NUS-NT2E-USA

INSTRUCTION BOOKLET

TUROK®

SEEDS OF EVIL™



Acclaim®

WARNINGS AND CONSUMER INFORMATION

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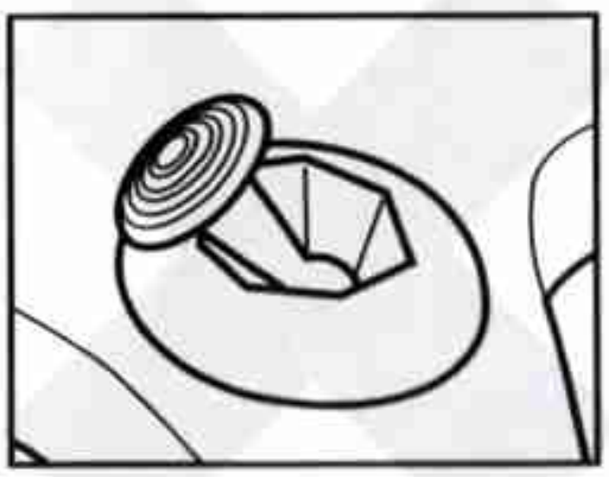
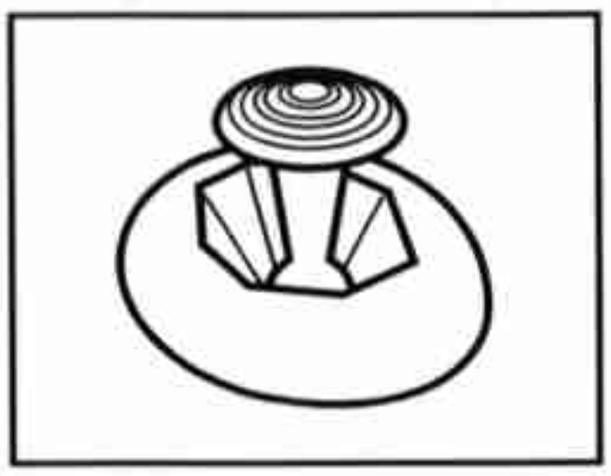
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a **CONTROL STICK** which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional **CONTROL PAD**.

When turning the Control Deck power ON, do not move the **CONTROL STICK** from its neutral position on the controller.



If the **CONTROL STICK** is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the **CONTROL STICK** to operate incorrectly.



To reset the neutral position once the game has started, let go of the **CONTROL STICK** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **CONTROL STICK** is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo 64 Control Deck.
2. Insert your **Turok® 2 Seeds of Evil!** Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into socket 1.
   Note: Turok® 2 is for up to 4 players. Each player must insert a controller into a socket at this time.
4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games. (to the right of the text, can you show the line drawing of the Expansion Pak).

TWO DEADLY DESTINIES, ONE TIMELESS TASK...

Turok 2® gives you two great ways to play: There is **Quest mode**, a single player campaign that continues the Turok story through many new levels of darkness and danger. Or try out **Death Match mode** and make it personal as you battle against friends in multi-player killer-take-all modes like **Bloodlust** and **Frag Tag**. Whichever game you choose, you must conquer your fears and master your skills in order to survive to victory.

THE LEGEND CONTINUES

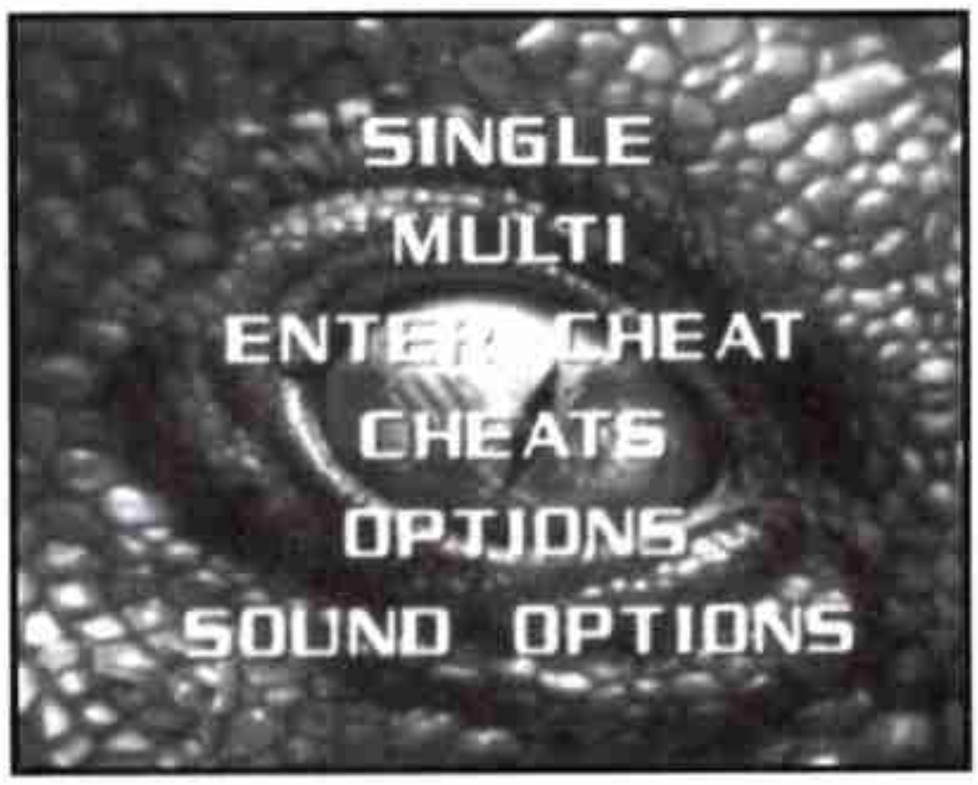
When **Turok**® destroyed The Campaigner and the Chronoscepter, he unwittingly unleashed a new threat, this one even more menacing than the one he'd mastered. For back when time began, the one they call Primagen challenged creation and was caught up in a prison of his own making. The Lazarus Concordance realized the danger and erected a series of Energy Totems at places thought to be vulnerable to the Primagen's power. Awakened by the destruction of the Chronoscepter, the ancient Primagen urgently calls upon his hapless minions to destroy the Energy Totems and free him from his prison. It falls to Joshua Fireseed, the new **Turok**®, to confront the challenge as he struggles for the very existence of the Lost Land! He must pay close heed to the wisdom of Adon, the Speaker of Forever Light as she guides him through multiple levels of new adversaries. As **Turok,**® you will meet some familiar foes, like the hideous Purr-Linn, and come face to face with a blood-chilling cavalcade of new adversaries. As **Turok**®, you will need daring, cunning, and all the wonderful weapons at your command to defeat the Primagen and save the Lost Land and perhaps the universe!

Turok® 2 Menus

Use the **CONTROL PAD/STICK** to highlight an item. Press the **START**, **A** or **B BUTTONS** to confirm a choice/go to the next screen. Highlight Go Back and press **START**, **A** or **B** to return to a previous screen.

At the title screen, press the **START BUTTON**.

MAIN MENU



At the Main Menu, you have these choices:

Single
Begin a new single player Quest or load a previously saved one.

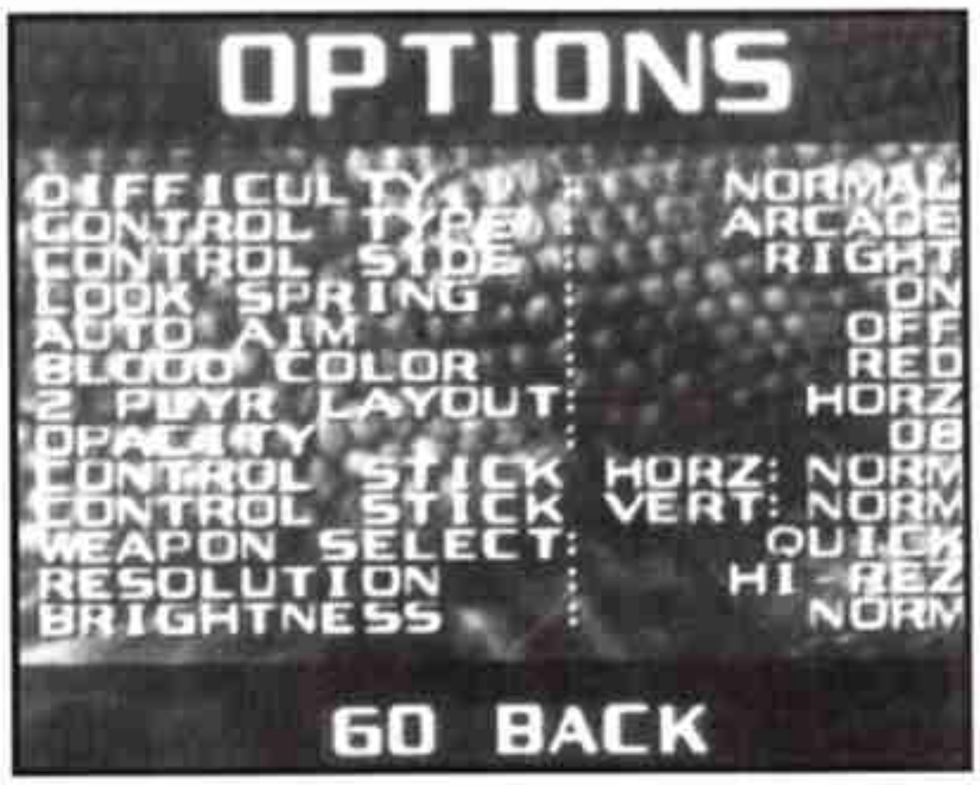
Multi
Begin a new multiplayer Death Match game.

Cheats
Cheats let you alter the game in amusing and startling ways. Once you've entered a cheat it is stored and will appear on your list, with the option to turn it on or off.

Options
See Options (below).

Sound Options
See Sound Options (pg.5).

OPTIONS



Before you start a game, it is wise to set your options. To set options, highlight the desired option with the **CONTROL PAD/STICK**, then press the **START** or **A BUTTON** to toggle settings. For options with sliders, moving the slider to the right increases the effect, while moving it to the left decreases it. Moving the slider all the way to the left turns some options OFF.

Difficulty
Toggle among Easy, Normal and Hard skill level settings.

Control Type
Choose Expert for challenging precision control method, or Arcade for simpler arcade-style control.

Control Side
Choose Right or Left control mapping. The default controls are Right. Left re-maps controls from one side of the Controller to the other.

Look Spring
When ON, your view will "spring" back to a centered position when you release the look control. If OFF, the view will remain where it is after the control is released.

Auto Aim
Set to ON for automatic targeting help.

Blood Color
Choose to play with red or green blood, or turn the blood off.

2 Player Layout
Choose to have a 2 player screen split left/right (Vertical) or top/bottom (Horizontal).

Opacity
Sets the transparency of the on-screen display. Use the **CONTROL PAD/STICK** to toggle from Clear up to Opaque.

Control Stick Horizontal
This slider controls the horizontal sensitivity of the analog **CONTROL STICK**. The higher the sensitivity, the quicker **Turok®** will turn.

Control Stick Vertical
This slider controls the vertical sensitivity of the analog **CONTROL STICK**. The higher the sensitivity, the quicker **Turok®** will look up or down.

Weapon Select
Choose Quick or Normal weapons selection. Quick selection allows you to select weapons more rapidly by splitting weapons between two "wheels", one brought up by the **A BUTTON** and one by the **B BUTTON**.

Resolution
Choose Letter Box Hi-Rez (just like the movies!), Hi-Rez, or Lo- Rez. (Note that this option is only available when a Nintendo Expansion Pak is present).

Brightness
Set the brightness of the display to suit your monitor.

When through setting options. Highlight Go Back and press the START or A BUTTON to return to the Main Menu.

SOUND OPTIONS

Music Volume
Use slider to adjust the music volume.

Sound FX Volume
Use slider to adjust the sound effects volume.

Speech Volume

Adjust the volume of the in-game speech.

Music

This track select feature lets you choose a music sample to listen to.

SINGLE PLAYER QUEST MODE

(1 Player only)

After selecting Single on the main menu, you'll come to the single player screen. You will have a choice of New Game or Load. Select Load to resume a saved game from where you left off, or New Game to begin a new quest. Highlight your choice and press the **A BUTTON**. As **Turok**®, the player jumps, fights, swims, and rides through multiple manic levels, trying to find and protect the Energy Totems from destruction at the hands of a wide variety of creatures willing to do the Primagen's bidding. **Turok's**® quest will take him through many strange, often terrifying new worlds. Only with skill, courage and determination will **Turok**® be able to surmount the challenges that face him and follow his quest to its ultimate goal: the final destruction of Primagen. Make sure to carefully study the in-game level descriptions for details about your goals.



Action Map

Press the **L BUTTON** to bring up the map display, which can be a useful tool to navigate through the Lost Land. Each type of region/terrain has the same color scheme across all levels. A yellow arrow indicates your current position. Press the **L BUTTON** again to deactivate the display.

Primagen Keys

Throughout your quest, be watching for keys hidden on each level. You must collect all the Primagen keys in order to enter Primagen's prison and successfully complete the game.



Hub Portal

Within the Lost Land is a Hub Portal which allows **Turok**® to teleport from one level to another by collecting a certain number of keys and accessing the matching hub door. There are multiple hub keys for each level.



Feathers

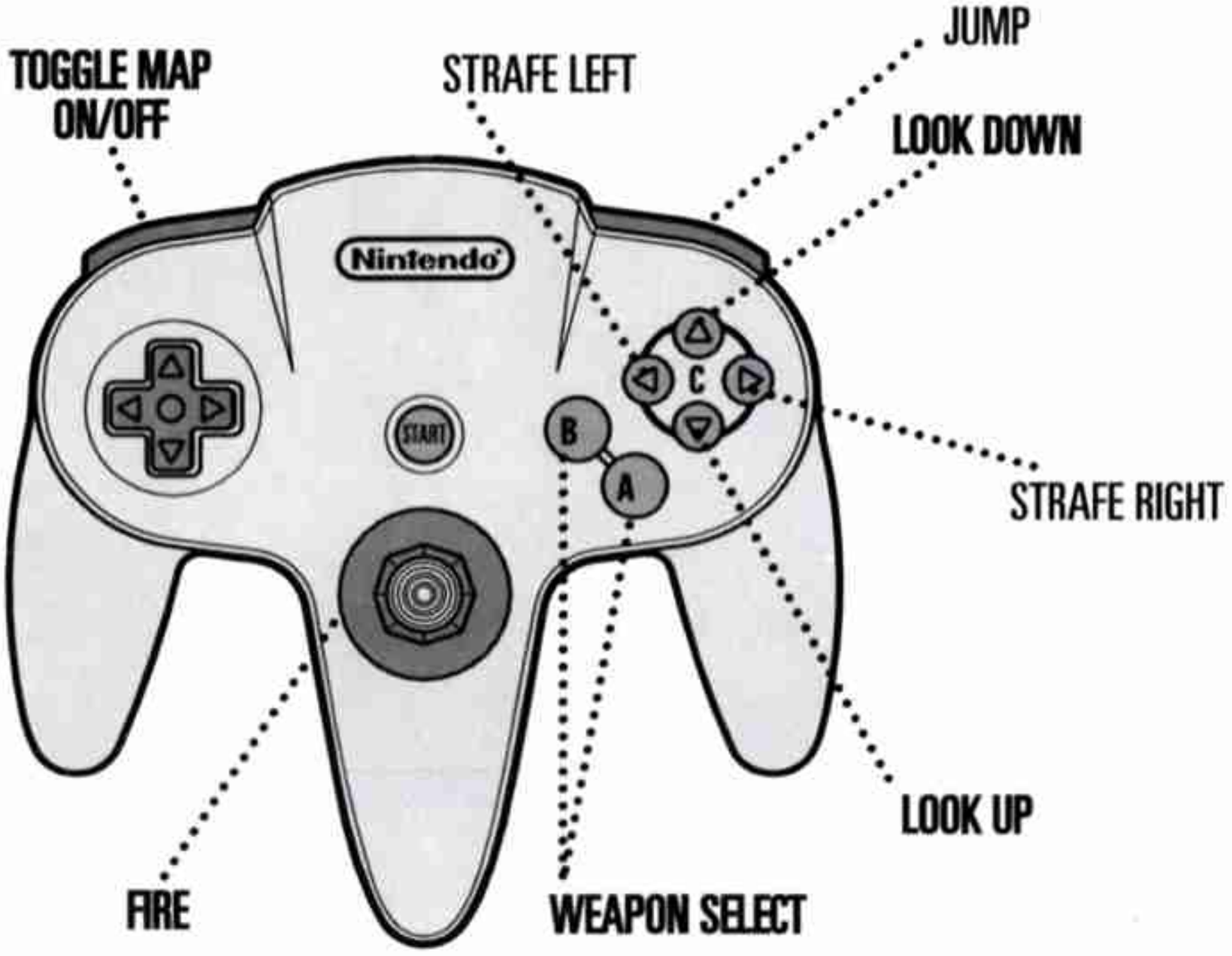
On each level, **Turok**® must find a Feather which allows him to access the Secret Talisman for that level.

DEFAULT CONTROLS

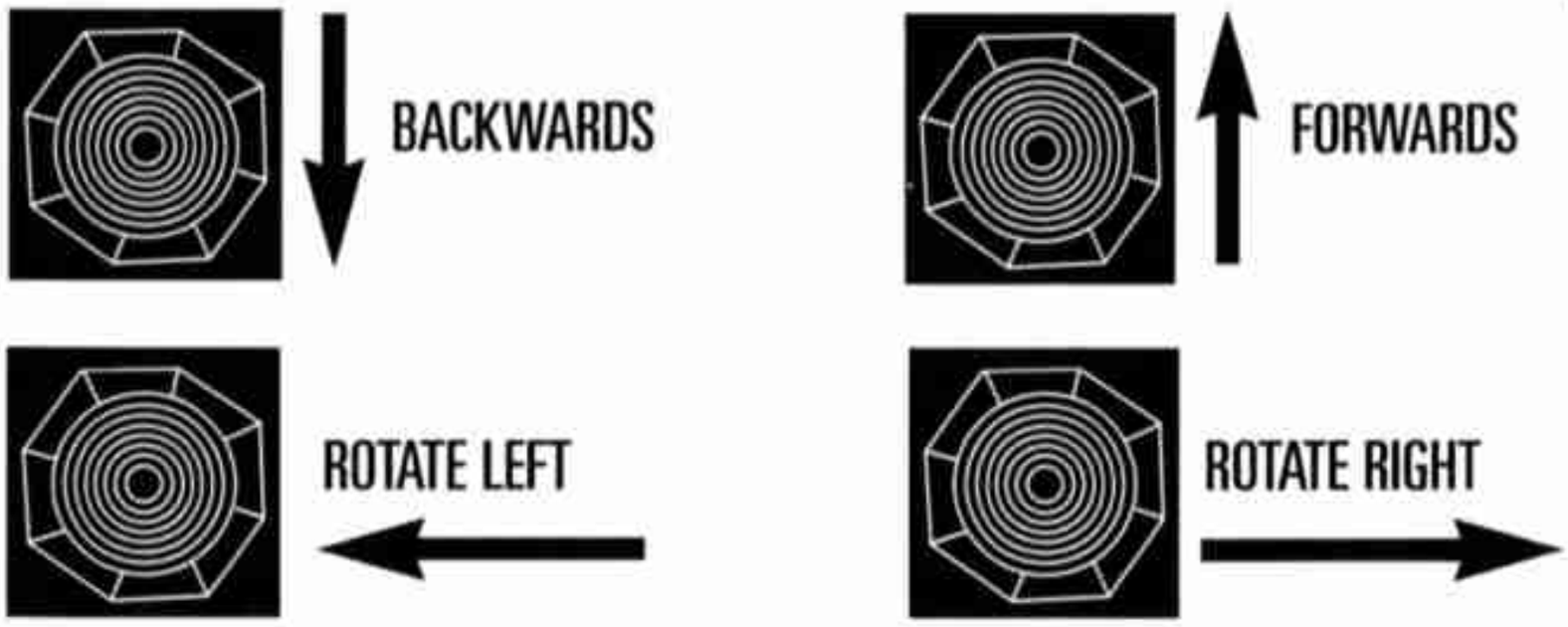
Controls shown are default right handed controls. For left handed control, see Control Side under Options.

EXPERT CONTROLS:

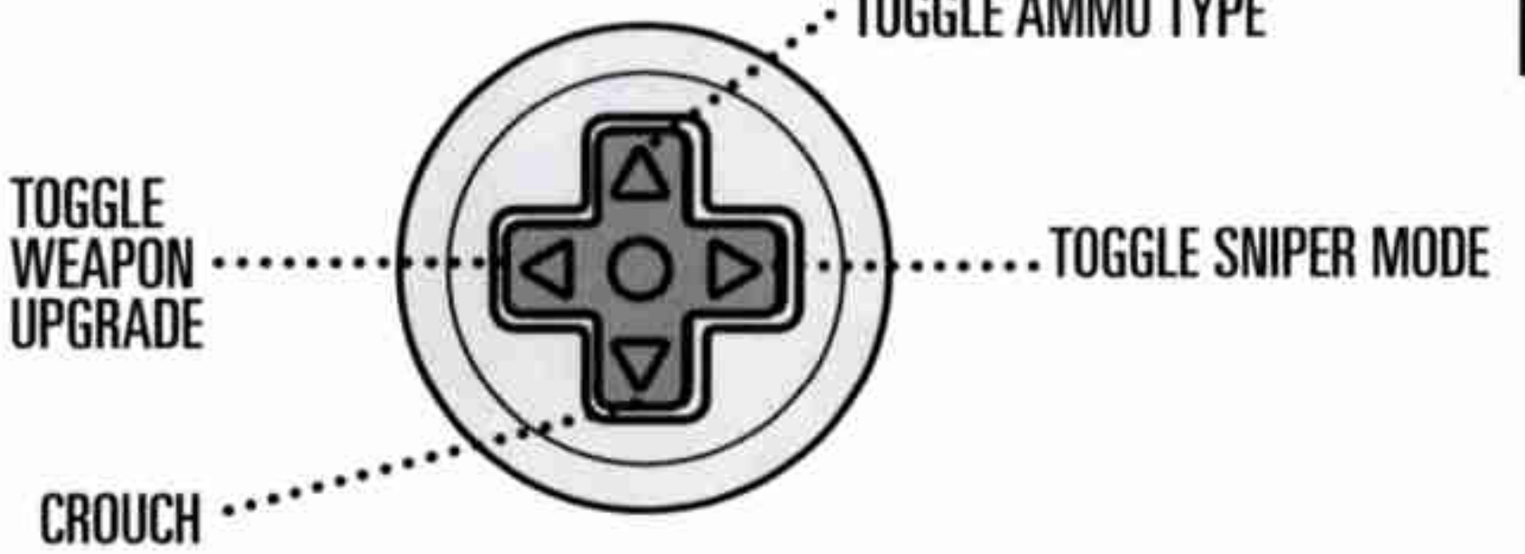
These precision controls allow for superior movement control, but can be difficult to master.



CONTROL STICK:



CONTROL PAD:



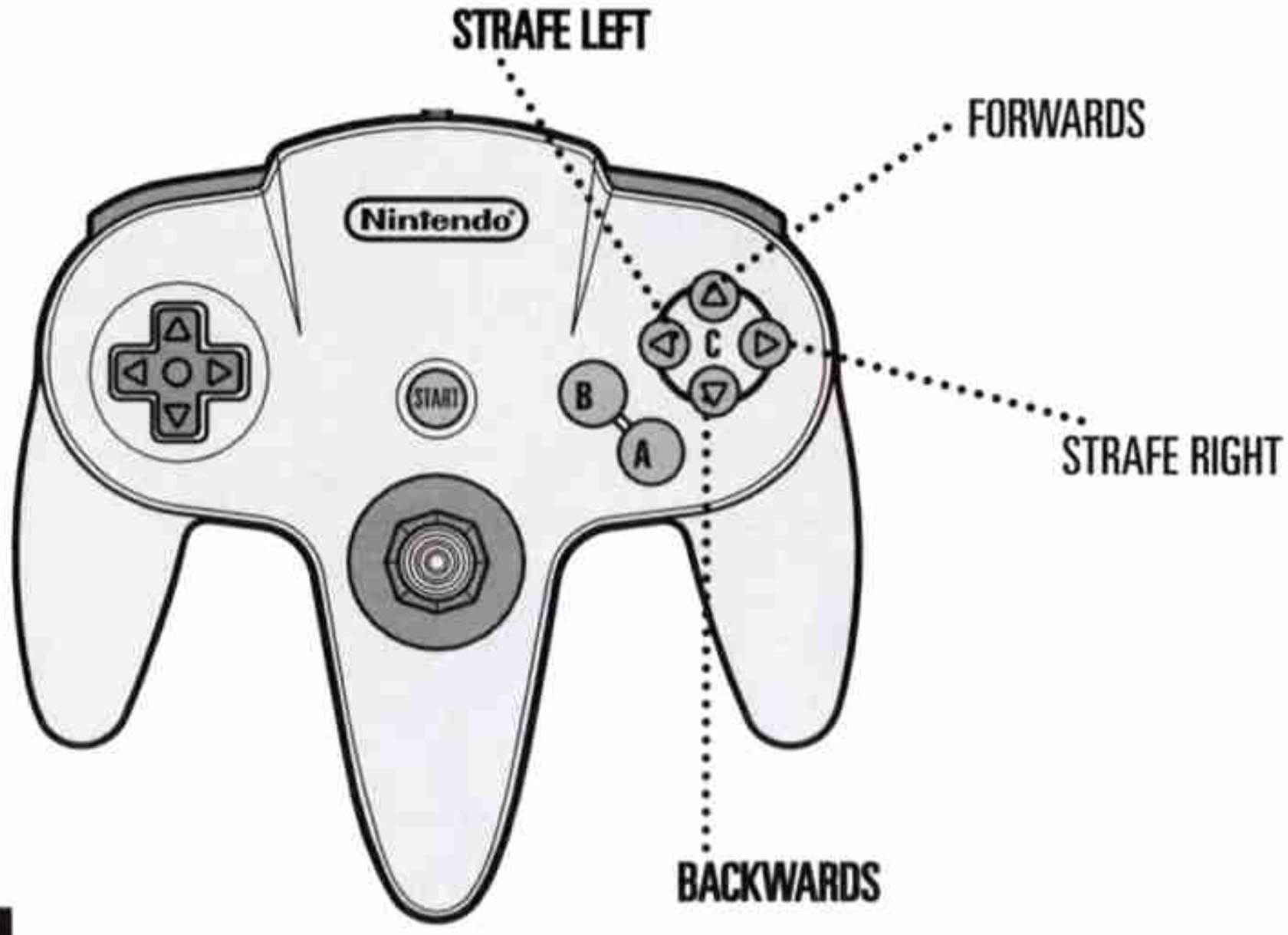


ARCADE CONTROLS:

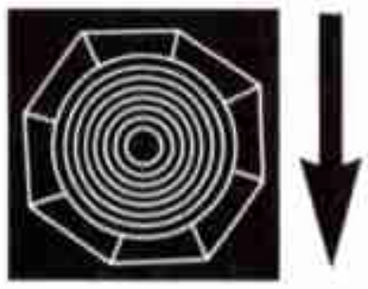
Arcade controls are intuitive and great for beginners to advanced players.

C BUTTONS:

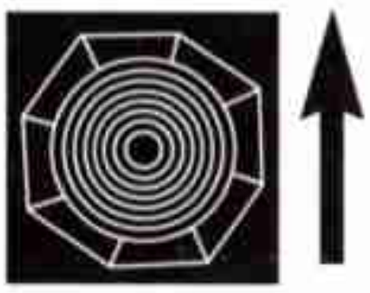
C BUTTONS CONTROL
TUROK'S MOVEMENT



CONTROL STICK:



LOOK/AIM UPWARDS



LOOK/AIM DOWNWARDS

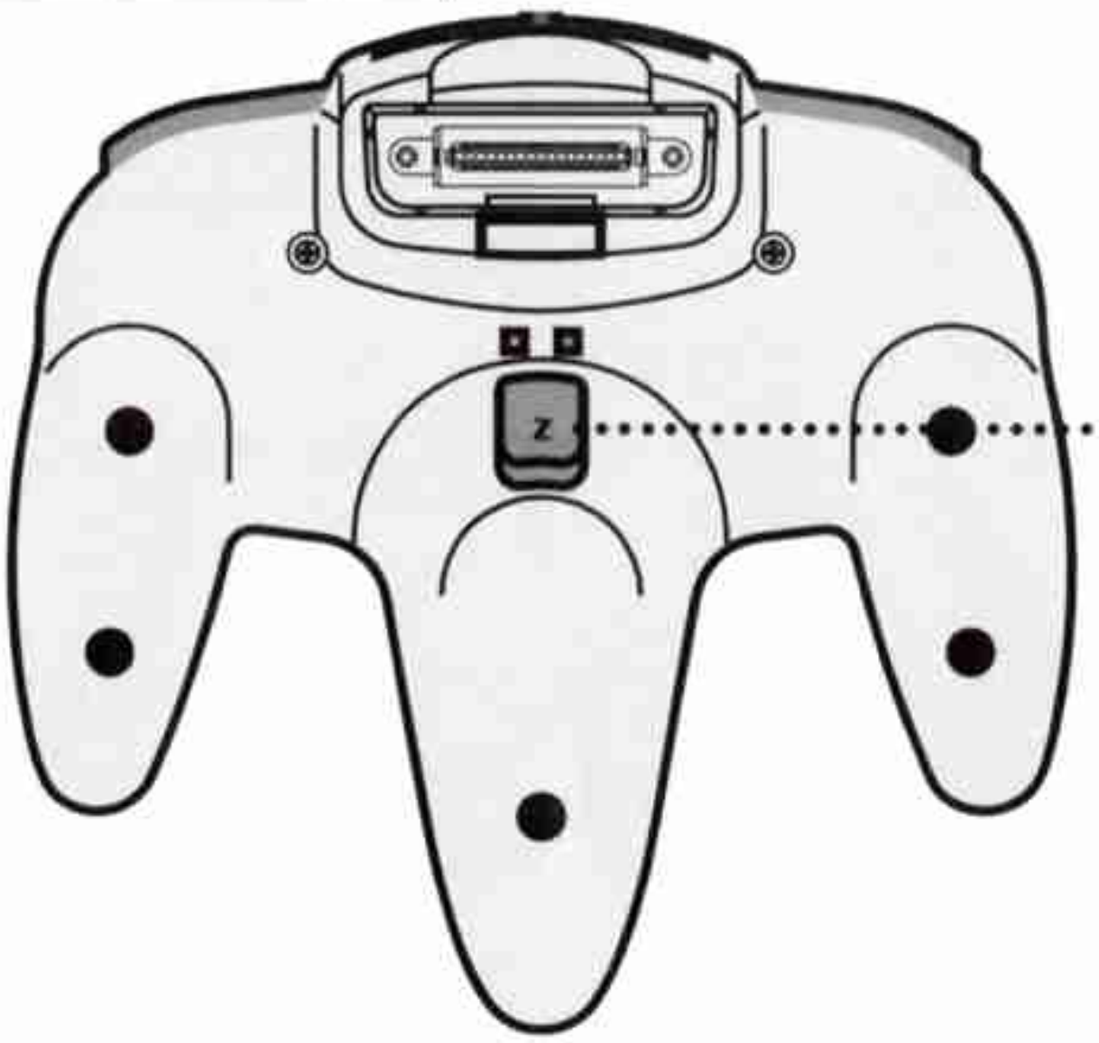


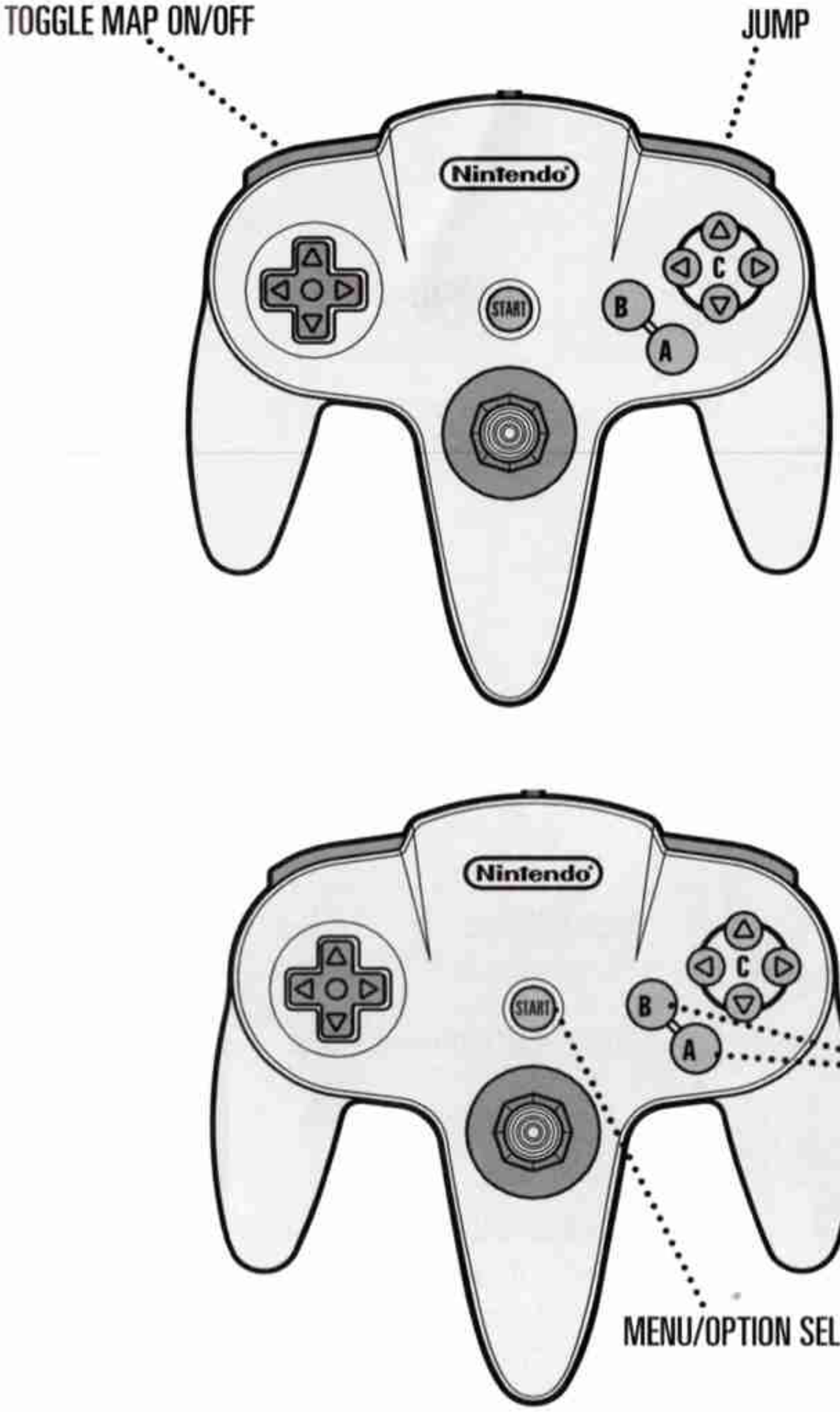
LOOK/FACE LEFT



LOOK/FACE RIGHT

TRIGGER BUTTON (Z): (back)





SHOULDER BUTTONS:

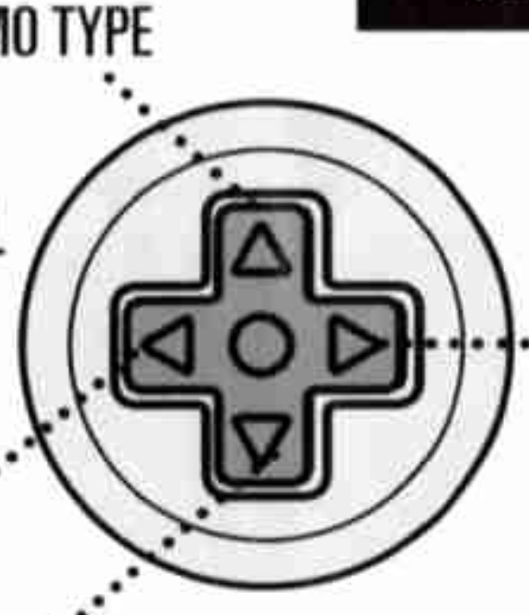
**Note: In Sniper Mode,
Press R + C ▲ to Zoom IN
and R + C ▼ to Zoom OUT**

A and B BUTTONS:

+ CONTROL PAD:

TOGGLE AMMO TYPE

IN MAP MODE THE CONTROL PAD CAN BE USED TO SCROLL AROUND THE REVEALED AREAS WHILE HOLDING (L).

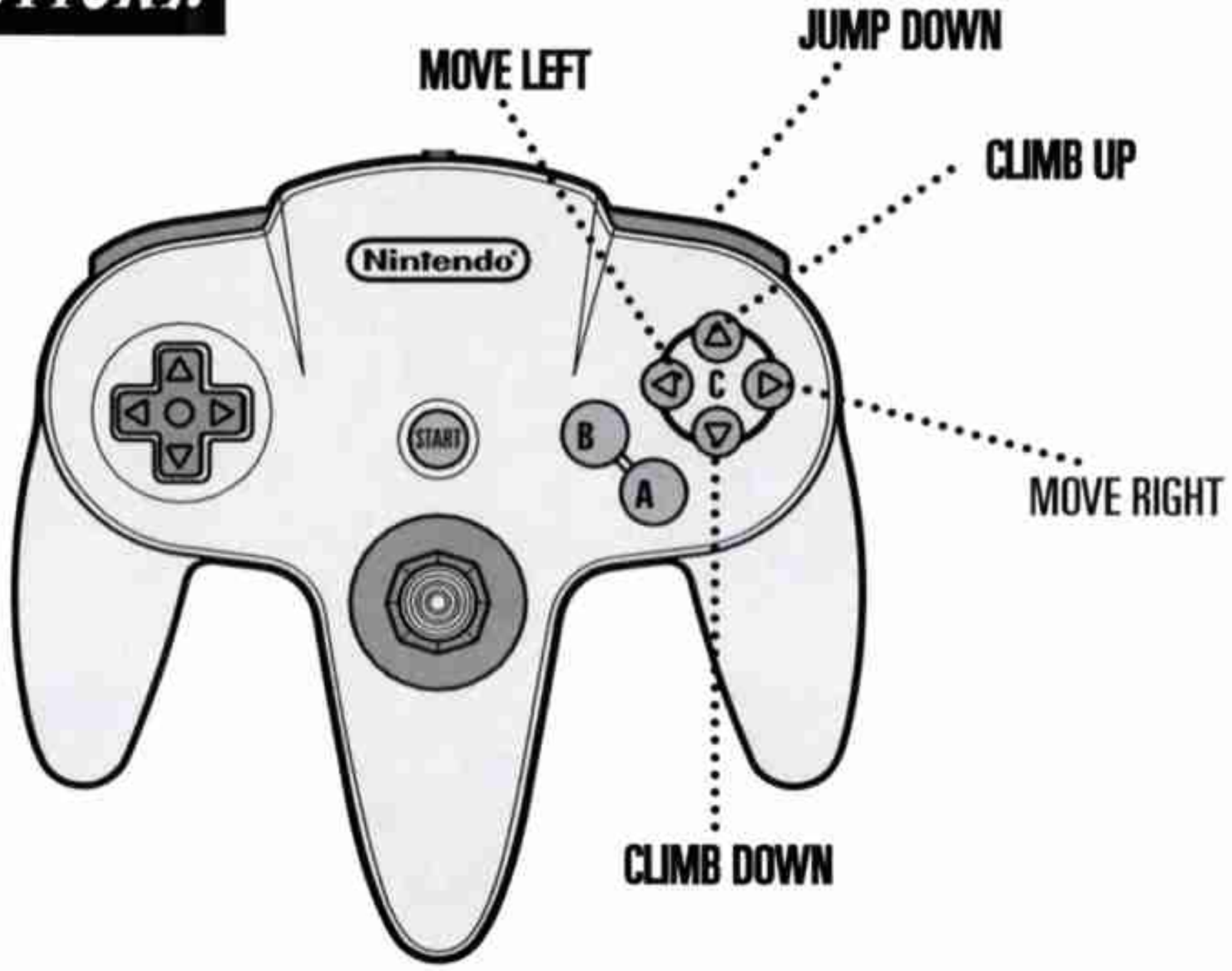




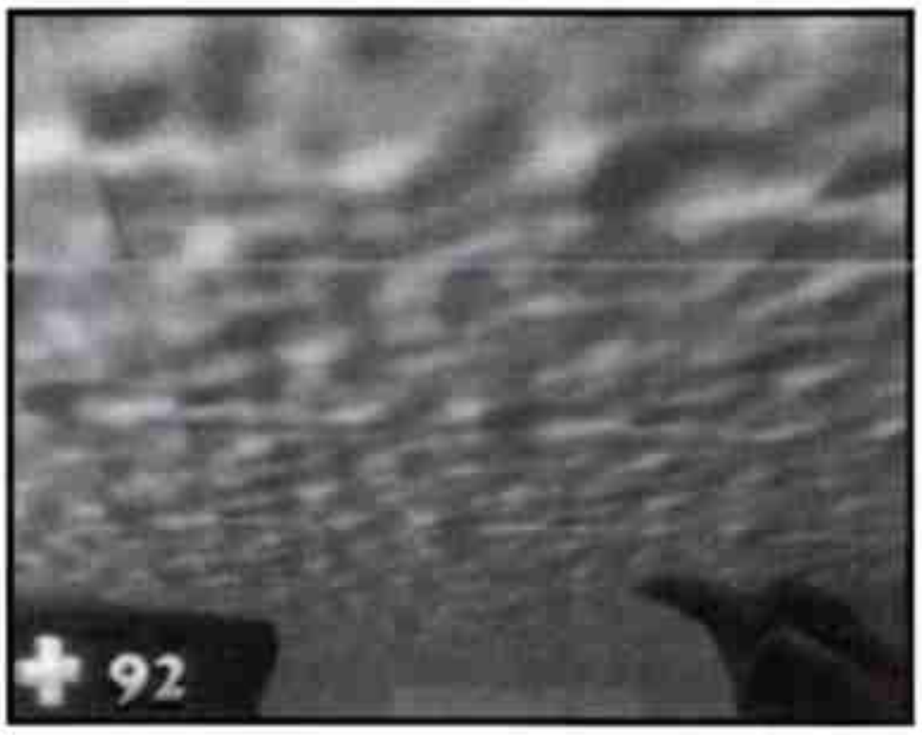
CLIMBING

There are many places **Turok**® can climb, such as walls, ladders, vines, etc. These usually look somewhat different than the surrounding area.

C and R BUTTONS:



Note: Turok® can only use certain one-handed weapons while clinging to a climbable surface.



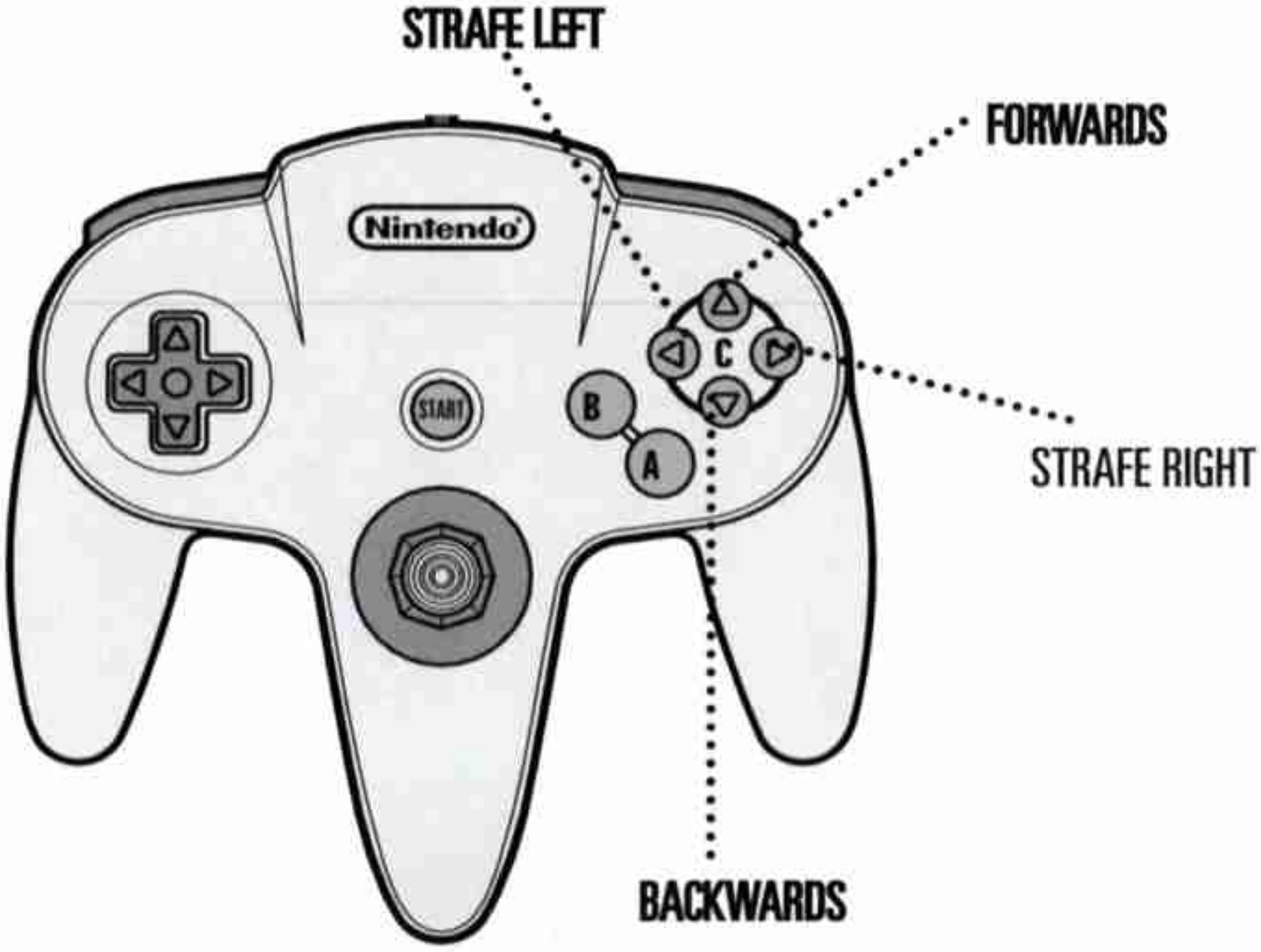
SWIMMING

Sometimes in his quest for the Primagen, **Turok**® will need to swim. It is a good idea to practice your swimming, as the 3D underwater environment can be disorienting at first. The waters of the Lost Land are too full of dangers to chance without preparation. **Turok**® has special weapons which only work below the water's surface. When swimming at surface level, any available weapon may be used.

Note: Turok® can only remain underwater for brief periods before he needs to surface for oxygen. Turok® will begin to see red when he needs oxygen. If he doesn't surface in time, he will black out and lose a life. Press the R BUTTON to surface.

DEFAULT SWIMMING CONTROLS:

C BUTTONS:



CONTROL STICK:



SWIM UPWARDS



SWIM DOWNWARDS

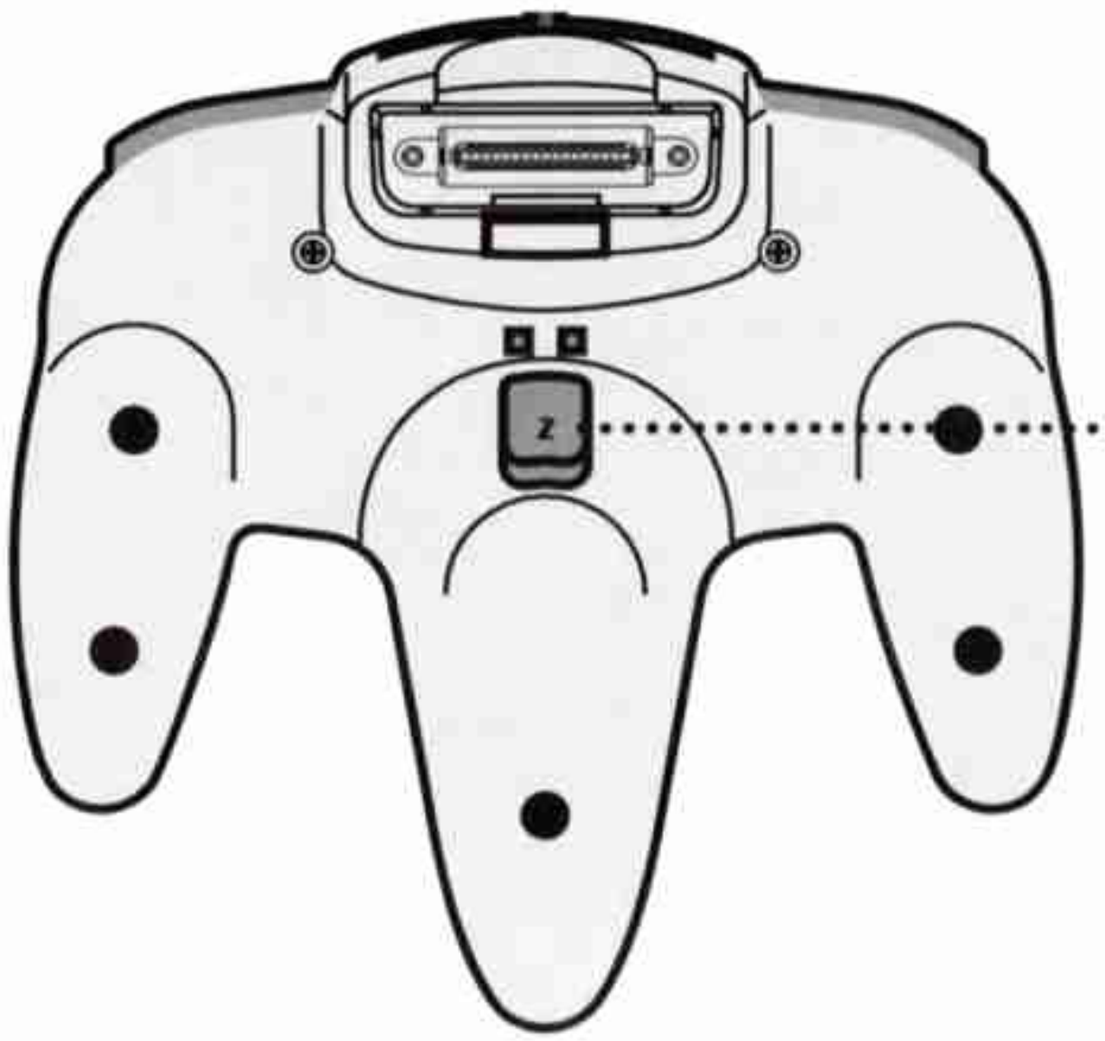


SWIM LEFT

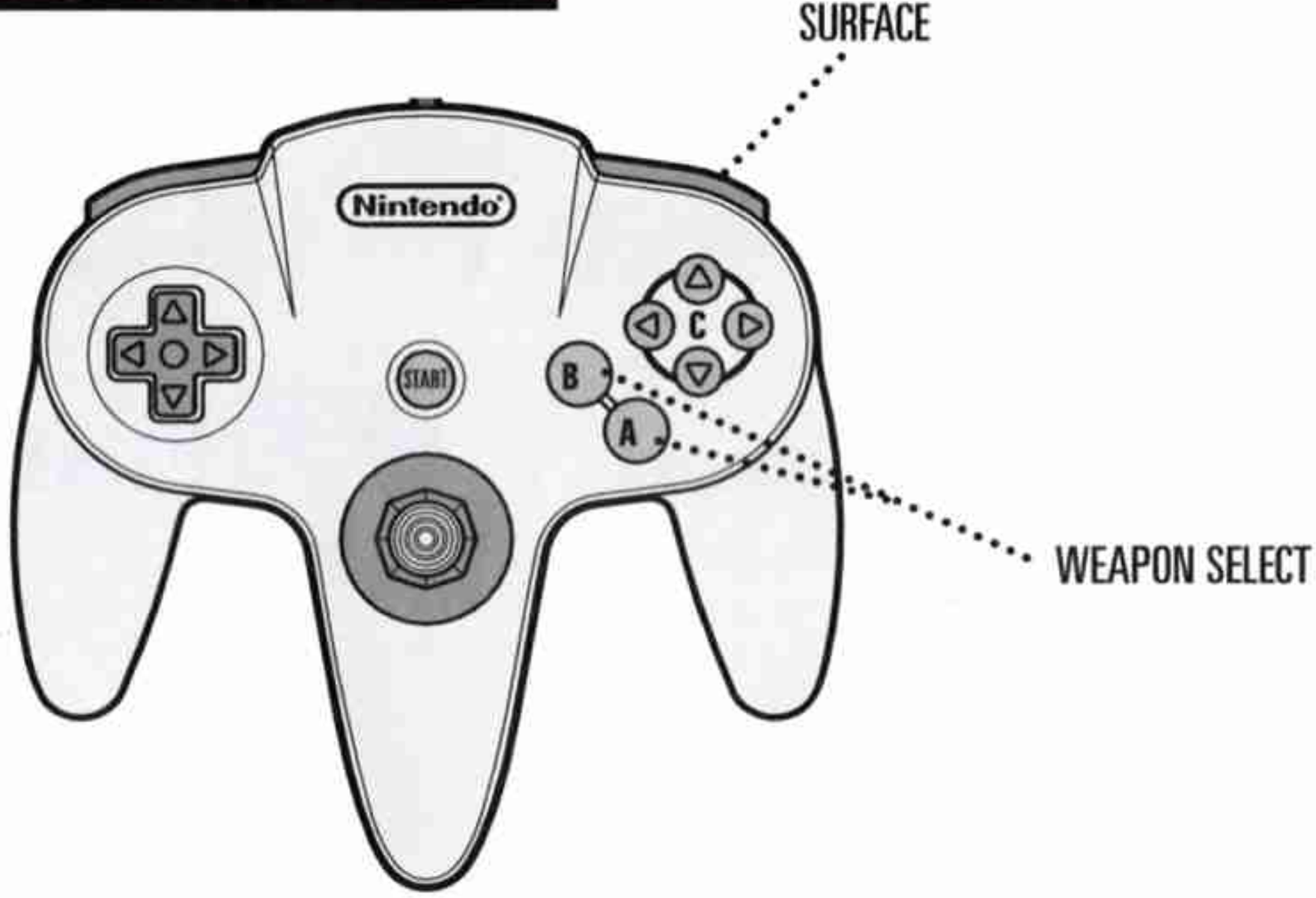


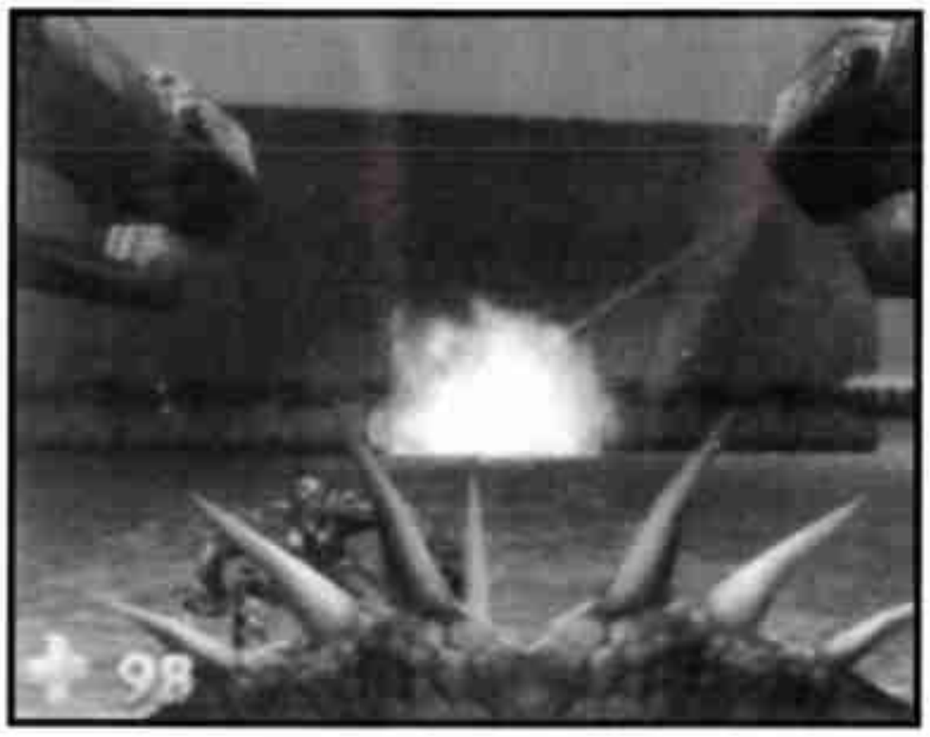
SWIM RIGHT

TRIGGER BUTTON (Z): (back)



A, B and SHOULDER BUTTONS:





RIDING

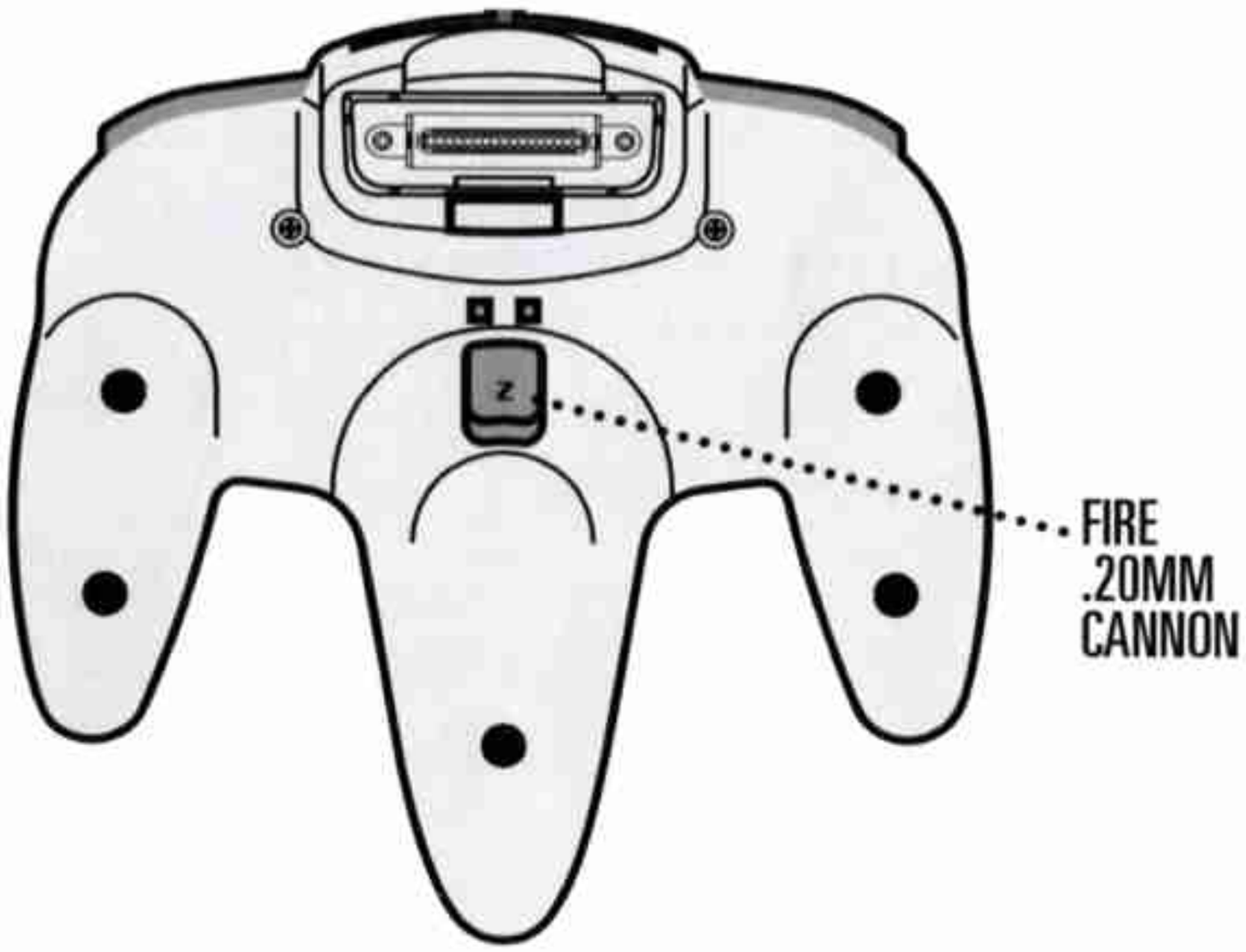
Throughout the Lost Land, **Turok**® will come upon Styracosaurus pens. If he can climb to the mounting rig, he will automatically climb aboard. From there, control the Styracosaurus as you would **Turok**® (of course, dinosaurs cannot strafe left and right).

DEFAULT RIDING CONTROLS:

R BUTTONS:



TRIGGER BUTTON (Z): (back)



WEAPONS

There are plenty of weapons in **Turok® 2: Seeds of Evil™!**, and it's a good thing, too. **Turok®** starts his quest with only basic hand-held weapons (the Talon). As he progresses, he finds increasingly powerful weapons and ammunition. There are different weapons available depending on whether **Turok®** is underwater, riding or on foot.

USING WEAPONS

1. **A** or **B BUTTON** to cycle weapons.
2. **Z BUTTON** to fire/use current weapon (hold to charge some weapons).
3. When riding, press the **R BUTTON** to fire your secondary weapon.
4. Press ▲on the **CONTROL PAD** to toggle ammo.
5. Press ◀ on the **CONTROL PAD** to toggle weapon upgrade.

SNIPER MODE

When using certain weapons, pressing Right on the Control Pad will toggle Sniper Mode On and Off. : If a weapon is not compatible with Sniper Mode, the mode will not be engaged. When ON, a sniper scope will display, and you'll be ready for some serious hunting. Hold the **R** (shoulder) **BUTTON** and press **C** ▲ to Zoom In or **C** ▼ to Zoom Out. When the **R BUTTON** is released, the **C BUTTONS** resume their normal functions.

Note: In Sniper Mode, the Jump function of the R BUTTON is disabled until Sniper Mode is turned off (by pressing → on the CONTROL PAD).

QUICK SELECT

Note: If Quick Select was turned on in the Options menu, you will be able to choose weapons more quickly.

1. Press and hold the **A BUTTON**. A primary cycle of weapons will appear on screen.
2. Press the **ANALOG CONTROL STICK** towards the desired weapon to highlight it.
3. Release the **A BUTTON** to select and arm the weapon.
4. Repeat process with the **B BUTTON**.

PRIMARY WEAPONS

Primary weapons are those **Turok®** uses on land (excepting the Talon and War Blade, which also work underwater). Many of these can be upgraded. Should you prefer the "original" version to the upgraded version, (say, the Shotgun to the Shredder), press ← on the **CONTROL PAD** to toggle weapon upgrades. Likewise, you may wish to conserve more powerful ammo (use standard arrows instead of Tek arrows, for example). To do so, press ↑ on the **CONTROL PAD** to toggle ammo types.



Flare

Better to light a flare than to curse the darkness. Unlimited uses, but must be recharged.



Talon

This basic weapon is a powerful close range weapon in the hands of a skilled warrior like **Turok**®. An impressive twin-bladed weapon that is worn strapped to the hand with leather bands.



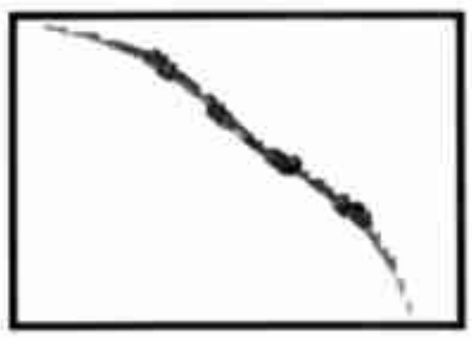
War Blade

The War Blade is a far more deadly hand-to-hand combat weapon by virtue of its size and striking power. A large weapon carved out of wood or Moose antler, the War Blade is capable of delivering far more powerful blows than the Talon.



Bow

This basic bow fires standard arrows and is **Turok**®**'s** first distance weapon.



Tek Bow

The high-tech brother of the ancient hunting weapon of the Saquin Nation, no **Turok**® would be complete without it. This weapon fires standard arrows, as well as deadly Tek Arrows.



.9 MM Pistol

The entry-level firearm for the game. Capable of semi-automatic fire, the pistol is not very useful against larger enemies. Max 50 rounds. Collect extra ammo.



Mag .60

This semi-automatic machine pistol represents another leap forward in firepower. Collect extra ammo.



Tranquilizer Gun

The Tranquilizer Gun provides a non-lethal, but effective means of temporarily dispatching enemies. Depending on the number of hit points an enemy has, and whether or not it is immune to the tranquilizer, one or more shots from this weapon can render the enemy unconscious for a time. Once the tranquilizer wears off, however, the enemy will regain consciousness, and harbor a serious grudge! Collect extra darts.



Charge Dart Rifle

This is an upgrade of the Tranq gun, and is effective against more enemies. Charge Darts are electrified flechettes fired at high speed. The flechette carries a powerful electric charge that can temporarily stun many enemies with a single hit, giving the player time to select another weapon and finish the enemy off, or retreat.



Assault Rifle (Multiplayer only)

This light but lethal weapon provides ample stopping power in Death Match play.



Shotgun

The shotgun is a powerful weapon, but has a slow rate of fire. Extremely useful in close range situations. Comes with 10 standard shotgun shells. Max 20 standard shotgun shells, 20 explosive shells.



The Shredder

The Shredder is an ugly piece of weaponry. It fires ricochet rounds which can bounce around corners, giving you all sorts of stealth options.



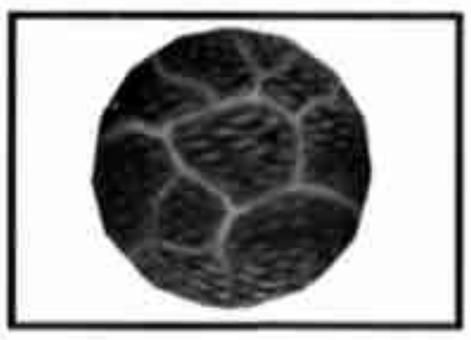
Plasma Rifle

This high-tech version of an assault rifle fires tracer-like plasma bursts. Comes with 30 plasma rounds (counted down by 3 each time the weapon is fired). Max 150 plasma rounds.



Firestorm Cannon

The Firestorm Cannon delivers a literal rain of firepower that can rip enemies to bits in seconds. Comes with 90 plasma rounds. Max 150 plasma rounds.



Sunfire Pods

Sunfire pods are a mystical weapon devised by the ancients. Sunfire Pods are smooth, spherical objects made of a substance not unlike polished obsidian. Said to contain the very essence of the Sun itself, these unique weapons have no effect outdoors in well-lit areas. However, when used in a dark environment, they explode with a brilliant white flash, blinding any enemy within range (that is not immune) for a short time, effectively rendering them helpless and unable to attack. The Sunfire Pod has a more sinister effect when used against the legions of the Blind Ones. After many centuries beneath the earth they have a lethal allergy to sunlight...the same light trapped in a Sunfire Pod. The Sunfire Pod will effect certain other cave-dwelling enemies in the same way. Turok® can collect extras.



Cerebral Bore

Sounds like an academic cocktail party, but this is a particularly nasty bit of alien technology. The Cerebral Bore fires a projectile that locks onto brainwave activity. Sets of hooked prongs are thrust deep into the victims' skull upon impact, draining their brain fluid. Messy! The Cerebral Bore is not effective against creatures of low intelligence, as the signals given off by their brains are not sufficient for the Bore to track onto brainwave activity. As a result, the projectile will aim for the head of any enemy it is fired at.



Proximity Fragmentation Mine Layer

Proximity mines offer a particularly grueling death. Proximity mines are fired forward from a special launcher. A small green light blinks atop each mine. When an enemy gets too close to a mine, the mine will let out a high pitched beep and the green light will flash red. A small charge launches the mine into the air where a second charge detonates the mine. When the mine explodes, it sends a wall of shrapnel out on a horizontal path at about knee level. This wave of shrapnel can cut a man off at the knees, and slice smaller enemies into pulpy goo.
(NOTE: individually placed P.F.M.s can be used as a separate trap internal in the game) This weapon has an extremely slow rate of fire. Comes with 3 P.F.M.s Max 10 P.F.M.s.



Grenade Launcher

Lob some danger at your foes. Each explosion affects an area around it-including you, if you're too close! Be on the look out for extra grenades.



Scorpion Missile Launcher

Firing a barrage of small (4 to 6 inches) yet lethal missiles, Scorpion Missiles can track multiple targets. Each Scorpion Missile is a heat-seeking projectile capable of tracking a target with great accuracy Indeed, once a Scorpion Missile has struck a target, other missiles from the same barrage may continue to track the hapless victim. Due to a built-in system that ensures multiple strikes against a single target (for maximum lethality), three to four Scorpion Missiles from a single barrage may strike an individual before the other projectiles home on another target. Scorpion Missiles do not have a very fast rate of fire.
This is compensated for by the weapon's ferocity. Comes with ammo for 3 Scorpion Volleys. Max 4 volleys.



Flame Thrower

Douse hapless enemies with flaming liquid and they aren't likely to come back.



Razor Wind

The Razor Wind is a throwing weapon which will slice enemies into julienne carrot strips, then return like a boomerang.



The Nuke

The most powerful weapon in your arsenal.

UNDERWATER WEAPONS

There is a separate weapon select menu that will appear in place of the normal weapon select menu while **Turok**® is underwater. This will contain only those weapons that **Turok**® may use while underwater. Underwater weapons do NOT upgrade.



Talon

The Talon is the base underwater weapon, just as it was on land. Even if the player has found the War Blade upgrade, when underwater, the Talon is the default weapon.



Harpoon Gun

The Harpoon Gun fires a single barbed projectile at high speed. This is indispensable for dispatching enemies at a distance before they can get too close and do serious damage.



Concussion Torpedoes

Concussion Torpedoes are a small but effective underwater grenade. Fired from a special launcher, these small charges can prove lethal to enemies and **Turok**® alike. Take care not to discharge these powerful charges in an area that is too confined.

STYRACOSAURUS' WEAPONS

.20 MM Cannon

The living war machine that is the Styracosaurus comes equipped with a fully automatic .20MM cannon. Though its rate of fire is not fast, this weapon can rip even the most brutal of enemies to shreds.



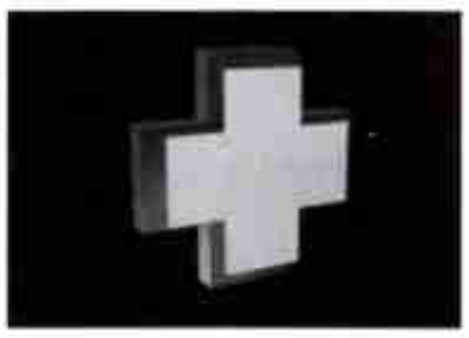
Artillery

The Styracosaurus is also equipped with a powerful artillery battery which fires explosive rounds.

Quest Pick-Ups

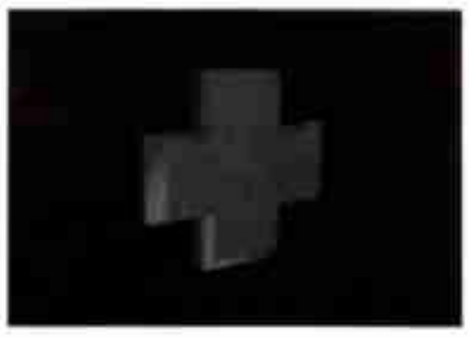
HEALTH AND LIFE FORCE

There are a number of health pick-ups that serve to heal **Turok®'s** wounds, or give him additional lives in the game.



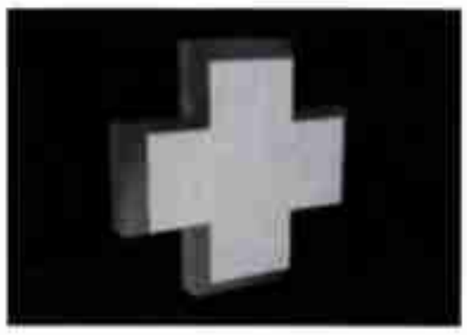
Silver Health

+2 health. This pick up is special in that it can raise **Turok®'s** health above its maximum level of 100 points. These +2 health bonuses can accumulate above the 100-point mark, thus giving **Turok®** 112,114,116 health points, etc. However, Silver Health does not permanently affect **Turok®'s** maximum hit point value of 100 points. If **Turok®** has 112 points and takes 20 points of damage, he will be reduced to 92 points. Should the player find another pick-up that cannot raise **Turok®'s** health above 100%, it may only heal **Turok®** to 100 points.



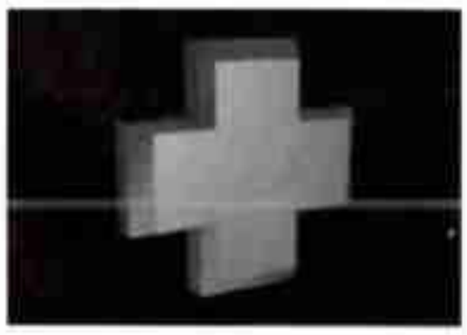
Blue Health

10 health. This pick-up increases **Turok®'s** health by 10 points, but cannot raise **Turok®'s** health above the maximum 100 points



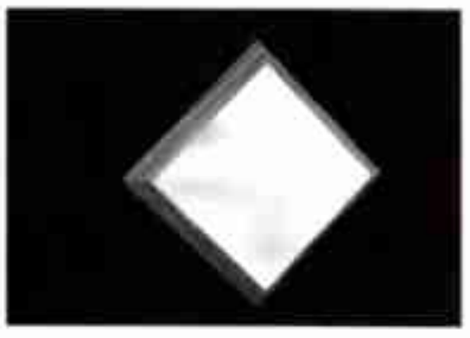
Orange Health

Full health. This pick-up completely restores **Turok®** to 100% health. This pick-up cannot raise **Turok®'s** health above the maximum of 100 points.



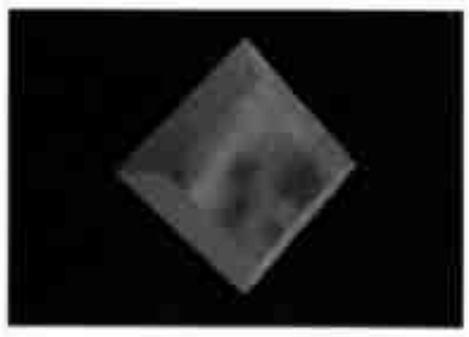
Ultra Health

Ultra health. This adds 100 hit points to **Turok®'s** health, and can raise **Turok®'s** health above 100 points. Thus if **Turok®** is at 65% health and picks up the Gold Health, he would be at 165% health. This is temporary, however. As soon as **Turok®** takes enough damage to drop below 100 points, he may only be healed to 100% (unless the player finds another gold health).



Gold Life Force

1 life point. Each Gold Life Force token adds one point to **Turok®'s** Life Force total. When you collect 100 life Force Points, **Turok®** will be granted one extra life (reincarnation).



Red Life Force

Adds 10 life force points to **Turok® 's** total.

THE SACRED TALISMAN

The Sacred Talisman are a set of ancient artifacts sacred to the Saquin tribe. Each of the 5 Talisman can empower **Turok**® with a special ability that will eventually be necessary to complete the game. The Talisman are meant to be used in a very specific manner, and at very specific points in a level. These points in the level are clearly marked in the game by special tiles that bear the identical markings found on the Talisman themselves.



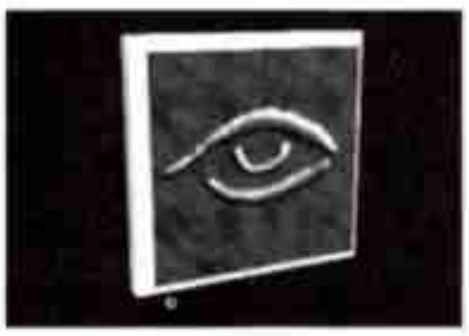
Firewalk

This Talisman gives **Turok**® the ability to pass through lava, fire, or other 'hot' regions without being harmed. The flesh of Turok's body effectively becomes immune to heat.



Whispers

The power of this Talisman allows **Turok**® to see the voices of the 'Whisperers', ancient and benevolent spirits. When **Turok**® has seen the voices, he may 'ride' them to higher areas of a level that may only be accessed through the Whisperers. The 'voices' appear as upward drafts of gentle wind.



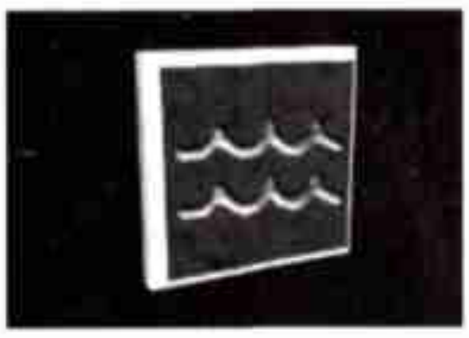
Eye of Truth

The Eye of Truth allows **Turok**® to see 'spirit paths' that may be hidden throughout the game. Spirit paths are regions, platforms, or bridges that are otherwise invisible and impassable. Often marked by rows of pick-ups that seem to float, these pathways have no substance until **Turok**® has acquired the Eyes of Truth.



Leap of Faith

When stepped on, this Talisman gives **Turok**® the ability to make great leaps.



Breath of Life

The Breath of Life allows **Turok**® to walk upon the otherwise deadly waters of the River of Souls. This Talisman is absolutely essential if the player wishes to purify the River of Souls.

PAUSE SCREEN

You may pause the game at any time by pressing the **START BUTTON**. The pause screen will appear, with these choices:

1. **Resume Game** Return to the game where you paused it.
2. **Mission Status** Review your game in progress.
3. **Inventory** Review your current inventory of hub keys, Primagen keys, feather offerings and talismans.
4. **Options** Set game options. When done, highlight Go Back and press the **A BUTTON** to return to the Pause Screen.

5. **Sound Options** Set Sound options.
6. **Cheats** Enter cheats and view cheat menu.
7. **Quit** Quit the current game. You will be prompted to confirm.

SAVE POINTS & SAVING



Note: You must have a Controller Pak (sold separately) inserted in your controller to save games. If you have a Rumble Pak inserted at the time, you will be asked to exchange it for a Controller Pak.

At various points in each level you will reach a save point. A screen will appear with these choices:

Save
Save your game progress.

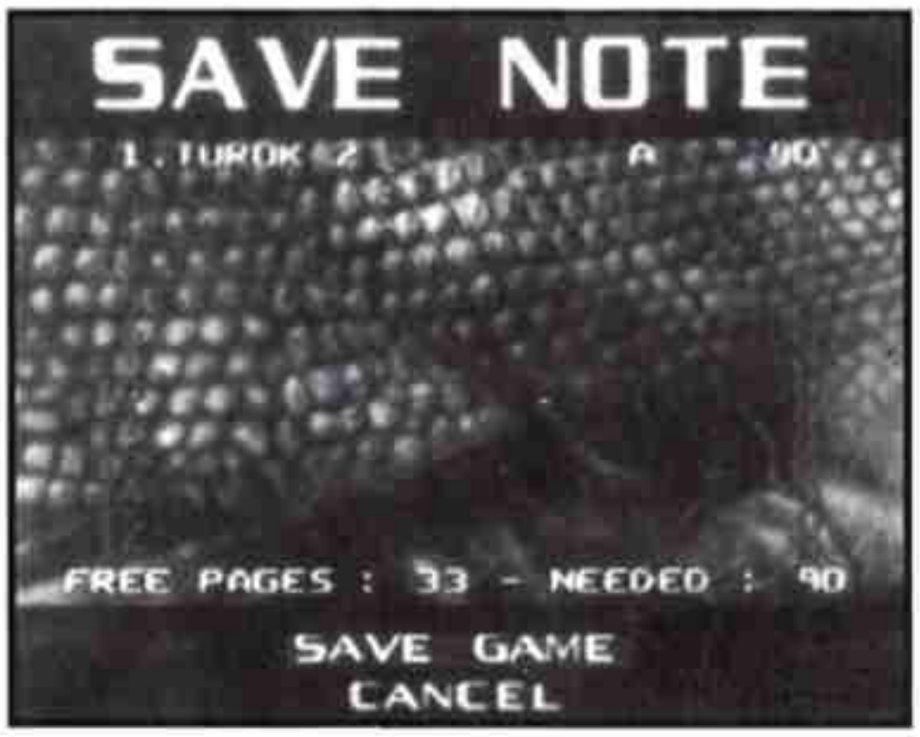
Health
Restore your health.

Ammo
Restore ammo.

Go Back
Return to game play.

Restoring Health and Ammo
At any one of these points (once per level) you can restore both your health and your ammo to maximum levels (100%). To do so, highlight your choice (Health, for example) then press the **A BUTTON**.

Saving a Game
To save your game, highlight Save and press the **A BUTTON**. You will come to the Save Note screen, which displays two choices, Save Game and Cancel. Select Save Game to continue the save process, or Cancel to go back.



This screen also displays up to 16 slots and any saved data ("notes"). Turok: Seeds of Evil requires 90 pages for a save, so you will have to delete any existing notes. You will be asked if you wish to overwrite (erase) the existing note. Highlight your choice(**YES** or **NO**) and press the **A BUTTON**.

SOME ENEMIES

Here is small sampling of the foes **Turok**® must master. Beware, for there are many, many more...



The Endtrails

Millions of years of evolution have produced the Endtrails. Descendants of the mighty Tyrannosaurus Rex, the Endtrails are huge, powerfully built bipeds with a thirst for battle, and no notions of mercy. The Endtrails are the elite of the Dinosoid troops. They attack from a distance with ion gauntlets that fire powerful energy charges, and up close they attack with powerful claws.



Hunters

Hunters are the result of centuries of selective breeding. Bred to perform as reptilian bloodhounds, the Hunters are also used as instruments of terror and death. Heavily muscled and powerfully built, they can leap great distances and are extremely deadly.



Sentinels

Sentinels are the grunts of the Flesh-eater society. Despite their low standing within their race, the Sentinels are responsible for nearly all of the death and destruction associated with the Flesh-eaters. Competition amongst Flesh-eater Sentinels is fierce. When a Sentinel has proved himself in battle, he may be chosen to partake of the "Blood of the Mother", a sacred rite wherein a Sentinel is not only promoted, but literally transformed into a member of the Death Guard, the next order in Flesh-eater society. Sentinels are armed with huge blades that run the length of their lower arm and extend two feet beyond the reach of their hand.



The Blind Ones

The Blind Ones live deep beneath the Earth in a twisting maze of tunnels and caverns. Like their distant ancestors the Flesh-eaters, the Blind Ones too have a taste for warm flesh, and will occasionally venture towards the surface with their giant cave spider pets. From beneath a trap door they spring up and drag helpless victims to their deaths. Centuries of existence without light has caused the Blind Ones to lose their eyes altogether. In turn they have developed an extremely acute sense of smell, as well as superb hearing. The Blind Ones must take care to avoid sunlight at all costs, as the centuries spent in darkness has caused them to develop a severe allergy to sunlight. Direct exposure to the sun is fatal to them.



The War Clubs

The mainstay of the Purr-Linn troops, the War Clubs are seldom armed, but are nonetheless extremely dangerous. The Purr-Linn are agile, and are capable of great leaps. Purr-Linn can also hurl huge boulders and other objects at **Turok**®.



Soldiers

These massive armored behemoths are the single most dangerous members of the Mantid colony. Huge, fast, and extremely dangerous, the Mantid Soldiers can make short work of even the most dangerous opponent. Their heavy exoskeleton protects the Soldiers from many weapons, making them extremely difficult to kill.



Deadmen

The fodder of Deadside, the Deadmen are far more than merely rotting corpses. Despite their advanced state of decomposition, the Deadmen are fleet of foot, and quite dangerous. Deadmen will get up repeatedly after being knocked down by gunfire, and prove quite stubborn when it comes to dying. Deadmen wear shabby armor, more for ornament than for its protection. Deadmen can be literally blown in half and keep on coming!



Trooper

The Primagen trooper is a humanoid monstrosity. A patchwork of metal and flesh, it is impossible to tell what type of creature they may have once been. Whatever the case may be, the Troopers are heavily armed, and quite deadly. They will attack **Turok**® with Laser pistols, or use the massive bayonets that are attached to them as a sword.

MULTI PLAYER DEATH MATCH

Up to 4 players battle as one of the many available characters in three Death Match Modes: Bloodlust, Frag Tag and Team Blood. Select Customize Weapons to select which weapons will be available in your Multiplayer game.



BLOODLUST GAMES

Bloodlust matches are kill-or-be-killed contests where the only rule is survival. Bloodlust games are regular Vs. games; each player is out for himself.

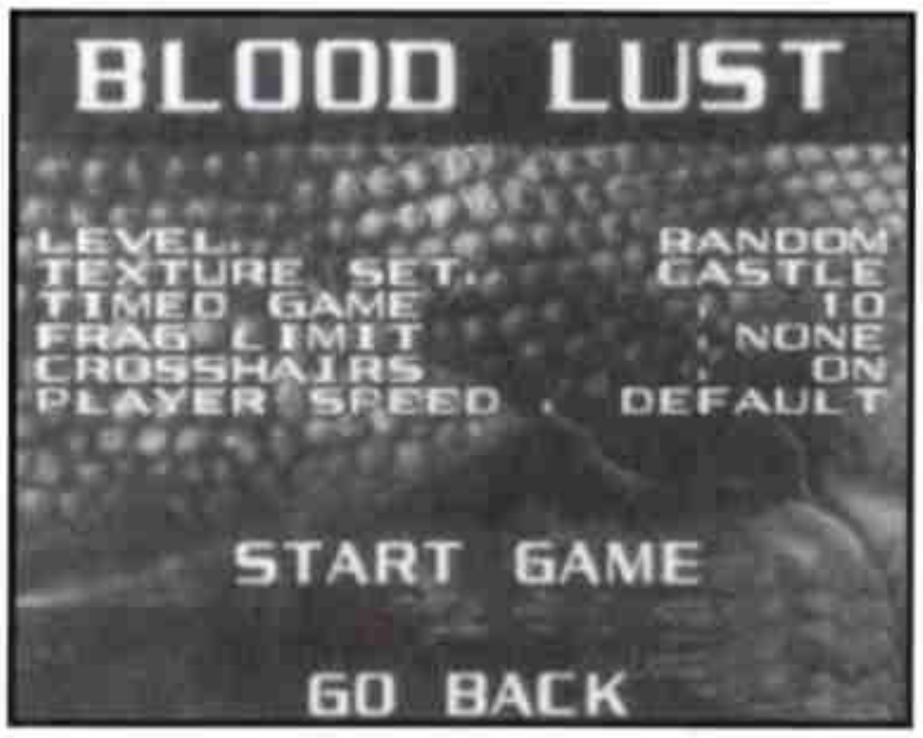
FRAG TAG GAMES

In Frag Tag, one player is randomly made "it", and is the unarmed target of all other players. The player who is "it" must reach a predetermined checkpoint in order to shift being "it" to someone else and get some weaponry.

TEAM BLOOD GAMES

In Team Blood, cooperation is the key to destroying the opposing team. Choose to play on the Red or Blue team, then set your options and prepare to blast the enemy team to pieces.

Death Match Menu



Once you've selected Bloodlust or Frag Tag mode, you'll see the Menu for that mode, including options.

LEVEL

Choose from a host of hostile areas to battle in. Once you've selected a level, you may wish to use the Textures feature to change the appearance of the level.

TEXTURE SET

Use this to alter the textures (appearance) of the level you've selected.

TIMED GAME

Player 1 selects how long a match will last, from None (no time limit) to 99 minutes (ouch, my thumbs!).

*FRAG LIMIT

(Bloodlust only) Player 1 selects how many frags it takes to claim victory. The first player to reach that number is the winner.

*TAG LIMIT

(Frag Tag only) See above, but substitute tags for frags.

CROSSHAIRS

Play with handy aiming crosshairs ON or OFF.

PLAYER SPEED

Use the slider to adjust how quickly characters move.

Character Selection

JOSHUA FIRESEED: *(Turok®)*



A well-rounded fighter. **Turok®** is swift and sure.

ADON: *(The Speaker of Forever Light)*



A nimble warrior, her mystical powers of regeneration make up for her vulnerability.

PURR-LINN: *(The Juggernaut)*



This fearsome warrior is slow and brutal. A sluggish beast, his attacks are powerful.

GANT: *(The Cold One)*



This ruthless dinosoid is very hard to conquer, and can revive once attacked.

FLESH EATER: *(Death Guard)*



This nasty fellow has an evil aura that will harm those who venture too close. Fast and versatile, he is a deadly opponent.

ENDTRAIL:



A huge, powerful descendant of T-Rex, this merciless creature is fond of blood. Make sure it's not yours!

TAL 'SET :



Perhaps the greatest **Turok®** of all, Tal 'Set now brings all his knowledge and fighting skill to the Death Match.

RAPTOR:



This vicious beast can't hold a weapon, but its speed and power make it more than a match, even for well-armed foes.

THE FIREBORN :

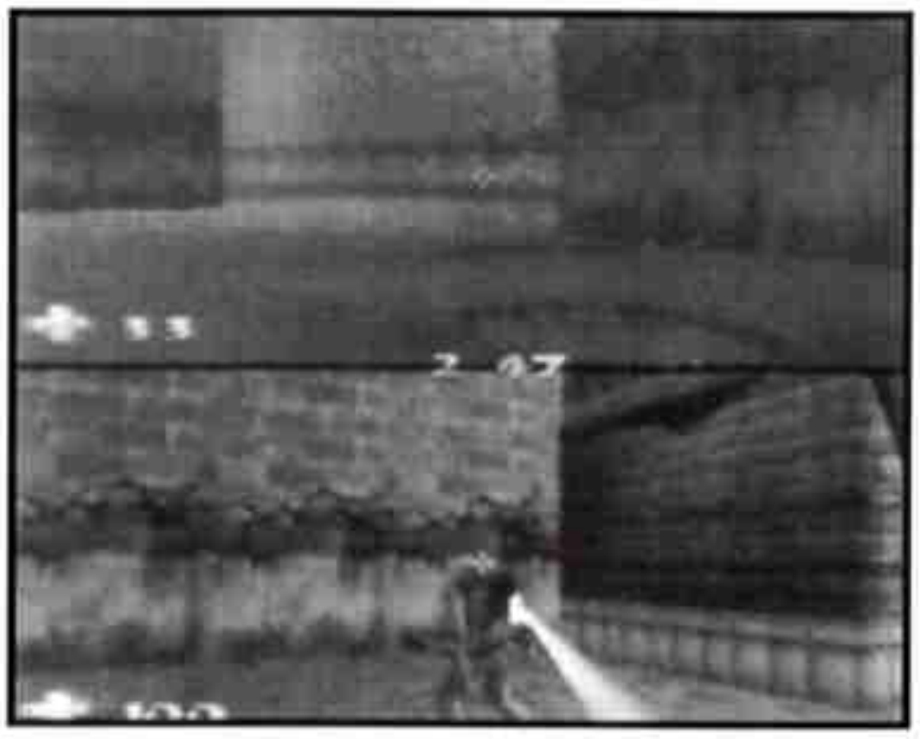


This fiery creature is eager for a chance to prove his considerable battle prowess.

Playing a Death Match

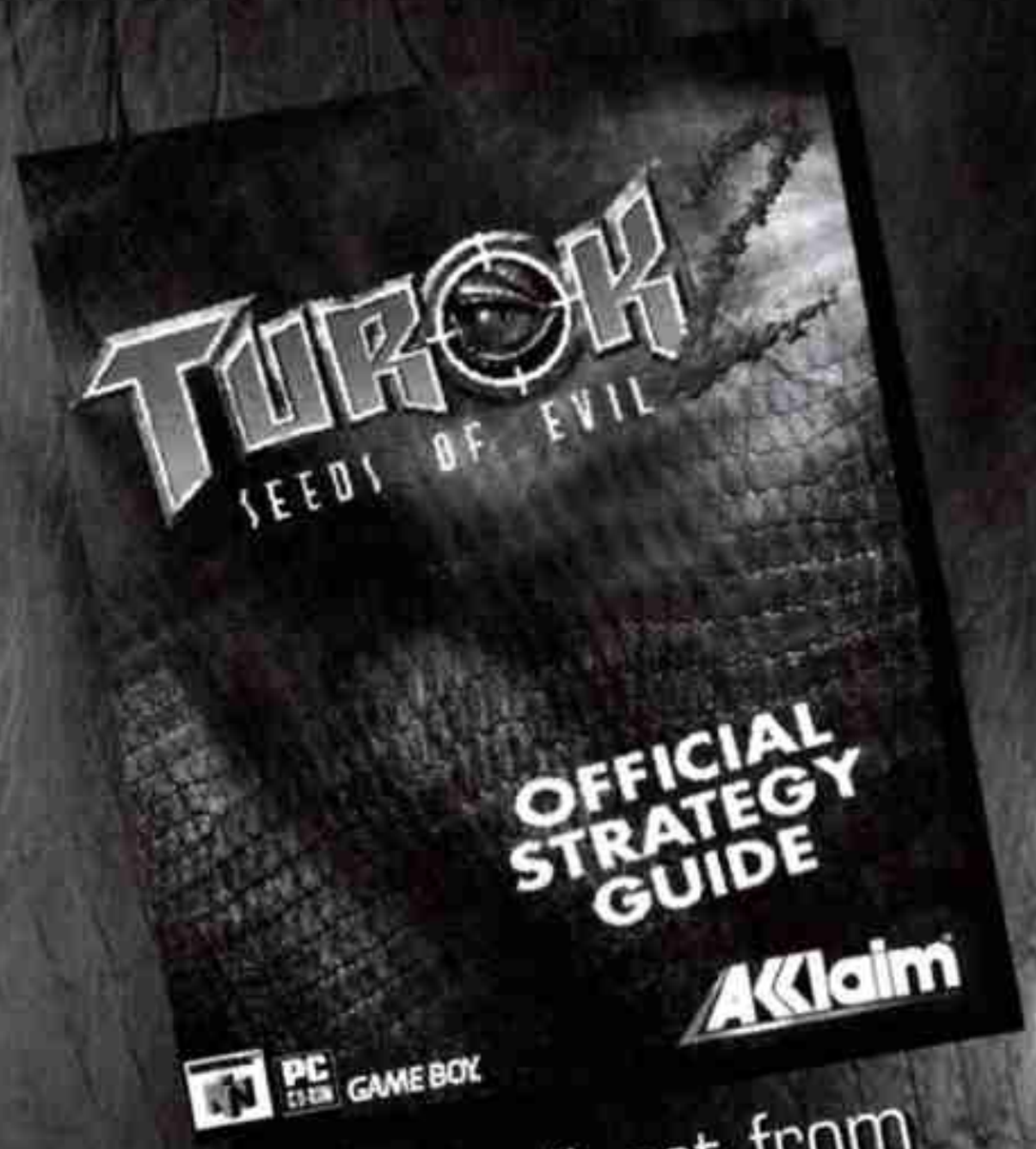
Once you select Death Match, you will come to the Game Select screen. Select your game, the character you wish to play as, then enter the arena to do battle! The arena is a huge area with all sorts of blind areas, and hiding places perfect for stalking and ambushing!

The Arena:



1. **Energy** Current health status. As players take damage, this meter decreases. When it's empty, you're lunchmeat.
2. **Time Remaining** In a timed game, the time remaining in the match appears here.
3. **Frag/Tag Count** Your current number of Frags or Tags.

Look for these Turok books at your favorite video game store



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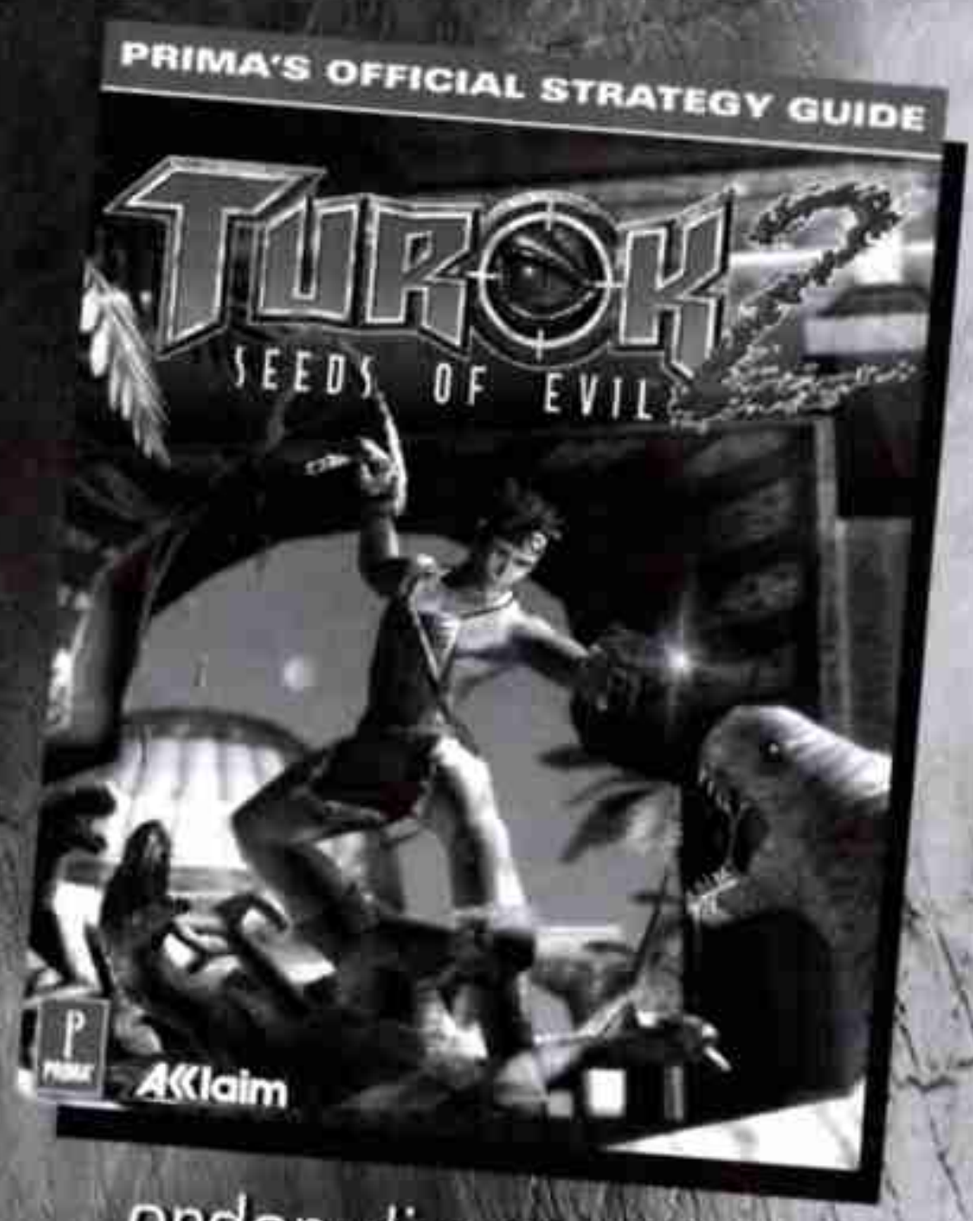

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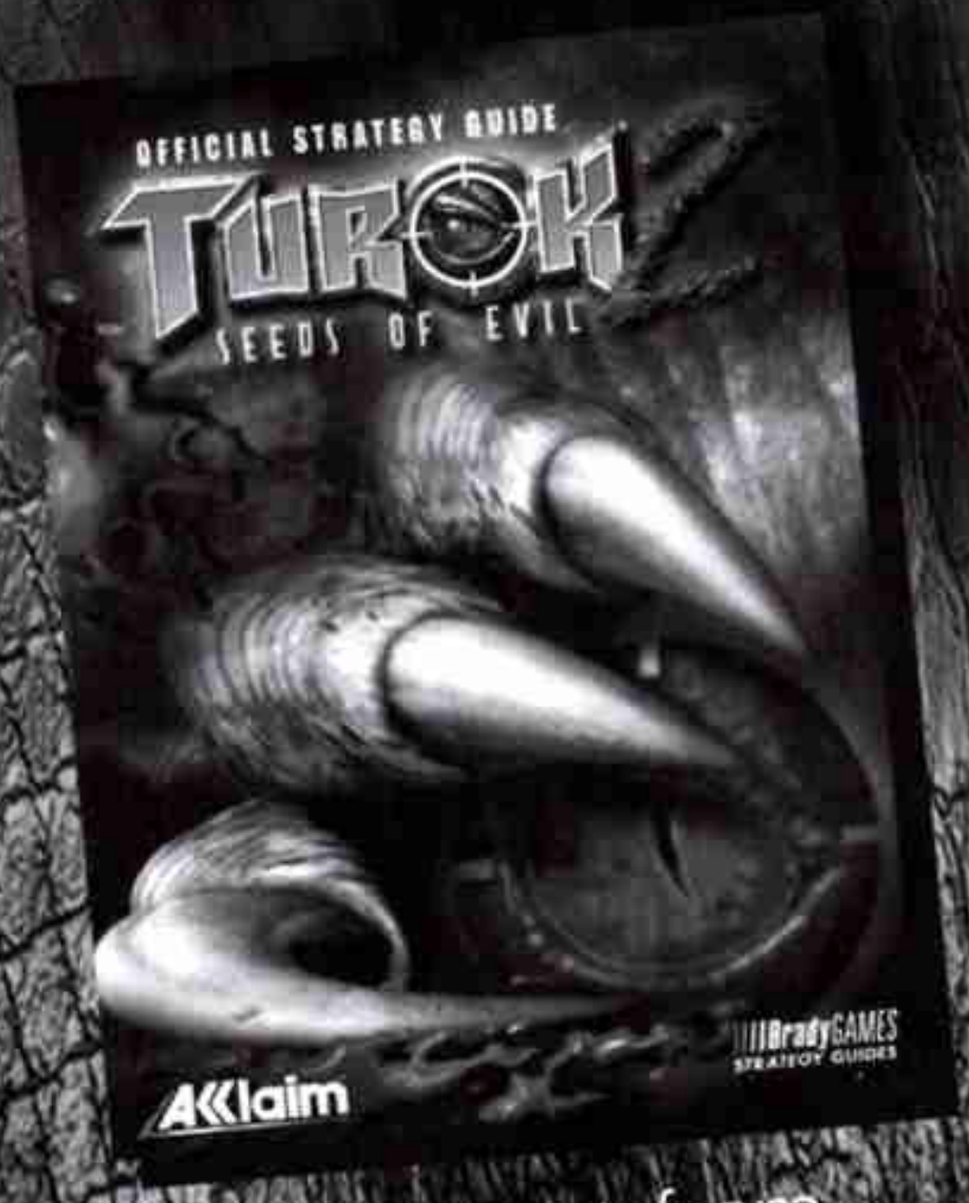

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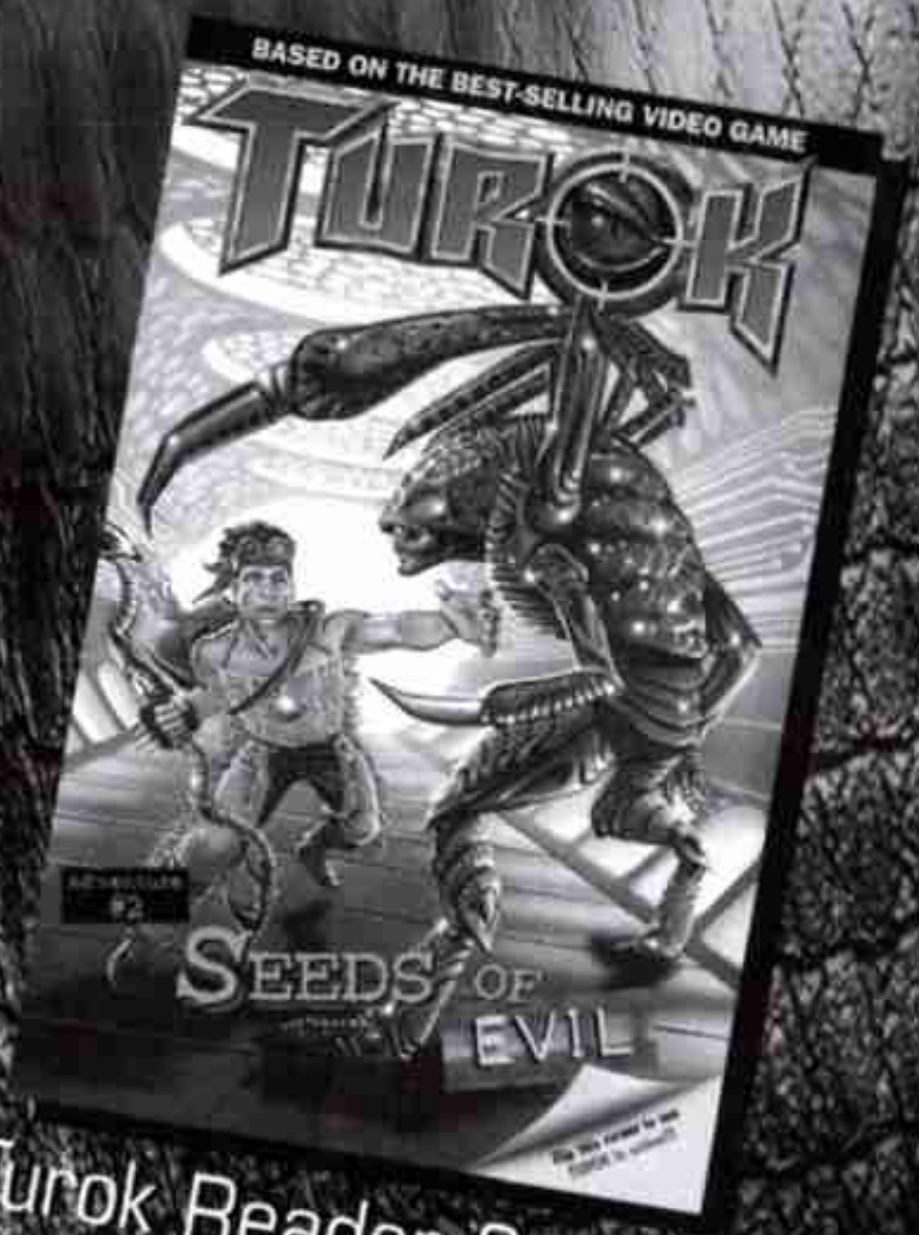

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