

# Jet Force Gemini Multiplayer Guide

by Flyin Fightin Donkey

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Jet Force Gemini - Multiplayer Guide

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47.5 Kilobytes

Hello. This guide is designed to help you with the great multiplayer features of a 5-star game, Jet Force Gemini. Wondering why the timed mines are called timed?? Ever wonder how to use the remote mines? It's all here, in this simple guide made by Morgan Atkinson.....

Updates:

02/18/02 - I'm adding a huge section of how to use the weapons, and I forgot to add a couple things in Battle mode. This should be the final version. Also added legal information.

Pages: 11

Words: 2,031

Characters (no spaces): 10,211

Characters (with spaces): 12,908

Paragraphs: 361

Lines: 592

02/16/02 - PART II

I'm all refreshed, so I'll make it. Started from Tawfret and finished it.

Pages: 9

Words: 1,551

Characters (no spaces): 7,833

Characters (with spaces): 10,065

Paragraphs: 293

Lines: 496

02/16/02 - I started the guide and got all the way to Tawfret!! Including this print, the status is:

Pages: 3

Words: 621

Characters (no spaces): 3,093

Characters (with spaces): 3,891

Paragraphs: 95

Lines: 149

I think I'm gonna go take a nap now. =)

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Battle Mode  
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In battle mode, there are 3 different options you can choose from. These options are Time-Limited, Slaughter and Survivor.

The Time-Limited option allows you to choose when a battle will end - up to 29 minutes. These games are won by having the most kills.

The Slaughter option allows you to choose how many kills you must get to be the victor. You can choose any number of kills required - up to 20.

The Survivor option consists of lasting through many vicious attacks from your enemies, or rather friends. You have choices for as many lives from the more-realistic one life to the cat-like nine lives. After they're gone, you're out of the battle.

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Levels

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You can choose up to 8 different levels to be the winner - or possibly the loser. These levels consist from the tunnels of, well Tunnels and the many buildings of Close Quarters.

Available from beginning:      Levels unlocked in 1P mode:

SS Anubis

Rith Essa Mine

Tawfret

Spacestation

Rith Essa

Tunnels

Close Quarters

King of the Hill

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Weapons

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I really wish there were an option for all the weapons, but there isn't. You must choose between light, medium, and heavy. There are explosives in every one, but I prefer mines. The weapons are:

Light

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Pistol

Flamethrower

Grenades

Timed Mines

Invisibility\*

Medium

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Pistol

Plasma Shotgun

Sniper Rifle

Shocker

Remote Mines

Invisibility\*

Heavy

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Machine Gun

Homing Missile Launcher

Tri-Rocket Launcher

Cluster Bombs

Invincibility

\*Invisibility doesn't make you invisible on radar, just in sight. You can see yourself, but your opponent can only see your shadow.

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## Other Options

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There are other options for the different modes of time-limited, slaughter and survivor. These are:

### Time Limit

Choose the number of minutes in time-limited, from 1 to 29.

### Kills

In slaughter matches, choose from 1 kill to a maximum of 20.

### Lives

In Survivor matches, choose from 1 to 9 lives.

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## Level Strategies

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Here are some level + weapon strategies. They are pretty good too.

### SS Anubis

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#### Light

Pistol: none

Flamethrower: none

Grenades: none

Timed Mines : Hide in a corner and place timed mines all over. They have no choice but to step in it - or shoot it. Be careful with the placement of the mines. =)

Invisibility: none

#### Medium

Pistol: none

Plasma Shotgun: Charge up to a full blast and climb on the tall thing in the middle of the arena. Then pick them off (maybe) with this piece of crap.

Sniper Rifle: Be like a hawk and go on the tall platform in the middle.

Snipe in when you see movement and fire!!

Shocker: none

Remote Mines: Lay a mine somewhere where your opponent LOVES to go. Then find a safe place and watch the opponents' screen. Detonate when target is sighted.

Invisibility: none

#### Heavy

Machine Gun: none

Homing Missile Launcher: Go on the tall platform in the middle.

Tri-Rocket Launcher: See above

Cluster Bombs: See above

Invincibility: none

### Tawfret

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I know some REALLY CHEAP moves if your opponent loves to swim and you don't, or vice-versa.

#### Light

Pistol: none  
Flamethrower: none  
Grenades: none  
Timed Mines : Be a swimmer and go to an area with a weapon the opponent loves.  
Lay these things a couple feet apart, so they cover a large area and don't all  
blow up at once. Then go swim in a tunnel.  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: none  
Sniper Rifle: none  
Shocker: none  
Remote Mines: Lay a mine somewhere where your opponent LOVES to go. Then get  
in the water and watch the opponents' screen. Detonate when the target is  
sighted.  
Invisibility: none

#### Heavy

Machine Gun: none  
Homing Missile Launcher: none  
Tri-Rocket Launcher: none  
Cluster Bombs: none  
Invincibility: none

#### Rith Essa

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#### Light

Pistol: none  
Flamethrower: none  
Grenades: Fire these when on the tall platform. =)  
Timed Mines : Use these in the small tunnel as Lupus. Then run out of the  
tunnel.  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: none  
Sniper Rifle: none  
Shocker: none  
Remote Mines: Use these in the small tunnel (preferably the ceiling). Watch  
the opponent's screen and detonate when they are underneath the mine.  
Invisibility: none

#### Heavy

Machine Gun: none  
Homing Missile Launcher: Go on the tall platform in the middle.  
Tri-Rocket Launcher: See above  
Cluster Bombs: Go in the small tunnel with lupus, grab invincibility  
when the opponent is there, and FIRE!!  
Invincibility: See above

#### Close Quarters

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#### Light

Pistol: none  
Flamethrower: none  
Grenades: Fire these from on the roof. These are helpful that way. ;)  
Timed Mines : Plaster these things to the windows, or your opponent's favorite room.  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: Break windows. :)  
Sniper Rifle: Snipe from the rooftops.  
Shocker: none  
Remote Mines: lay these by the main source of your opponent's favorite weapon.  
Invisibility: none

#### Heavy

Machine Gun: none  
Homing Missile Launcher: Go on the roof.  
Tri-Rocket Launcher: See above  
Cluster Bombs: See above  
Invincibility: none

#### Rith Essa Mine

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#### Light

Pistol: none  
Flamethrower: none  
Grenades: none  
Timed Mines : Place them on the bridge above the water or around a sharp corner. The elevator is also a good choice.  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: Ignore it.  
Sniper Rifle: Snipe from the bridge. My friend like to swim on top of the water. Lucky me. :)  
Shocker: none  
Remote Mines: Use them on the elevator.  
Invisibility: none

#### Heavy

Machine Gun: Guard the elevator!!  
Homing Missile Launcher: See above  
Tri-Rocket Launcher: See above  
Cluster Bombs: See above  
Invincibility: none

#### Spacestation

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#### Light

Pistol: none

Flamethrower: none  
Grenades: none  
Timed Mines : Place these on the platforms with invisibility on them, in the  
lava room. NOT WHEN THEY CAN WALK IN LAVA THOUGH!!  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: none  
Sniper Rifle: Go on the floor above them.  
Shocker: none  
Remote Mines: none (another first)  
Invisibility: none

#### Heavy

Machine Gun: none  
Homing Missile Launcher: Go on a floor above them.  
Tri-Rocket Launcher: See above  
Cluster Bombs: See above  
Invincibility: none

#### Tunnels

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#### Light

Pistol: none  
Flamethrower: none  
Grenades: none  
Timed Mines : Put them on the OTHER side of crates. :)  
Invisibility: none

#### Medium

Pistol: none  
Plasma Shotgun: none  
Sniper Rifle: none  
Shocker: none  
Remote Mines: On crates  
Invisibility: none

#### Heavy

Machine Gun: none  
Homing Missile Launcher: none  
Tri-Rocket Launcher: none  
Cluster Bombs: none  
Invincibility: none

#### King of the Hill

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#### Light

Pistol: none  
Flamethrower: none  
Grenades: From the "hill" in the middle.  
Timed Mines : On the "hill" in the middle. Good for the tunnels cut into the  
ground too.  
Invisibility: none

Medium

Pistol: none

Plasma Shotgun: Charge up to a full blast and climb on the hill in the middle of the arena. Then pick them off (maybe) with this piece of crap. Use on barriers too.

Sniper Rifle: Snipe from the hill or a barrier.

Shocker: none

Remote Mines: On the hill.

Invisibility: none

Heavy

Machine Gun: none

Homing Missile Launcher: Go on the hill or barriers.

Tri-Rocket Launcher: See above

Cluster Bombs: See above

Invincibility: none

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Characters  
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Write down how to get the characters listed here. I will include ONE.

Power Vela

Power Juno

Power Lupus

Blue Drone

Green drone

Red Drone

Yellow Drone

Female Tribal

Male Tribal

Armor Drone

Stag Drone

Infantry Weevil

Zombie Stag Drone

Cyborg Drone

Experts on all Floyd Missions

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Weapons and How to Use Them

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Pistol

Good Sides: Infinite ammo, a little bit of rapid-fire

Bad Sides: Pretty Weak, and after 7 rapid-shots you fire once per second

Strategies: Fire in cramped areas, give away position if needed.

Machine Gun

Good Sides: Fires Fast

Bad Sides: Runs out of ammo quickly, very inaccurate

Strategies: Aim for them carefully

Plasma Shotgun



Good Sides: Fires Fast if needed, hold Z for a better fire  
Bad Sides: Hard to aim, it stinks  
Strategies: Use it if you're desperate

#### Homing Missile Launcher

Good Sides: Locks on  
Bad Sides: Not Very powerful  
Strategies: Use it to lock on when you're high above them

#### Tri-Rocket Launcher

Good Sides: Very Powerful  
Bad Sides: Gives away position, spirals for hard aiming  
Strategies: Shoot these repeatedly in a row

#### Sniper Rifle

Good Sides: Powerful  
Bad Sides: Very Slow Fire  
Strategies: Use this when you are at a "Sniping" point.

#### Flamethrower

Good Sides: Takes damage fairly quickly  
Bad Sides: Runs out of ammo quickly, Short Range  
Strategies: Use if you're desperate

#### Shocker

Good Sides: It's Cool  
Bad Sides: Short Range, it sucks  
Strategies: Use if you want to give your position away, or just freak the opponent.

#### Grenades

Good Sides: Powerful  
Bad Sides: Bounces around and hard to aim or predict  
Strategies: Fire 5 and RUN!!

#### Remote Mines

Good Sides: You detonate these buggers!!  
Bad Sides: Can Be Shot to detonate, noisy so that pursuers can hear it  
Strategies: Use in the "tunnel" levels

#### Timed Mines

Good Sides: These things are cool!!  
Bad Sides: Can be heard from a long ways and opponents usually blow em up  
Strategies: Lay them where they can be seen too good.  
Making them "timed":  
Hold Z and they will be timed for that long (the amount of time that you held Z)

#### Cluster Bombs

Good Sides: Best weapon in game  
Bad Sides: hard to aim, dangerous  
Strategies: I'll list one in the "Rith Essa" level.

That is it for the "Battles" section, now I will cover races.

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Races  
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This is an option not available at the beginning. You must earn it. It may be a while. :)

Courses:

Jeff & Barry

Jeff & Barry II

Mizar's Race

Greenwood Village

I'm not going to cover strategies for this feature, no way. I just included the courses, so that YOU know if you've got them all. Racing isn't too big for me, as I can pop in Diddy Kong Racing and have fun with that and not some drone. =)  
Need help with Greenwood Village?? Go to [www.gamefaqs.com](http://www.gamefaqs.com) and check some DKR FAQ. :)

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Target Range  
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And no I won't cover this either. I know many people will hate me for NOT covering this or racing, but I won't.

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Legal Information  
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Credits  
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Me, for sitting down and typing away.

Me, for being me.

School, for the 4-day weekend. :)

My awesome brain power, to think all this up. :)

Nintendo + Rare, for making this and all the great things they've done.

People who invented Sun Chips. They were my reward....

And as always..... ME!!

If you have questions, comments, or suggestions please e-mail me at [hyperbuzz2@juno.com](mailto:hyperbuzz2@juno.com).

~ Morgan "Junker" Atkinson