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JAGUR WALKTHROUGH

JAGUR – GOLDEN TRIANGLE

GAME SOLUTION POWERED BY



HERE, WE PROVIDE YOU WITH A COMPLETE WALKTHROUGH OF JAGUR – GOLDEN TRIANGLE, WITH A BRIEF DESCRIPTION OF THE ITEMS AND ENEMIES YOU WILL FIND DURING YOUR QUEST. THE GAME FEATURES 8 AREAS THAT WILL BE DISCLOSED HERE.

I – STARTING THE GAME

JUST LOAD THE GAME AND PRESS [SPACE] OR [SHIFT] IN THE INTRO SCREEN. YOU WILL BE DIRECTED TO THE FOLLOWING START SCREEN.



PRESS [SPACE], SINCE YOU ARE STARTING A NEW GAME AND LET'S START THE GAME ITSELF.

BEFORE STARTING THE GAME, WE ADVISE THAT THIS WALKTHROUGH BE USED IN CONJUNCTION WITH JAGUR'S MAP AVAILABLE AT MSX SOLUTIONS – [HTTP://MSXSOLUTIONS.MSXBLUE.COM](http://MSXSOLUTIONS.MSXBLUE.COM), SINCE WE WILL USE THE LEGEND OF THE MAP HERE.

YOU START CONTROLLING JEF AND SHALL FIND YOUR TROOP – ANNE, GUADIC, UKON AND ROGER.



JEF ANNE GUADIC UKON ROGER

II – MENUS

IN ORDER TO ACCESS THE MENUS, DURING THE GAME, SIMPLY PRESS [Z]. TO EXIT THE MENU, PRESS [SPACE] OR [SHIFT]. YOU WILL GET THE FOLLOWING SCREEN.



SO, LET'S EXPLAIN THE DIFFERENT LEVELS OF THE MENUS, WHICH YOU CAN ACCESS BY PRESSING [Z] AGAIN.





IN THE LEADER MENU, YOU WILL SELECT WHICH CHARACTER WILL LEAD THE TROOP.



FORMATION MENU - HERE YOU WILL DECIDE THE FORMATION YOUR TROOP WILL OBEY. FORMATION 1 IS A V ATTACK FORMATION. FORMATION 2 IS A VERTICAL ATTACK FORMATION, WHERE ALL THE TROOP IS BEHIND THE LEADER. FORMATION 3 IS AN HORIZONTAL ATTACK FORMATION WHERE THE TROOP IS SIDE BY SIDE WITH THE LEADER. IN THE FIRST THREE FORMATIONS, THE LEADER IS THE SOLE SHOOTER. WITH FREE ATTACK, YOU WILL GET ALL CHARACTERS SHOOTING. THIS OPTION WORKS WITH ONE OF THE THREE FORMATIONS ABOVE. FINALLY, WITH

INDEPENDENT, YOU WILL HAVE ONLY THE LEADER MOVING. ALL OTHER CHARACTERS WILL BE FROZZED. I SUGGEST THAT YOU USE FORMATION 1 + FREE ATTACK.



IN THE ITEM MENU, YOU WILL HAVE LISTED ALL THE ITEMS YOU COLLECT DURING THE GAME, SUCH AS FOOD, MEDICINE, WEAPONS AND SPECIAL ITEMS. HERE YOU CAN SELECT THE WEAPONS YOU WILL USE, WHICH ARE LISTED IN THE LEFT PORTION OF THE SCREEN.



THE STATUS MENU WILL SHOW YOU THE STATUS OF EACH MEMBERS OF YOUR TROOP.



THE CONTACT MENU WILL GIVE YOU A CODE TO BE ENTERED IN THE START SCREEN, USING THE PASSWORD OPTION. IN ORDER TO RECEIVE A CODE HERE, YOU NEED THE WIRELESS RADIO. WITH THE CODE ON THE LEFT YOU WILL HAVE ALL 5 TROOP

MEMBERS AND THE ITEMS AND STATUS ABOVE, FOR EXAMPLE.

III - SOLUTION

THE OBJECTIVE OF THE GAME IS TO FIGHT 5 BOSSES. EACH ONE OF THEM WILL GIVE YOU A STONE IDOL. WHEN YOU MANAGE TO GET THE FIVE STONE IDOLS, YOU WILL BE GIVEN ACCESS TO THE SIXTH BOSS AND, CONSEQUENTLY, THE END OF THE GAME. SO LET'S START OUR QUEST AT **THE CITY**.

AREA I - THE CITY

ENEMIES:



AS PREVIOUSLY MENTIONED, YOU START CONTROLLING JEF AND SHALL FIND YOUR TROOP. IN ORDER TO FIND YOUR MEMBERS, YOU WILL NEED MONEY, SO AS TO EXCHANGE FOR THEM. MONEY IS ACHIEVED IN TWO WAYS - KILLING THE SOLDIERS OR ACCESSING THE TWO HOUSES MARKED UP WITH A COIN IN THE MAP. THEY ARE LOCATED IN THE LEFT AND RIGHT TOP PORTIONS OF THE CITY MAP.

YOUR MEMBERS ARE ALL LOCATED AT RANDOM PLACES. SOME OF THEM ARE DIRECTLY EXCHANGED FOR MONEY AND OTHERS FOR WEAPONS. THE POSSIBLE PLACES WHERE YOU MAY FIND YOUR MEMBERS ARE MARKED UP WITH THE POSSIBLE MEMBER LOCATION ICON. TO ASCERTAIN WHETHER YOUR MEMBERS ARE IN THE PLACE YOU HAVE ENTERED, PRESS THE ARROW ↑. THIS PROCEDURE IS THE SAME TO ACCESS SPECIAL WEAPONS SUCH AS THE GRENADE AND THE RIFLE.

ON THE OTHER HAND, TO ACCESS ALL THE ITEMS OF A PLACE, YOU HAVE TO PRESS ARROW ← OR →. EACH ITEM AVAILABLE AT THE PLACES ARE MARKED UP ON THE MAP. I DEEPLY ADVISE THAT YOU BUY EVERY ITEM BEFORE LEAVING THIS AREA.

YOU WILL HAVE TO BE CAREFUL ONLY WITH THE SOLDIERS WHICH ARE THE ONES THAT SHOOT AT YOU.

AT THE CITY, YOU CAN BUY THE FOLLOWING ITEMS:



FURTHER, AT THE PLACES MARKED UP WITH "LIFE 800", YOU CAN RESTORE YOUR ENERGY FOR \$400, PER MEMBER. AT THE PLACE MARKED UP WITH THE JEEP, YOU RENT THE JEEP FOR \$500. BUT REMEMBER THAT YOU CAN ONLY RENT THE JEEP WHEN YOU ARE WITH YOUR TROOP COMPLETE. THAT IS BECAUSE THE JEEP ENDS THIS AREA AND DRIVES YOUR TROOP TO THE NEXT AREA - **THE JUNGLE**.

AREA II - THE JUNGLE

ENEMIES:

AT THE JUNGLE, YOU WILL FACE A NEW ENEMY. HE SHOOTS AT YOU ALSO.



LET'S COLLECT ALL ITEMS TO ACCESS THE OTHER AREAS. THIS WILL SAVE A LOT OF TIME.

AT THE JUNGLE, YOU WILL FIND THE FOLLOWING ADDITIONAL ITEMS:



\$2250

ROCKET LAUNCHER



\$980

ROCKET



\$1800
BOMB

FIRST, GO TO THE RIGHT AND ENTER THE PLACE MARKED UP WITH THE ROCKET LAUNCHER. REMEMBER THAT THE ROCKET LAUNCHER IS ACCESSIBLE PRESSING ↑.

NEXT, GO TO YOUR LEFT AND ENTER THE PLACE MARKED UP WITH A LETTER. YOU WILL BUY IT FOR \$800. THIS IS AN INVITATION LETTER TO ACCESS **THE FIELD**.

WALK A BIT MORE TO THE LEFT AND ENTER THE PLACE MARKED UP WITH THE ROCKET. ROCKET LAUNCHER AND ROCKET ARE NEEDED FOR ACCESSING THE TEMPLE, THE FOREST AND THE ROCKY AREA. NEXT, LET'S ACCESS **THE TEMPLE** - MARKED UP WITH **B** ON THE MAP.

AREA III - THE TEMPLE

ENEMIES:

AT THE TEMPLE, ANOTHER NEW ENEMY. BEWARE.



MONK

THE MAIN OBJETIVE HERE IS TO FIND FIVE RED SCROLLS, WHICH ARE ALL MARKED UP ON THE MAP. WITH THE FIVE RED SCROLLS, YOU WILL BE ABLE TO FIGHT THE FIRST BOSS.

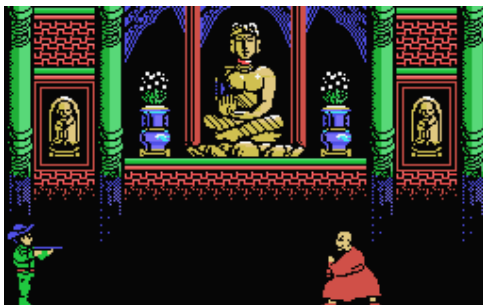
GO TO THE RIGHT AND GO UP, PASSING THROUGH THE MAIN ACCESS. CONTINUE UP AND ENTER THE LITTLE ACCESS AND ENTER THE PLACE. HERE YOU WILL FIND ANOTHER WEAPON, THE FIRE BLASTER, WHICH WILL BE USED IN THE MILITARY BASE, AND THE FIRST RED SCROLL.

GO DOWN THROUGH THE LITTLE ACCESS AND GO LEFT. BLOW UP WITH YOUR BAZOOKA THE TOWER MARKED UP ON THE MAP. HERE YOU WILL FIND THE SECOND RED SCROLL.

NOW, GO UP AND ENTER THE PLACE. HERE YOU WILL FIND THE THIRD RED SCROLL.

GO TO THE RIGHT SIDE OF THE TEMPLE AND ENTER THE PLACE. FOR THE MOMENT, BYPASS THE MIDDLE ENTRANCE. AT THE PLACE, YOU WILL FIND THE FOURTH RED SCROLL.

NOW, LET'S FIND THE FIFTH AND LAST RED SCROLL. JUST GO DOWN AND BLOW UP WITH YOUR BAZOOKA THE TOWER MARKED UP ON THE MAP. HERE YOU WILL FIND THE FIFTH RED SCROLL. GET BACK UP AND ENTER THE MIDDLE ENTRANCE. TIME TO FIGHT THE FIRST BOSS - THE CHIEF MONK.



SHOOT AT YOUR WISH AND GET OUT OF HIS WAY WHEN SHOOTING AT YOU. THISWAY YOU WILL DEFEAT THE CHIEF MONK. THE CHIEF MONK WILL DROP THE BLUE STONE IDOL.



GET IT AND THIS AREA WILL BE CLEARED. YOU WILL BE TAKEN BACK TO THE JUNGLE. WALK TO THE RIGHT AND ENTER **THE FOREST**, WHICH IS MARKED UP WITH **C** ON THE MAP.

AREA IV - THE FOREST

ENEMIES:

BEWARE, SINCE THE MAN ENEMY YOU FOUND AT THE CITY AREA WILL ALSO SHOOT AT YOU.



GRENADE COBRA



BAZOOKA COBRA

HERE AT THE FOREST, YOUR GOAL WILL BE MATCH THE FIVE STONE HEADS WITH THE FIVE HOLES IN THE CENTER OF THE FOREST.

GO UP AND YOU WILL FIND THE FIRST STONE HEAD. WALK IN THE DIAGONAL AND MATCH THE LOWER LEFT HOLE.

NOW, GO DOWN AND RIGHT AND YOU WILL FIND THE SECOND STONE HEAD. TAKE IT UP ALSO IN THE DIAGONAL AND MATCH THE LOWER RIGHT HOLE.

NOW USE YOUR BAZOOKA TO BLOW THREE TREES AROUND THE FIVE HOLES. TWO OF THEM ARE THE BESIDE THE UPPER HOLE. THE OTHER ONE IS AT THE RIGHT SIDE OF THE RIGHT HOLE.

NOW GO DOWN AND RIGHT AND GET THE THIRD STONE HEAD. TAKE IT UP AND TO THE LEFT AND MATCH IT WITH THE RIGHT HOLE.

NEXT, GO UP AND TO THE RIGHT. HERE, IT IS LOCATED THE FOURTH STONE HEAD. TAKE IT DOWN AND TO THE LEFT. MATCH THIS STONE HEAD WITH THE UPPER HOLE.

GO TO THE LEFT AND UP AND YOU WILL FIND THE FIFTH STONE HEAD - THE LAST ONE. TAKE IT TO THE RIGHT AND DOWN AND MATCH IT WITH THE LEFT HOLE.

THIS WILL OPEN A PASSAGE THROUGH TWO STONE HEADS, AT THE EXTREME RIGHT SIDE OF THE FOREST. PASS THROUGH THE HEADS AND BLOW ALL TREES TO ACCESS THE HOUSE JUST ABOVE THE TREES YOU HAVE JUST BLEW UP. HERE YOU WILL FIGHT THE SECOND BOSS - THE WITCH.



AS BEFORE, SHOOT AND GET OUT OF HER WAY WHEN SHOOTING AT YOU. THIS WAY YOU WILL DEFEAT THE WITCH. THE WITCH WILL THEN DROP THE RED STONE IDOL.



GET IT AND THIS AREA WILL BE CLEARED. YOU WILL BE TAKEN BACK TO THE JUNGLE. WALK TO THE RIGHT AND ENTER **THE FIELD**, WHICH IS MARKED UP WITH **D** ON THE MAP.

AREA V – THE FIELD

ENEMIES:

NO NEW ENEMIES ARE FOUND HERE.

TO ENTER THE FIELD, YOU WILL HAVE TO HAVE THE INVITATION LETTER AND CHOOSE JEF AS LEADER. FURTHER, YOU SHALL HAVE AT LEAST \$12000, SO AS TO BUY THE ITEMS PRESENT HERE. THIS WAY, YOU WILL BE ABLE TO PASS TO THE BRIDGE LOCATED BEYOND THE HOUSE. GO RIGHT PASSING THE BRIDGE AND UP. GO LEFT THROUGH THE OTHER BRIDGE, JUST TO ACCESS THE BIG HOUSE. HERE YOU WILL FIND THE GREEN HAIR GIRL. SHE WILL JOIN YOU IN YOUR QUEST. HOWEVER, YOU WILL HAVE TO BUY SEVERAL GIFTS FOR HER. THAT IS THE REASON FOR ALL THE MONEY YOU HAD TO BRING.



GO TO THE RIGHT AND ENTER THE PLACES MARKED UP ON THE MAP AND BUY THE FIRST THREE ITEMS.

NOW, GO TO THE LEFT AND UP, PASS THROUGH THE LITTLE BRIDGE, ENTER THE PLACES AND BUY THE REMAINING TWO ITEMS.

THESE ARE THE ITEMS:



\$1450
EARRING



\$2500
HIGH-HEELED
SHOE



\$1680
RING



\$2200
NECKLACE



\$1980
PERFUME

NOW, GO BACK TO THE RIGHT, THROUGH THE LITTLE BRIDGE, AND GO TO THE RIGHT UPPER SIDE OF THE FIELD AREA, WHERE YOU WILL SEE THREE HOUSES, ENTER THE MIDDLE HOUSE. CHAT WITH THE GIRL BELOW, BY PRESSING ↑.



AT THIS TIME, THE GREEN HAIR GIRL WILL LEAVE YOU AND TAKE HER WAY BACK TO THE BIG HOUSE. GO BACK ALSO TO THE BIG HOUSE WHERE YOU FOUND THE GREEN HAIR GIRL. HERE YOU WILL FIGHT THE THIRD BOSS – THE GREEN HAIR GIRL.



AS BEFORE, SHOOT AND GET OUT OF HER WAY WHEN SHOOTING AT YOU. THIS WAY YOU WILL DEFEAT THE WITCH. THE WITCH WILL THEN DROP THE WHITE STONE IDOL.



GET IT AND THIS AREA WILL BE CLEARED. YOU WILL BE TAKEN BACK TO THE JUNGLE. WALK TO THE RIGHT AND ENTER **THE BASE**, WHICH IS MARKED UP WITH **E** ON THE MAP.

AREA VI – THE BASE

ENEMIES:



BLUE FARMER

GO TO THE RIGHT AND WHEN YOU SEE AN ENTRANCE, GO UP. THEN, GO TO THE LEFT AND ENTER THE HOUSE MARKED UP ON THE MAP WITH THE RED RECTANGLE. THERE YOU WILL FIND THE FIRE BLASTER. IT IS THE SAME YOU PREVIOUSLY FOUND IN THE TEMPLE.

YOU WILL NEED THE FIRE BLASTER TO COMPLETE THIS AREA AND ACCESS THE FOURTH BOSS.

SELECT YOUR NEW WEAPON – THE FIRE BLASTER – AND START BURNING ALL THE FLOWER OF THE BASE. WHEN YOU MANAGE TO BURN ALL FLOWERS, A HOLE WILL APPEAR IN THE GROUND. THERE LIES THE FOURTH BOSS – THE GENERAL. ENTER IT.

PLEASE NOTE THAT THE LOCATION OF THE HOLE TO FIGHT THE FOURTH BOSS IS RANDOMLY LOCATED. AS MENTIONED ABOVE, IT WILL APPEAR WHEN YOU BURN THE LAST FLOWER. SO, THE LOCATION MARKED UP IN THE MAP WILL PROBABLY NOT MATCH THE LOCATION YOU WILL FIND WHEN PLAYING THE GAME.



AS BEFORE, SHOOT AND GET OUT OF HIS WAY WHEN SHOOTING AT YOU. THIS WAY YOU WILL DEFEAT THE GENERAL. THE GENERAL WILL THEN DROP THE YELLOW STONE IDOL.



GET IT AND THIS AREA WILL BE CLEARED. YOU WILL BE TAKEN BACK TO THE JUNGLE. WALK TO THE RIGHT AND ENTER **THE CANYON**, WHICH IS MARKED UP WITH **F** ON THE MAP.

AREA VII – THE CANYON

ENEMIES:



BLACK COBRA

LET'S START BY BLOWING UP THE ROCKS WHICH ARE JUST IN FRONT OF YOU. THE FIVE ROCKS, FROM THE LEFT TO THE RIGHT, CAN BE BLEW UP WITH THE ROCKET LAUNCHER.

NOW LET'S GO ALL WAY UP UNTIL YOU REACH THE UPPER PORTION OF THE MAP, WHERE YOU CAN SEE A RIVER IN THE RIGHT SIDE.

YOU WILL HAVE TO FOLLOW THE CANYON MAZE. USE THE MAP WISELY TO SPEN LESS TIME AND ENERGY POSSIBLE.

FACE THE STONE STATUE, LOCATED IN THE LEFT MARGIN OF THE RIVER. BLOW IT UP WITH YOUR ROCKET LAUNCHER AND ENTER THE PATH WHICH APPEARED.

HERE YOU WILL FIND THE FIFTH BOSS – THE ARCHER.



AS BEFORE, SHOOT AND GET OUT OF HIS WAY WHEN SHOOTING AT YOU. THIS WAY YOU WILL DEFEAT THE ARCHER. THE ARCHER WILL THEN DROP THE GREEN STONE IDOL.



GET IT AND THIS AREA WILL BE CLEARED. YOU WILL BE TAKEN BACK TO THE JUNGLE. WALK TO THE RIGHT AND ENTER **THE END TEMPLE**, WHICH IS MARKED UP WITH **G** ON THE MAP.

AREA VIII – THE END TEMPLE

ENEMIES:

NO NEW ENEMIES ARE FOUND HERE.

NOW, YOU HAVE THE FIVE STONE IDOLS. THE ENTRANCE TO THE END TEMPLE WILL BE FINALLY OPEN. IT IS LOCATED IN THE EXTREME LEFT UP CORNER OF THE JUNGLE MAP.

THE END TEMPLE CONSISTS OF THIRTEEN FLOORS. YOU WILL HAVE TO ENTER THE LOCATION IN THE MIDDLE OF THE 13TH FLOOR.

THERE YOU WILL FIND THE END BOSS – THE COMMANDER.



AS BEFORE, SHOOT AS YOU WISH BUT DO NOT LET THE COMMANDER HIT YOU. ON DEFEATING THE COMMANDER, YOUR QUEST WILL BE FINISHED AND YOUR TROOP WILL BE READY TO RETURN HOME. THE HELICOPTER IS WAITING FOR YOU OUTSIDE.



IV – GREETINGS

THANKS TO BENOIT DELVAUX FOR HOSTING OUR SITE.

SPECIAL GREETINGS TO THE FOLLOWING SITE WHICH CONTRIBUTED A LOT TO ELABORATE THIS WALKTHROUGH AND THE MAP OF JAGUR:

[HTTP://NARAMURA.KDN.NE.JP/MSX3/KOURYAKU/JAGUR5/JAGUR.HTM](http://NARAMURA.KDN.NE.JP/MSX3/KOURYAKU/JAGUR5/JAGUR.HTM)
[HTTP://WWW.MCCW.HETLAB.TK/93/MEGAGUIDE1/EN.HTML](http://WWW.MCCW.HETLAB.TK/93/MEGAGUIDE1/EN.HTML)

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