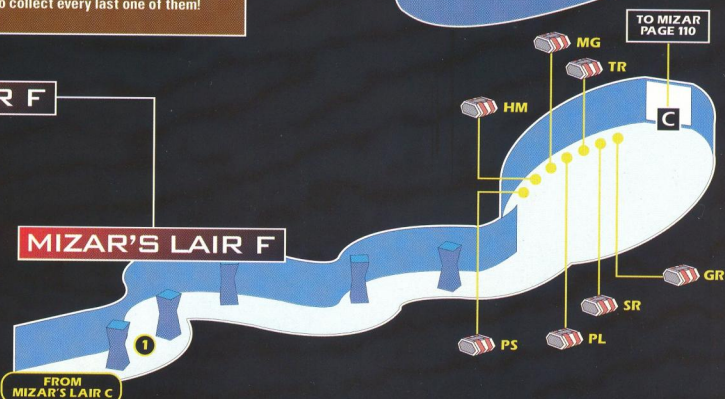
MIZAR'S LAIR F

1 Spare No Expense



Don't waste time trying to dance around the Barricade Drones with your Machine Gun. You'll find Full Ammo Crates of every weapon at the end of the hall, so hit the drones with everything you've got.

MIZAR'S LAIR F



C SHOWDOWN WITH MIZAR

It's a good thing there was plenty of ammunition lying around, because Juno finally finds Mizar's lair on the other side of the cavern and contacts his team. Although Vela and Lupus come to his aid, they'll be immediately knocked out of the battle by Mizar's wrath. It's all up to Juno.





1 Dodge the Rubble

The first thing Mizar does is call down a meteor storm of space junk to whale on Juno. Dodge erratically to the right and left and jump often to avoid the homing hunks of detritus.



2 Watch Mizar's Back

Mizar frequently charges the platform you're on and hammers it. Jump over the shock wave and lock on to the glowing panel on his back. Whenever he turns around, let loose a Homing Missile to destroy the panel.

3 The Tyrant's Attack Arsenal



Mizar attacks from far away and up close, and he will always use one of three attacks. One is a plume of toxic breath, which you can sidestep or jump over.

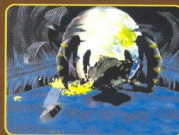


If his eyes glow purple, prepare for incoming fire. If you keep strafing from side to side, you shouldn't have any trouble avoiding the projectiles from his eyes.



Mizar also throws out a cord of electricity with his metal hand and sweeps it across the platform. Position yourself in the middle and play jump rope.

4 The Bug Has Landed



Once you've blown his wings off, your battle tactics should be much like the fight in Mizar's Palace. Strafe defensively from side to side while shooting his face with everything you've got left. Show no mercy!

The End of Mizar



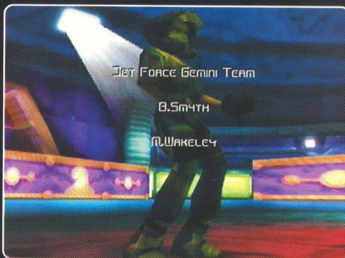
As the tyrant collapses, a metal pod tumbles out of the ruin. It seems there's more to Mizar than meets the eye. Don't get too distracted by the developing story, though—your work isn't done yet.

A Hero's Sacrifice

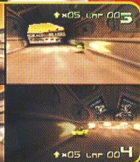
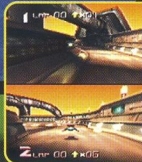
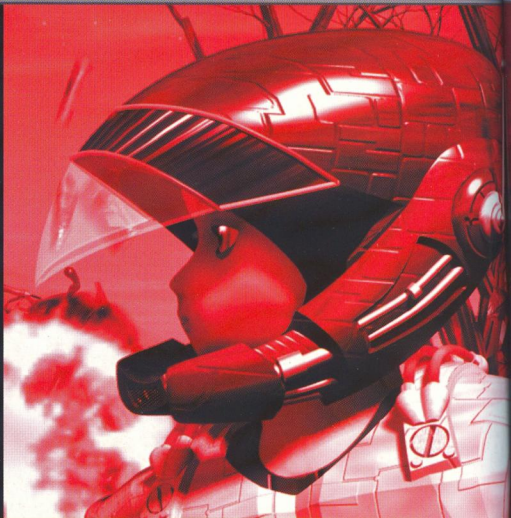


Someone must stay behind to detonate the charges that will blow the Asteroid into harmless pieces. Brave Floyd volunteers, and if you pilot him to the core before it's too late, he'll save earth and help Jet Force escape the doomed asteroid.

TIME TO PARTY!



With the cataclysmic events of the past days still fresh in their minds, Juno, Vela and Lupus return to earth. Hailed as saviors and decorated with the highest military honors, the team has only one thing left to do—Disco!



MULTIPLAYER

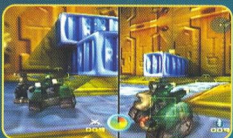
IT MAY TAKE YOU AGES TO FINISH THE ADVENTURE MODE OF JET FORCE GEMINI, BUT ONCE YOU DO, YOU'LL HAVE OPENED UP ANOTHER EXCITING WORLD OF MULTIPLAYER MATCHES. EACH BONUS ACTIVATOR THAT YOU TRIGGER DURING THE GAME ADDS OPTIONS TO THE MULTIPLAYER MODE. WHEN THEY'RE ALL OPEN, YOU CAN CHOOSE FROM BATTLES, TARGET-SHOOTING AND RACING MATCHES FOR UP TO FOUR PLAYERS.

BATTLE MODE



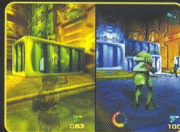
BATTLE MODE OPTIONS

Battle Mode matches take place in special arenas without exits. In addition to selecting characters, the players choose winning conditions, type of radar, weapons and other options.



TYPES OF BATTLES

TIME-LIMITED



In Time-Limited matches players attempt to score as many victories as possible in a limited time. Matches can last up to 29 minutes.

SLAUGHTER



The winning condition in Slaughter matches is a preset number of victories—up to 20. The first player to defeat opponents that many times will win the match.

SURVIVOR



This is the traditional "last player standing" game. You can give yourself up to nine lives, but after they're gone, you're out of the match.

LEVEL



The Level Option determines the arena where the match takes place. Several Levels are open initially while others are unlocked with Bonus Activators.

AVAILABLE:

SS ANUBIS
TAWFRET
RITH ESSA
CLOSE QUARTERS

UNLOCK:

RITH ESSA MINE
SPACESTATION
TUNNELS
KING OF THE HILL

WEAPONS



Three types of weapons are available in Battle Mode—light, medium and heavy. All players will be limited to those classes of weapons in the match. Also watch for invisibility power-ups.

TIME LIMIT



Players can choose Time Limits in the Time Limited Option. Matches range from one minute to 29 minutes.

KILLS



In Slaughter matches, every victory is considered a Kill. You can select your victory condition to be anything from one to 20 Kills.

LIVES



Like a cat, you get as many as nine lives in Survivor Mode. Make them count, because the last player alive wins the match.

RADAR



Players choose between Normal and Sweep Radar. The Sweep Radar shows enemies only when the sweep arm passes over their locations.

GALLERY OF CHARACTERS

You can let the three Jet Force Gemini team members duke it out from the very beginning, but doing so barely scratches the surface of multiplayer fun for this game. Check out this roll call.

VELA

AVAILABLE FROM BEGINNING



You can use Vela in Battle Mode the moment you turn your game on, and her instant advantage is the ability to dive deep. In certain levels, you'll be able to take shortcuts others can't.



POWER JUNO

UNLOCK:

AFTER YOU MECH UP



Once Juno has upgraded armor, you'll be able to play with Power Juno. He'll still be able to walk on heated floors, of course, and he'll look a whole lot cooler, but you can't use his Jetpack.



JUNO

AVAILABLE FROM BEGINNING



Juno is also available from the beginning of the game, and his ability to walk on superheated areas will give him an advantage in a level like Spacestation, which has a room with a molten floor.



POWER LUPUS

UNLOCK:

AFTER YOU MECH UP



The new tank treads on Lupus look pretty intimidating, and they make him a bigger target than before. He'll still hover for the same amount of time so don't plan any long flights.



LUPUS

AVAILABLE FROM BEGINNING



Juno and Vela's canine counterpart is a great character to start out with, because his small size and ability to float on jet thrusters for periods make him an extremely difficult target to hit.



BLUE DRONE

UNLOCK:

SS ANUBIS HOLD D



If you find the Bonus Activator in the heights of SS Anubis Hold D (page 29), you'll be able to play as a Blue Drone. Since this is Vela's disguise when she transforms, the drone can swim.



POWER VELA

UNLOCK:

AFTER YOU MECH UP



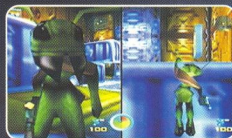
After the first fracas with Mizar sends the tyrant scurrying for his Asteroid, all three team members get an armor upgrade. Power Vela can still swim, but her Jetpack isn't useful in Multiplayer.



GREEN DRONE

UNLOCK:

SPAWNSHIP TROOP CARRIER A



An innocuous outflow pipe in the Spawnship leads to the Bonus Activator that enables the Green Drone in Multiplayer (page 76). As the "Juno drone," it can walk on extremely hot areas.



RED DRONE

UNLOCK:

ICHOR MILITARY BASE N



At the end of molten waste tunnel in Ichor Military Base N, Juno finds another Bonus Activator (page 70). This one cues a Red Drone, which shares Juno's ability to walk on superheated floors.



ARMOR DRONE

UNLOCK:

TAWFRET BRIDGE A



Hidden inside a lump of water-logged earth in Tawfret is a Bonus Activator that Vela must swim to find (page 36). It turns on an Armor Drone, which is durable but can't climb or duck.



YELLOW DRONE

UNLOCK:

GOLDWOOD OUTSET B



Vela can plunge into the water at the Fish Farm in Goldwood Outset B (page 19). The underwater Bonus Activator at the bottom makes a Yellow Drone playable—it can swim like Vela.



STAG DRONE

UNLOCK:

MIZAR'S PALACE LOBBY F



In a nook near the fiery lake in Mizar's Palace Lobby, a Bonus Activator cues the Stag Drone (page 43). Like other big drones, it can walk on hot floors but can't crouch or hang from ledges.



FEMALE TRIBAL

UNLOCK:

RITH ESSA MINE C



Jetpack up an elevator shaft in Rith Essa Mine C (page 87) to find a hidden Bonus Activator that activates a Female Tribal. The Tribal's size makes her hard to hit, and like Vela, she can swim.



INFANTRY WEEVIL

UNLOCK:

SEKHMET BATTLE CRUISER M



At the top of the corkscrew ascent in the Sekhmet is a Bonus Activator that only Lupus can reach (page 57). It cues the Infantry Weevil—it can withstand molten lava.



MALE TRIBAL

UNLOCK:

SEKHMET BATTLE CRUISER Q



There's a tunnel in the Sekhmet Battle Cruiser that you can access only with the Magenta Key (page 58). Inside it is the means to access a Male Tribal, which can walk on lava like Juno.



ZOMBIE STAG DRONE

UNLOCK:

TAWFRET BRIDGE A



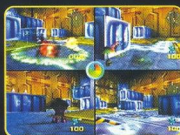
Lupus can float to the distant stilt hut in Tawfret Bridge C to activate the Zombie Stag Drone (page 36). Like its large relatives, it's slow and can't crawl, but it can walk on hot floors.



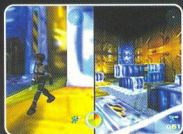
SS ANUBIS

The ancient hulk of the SS Anubis is one of the initial playable levels in Multiplayer Battle Mode. There's not very much room to maneuver—dodging on and around crates is your only hope.

AVAILABLE FROM BEGINNING



SS ANUBIS STRATEGIES



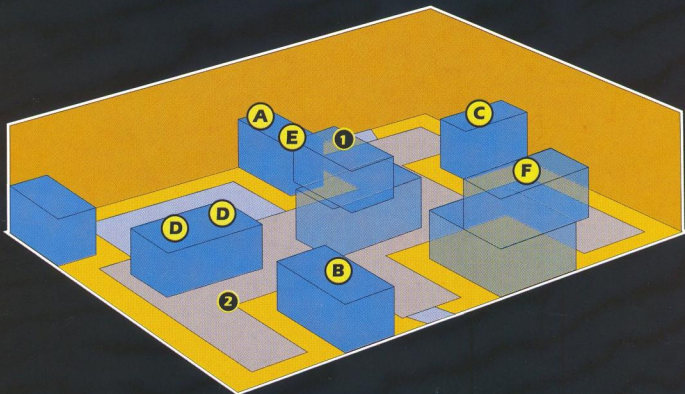
① Bird's-eye for Bull's-eyes

Always keep your eyes on the upper reaches, because one of your best strategies will be to get to high ground and snipe. Often your ground-bound opponents won't be able to get an angle on you while you blast away.



② Up Close and Personal

Besides offering no cover, the SS Anubis is the smallest Multiplayer level, and the cramped quarters invariably lead to very fast-paced battles. If there's heavy weaponry involved, you'll be in for a short fight.



MULTIPLAYER MAP KEY

LIGHT WEAPONS



A

Timed Mine



C

Flamethrower



E

Invisibility



B

Jet Force Pistol



D

Single-Unit Gem



F

Grenade

MEDIUM WEAPONS



A

Remote Mine



C

Shocker



B

Sniper Rifle



D

Single-Unit Gem

TAWFRET

Tawfret offers a much larger battlefield and subsequently much more cover. You'll be able to hide among columns or in the shadows of various declivities and spring ambushes on unwary opponents.

AVAILABLE FROM BEGINNING



TAWFRET STRATEGIES



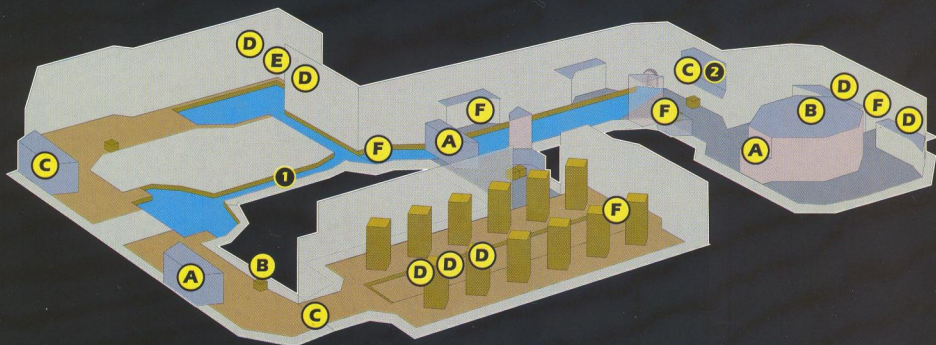
① Advantage: Swimmers

If you play with Vela, Power Vela, the Female Tribal or the Blue or Yellow Drone, you'll be able to swim through a shortcut that no one else can negotiate. Wait at one end, blast away, then dive in and make your escape.



② Hide and Seek

The irregular walls produce many dark hiding spots, and you can also huddle behind crates or against the wall on some low ledges. The Tribals have natural camouflage here, so consider using one.



E
Invisibility



F
Plasma Shotgun

HEAVY WEAPONS



A
Cluster Bomb



C
Machine Gun



E
Invincibility



B
Homing Missile



D
Five-Unit Gem



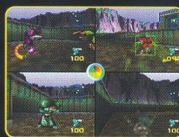
F
Tri-Rocket Launcher

MULTIPLAYER

RITH ESSA

The Rith Essa compound sets up four natural forts for players to camp out in and defend. There is very little physical cover beyond the horseshoe walls, but the depressed paths make crawling ambushes effective.

AVAILABLE FROM BEGINNING



RITH ESSA STRATEGIES



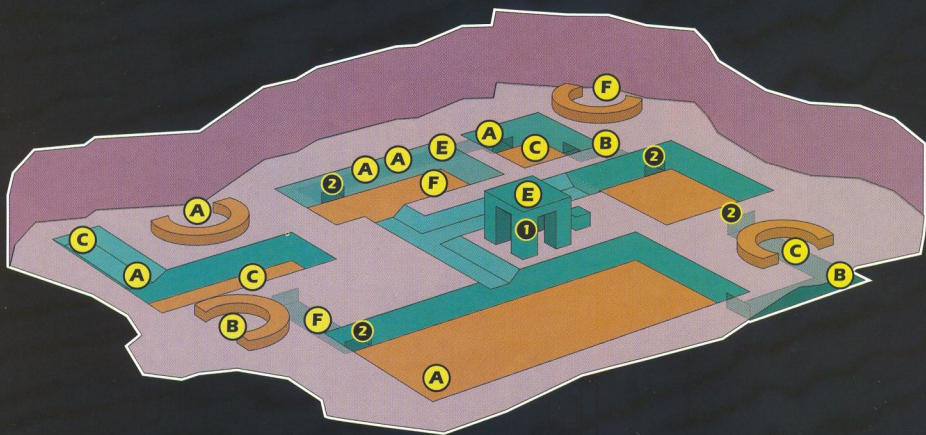
① Let's Play House

The hut in the compound's center makes a nice place to snipe from, but there's a barricade at only one end. Watch your radar to make sure nobody flanks you, because if an enemy gets an open shot, you're trapped.



② Into the Tunnels

You might not want to play with a large character on this level. Smaller characters can unobtrusively crawl along the low pathways and slip through the tunnels to launch surprise attacks on less mobile foes.



MULTIPLAYER MAP KEY

LIGHT WEAPONS



MEDIUM WEAPONS



CLOSE QUARTERS

The name says it all. This claustrophobic collection of warehouses makes for unpleasant encounters as you bump elbows with enemies around every corner. Don't stand in front of any open windows...

AVAILABLE FROM BEGINNING



CLOSE QUARTERS STRATEGIES



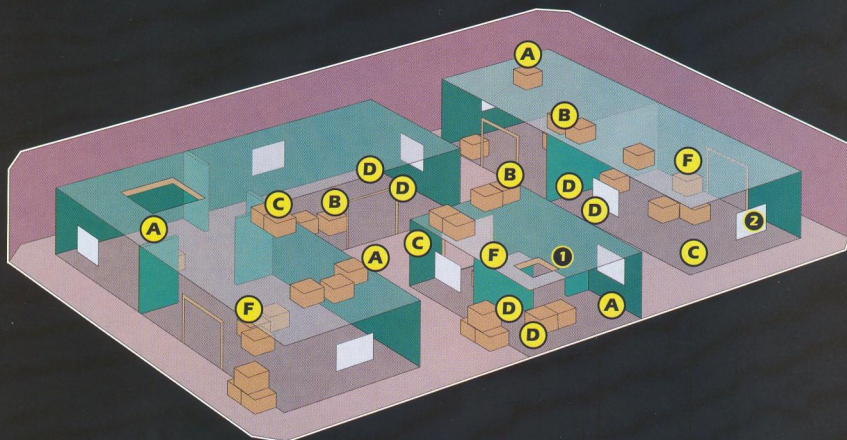
1 Roof Access Denied

If you can get on the roof, you'll have an instant advantage over everyone else. Since you must climb combustible crates to reach the lofty heights, blast them once you've climbed to keep others from coming after you.



2 Go Ahead, Break It!

Don't sit there window-shopping at the power-ups inside! Shatter the glass with any weapon so you can climb in or out of the warehouses with ease. There's nothing worse than running from an ambush into a glass wall.



E
Invisibility



F
Plasma Shotgun

HEAVY WEAPONS



A
Cluster Bomb



C
Machine Gun



E
Invincibility



B
Homing Missile



D
Five-Unit Gem



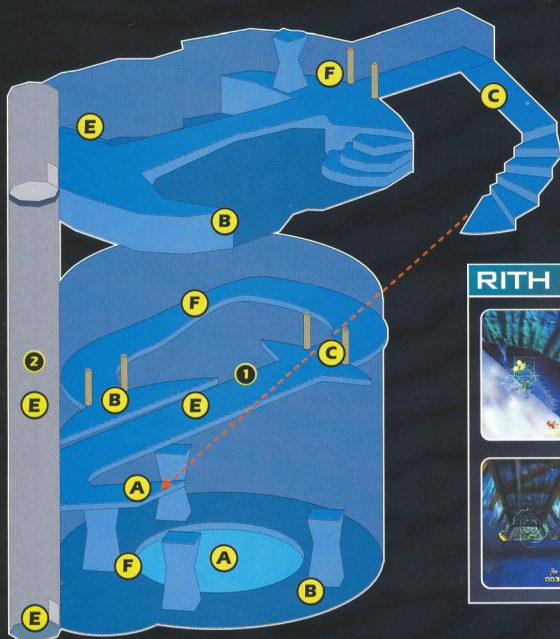
F
Tri-Rocket Launcher

RITH ESSA MINE

Once you find the Bonus Activator on top of the building on the Walkway (page 101), the Rith Essa Mine will open as a Multiplayer level. The multiple levels of the main shaft make a deadly battlefield.

UNLOCK:

BONUS ACTIVATOR ON WALKWAY



RITH ESSA MINE STRATEGIES



1 Up and Down We Go

The giant chamber near the bottom of the mines is extremely dangerous, and not just because you can fall and incur severe injury. You'll be exposed to fire from above and below, so tread carefully along the side paths.



2 Sorry, This Elevator's Full

Using the elevator is a quick way to commute between the upper and lower levels of the mine, but you're a sitting duck while you ride it. Cover the exit as you ascend or someone might drop a Grenade down the shaft.

MULTIPLAYER MAP KEY

LIGHT WEAPONS



A

Timed Mine



C

Flamethrower



E

Invisibility



B

Jet Force Pistol



D

Single-Unit Gem



F

Grenade

MEDIUM WEAPONS



A

Remote Mine



C

Shocker



B

Sniper Rifle



D

Single-Unit Gem

SPACESTATION

Hidden within the ruined Spacestation is a Bonus Activator that enables the Spacestation level as a Battle arena (page 99). The winding passageways and flickering lights make it difficult to fight.

UNLOCK:

BONUS ACTIVATOR IN SPACESTATION



SPACESTATION STRATEGIES



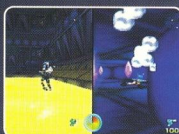
① Diver's Delight

Playing with one of the swimmers allows you to take a sneaky shortcut from the bottom of the deep pool. If you're coming under heavy fire, this is a foolproof way to buy some extra time, so search it out.



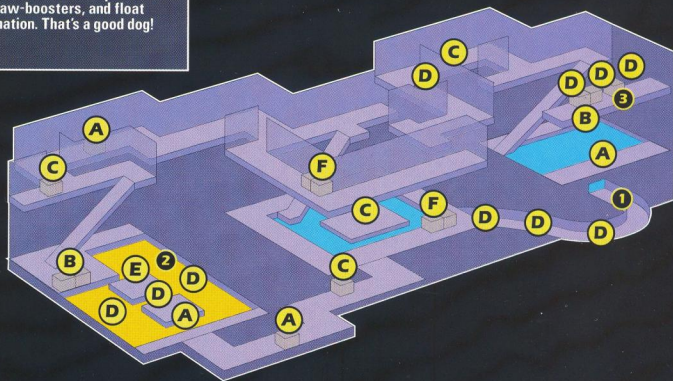
③ Doggie Treats

In the same chamber as the deep pool of water, there are Gems that Lupus can reach but others have to shoot down. Jump off the platform, cue the paw-boosters, and float your way to rejuvenation. That's a good dog!



② Hotfoot It

Vela and Lupus both have advantages, so it's only right that Juno get one, too. At the other end of the Spacestation, superheated waste has leaked all over the floor, and only the firewalkers can walk on it without injury.



E
Invisibility



F
Plasma Shotgun

HEAVY WEAPONS



A
Cluster Bomb



C
Machine Gun



E
Invincibility



B
Homing Missile



D
Five-Unit Gem



F
Tri-Rocket Launcher

TUNNELS

A quick dip in the Rith Essa waters takes Vela to a chamber where a Bonus Activator awaits (page 83). This one opens Tunnels in Multiplayer, and you'll recognize the soggy maze from the Ascent.

UNLOCK:

RITH ESSA BONUS ACTIVATOR



TUNNELS STRATEGIES



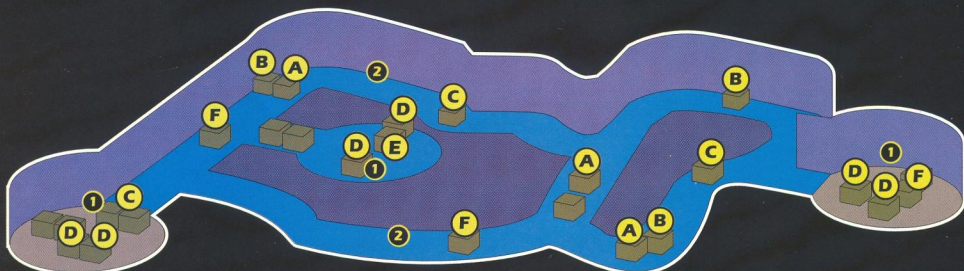
1 Put Their Backs to the Wall

As long as you keep moving in the Tunnels, you may have a chance. If you can corner opponents in one of the three dead ends, they'll have only a few flimsy crates protecting them from your heavy-duty onslaught.



2 Shake Your Tail

If you get caught running down a long hallway with an opponent in close pursuit, you'll take tons of damage before you can find cover. Either strafe side to side as you run, or spin around and run backward while firing.



MULTIPLAYER MAP KEY

LIGHT WEAPONS



A

Timed Mine



C

Flamethrower



E

Invisibility



B

Jet Force Pistol



D

Single-Unit Gem



F

Grenade

MEDIUM WEAPONS



A

Remote Mine



C

Shocker



B

Sniper Rifle



D

Single-Unit Gem

KING OF THE HILL

An easy-to-find Bonus Activator in Cerulean (page 61) turns on the King of the Hill map. Set on Tawfret, this circular arena offers tons of cover and one well-stocked outpost for brave soldiers.

UNLOCK:
BONUS ACTIVATOR ON CERULEAN



KING OF THE HILL STRATEGIES



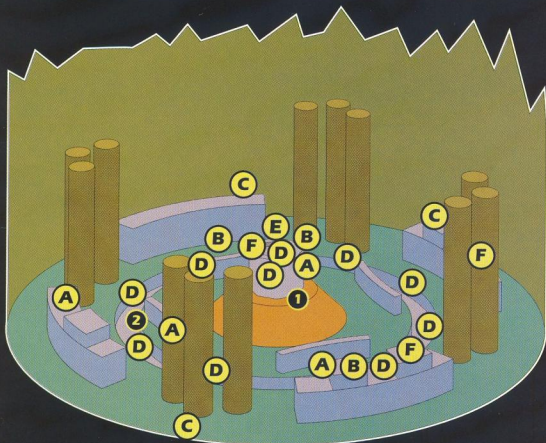
1 It's Good to Be the King

Not only are there great power-ups on the platform atop the central hill, but you can also get a nice lay of the land. Be careful while sniping, though—you'll be an easy target unless you stay crouched down.



2 In the Trenches

The deep trench encircling the hill in the center of this area provides excellent cover—if you crawl on your belly, opponents won't see you until you're right on top of them. Watch out for snipers in high places, though.



E
Invisibility



F
Plasma Shotgun

HEAVY WEAPONS



A
Cluster Bomb



C
Machine Gun



E
Invincibility



B
Homing Missiles

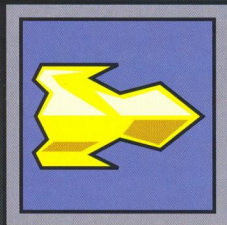


D
Five-Unit Gem



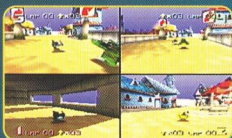
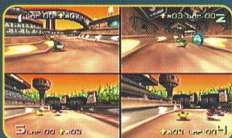
F
Tri-Rocket Launcher

RACES



RACING OPTIONS

Depending on how many Racing Modes you've unlocked, you'll get to put the pedal to the metal in a variety of venues. Racing is simple—press the Control Stick in the direction you want to go, and use the A Button for limited boosts.



GAME TYPE



LAPS

The default for most races will be laps, which requires the contestants to complete a certain number of circuits around the track to win.

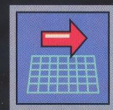


TIME LIMITED

If you're on a tight schedule, you can also set the exact amount of time for the race. Once the clock stops ticking, whoever holds the lead wins.

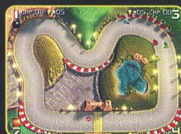
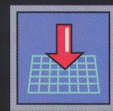
LEVEL

STANDARD



Standard-view races put you behind the cockpit of your craft. Press forward on the Control Stick to get going, then gently push side to side to turn.

TOP DOWN



Top-down races pull you back to a bird's-eye view of the course, in the style of a few classic arcade games. It takes a second to relearn the controls.

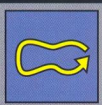
AVAILABLE:

NONE

UNLOCK:

MIZAR'S RACE
JEFF & BARRY
JEFF & BARRY II
GREENWOOD VILLAGE

LAPS



The traditional way to go is to race with a set number of laps. You can arrange anything from a quick once-around to an epic 50-lap marathon race.

TIME LIMIT



When racing against the clock, you have an hour to play with. You can make the race last a single minute, or go the full hour for a drawn-out struggle.

BOOSTS



You'll typically start the race with three boosts, which you can trigger with the A Button, but you can toggle this number down to one or up to ten.

PICKUPS



You can also mix and match what pickups you want to appear randomly on the track. Boosts speed you up, while Bombs and Oil derail your opponents.

OPTIONS:

ALL ON
NONE
BOOSTS
OIL

BOOSTS & OIL
BOMBS
BOMBS & BOOSTS
BOMBS & OIL



BOOST



BOMB



OIL

MIZAR'S RACE

You can conceivably unlock the races in any order, but the one you're most likely to encounter first is Mizar's Race. Win the race when you find it (page 46) to open the track in Multiplayer.

STANDARD RACE • ADJUSTABLE PICKUPS

UNLOCK:

WIN MIZAR'S RACE IN MIZAR'S PALACE



STRATEGIES



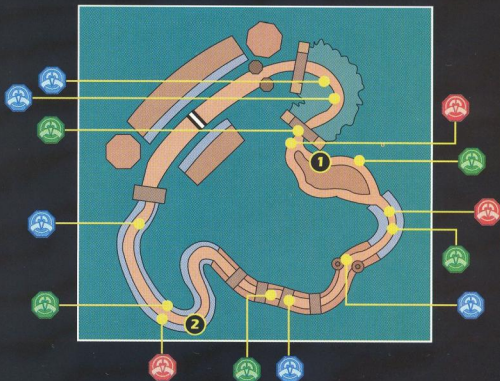
1 Hang a Right

The track splits at only one place, and the right fork is slightly shorter. Its turns are a little bit more severe, but with some practice you'll be whipping around them like a seasoned drone world champion.



2 Cut Corners

Obviously you'll go fastest if you avoid contact with walls, but your hovering racer allows a little leeway when it comes to buffeting the sides of the track. Cut close to the insides of corners as best you can.



GREENWOOD VILLAGE

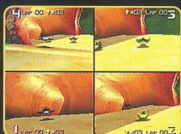
Leave it to Rare to sneak in a track from their classic game, Diddy Kong Racing. If you can beat Jeff & Barry in under 30 seconds and Jeff & Barry II in under 40 seconds (no easy feat), you'll open this blast from the past (page 72).

STANDARD RACE • ADJUSTABLE PICKUPS

UNLOCK:

BEAT JEFF & BARRY IN UNDER 30 SECONDS AND

BEAT JEFF & BARRY II IN UNDER 40 SECONDS

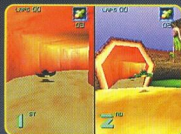


STRATEGIES



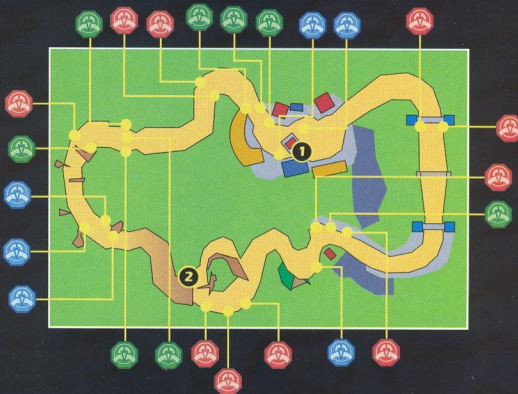
1 You're Looking Well

Unfortunately, you can't drop down into the well in the center of the town square (these ships float, remember?) so instead, just be sure to cut to the inside of it and avoid whacking into the nearly invisible curb.



2 Remember the Shortcut?

If you played Diddy Kong Racing at all, you're bound to recall this handy shortcut. As you exit the woods area, take a screaming left to cut through a hollowed out log and grab the lead—not for the faint of heart.



MULTIPLAYER

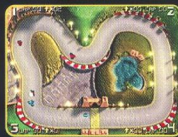
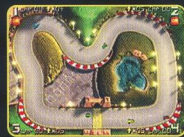
JEFF & BARRY

It's worth sneaking into the Big Bug Fun Club in your disco drone costume just to pop into the game room in the back and play this retro number (page 72). If you can win the top-down race, you'll open it up in Multiplayer.

TOP-DOWN RACE • ADJUSTABLE RANDOM PICKUPS

UNLOCK:

WIN JEFF & BARRY IN ICHOR ARCADE



STRATEGIES



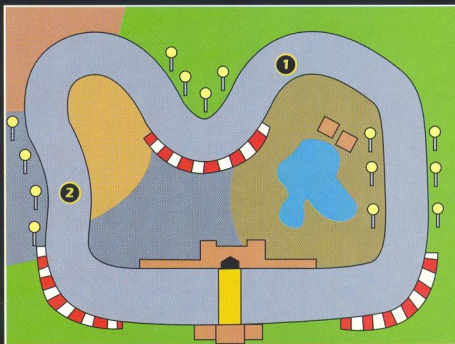
① Hug the Walls

Hug the corner walls, but not too tightly! Since your view is pulled back, you may not notice when the walls slow you down. If you can cut the corners as tightly as you dare, you'll launch out into straightaways.



② Full Power!

The straightaways are excellent places to use your boosts, so save them up. You can also catch an unexpected super-boost of speed if you happen to be right in front of an opponent when he triggers a turbo boost.



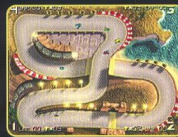
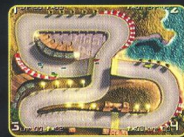
JEFF & BARRY II

To play Jeff & Barry II, you must first win a Gold Medal with Floyd in his Ichor mission (page 66). You'll receive an Arcade Chip, which repairs the second arcade machine in the back game room of the Big Bug Fun Club.

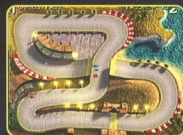
TOP-DOWN RACE • ADJUSTABLE RANDOM PICKUPS

UNLOCK:

INSTALL ARCADE CHIP AND BEAT JEFF & BARRY II

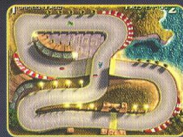


STRATEGIES



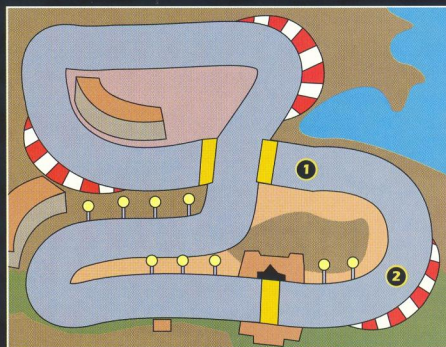
① Catch Enough Air

Avoid getting tangled up with another racer as you go over the central ramp, or else you won't make the jump and you'll have to retrace your steps, effectively losing half a lap.

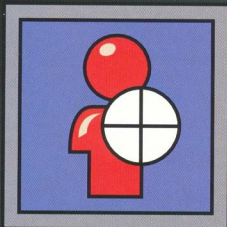
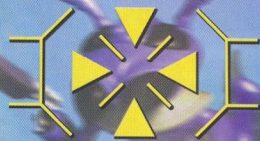


② Be Greedy

Even if you want to keep that Bomb for a special occasion, it may be a good idea to plant it when you see another pickup appear. It's a smart policy to grab every pickup you see, just so other racers don't get them.



TARGET SHOOT



TARGET SHOOT OPTIONS

There are three Target Ranges in the game, and by fiddling with the options you'll want to keep returning to them to improve your skills. If nothing else, it's great training for the real thing.

LEVEL

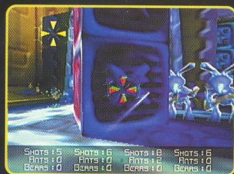


No matter which Target Range you're playing, the fixed path will take you on the same route every time. Once you can predict where enemies will appear, you'll gain the advantage.

SS ANUBIS

You can access the SS Anubis Target Range from the very beginning of the game, and it may not be a bad idea to do so as basic training. The narrow alleys of stacked crates force you to shoot precisely.

AVAILABLE FROM BEGINNING



GOLDWOOD

To earn the right to play this course in Multiplayer, you must win a Gold Medal on Floyd's Goldwood mission (page 22). Goldwood is more wide open than the SS Anubis, but it's definitely not any easier.

UNLOCK:
FLOYD GOLD MEDAL IN GOLDWOOD



AMMO



You may want to start out by giving yourself unlimited bullets, just until you learn the ropes. Once you start excelling, switch to 40, 60, 80 or 100.

NORMAL (RITH ESSA)

If you can win the Gold on Floyd's mission in Eschebone this range involves a slow ascent over a long switchback—drones pop up in large groups.

UNLOCK:
FLOYD GOLD MEDAL IN ESCHEBONE



CONTROL



There are three Control types to choose from. Normal returns the crosshairs to the center of the screen, while Inverse and Directional do not.

TARGET RANGE STRATEGIES



STAY ON TARGET

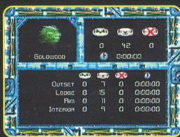
Keep track of your crosshairs, because it can get pretty confusing when there are four players competing. You'll also learn that random fire will not win you any awards—there are plenty of innocent Tribals among the drones, and if you hit them you'll be penalized.

ON BEYOND MIZAR

THE FUN NEVER STOPS

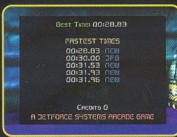
With all the Multiplayer Modes that you can unlock in Jet Force Gemini, you'll keep playing long after you've sent Mizar to that big Roach Hotel in the sky. But even solitary bug-hunters will have plenty to keep them occupied—this game is as deep as space.

The Clock is Ticking



If you look on the Tribal subscreen from the Start Menu, you'll see lists of the recovery times for each area of Tribals. You can keep improving your times until no one in the universe is faster at search and rescue.

Speed Demos



Jeff & Barry's arcade games also record your best times, so if you want to keep your name on the high score list, keep improving your times. Don't be afraid to gloat—it's very becoming.

INTERGALACTIC SECRETS

THE UNIVERSE WILL NEVER BE COMPLETELY SAFE. AS LONG AS THERE ARE PEACEFUL PEOPLES, THERE WILL BE THOSE WHO EXPLOIT THEM. KEEP PATROLLING THE PLANETS, IMPROVING YOUR SKILLS UNTIL THERE ARE NO DRONES TO OPPOSE YOU. GREAT ACHIEVEMENTS MERIT REWARDS...

ONE WAY TO GET A HEAD



In case you haven't inspected your inventory, this is a heads up that the game keeps track of the number of noggins you collect, and cheats can be activated by enough drone heads. Collect 100 drone heads with a single character to turn on Rainbow Blood. Find 200 heads to activate Jet Force Kids, which reverts characters to their inner children. And 300 heads turns on Ants as Pants—all Soldier Drones will become Mr. Pants, Rare's lovable undie-clad personality.

Rainbow Blood



Jet Force Kids



Ants as Pants



FLY FOR THE CYBORG



If you can earn Expert Medals in all of Floyd's missions by completing the Secondary Objectives in record time, you'll earn the Cyborg Drone in Multiplayer. It's tough and can jump twice as high as the others.

BLAST OFF WITH POWER

These are perilous times. Evil roams the universe, and those brave enough to stand up and fight often face a solitary quest. When the chips are down, some noble and cunning teammates may be your only chance at achieving glory.



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THE GALAXY, AND THE ONLY
THINGS STANDING IN THEIR WAY
ARE NAMED JUND, VELA,
LUPUS...AND NINTENDO POWER.

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THE 15 AREAS OF THE GAME



COMPREHENSIVE WALK-
THROUGHS ALL THE WAY TO
THE FINAL FIGHT WITH MIZAR



TIPS ON HOW AND WHERE TO
FIND EVERY LAST TRIBAL,
WEAPON AND ITEM



MULTIPLAYER MAPS, STRATEGIES
AND SECRETS FOR BATTLE,
RACE AND TARGET MODES



ADVANCED FIGHTING TACTICS
FOR BOSSES AND BRUTAL
DRONE BATTLES



SECRET HINTS AND THE
INSIDE LINE STRAIGHT
FROM NINTENDO POWER!

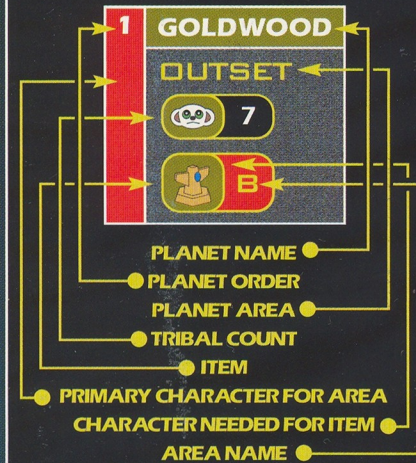
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MISSION BRIEFING

The Flight Plan gives both a quick overview of the game and your progress through it. The planet legends include vital information about what you'll find there.

FLIGHT PLAN LEGEND



SAVE THE TRIBALS

One of the most important goals in Jet Force Gemini is to rescue the Tribals. The legend boxes indicate the number of Tribals in each area. If you fail to get all the Tribals, King Jeff will withhold a special item.

SPACESHIP PARTS

The only way to catch the Asteroid is by restoring the Tribals' spaceship by finding its scattered parts. After your first meeting with Mizar, King Jeff will explain the parts.

ACTIVATOR BONUS

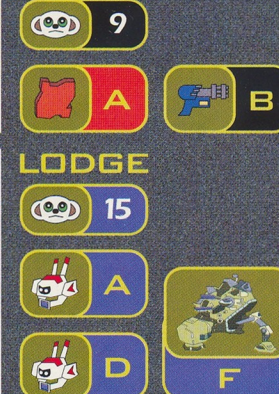
The Activator Bonus icons appear in secret areas throughout the game. Each one activates a new feature in the multiplayer games. You'll have to check the multiplayer menu to see what it has unlocked.

1 GOLDWOOD

OUTSET



INTERIOR



LODGE



RIM



3 TAWFRET

BOG



BRIDGE



CASTLE



4 MIZAR'S PALACE

LOBBY



COURTYARD



RACETRACK



FLUME



CHASM



FLUME



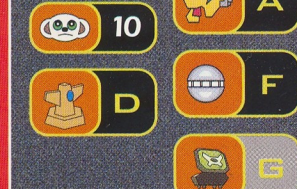
11 SPACESTATION

ABANDONED WRECK



2 SS ANUBIS

HOLD



DEPOSITORY

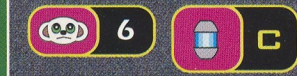


PASSAGEWAY



10 ESCHEBONE

APPROACH



THORAX



CORTEX



8 SPAWNSHIP

TROOP CARRIER



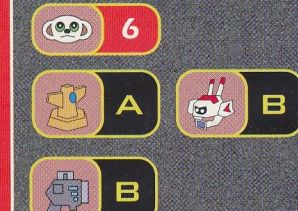
13 GEM QUARRY

LANDING



12 WALKWAY

PEAK



ICHOR



7 ICHOR

MILITARY BASE



PERIMETER



6 CERULEAN

CERULEAN



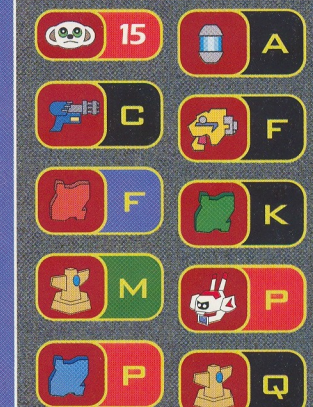
14 WATER RUIN

LOST ISLAND



5 SEKHMET

BATTLE CRUISER



INTERIOR



ASCENT

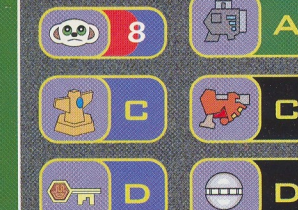


MINE



9 RITH ESSA

BLUFF



INTERIOR



ASCENT



MINE

