

- Defeating Primagen
- 12) Boss Stratagies
- 13) Weird Glitches
- 14) Cheats
- 15) Credits, E-mail Rules and Legal Things

THIS WALKTHROUGH IS BEST VIEWED AT 960x600 SCREEN RESOLUTION AND USING A FIXED WIDTH FONT SUCH AS COURIER NEW. IF USING HIGHER SCREEN RESOLUTIONS FOR BEST VIEWING RESULTS CHANGE TO A HIGHER DPI SETTING SO YOU WON'T HAVE TO USE A MAGNIFYING GLASS WHILE READING THIS.

* NOTICE *

The only websites this walkthrough is legally posted on are:

- Game FAQ's - www.gamefaqs.com
- Neoseeker - www.neoseeker.com
- The Spoiler Centre - www.the-spoiler.com
- Web Links - www.a2zweblinks.com
- Honest Gamers - www.honestgamers.com
- Super Cheats - www.supercheats.com
- Game Spot - www.gamespot.com
- Game Radar - www.gamesradar.com
- Cheat Planet - www.cheatplanet.com

If you have viewed this on any other site than the ones listed or have seen this plagerised, please e-mail me and let me know which site you viewed this on, I will highly appreciate it. If you have seen this plagerised or on websites this isn't supposed to be on, there is a \$CASH\$ reward for informing me of who the violator is.

1) INTRODUCTION TO WALKTHROUGH

Welcome to my very in-depth and extensive walkthrough for Turok 2: Seeds of Evil for the Nintendo 64 or your PC. WOW! What an improvement over the first Turok. Sequels to games, much like movies, usually suck, but man did Acclaim redeem themselves with this game. If your a FPS gaming fan and thought the first Turok sucked, I guarantee you will not be dissapointed with the sequel. The graphics are ten times better than the original, there's actually cut scenes, the enemy species are at least doubled (no human enemies, not a one), the levels are about three times larger, each level looks different than the last one, (the first Turok's scenery looked almost the same on each level, very boring after a while), and you still have an excellent arsenal of weapons to choose from. Oh, and there's actually cross hairs in this game so you can PROPERLY aim your weapon. I don't know why in the hell there weren't any cross hairs in the original Turok. This is, without a doubt, one of the best FPS game ever made, a destined classic. Everything you can ask for in a FPS game is in Turok 2. Plenty of non-

stop action, gargantuan levels, great graphics, unique weapons and the way you destroy the enemies will truly shock you. This game has PLENTY of blood and flying body parts, hence the MA rating, and any FPS fan will not, I say will not, be dissapointed with this game.

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2) MORE WALKTHROUGHS BY ME, VERSION HISTORY

Check out these other top quality walkthroughts I wrote:

- 1) Armorines: Project S.W.A.R.M.
- 2) Fable: The Lost Chapters
- 3) Neverwinter Nights
- 4) Neverwinter Nights: Shadows of Undrentide
- 5) Neverwinter Nights: Hordes of the Underdark
- 6) Neverwinter Nights Gold Edition
- 7) Neverwinter Nights Platinum Edition
- 8) Quake II
- 9) Shadow Man
- 10) Shadow Man 2econd
- 11) The Suffering
- 12) The Suffering: Ties That Bind

You can ALWAYS find all of my work and latest versions at:
www.gamefaqs.com

Version 1.0
January 28, 2001

This is the first version of my walk through. I plan on making plenty of revisions to this so make sure you are reading my latest version.

Version 1.5
January 29, 2001

I fixed a few typos, added version # and e-mail address to the title (that would help) and added a credit that totally slipped my mind.

Version 2.0
Februaury 2, 2001

I fixed A LOT of typos.

Version 2.5
February 11,2001

With the requests of a few people, I spaced this FAQ out to make it a little bit easier to read if you don't print this out and just read it from a website, fixed a couple more typos.

Version 3.0
February 23, 2001

As usual, I corrected yet some more typos, especially one about tranquilizer darts, sorry for screwing you all up with that one. I got

an expansion pack and noticed a HUGE difference in enemy AI and clearer graphics!

Version 3.5

March 1, 2001

I added an Ultra Health on level 2 that I forgot about. Took out some corny sayings and stuff.

Version 4.0

March 17, 2001

I added a Lord of the Flesh to each Oblivion portal on levels 2 and 3, I can see so much better with an expansion pack, wow! I thought they were Death Guards before. As usual I fixed a few more typos and added another player to my Master Turok 2 Gamers section. Even though this game has been around for a while, I still receive about 10 or 11 e-mails a week asking for help. I am happy to know that people are actually reading this thing and I will help you out in any way I can.

Version 4.5

March 23, 2001

I fixed more typos and added an Ultra Health to level 3.

Version 5.0

March 24, 2001

Well, well, well. It looks like I found the first shady webmaster who tried to post this without my permission. What kind of ignorant douchebag would try something like that? I told this chump to take it down within 24 hours just because of the fact that he didn't ask me, even though he had a really cool website, or I'd sue his sorry ass. Consider yourself lucky that I am in a good mood today and I won't tell everyone who you are unless you continue to leave this posted, I would love to ruin your reputation. This is a one time, and one time only chance and if another webmaster posts this without my permission, I will not hesitate to let all of my fellow FAQ authors know who you are and to watch out for you. I will get every FAQ authors e-mail address I can find and write to all of them, I don't care how long it would take. If the fool would have e-mailed me and asked me if he can post this, I probably would have let him. As a result of this guy, I have added the only 2 websites my walk through is legally posted on at the beginning of this document.

Version 5.5

March 31, 2001

I added three more sites this is legally posted on.

Version 6.0

June 3, 2001

I added another site this is legally posted on.

Version 6.5

June 15, 2001

I added two more players to my Master Turok 2 Gamers section and added a stratagey someone sent me.

Version 7.0

August 21, 2001

I added a stratagey sent in by Scorponox.

Version 7.5

October 6, 2001

I FINALLY sat down and took the time to organize my walkthrough section. This was to make it a little easier if you are just searching for a level key or how to complete the mission objectives and aren't following my walkthrough for the whole game. In my original walkthrough, I left the player with a couple of things to figure out on their own. Some of the things were kind of hard to figure out. I now walk the player all the way through the game leaving nothing for them to figure out on their own.

Version 8.0
January 2008

Wow, it's been a while since I've updated this. I changed my lame ass intro, took out the master turok gamers section, and deleted some stupid sayings I know damn well I didn't write in here. Someone is fucking with me. This game was really cool for the time it was released but there are SO many FPS's that blow this away like Killzone, F.E.A.R., Call of Duty 1 & 2(PC), and Doom 3 for example. I also added "Quake II," "The Suffering," "The Suffering: Ties That Bind," "Fable: The Lost Chapters" to other walkthroughs I have written and all of the "Neverwinter Nights".

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3) THE STORY

I have never read, or in fact, I have never even heard of the Turok comic series before this game came out so I had to sum up the story from the instruction manual and the opening movie. In fact, when I wrote this walkthrough, I haven't even played the first one yet.

After Turok defeated Campaigner with the Chronoscepter, he unleashed a new threat, this one even greater than the one he had just defeated. When time began, Primagen (the beast you're after) challenged the Makers of Creation and wanted control of the Universe. The Lazarus Correspondence realized Primagen meant business and felt the threat he posed, and built 5 Energy Totems where they thought Primagen was vulnerable. You will defend these Energy Totems at the end of the first five levels. Awakened by the death of the Chronoscepter, Primagen summoned his minions to seek out and destroy the Energy Totems. You must stop his minions from doing so and destroy Primagen before he can take over the Universe. It is going to be long, long, dangerous journey so let's get ready to rumble.

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4) CONTROLS

Expert configuration:

- Control Stick: To look up, down and all around, also to aim your weapon.

- C button up: Move forwards.
- C button down: Move backwards.
- C button left: Strafe left.
- C button right: Strafe right.
- C button up + C button right or left: Strafe diagonal, also works while moving backwards.
- A and B buttons: Change weapons. I recommend that you use the "quick select" setting, it's way faster. If you are using quick select, press A or B and move the control stick towards the highlighted weapon you desire.
- Z button: Fire your weapon/slash.
- R button: To jump. Hold down longer to jump higher/further. Press and hold this button while zooming in/out while in sniper mode.
- L button: Brings up the overhead map, DO NOT FORGET YOU HAVE THIS!
- D pad up: Change ammo types, works only with shells or arrows.
- D pad down: To duck.
- D pad right: Go into sniper mode. You can only snipe with the Tek-Bow or the Plasma rifle. While in sniper mode, hold the R button and press the up/down C button to zoom in/out. I think this is the games best feature.
- D pad left: Toggle to upgraded weapons (i.e: Pistol to Mag .60).
- Start button: Brings up subscreen for a bunch of options, mission status, inventory, etc.

Swimming:

- C buttons: To move around.
- R button: To raise to the surface.
- Z button: Use weapon.

While riding the Dino:

- C buttons: To move around.
- Z button: Fire Dino cannon.
- R button: Fire Dino rockets.

I am not going to bother typing in the arcade control type, most people probably play with expert configuration. If you don't use this configuration, I'm quite sure you can figure it out on your own. If you cannot, then don't even bother trying to beat this game, you are way out of your league. Stick to your Pokemon and Mario games and rapidly boil Turok 2 in a two quart saucepan because you won't be beating this game any time soon. This isn't Perfect Dark kids.

5) ITEMS

- YELLOW LIFE FORCE: Yellow diamonds which add 1 to your life force total.
- RED LIFE FORCE: Red diamonds which add 10 to your life force total. Collect 100 life force for an extra life, 9 lives maximum.
- SILVER HEALTH: Adds 2 to your health.
- BLUE HEALTH: Adds 10 to your health.

- RED HEALTH: Full health, recovers your health up to 100 max.
- YELLOW HEALTH: Ultra Health, adds 100 to your health, 200 is the maximum health you can receive. If you go below 100 health after collecting an ultra health, you can only recover to 100 health max. What a bummer.
- AMMO: Self explanatory.
- LEVEL KEYS: There are three on each level except level one which has six keys, level 6 has no keys.
- PRIMAGEN KEY: Each level has a Primagen Key, all six have to be found if you want to fight Primagen and beat the game.
- SACRED EAGLE FEATHER: You must find five of these and take them to the Talisman Chamber on that level to receive a special ability (see next section).
- SATCHEL CHARGE: Used to blow mission objectives up with.
- CAVE KEYS: Find these to open cave doors on level 4.
- ION CAPACITORS: These are located on Primagen's Lightship and are used to purify the River of Souls.
- AND MOST IMPORTANTLY: Your map, use it often.

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6) THE TALISMAN

While lurking around, you will venture upon tiles in the floor with symbols floating above them. These are Talisman tiles which enable your special abilities. All of the Primagen Keys are only accessible by these tiles. Your special abilities are:

Level 2: The Leap of Faith Talisman allows you to make great leaps. Literally jump across entire rooms.

Level 3: The Breath of Life Talisman allows you to swim in poisonous water.

Level 4: The Heart of Fire Talisman allows you to walk in lava.

Level 5: The Whispers Talisman allows you to be lifted to inaccessible ledges.

Level 6: The Eye of Truth Talisman allows you to see hidden paths otherwise invisible.

To receive your special ability on the levels, find the feather and offer it to the Talisman in his chamber (see next section).

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7) WARP PORTALS

Throughout the game you will use tons and tons of warp portals. Warp portals take you the next part of the level you are currently on, save your game, collect parts for the NUKE weapon or offer a feather to the Talisman.

Your standard warp portals that transport you to different areas are round with white light and bluish/white rings inside.

Your save portal is a pyramid looking thing with purple/pink rings inside. Once inside a save portal, you can save your game (which requires a memory pack and 96 pages must be available on your card) or restore your health and ammo. Note that you can only refill your health and ammo once on any given level. So if you restored your ammo on level one, beat the level, and came back at a later time to get the Primagen Key, you will not be able to refill your ammo. Since I will list most respawning health and ammo depots, do not worry about this too much. Also when you come back to the level and you took all of the ammo/health/life force previously, it does not re-appear.

Your Oblivion, at least that's what I call them, portals look like save portals but are locked and you must find a switch to unlock it. Inside are Oblivion Spawn. If you've played Turok 3, then you should be familiar with the Oblivion Spawn. If you defeat all the enemies inside one of these portals, your reward is a piece of the NUKE weapon, there are six NUKE parts in all.

Your Talisman Chambers look exactly like Oblivion Portals and have to be unlocked. Inside these portals you receive a special ability if you have the Sacred Eagle Feather to offer the Talisman (see above).

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8) WEAPONS

This game has a really great selection of weapons. There are 24 in all. Here they are:

1) FLARE GUN: Not a weapon but a tool. Use it to see in dark corners, down dark corridors, etc. Unlimited use, you just have to let it recharge before you can fire another flare.

2) TALON: A twin bladed dino claw replica slashing weapon. Works great on Compys and Mites, can be used underwater.

3) WAR BLADE: A Talon upgrade. It has two big survival looking knives with serated edges. I gurantee once you get this it's bye-bye Talon, can be used underwater.

4) RAZOR WIND: A really awesome circular saw blade that acts like a boomerang. It slices clean through the enemy like a hot knife through

butter. If you're standing still while using this and aiming straight at an enemy, it will cut clean through the enemy and then again on the way back to you. Works quite well for being just a blade. You can seriously cut an enemy's head clean off and send it a rollin' with this weapon.

5) HARPOON GUN: Shoots harpoons, one of my favorite weapons. Can only be used underwater, 12 spear max.

6) TORPEDOE LAUNCHER: Launches torpedoes, can only be used underwater. This can also be used as a water jet, 10 Torpedoe's max. If you wish to use this as a water jet, save at least 1 Torpedoe AT ALL TIMES.

7) BOW: A cheesy wooden Bow, 20 arrows max.

8) TEK BOW: A compound Bow with sniping capabilities and is equipped with exploding arrowheads. 20 regular arrows and 10 Tek arrow max.

9) PISTOL: A .9mm Pistol, 50 rounds max.

10) MAG .60: A Pistol upgrade, shoots super high velocity, highly powerful three round bursts. WATCH YOUR AMMO, 50 rounds max. The further away from an enemy you are, the more powerful this weapon is.

11) SHOTGUN: A double bared Shotgun, can use exploding shells with this, 20 shell and 10 exploding shell max.

12) SHREDDER: A Shotgun upgrade. It fires shells kind of like a Rail Gun that ricochets rounds like super balls on crack, can also fire exploding shells. 20 shell max and 10 exploding shell max. I think this is the game's most effective weapon on ALL of the enemies. One shot to the throat area will drop any one of them like a fly, excluding the bosses of course, even a Lord of the Flesh. Wow! Now that's power.

13) TRANQUILIZER GUN: Can put enemies to sleep, it may take several rounds to knock a big fella out, 15 dart max.

14) CHARGE DART RIFLE: Fires an electrical burst that stuns the enemy, the most effective stunning weapon in your arsenal. I don't use the stunning weapons unless I'm in a real hairy situation. In this game it's kill or be killed but if you use this, the enemy is so helpless you can just casually walk up to them and blow their heads clean off. 30 charges max, 1-3 rounds per use. Hold down the trigger for a more powerful burst to stun the enemies longer.

15) PLASMA RIFLE: A rifle that fires a plasma round at an enemy. You can go into sniper mode and act like Tom Berringer with this weapon. 150 rounds max, each shot requires 5 rounds.

16) FIRESTORM CANNON: A plasma Mini Gun that fires a rapid burst of plasma rounds at the enemy to rip 'em apart like tissue paper. 150 rounds max, an awesome weapon! It's better to shoot this weapon off in short bursts to conserve on ammo.

17) FLAME THROWER: Try to use this weapon in short bursts rather than holding the fire button down to conserve fuel. You can burn up a fuel tank up in seconds if you hold down the trigger, 50 gallons max.

18) SUN FIRE PODS: Round, lumpy, lava rock Grenades. Use on Blind Ones to clear out a bunch of them at once. They only kill Blind Ones

and stun all other enemies, 6 pods max.

19) GRENADE LAUNCHER: Launches grenades. Aim kind of high while using this, real high. 10 grenades max. Is it just me, or do all Grenade Launchers in FPS games suck?

20) PROXIMITY FRAGMENTATION MINE LAYER: Lets you fire a mine that will detonate when an enemy walks near it, 10 mines max. This weapon is pretty much USELESS and I don't know why in the hell they bothered putting it in the game.

21) SCORPION MISSILE LAUNCHER: My number one choice. Fires three missiles at the enemy to totally rock 'em. You can take out an enemy from quite a distance with this weapon, 12 (36) missile max, KABLOOIE!

22) CEREBRAL BORE: The most original weapon I have ever seen in a video game. It fires a brain wave seeking bore that follows the enemy around like a heat seeking missile. Once it finds its target, the bore drills into the enemies head and then explodes to take it clean off. Love that sound, 10 bore max.

23) NUKE WEAPON: Shoot this bad boy off for some really awesome effects and to annihilate a whole room of baddies, YESIR! You must find the 6 NUKE parts in order to obtain this weapon which are in the Oblivion Portals on each level. 5 War Heads max.

24) DINO CANNON: This is only available when you are riding the Dinosaur. Use the Z button to fire it and aim super high, unlimited ammo.

25) DINO ROCKET LAUNCHER: This too is only available while atop the Dino. I'm not really sure if they're rockets but that's what I call them, use the R button to fire them, unlimited ammo.

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9) ENEMIES

During your adventure you will encounter and destroy a very unique list of enemies. I'm a first person shooter freak and these enemies are some of the best set of enemies I ever had to face. There is not one human enemy in the entire game, they all consist of horrid monsters. Here they are and some ways to deal with them I, listed them in order of their level appearance:

1) RAPTOID: The first two levels are infested with these yellow dinos. They are harmless from a distance and are not that deadly at close range. They hobble along and are very skilled at dodging your bullets so try to take them out from a distance. As one hobbles towards you, time their hops and shoot them in the head with a couple of pistol rounds as soon as they stand up. You'd be surprised at what your War Blade can do to one. You can seriously blow these things clean in half with an exploding shell, exposing their spinal cord and their legs do that twitch thing.

2) ENDTRAIL: These big, green, mean looking dinos will prove to be

quite the menace for you. I hate, but at the same time love them, a very well designed enemy. They shoot purple balls at you that will deflate your health at a very astounding rate. STAY AWAY from these guys, there are more endtrails to worry about than raptoids. Listen for them walking around and growling. If you hear one around the corner, almost every time they will come to you so get ready to take advantage of it and blast him as soon as he turns the corner. They are EXTREMELY deadly at close range. Try to memorize their locations and take them out in sniper mode with a normal arrow which will kill them instantly. If you use a tek arrow, the Endtrail may get a few rounds off your way before you can move to safety. Explosive shells are highly effective against them. I absolutely love it when they self-destruct. Some of them turn invisible so cover your asses and watch out for the grenades these bozos toss at you. Use the Mag .60 to send his head into oblivion, I love that splat sound when you blow ones head off.

3) COMPYS: These small, knee-highed dinos will annoy you at most. It takes a couple of bites from one just to take 1 health away. They circle you and then begin to jump and nip away. Use your talon or war blade to hack them up into little tiny itsy bitsy teensy weensy bite size pieces.

4) VELOCIRAPTOR: I think everyone knows what one of these are. I am disappointed that they didn't make more appearances throughout the game. Very fast and agile, one of the fastest creatures in the game and they run back and forth and zig zag all over the place. If you want to improve your aiming skills, then go for these guys. They are difficult to hit with anything since they move so fast. I think the best way to kill them is to let them charge you and as soon as one lunges at you, literally blow his head off with the shotgun and watch him walk around headless before he drops, I love that gurgling sound they make when you kill one. Can you say exploding shells? If you hit a Raptor in his side with an exploding shell, you'll blow his arms, legs and head off leaving nothing but a bloody carcass on the ground with a huge hole in its side oozing blood!

5) SENTINEL: You will find these guys in the Oblivion Portals. Big, fast, ugly, demonic, cyclops looking creatures armed with a big sword, they also hurl grenades at you. Use explosive shells on them to see half their skull and spinal cord, aim for the chest region at point blank range. They make good target practice and are really fast so be on guard and strafe all over the place when you see them near.

6) DEATH GUARD: They are also inside Oblivion Portals. These guys are BIG with a heavy set of blue armor, look at the size of that gun, holy macarel! Don't get wasted by it and definitely do not get close to them, ouch! Use anything heavy you have in your arsenal to take them out. These guys are faster than a Raptor so get ready, they even roll out of the way when you try to shoot one. Their gun fire is about one and a half times faster and more powerful than an endtrails, isn't that great? No real impressive death scenes here, just blood squirting everywhere if you blow his head off.

7) LORDS OF THE FLESH: The fiercest enemy in an Oblivion Portal. They are big and have huge, spiked, red shoulderpads. They have faster than Raptor speed and shoot at you in an ever ending reign of Endtrail like gunfire with trails which are twice the speed, ditto on the damage. How lovely. Again, use anything heavy to deal with them, no impressive death scenes. The cerebral bore is a good choice when you get it, same for the scorpion missile launcher. The firestorm cannon is also an

excellent choice for the baddies in an Oblivion Portal.

8) SMALL CANNON: These are small, silver, rectangular cannons. Blow them up with your dino cannon or an exploding shell.

9) LARGE CANNON: A lot bigger than a small one obviously, they pack quite a wallop. Use the dino cannon to destroy them.

10) HOWITZER: They hide up on high ledges and rooftops, aim very high with your dino cannon to blow them up. It takes some practice to master these guys. Listen for the whistling the incoming shells make just before they hit. I'd tell you to move out of the way, but that dinosaur is way too slow.

11) SPIDERS: The flame thrower is your best defense here. If you do not have one, use the war blade. They are quite a bit more powerful than compys.

12) DEADMEN: These grotesque, skinless zombies hurl blood balls at you so strafe all over the place to avoid them. A shotgun blast to the face should take care of them. Sometimes when blown in half, their half bodies seriously crawl after you, very cool. They are pretty fast when blown in half, real fast compared to what they were before.

13) LORDS OF THE DEAD: Big 10 foot tall deadmen that shoot a pretty hefty health deflating fire ball your way. Again, a shotgun blast to the face or two, or three, or four, or five should drop them.

14) SISTER OF DESPAIR: A devil woman torso floating about shooting a really cool Gauntlet like skull at you. Rapid fire these 3 female dogs with the Mag.60.

15) LEAPER: Freaky, amphibious creatures that can jump incredible distances. The war blade rips them up quite nicely. Nail one with the harpoon gun while underwater and watch him wriggle to death. They are absolutley the freakiest freaks of all the freaks in the entire game.

16) CAVE WORM: A big worm that hides in the mud. They whack you with their tongue and are pretty tough to kill. I just keep jumping away from them. Thwack, thwack, thwack, how annoying, thwack, thwack, thwack. A waste of ammo trying to kill one. They don't take much health away unless your just standing there in la-la land.

17) SWAMP WASPS: They are always in hives. First, shoot the hive with an exploding shell, then the wasps that fall out with another one. They can be highly annoying if they get close to you so try to kill them from a distance. They will follow you around and keep stinging you until you kill them.

18) WAR CLUB: Big Purr-linn that smash you with their fists or throw boulders at you. Even though they are so slow, do not get upclose to these things. Watch out when they punch the ground or shoot a green magic ball at you. Shredder round to the throat, problem solved. Look at him hold it and gurgle as he drops. If you shoot him in the chest with an exploding shell, you'll blow a hole right through him and you can look through it to wave at the other ones charging you.

19) GUNNER: Purr-linn with a box of ammo on their backs. They shoot a rapid fire rock chain-gun at you. Aim just below the top of the box for a head shot. Aim kind of low period, or your rounds will fly right

over his head. These guys will seriously piss you off. These cretants are the ugliest dudes on level 3, except for you that is.

20) JUGGERNAUT: The largest of the Purr-linn. They are armed with a HUMONGOUS sword so try not to get thwacked upside the head by it or shot by the green balls shooting out of them. These guys are pretty fast and are EXTREMELY deadly, especially when they bum rush and jump on you slamming their sword through your head. Again, a shredder round to the chest will dispose of them properly, don't hit his face mask with a round or it will bounce off of it. They make excellent target practice. For a real challenge, try to bounce an explosive shredder round under his face mask to blow it off, along with his head too! Try to hit one in the rib cage with an exploding shell to seriously blow his side clean off.

21) FIREBORN: They look like endtrails except they are black, yellow and orange, don't shoot at you. Oh, they're also on fire and throw lava balls at you. Do not get upclose to these guys unless you want to see yourself floating in the Hub, watch those grenades. The Mag .60 is very effective on them.

22) GIANT SPIDER: Stay away, they shoot venom balls at you that really hurt. Flamethrow them, exploding shells are also a good choice.

23) FLESH WORM: Little leeches, use the war blade on them. Guardians toss them at you.

24) GUARDIAN: These fat, pistacchio pudding colored blind ones toss grenades and peg you with arrows and flesh worms. Exploding shredder rounds work well but nothing beats a sun fire pod on a blind one. One can take out a whole bunch of them if thrown right in the middle of the room. Creepy cave dwelling freaks!

25) BLIND ONE SENTINEL: Same as the sword weilding idiots found in an Oblivion Portal except green. Shred them or pod them, these guys seem to come out of nowhere. Shoot one in the chest with an exploding shredder round to make his arms pop right off, same for guardians. So cool!

26) GOBLINS: I have no idea what the true name is to these funny little creatures. They are short, green drunken goblins with no arms that hop about as they spew acid on you. Try not to laugh at these things too long or they will mess you up. Blast them to bits with an exploding shredder round or set them afire with the flame thrower.

27) GOLDEN EYE: The level 4 boss. I will go in-depth on how to kill bosses as we get up to them during the walkthrough.

28) MITES: Small, brown bugs that level 5 is totally infested with. The flame thrower and the talon (yes, the talon) are good weapons to use here. The noise they make send chills down my spine.

29) WORKERS: Quite a bit larger than a mite. They are tan/blue crawling insects and are super fast. A short burst from your flame thrower works best on these creepy crawlers.

30) DRONES: Tall, skinny Preying-mantis looking bugs equipped with jet packs and are super fast. Supremely skilled at dodging your fire and send a reign of return fire your way. In narrow passages use the shredder for its ricocheting capabilities and in open areas use the

firestorm cannon to watch the bugs go SPLAT!

31) CEILING GUN: Big guns that drop from the ceiling that can kill you REALLY fast. Take them out in sniper mode with the plasma rifle to watch them bleed sparks.

32) SOLDIER: Big Cock-a-roach looking bugs armed with a gun on either arm and cannons on its back so strafe left and right to avoid their fire. The firestorm cannon is your best defense when up against these freak-a-zoids. What do you think, about 12 foot tall?

33) QUEEN MANTID: A huge, very impressive spider, the level 5 boss.

34) LASER CANNON: They drop down on Primagen's light ship and pelt you with lasers. They are weak and almost anything you got will blow one up.

35) BIO-BOT: Metal robotic monsters who get around on a single wheel. Watch their gunfire and claws. An exploding shredder round will stop one dead in his tracks, or watch the razor wind slice right through one.

36) TROOPER: A Predator with a moustache looking beast armed with 2 guns. The firestorm cannon is quite effective here. Geeks.

37) ELITE: A super trooper with a bunch of armor that can turn invisible, the fiercest enemy on level 6 (excluding the boss of course). NUKE baby!!!! Now that's what I'm talking about, the scorpion missile launcher is also quite effective on them.

38) MOTHER: The level 6 boss. The ugliest thing I have ever seen. Imagine waking up to THAT after a night of drinking?

39) Last but certainly not least, one of the toughest bosses in the world: PRIMAGEN.

All of the weapons I listed to take enemies out with are the ones I prefer, experiment and use whichever ones you wish. Different weapons mean different death scenes on many of the enemies, keep that in mind.

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10) HINTS AND STRATEGIES

I want this section to live off of reader feedback so please e-mail me your strategies so I can add them here. I will happily credit you for any information I use of yours. My e-mail address is randym43@juno.com. - means the strategies and hints I found to work for me and #\$\$%^/, examples of a submitted hint or strategy. Simple enough for you?

- Try to beat this game without using any cheat codes. Just use my walkthrough and you can do it. It is a pretty good feeling when you tell all of your buddies that you beat the game without the assistance of codes. They probably won't believe you but who cares, YOU know you

did and that's all that should matter.

- Instead of playing the levels in order, mix up the levels. Do levels 1, 3, 5, then 2, 4, and 6. Levels 2 and 4 are a lot easier with the firestorm cannon and the scorpion missile launcher.

- Take your time while exploring. If you turn the corner too fast, you can run right into a bunt-load of enemies, get killed and make you want to quit and restart your game. I do that all the time with all of my games, I should've learned my lesson a long time ago but I like to see how much damage I can do or try not to take. Instead of them charging you, run around the corner and charge them, it's fun. It will improve you overall skill. Pick whichever strategy that best suits your needs.

- When in doubt, whip your War Blade out and embark upon a slice-n-dice extravaganza.

- For beginners, I suggest that you play with the blood turned off. You can tell if your bullets are hitting the enemy better than you can with the blood turned on.

- While destroying the Soulmates and the Sisters of Despair on level 2, turn the blood off if you have it on so the Deadmen can't throw blood balls your way. I discovered this little secret on my second quest through the game, my first one with the blood on. I think that this is pointless considering that every Sister of Despair hide out has a respawning health and ammo depot, a red health and respawning ammo for the Soulmates. Note that this secret only works if you're playing with the black cartridge, it doesn't work on the gray one. Don't ask me why 'cause I don't know.

- Let the enemies kill each other to conserve your ammo, it doesn't happen often but it's pretty cool when it does. I once saw a Raptor tear an Endtrails head off because he shot it while trying to kill me. Only enemies of different species will fight each other.

- Turn the auto aim off while in sniper mode. I would seem to think that the auto aim function would improve your sniping abilities but it does not. I noticed this after I became a good shot and started to play with the auto aim off. While you are in sniper mode, and you KNOW your dead on, sometimes you'll miss. This holds more true to the Plasma Rifle than the Tek-Bow. This never happens if you turn the auto aim off, just don't forget to put it back on after exiting sniper mode because if you're not a good shot, you'll be floating in the Hub ammoless.

- Strafe all over the place to dodge enemies, and don't forget that you can strafe diagonal. Strafing diagonally is highly effective dodging numerous enemies gunfire. Especially them never ending reign of purple/pink balls from Endtrails or Drones hiding on high ledges, sneaky bastards.

- Look for thin cracks in the walls, these often indicate hidden goodies. You just have to figure out how to blow them open, easier said than done.

- Try to hit an Endtrail in his buttocks with an exploding shell to watch and laugh yours off as he will jump about 20 feet in the air, slamming down and snapping his neck on the concrete. I saw one

actually get up after doing this to him, I was shocked and then he was headless.

- Absolutely, positively turn the auto aim off when up against a boss. They have certain body parts you have to blow off and if you have the grandma function on, your rounds will go towards their chest and you'll die needlessly and waste ammo.

- While fighting a boss, the body parts you have to shoot will flash.

- While venturing around, yellow trails of life force lead you in the right direction and trails of red life force usually take you to a weapon, respawning health and ammo depot, or something interesting. Save the yellow trails until you have explored the entire area before or around the trail, this way is a lot less confusing and you may find lots of goodies.

- Take cover behind anything you can find when fired upon.

- Try the 1 shot, 1 kill method, very challenging. After your good at that, HARD without cheating.

- Look around while in sniper mode for hidden paths, ammo, etc.

- Explore every nook and cranny on every level. You would be surprised at all the stuff laying all over the place just waiting to be found. You may even stumble upon a switch, Primagen Key or a Sacred Eagle Feather. You will never know if you don't explore the realms.

- Every so often, you will come across respawning health and ammo depots. They make a weird popping-waa-waak sound. You will know it when you hear it, I will list most of them in my walkthrough section as we get up to them.

- Save life force pieces when you have the maximum of nine lives. Trust me, you will need every one you can get for the last two bosses. Extremely tough ones I must say.

- Try to save all of the health until you need it, especially the Ultra Healths. Try to save them until you are ready to defend the Energy Totem. There are more than 2 on any given level, so memorize their locations and backtrack to one when you find the exit. I know it's a pain, but it will help out BIG when you start the next level. Instead of 17 health for the next level, you'll have 117 health so it is well worth the backtracking. Also, try to be at 100 health when collecting an Ultra Health.

- When possible, jump into the water and stay below the surface to avoid being hit by enemy gunfire. Just look around for Leapers while you're in the water, they can be very sneaky.

- Use your overhead map often, it will come in very handy if you are lost, trust me. The map was the most useful item in the whole game for me.

- This next strategy works well and is the top piece of advice I can give an FPS gamer. While straving near an enemy you can circle him by straving left or right while keeping your sights locked on him as you strafe left or right. This is a highly effective move when an Endtrail hides behind a crate. If it's not working for you, while in mid-strafe

quickly change directions to catch the Endtrail off guard as he runs around the crate. It takes some practice to master but once you do, use it on all your friends in multi-player, they'll hate you for it! This stratagey works in every first person shooter out there so remember it and use it in all of your FPS games.

- Back into swiches. Play for a while and you'll know why.

- When returning to a previously explored area via a warp portal some, not all, enemies reappear. If you've collected ammo/health or life force, it will not reappear so keep this in mind.

Here's some from fellow Turok 2 Master MI4 REAL (thanks)

* Shoot a Wasp Hive with a Tek arrow to blow it up and then the wasps will kill each other.

* Lots and lots of Charge Darts. Use them on all of the games enemies, especially the Oblivion ones.

* Launch Grenades around a corner to kill enemies without the return fire.

* Unlike me, MI4 REAL seems to like Tek arrows. Shoot the enemy in the back of the head when they are not looking, there's no escape for the enemy, SPLAT!

^ This one was sent to me by Deweyman496. For really easy kills, strap on your War Blade and stand in front of an enemy and jump up and down and keep slashing at them while you're in the air. This is a really good technique to use on Endtrails and the baddies in an Oblivion Portal. This will definitley conserve your ammunition if you're not that good of a shot.

\$ This one was sent in by Scorponox. While riding the dinosaur in level 2, you can make him charge and thrust his horns by pressing up C twice really fast. This is really helpful when you're chasing down Endtrails and Raptoids.

This was sent to me by Trevor Davies. On level 5, when you enter a room where Mites are endlessly pouring into the room via little tunnels, lob a Grenade or a Mine into the tunnels. Now instead of Mites coming out of the tunnels, you have health dropping out of the holes.

- And most importantly, don't ever give up (unless you can't figure out the Arcade controls) and believe in yourself. By doing so you can master this, or any game in no time.

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11) GAME WALKTHROUGH

* NOTICE *

If you are not following my walkthrough and went on-line for a quick reference and are just looking for a specific item or mission objective to complete, read the beginning of the paragraph in that level to find the item or objective you're looking for. At the beginning of the paragraphs, I only list the items that are necessary to beat the game, and I excluded the Ultra Healths and weapons. Don't worry, if you are following my walkthrough, you'll find all of the weapons and everything else. The last paragraph in each level is how to get the Primagen Key for that level, except levels 1 and 6.

"LET'S GET READY TO RUUUUUMBLE"

- LEVEL 1: THE PORT OF ADIA -

Mission Objectives:

- Activate three Distress Beacons
- Rescue four children
- Locate and defend the Energy Totem

New weapons to find:

- Pistol
- Tek Bow
- Shotgun

Items to find:

- 4 Ultra Healths
- 3 Level 2 Keys
- 3 Level 3 Keys
- 1 NUKE part
- 1 Primagen Key

Enemies you will encounter:

- 50 Raptoids
- 8 Raptors
- 15 Compys
- 82 Endtrails, ha ha!
- 2 Sentinels
- 2 Death Guards

** Remember that enemy counts are approximations. This walkthrough was written while playing on the NORMAL setting.**

- ACTIVATING DISTRESS BECON #1

The opening movie summed up your objectives you must complete in order to advance to level 2 or 3, as will the beginning of every level. As soon as you start off, you will see a ship explode in front of you. Go into the water to the bottom, do you see those two ship halves? Go inside each one of them for life force. This may take a few attempts, raise up a little bit to enter them. Now surface and look for an arching beam and a crane, see those 5 alcoves? There is red life force

at the bottom of each one. Now go to where you began this level and go up the incline towards the explosion and look for an upside down wagon and go to the right of it. Up on the two sets of crates to the left of the wagon are life force and arrows. Blow up the barrel to reveal a hole in the wall and a ladder. Take caution when blowing up barrels for the shrapnel can REALLY hurt you, I'm talking 20+ health when up close. Use your Bow (hold the Z button down for a couple of seconds before firing your Bow, this makes the arrow shoot further). Climb the ladder and follow the life force to a power cell. Now turn around and go back to the upside down wagon and look to your left for a hole in the wall, this is the first Distress Beacon. Walk up to it and the power cell will automatically be placed in to activate it. 1 down, 2 to go. Now go back up the ladder to another one, climbing it up to a warp portal. As soon as you're up the ladder, make a right and jump onto the broken one and climb it for a pistol. Now head through the warp.

- LEVEL 2 KEY

- RESCUING CHILD #1

Each new paragraph represents a warp portal just to give you an idea of how far you have to travel to the next one. Anyways, go up the ladder for some life force. You should have gotten an extra life if you've collected all the life force thus far. Go through the passage, killing the Raptoid with your pistol and grab the level 2 key. There is nothing in the room to your right so continue on. Blow up the barrel in the next room and climb the ladder for some life force. Now go up the tunnel of blue healths. Memorize this location for there's quite a bit of healing power here that you will probably wind up using. Now run into the next room and jump in the water, go to the bottom to avoid the Endtrail fire coming down from above. Follow the passage towards the silver healths and a box of bullets. Once at the end, jump out of the water and hit the switch on the wall (just walk up to it and it will automatically unlock a door). Turn 180 degrees to kill the Raptoid that drops down from above and climb the ladder and follow the tunnel. SLOWLY drop down to the thin walkway at the end of the tunnel. If you fall off of the walkway, just make your way back up here. Without moving, turn 90 degrees to your right and kill the Endtrail who doesn't even see you. Hit the switch he was guarding and continue on to climb a ladder. Grab the flashlight and follow the trail of silver healths and drop down to hit a switch. To the left is a tunnel with a red life force. Go through the now open doorway until you see a cage with the first child in it. Creep up to the doorway towards her and STOP. Hear that Endtrails echoing footsteps and growling? Wait for him to come to you and waste him. Now enter the room and go into the doorway on the other side of the room, go right or left and kill the Endtrail at the top. Now go and back into the switch up there and kill the Raptoid that lunges at you, there is a box of bullets from where he came from. Now make your way back down to the child and rescue her, 1 down 3 to go. Now make your way back to the thin walkway you shot the Endtrail on and drop down and kill the Endtrail lurking around down there. Go through the newly opened doorway and kill the 2 Raptoids you will meet on your way through it and collect the box of bullets, then continue to the warp and jump through it.

- ACTIVATING DISTRESS BEACON #2

As soon as you warp, strafe slightly left and look for an Endtrails head above the fallen pillar in front of you, 1 shot, 1 kill. Make your way around the rubble and kill that Endtrail hiding in the corner by the locked steel door and go right, bust out your Talon and hack up the little group of Compys. Hit the switch near them and go through the now open steel door following a trail of life force to a room where

an Endtrail will duck behind a crate. Now is the perfect time to use that strategy I listed in my Hints and Strategies section. It's not as easy as it sounds is it? Just keep practicing to master this wonderful technique. Once you do, enemies beware! Now that that's that, climb the ladder and hit the switch on top. Strafe into the next room and immediately blast away at the two Raptors coming at you and be quick or be dead. Try to kill ALL Raptors from a distance. If you don't, you'll be one sorry mug, let me assure you. Don't you wish you had some exploding shells right about now? Now climb the ladder where the Raptors were and hit that switch, drop down and go through the door to your right and cross the bridge. After killing the Raptoid continue on to a ledge with red life force and look to your left, do you see that yellow health spinning around? That is an Ultra Health. Grab it if you wish but I suggest saving it for later but you probably won't listen to me. Go back to where you've found the Raptors and make a right, obliterating another Raptoid and continue on until you see a rock with a Pistol and 2 clips. Watch that Endtrail waiting for you behind the steel door, he'll piss on your parade. Actually, any Endtrail can, especially one that can turn invisible. What? What did you just say? Invisible Endtrails, Oh no! Just wait for these bad boys. Now climb the broken ladder collecting some silver healths. Drop down and go through the door that Mr. Endo popped through and follow the corridor to a door that will automatically open. Do you see that tower in front of you? Shoot the barrel on top for some health and ammo, being weary of a Raptoid lurking near. Turn right of the platform and pop that Raptoid in the head. Time their hops and go for a head shot when they stand up, it works quite well. Now go up the ladder to the right for silver health and a respawning ammo depot. Listen for that sound it makes when making rounds appear. The worst thing about these depots is that the computer only pops up the ammo you need so you can fill up every weapon (except Sunfire Pods and Tranquilizer Darts), so listen for these sounds all over the place and seek out the source. Respawning health depots make the same sound just so you know. Hop off the ledge and go slightly right through the opening, killing the Raptoid on the left. After killing the yellow geek, go right and hop up on the barrel for some life force. Now go to where the Raptoid jumped out at you and hug the right wall. Now creep up to the corner and nail that Endtrail who is tossing grenades at you. Once he's dead, shoot the barrel to his right to reveal the next power cell. Grab it, turn around and head back to the left and jump onto the crates in the corner, climbing them up to the Distress Beacon. You know what to do, 2 down, 1 to go. Now head back to that door the Endtrail was guarding and go through the warp finding 3 red life force along the way. Look for them, they are not hard to find.

Are you OK thus far, feeling discouraged yet? Well have no fear 'cause Randy is here. I will lead you in the right direction, okay. Isn't this one WAY, WAY, WAY better than the first Turok? If you think this game is difficult now, just wait a few paragraphs. Or better yet, a few levels. Then start your whining session, "WAAAH, THE SAVE PORTALS ARE TOO FAR APART, WAAAH." Feel free, 'cause the kid did a ton of it while playing this crazy play for 6 hours before you can find a damn save portal game.

-ACTIVATING DISTRESS BEACON #3

OK, enough jargon. As soon as you exit the warp wait for an Endtrail to walk by the door and bum rush him, get right up in his face so you can blow it off. Turn around scanning behind the warp portal and then head out and make a right to an area with 2 ships this time. Make a left and kill the Raptoid. Now go and look for another Endtrail

on top of a ramp, kill him and climb up the ships for silver healths. Do you see those crates hanging in the nets? Shoot the hook on top to make these drop for health and ammo. I discovered this with my Razor Wind while I was trying to shoot all the birds on this level, 100 percent dumb luck, I had no clue. Now go and back into the switch the Endtrail was guarding to see a door in the distance open. Creep forwards just a little bit until you can just see the outline of this doorway. Now judge where an Endtrails head might be in that doorway (he is standing directly in the middle) and start blasting away at it. You'll hear him croak, now it's safe to drop down and grab that last power cell on your left. After collecting it, head to the crates on the wall to the left. Behind them is the last Distress Beacon, mission complete. Now let's go get them last three children so we can blow out of this joint. Sound good to you? It sure does to me. Now go and hit the switch the second Endtrail was guarding and go through the new door and blow them barrels up. Now grab them clips and head down the hallway, charging up the ramp killing 2 Raptoid's and an Endtrail. Go down the alleyway and bust out your Talon and hack up that little group of Compy's. By the way, I hope that Raptor by the switch 5 or 10 kills back didn't scare you too much. Continue along and a bridge will lower revealing a Shotgun. FINALLY, another weapon. Now stop and shoot the barrel in front of that Endtrail straight ahead of you to blow him up, or perhaps shoot him in the head, right between his eyes with a bullet. Look at that baby blow, SPLAT! Mature audiences need only play this gut tosser. Go straight into a save portal. Save your game, no crap right? If you don't have a memory card, turn the game off, there's no way your going beat this any time soon. Your N64 would blow up first, seriously.

- RESCUING CHILD #2

After exiting the save portal, hit the switch and go back on the bridge and look right to kill that Endtrail shooting at you. You will always have an advantage from an elevated position so don't ever forget this and use it whenever the situation calls for it. Jump down and kill the Raptoid opposite from where the Endo was. Now go through that tunnel, BOO! Kill the freak and grab some health. I hope you didn't refill your health in the save portal because this is a respawning health depot. Now continue through the tunnel and turn left. BOO! Wow, two scares in a row, how thrilling is this game for you so far? Behind you is a pistol clip. Go up the ladder to a switch. Peeing your pants yet? Turn left and jump the water way and stop at the end. Look down and try to jump on top of the second child's cage. Turn 90 degrees to your left or right and kill that Endtrail, then the one opposite of him. Jump down, hit the switch and rescue the child, 2 down, 2 to go. Go back and save your game for it will be a while before we see another save portal. Then make your way around the other side of the passage that brought you to the kid and head on through the warp.

- LEVEL 2 KEY

Climb the ladder and blast away at the Raptoid guarding the level 2 key. Go to the end of the tunnel and try to hit that Endtrail down below in his buttocks with one of those red shells (you know the exploding ones if your slow on the uptake). Wasn't that cool? He must've flew 20 feet into the air. Now turn left and blow up that Endtrail in the doorway. SLOWLY drop onto the walkway. If you fall off, I feel sorry for you. Now go through the warp, through the door that Endo came out of.

- LEVEL 3 KEY

- PRIMAGEN KEY

You will see a building in front of you with red life force and an Ultra Health on top of it. Go left into the large room with a waterfall and a couple of other buildings. Explore this area for ammo and life force, in the pool around the waterfall are 6 exploding shells. Go get them and follow the trail of life force. Do you see that door on top of that ladder on your right? The only way to make this door open is to kill all of the Seagulls on this level (I thank <http://sages.ign.com> for that little secret). Your reward? The Ultra Health and the red life force (enough for one extra life) on top of that building, whoopy-doo! If you try this, you will agree that it should of been for the Primagen Key on this level. What a pain in the ass getting up there has been. I suggest you wait for a full arsenal before you even think about attempting this little stunt. Do you have any idea what a MIGRAINE HEADACHE this little bastage is to get? I used my Razor Wind to conserve my ammo because I don't use those ammo depots unless I'm playing on the HARD setting. The downfall to this though, was that I had to time my throws perfectly and it took a while, a loong while. A half of a rainy Sunday afternoon to be exact. Break out the Excederin before you try this one folks, trust me, DEFINITELY not worth the hassle. Also look for the Seagulls dropping life force all over (Thanks a million for that one MI4 REAL, I would have never guessed). Continuing down the path, make a quick half left and start firing away. Continue up the incline to meet another Endtrail walking around the Talisman Chamber, kill him and unlock the chamber. All Talisman and Oblivion portals have to be unloked by a switch that looks like this one. Hop inside for a description of the Talisman Chambers, walk around if you want to, there is nothing interesting in here. Once you leave, wait before you exit and pop that Endtrail in the head as he walks by with your .9mm. Now head towards those 3 shells and head up the incline. Once at the top kill the Raptoid in front of you, then make a left, then a right to waste two more. Climb the ladder to the top of this building collecting some life force and health. Now drop down and hit the switch to unlock a door and follow it to collect the Tek-Bow and kiss that wooden one goodbye. Sniper mode, here we come. Now strafe left and blast away at that Endtrail around the corner with your Pistol. Pleased with your decorative artwork on the wall behind him, creep up along the right one. VERY CAREFULLY peek around the corner and look up, that is the Primagen Key for this level. The tower behind it has an Endtrail up top, so go into sniper mode and zoom right up in his face to take him out like a Navy Seal. That is the games best feature right there, it is the coolest sniper mode I have ever seen in any FPS. Eat your heart Rare Ware, you guys SUCK! Now exit sniper mode, turn around and switch to some exploding shells because you're going to need them for that Endtrail on the ledge. Hope you have some 'cause you aren't going to snipe this one. If you try, you will be greeted by a big purple ball in your face, OUCH! After shooting him in the nads, go up the inclining hallway to a doorway. Creep up to it and look left and snipe that endtrail in the tower high above. Turn 180 degrees and do the same thing. You cannot get the key yet so don't get all excited on me, you need the Leap of Faith ability. Now exit this area and go right. Kill the Raptoid after you grab the 3 life force and go behind the building for some more. Now continue towards a hallway with pillars, turning left just before it, and jump into that cubby hole with the switch and hit it. Now drop down and blow up that Endtrail behind the waterfall for a level 3 key. Now charge down the hallway of pillars and kill that chicken before he can duck behind that crate. Now go warp straight ahead.

- RESCUING CHILD #3

Go forwards and blow that barrel up in front of you. Now strafe left and kill 2 hobbling, wobbling idiots. Into sniper mode once more to kill an Endtrail with a Tek arrow directly in front of him without letting him see you, stand by the new hole in the wall. See what happened? If you use a normal arrow this won't happen to you. Tek arrows suck, they really do. That Endtrail would have dropped instantly if you shot him in the head with a normal one, not being able to get one round off your way, use a Tek arrow on this one though just to see what happens. Don't worry about the damage because in the hole you blew in the wall is a respawning health and ammo depot. Now climb the fallen pillar the Endtrail was on and jump across the ladder and climb it. Back into the switch, drop down and go through the door you watch open with silver healths and a flashlight. Drop down and grab the Shotgun and the draw bridges to your left and right will drop. After taking care of business, hit the switch, kill 2 more, find the switch, hit the switch, kill 2 more, find the switch, hit the switch and finally kill 2 more, daaamn! I'm glad these guys weren't Endtrails. Now go to your extreme left on the other side of where you're facing, across the bridge in the MIDDLE. Now hit the switch facing it and turn 90 degrees to your right. Get them explosive rounds out and strafe right blowing up that Endtrail you will see and charge into the room and kill the other Endtrail in there. Go right to find another flashlight and some health and hit that switch and turn around. Wow, it's the third child in case you haven't figured it out yet, go and rescue her. Get out of here and go into the huge area with two golden Dragon statues and find and hit two switches 90 degrees from each other. In between the statues in the pool are life force so jump on in there and go get them. Now go through the warp inside of the waterfall.

Enter the building to hit a switch and then follow the trail of life force. Continue on down the path to the next large building and go up the stairs. There are some shells in the far room and you can jump out of the window for a box of bullets. Now go into the room at the bottom of the stairs to hit a switch and kill the Endtrail that is now sniffing you out. Shoot all of the barrels for lots of goodies. Now go up the ramp and follow the yellow brick road to cross a bridge and waste the Endo, now hop on through the warp (I hate that sound).

- RESCUING CHILD #4

Go down the ramp and kill the Raptoid that busts through the wall and go inside for some goodies. Now go to the right of the ramp and kill those 2 Endtrails you can hear. Now climb up them crates to hit the switch and drop down. Directly under the switch is a secret door behind the crates. Ah ha, finally, the last child to rescue. It looks confusing but it's not if you do it this way. Drop down and search for a hallway and continue up it until you reach two raised draw bridges. Now go through the hall and turn at your first right to watch the draw bridges lower and climb up the ladder. Go left and continue up the hallway for a surprise. Now just jump onto the cage from the ledge and rescue the last child, mission complete. Don't jump up and down yet because you still have a WAYS to go before you can defend the Energy Totem and end this level. I popped your balloon pretty quick with that one, huh? Drop down to warp where you've dropped off.

Return to the top of the ramp and jump on top of the roof. Now look for a switch, hit it and jump back onto the roof. Bust out an exploding shell and kill that Raptor down there. Go through the door, hit the switch on your right and then the one on the left, inside that door in front of you is respawning ammo and health depot. Now go back towards the crates and through the door and literally blow them 3

Raptoids in half with some exploding shells. Cool or what? Look at their legs wiggle! Chaotic sudden nerve damage I always say. Now continuing down the slaughtered would be gauntlet, go down the hallway and hit that switch then go up the ramp and hit another switch, turn around and go down the hallway to a warp.

- LEVEL 2 KEY

I hope you didn't get pegged in the head by an Endtrail ball on the way to the warp. Go to the door and wait for it to open and blow that Endtrails head off as soon as it opens or you'll get Endo face burn. Hit that switch and go up the ladder and follow the tunnel to the end. At least I need the ammo in here, lol. Go to the switch and kill the 2 Raptoids that leap at you, try to waste them before the one hits the ground jumping off the rock. Practice people, practice. See that key? We're going to get it. Go into the backside of the building and hit the switch in the dark corner. Return to where you saw the key and run into the room and hit the switch behind the bookcase to make the ladder drop and go get the level 2 key and hit another switch. After that, drop down to find the newly open door and warp.

- TWO LEVEL 3 KEYS

Go into this room and hit the switch on top of the crates, this opens up a respawning ammo depot and another door. Head through the other door and go left, then right, turn right and kill the Raptoid and save your game. I hope them Raptors didn't tear you up too much or all of them Endtrails, or the exploding wall, OUCH! Did you read my hints and stratagies section? Return and go down the hallway and go left for some health then go back. On the way back, stop at the first right and look down and to the left and use an exploding shell on that Endtrail down there, KABLOOIE! Exploding rounds can surprisingly travel very far, don't try it with a normal round, keep this in mind. For a real challenge, snipe him with a Tek arrow. Jump when you get that single life force and follow the ledge and make a right at the door and go down the hall and up the ladder to come to a stop. Wait for the 2 Raptoids to come around the corner by the pistol and take them out Al Capone style with a shotgun blast point blank range in their faces, SPLAT! I love when they just fall right off the ledge backwards and of course, headless. Follow the path and go up 2 more ladders and stop. Cool, an Ultra Health. Now keep following the path until you finally get to some Tek arrows, kill the Endtrail down below and stay on the ledge. Now drop that sniping eyepiece down and take out that Endtrail in front of the Oblivion Portal like an Army Ranger this time, HOOA! Drop down and turn around. That path leads back to the ammo depot. Go up the ladder where you dropped off on your left and hit the switch. There is a secret door as soon as you drop down, go up the ladder for a level 3 key and a health and ammo depot. Go up the other ladder, kill 2 Raptoids and slice-n-dice some annoying Compys, I hate those shrills when you splatter one. Go hit the switch and up the ladder opposite of, cross a bridge. Now continue along until you get to a spinning Tek-Bow and a circle of lifeforce on your right and a path under two bridges. At the end of the path is a full health with a big wavy blue circle behind it, LEAVE IT BE. That is the exit to the Energy Totem and if you have a shred of brain cells left, SAVE THIS HEALTH! Yes, you are almost done with this piece of cake level. Go up the ladder, cross the bridges and kill the two Endtrails in each tower. For a real challenge, take them out in sniper mode on the other side of the bridge, don't get kissed by the pink balls. In the pool is lifeforce. Go up either side of the ramps in between the Shotgun and enter the rooms on your left and right to hit two switches. Climb the ladder and go up to the second floor to collect the last Level 3 Key. After

you've grabbed the key, go into the front of the building and enter the two rooms on the left and right to hit two more switches to open a door across the bridge. After that hairy situation, make your way up to the Oblivion Portal across the bridge and up the corridor, get ready for the most awesome cut scene in the whole game and get that first NUKE piece. The switch to unlock the portal is right below from where you sniped that Endtrail up here on a thin ledge with a lot of blue healths. Be careful dropping down to the switch, the ledge is thin. Activate the switch and go into the Oblivion Portal for the Chaos to commense and meet the Oblivion Spawn.

- 1 NUKE PIECE

- DEFENDING THE ENERGY TOTEM

Wasn't that an awesome cut scene? Evil looking dudes or what? Just walk forwards and when you see the NUKE piece, the door will slam shut and some enemies will appear. Kill them all to make the door open up again and go get your first NUKE piece. In all Oblivion Portals are respawning health and ammo depots. After doing what you had to do to get this first NUKE piece, go and find the exit to this level. Just walk down the corridor that led you to this Oblivion Portal. Grab that full health and go get that Ultra Health. You know which one, by all them Endtrails along the castle wall I made little mention to, remember? You are about to fight 15-20 pissed off more than usual Endtrails so if you had a half of a brain cell left, you would of saved it because level 2 starts off real hairy. I know a huge short cut to get it but I'm sure you can figure it out. If you didn't save the Ultra Health, re-read the stratagies above, your fault, not mine! The point is that if you don't use stratagies, you'll never beat this game. Like I said, this isn't Goldeneye 007 or Perfect Dark, you actually have to WORK to beat this game. Go and defend the Energy Totem at all costs to finally reach the Hub.

Aaahhh, the Hub, victory! This is where you access all of the levels at. To your left is a Save Portal. Primagen is wussin' out in the round door in the middle, you need all six of his keys to meet him. He's one ugly bastdage, let me tell you. His minions hid the keys pretty damn good except the one you just saw, so look everywhere for them. Wait until you complete the 6 levels first before you try to find them, I highly recommend it. Levels 1, 2, and 3 are so much fun with that Missile Launcher and the Firestorm Cannon. They will tear an Endtrail up like tissue paper I tell you! Or better yet, NUKE 'EM ALL, YESIR! Even though you have a choice of which level to go to, you better get your butt to level 2 because if you're new at this game, you'll probably have to restart your quest. Seriously, more powerful than Endtrail enemies lurk around in the Death Marshes, them Purr-linn aren't messing around. Go to the River of Souls and get some game expierence.

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"CHEER UP FOLKS, IT DOESN'T GET ANY EASIER, IT GETS A LOT WORSE"

- LEVEL 2: THE RIVER OF SOULS -

Mission Objectives:

- Destroy two Soul Gates
- Destroy the three Sisters of Despair

- Locate and defend the Energy Totem

New weapons to find:

- War Blade
- Mag .60
- Tranqualizer Gun

Items to find:

- 3 Level 4 Keys
- 1 Sacred Eagle Feather
- Leap of Faith ability
- 1 Primagen Key
- 1 NUKE piece
- 3 Ultra Healths

Enemies you will encounter:

- 5 Small Cannons
- 10 Large Cannons
- 6 Howitzers
- 48 Compys
- 36 Spiders
- ? Deadmen. The amount of them varies depending on how long you take to destroy your mission objectives.
- 12 Lords of the Dead
- 8 Leapers
- 10 Raptors
- 56 Raptoids
- 93 Endtrails. 93 Endtrails, Holy Shit! And the best part is that about a third of them turn invisible, have fun!
- 4 Sentinels
- 2 Death Guards
- 2 Lords of the Flesh

Remember that enemy counts are approximations. You may have noticed by now that I don't list all of the enemies you encounter. This was to heighten the scare factor and I assure you that the counts are pretty much accurate; I know I'm off a few here and there. I excluded the re-appearing, Energy Totem and Primagen Key hunt enemies. This walkthrough was written while playing on the NORMAL setting.

This level will prove to be a lot more challenging than the previous one. Its layout is like a giant maze and you can easily get lost in all of the seemingly endless twists and turns. You may have heard of people whining about how long this level is and how it's one of the worst ones in the whole game, NOT! If you do the level this way, you can run it in 35-45 minutes no problemo once you're used to it, I think it is shorter than level one.

As soon as you start out, you will see a big Dinosaur with two huge cannons sticking out on either side of him. Turn around, that portal will take you back to the Hub if you have completed all of your objectives. You can either hop on the Dino now, or you can do the first few minutes on foot, I find it less health depleting to venture on foot first. Go right of the portal and kill the Raptoid hopping around. Now enter the courtyard with 4 buildings and kill the next yellow geek. Once that's over with, find the Shotgun shells and strafe all the way to the right and blow up that small Cannon with some exploding shells, two should do the trick. Keep making your way down the path to a locked gate and go get on the Dinosaur if you aren't on him already. Just before the first courtyard with small buildings

around it, there is a crack along the right wall that you can blow up with your Dino Cannon. Go into that area, take out some Raptoids and a couple of Small Cannons. Grab the full health and look up to see a very large tower. Blow it up with your Dino Cannon, you will know if it's the right one by the cracking/crumbling sound it will make. Go into the courtyard with small buildings and look up, to the left, and blow up a second big tower that will come crumbling down. Make your way to the locked gate and blow up the Howitzer high above to unlock the gate. Kill the Large Cannon behind the gate and go right. Look up to see the third tower and blow it up to make it come tumbling down. Keep going down the path until you get to another locked gate. Shoot the Howitzers high above to unlock the gate. Head left and blow up the wooden fence and proceed through a tunnel. At the end of the tunnel, destroy the two Howitzers to make the bridge raise up. Before crossing the bridge, look up to the right and destroy the fourth tower to make it come crashing down and "door open" will flash across the screen. Cross the bridge, then another one and when you get to a wooden fence, blow it down so you can proceed. To the left of the fence is a crack in the wall you can shoot for a full health. Go through the fence you blew open and grab that Ultra Health and life force. That is the door that opened up from blowing down the four towers (thanks MI4 REAL for that secret). Continue along through another tunnel, then cross a bridge and put the Dinosaur back in his pen. Climb the ladder to the right of the pen to save your game and warp into the next area.

Doesn't that Dino Cannon kind of suck? I just flatten all the freaks. I think it's hilarious when they see you on that huge Dinosaur and jet away from it flailing their arms like little girls running away from June Bugs. Go straight and kill the 2 Endtrails that will be firing down at you from above. Do you see those switches across the gap on either side of the bridge? Shoot them to make the bridge raise and then blow up that barrel on the right and climb the ladder in the hole you just blew open. Look across to the other side and blow up the barrel across the way to reveal a hidden ladder. Huge explosion or what? Climb it to receive the mighty War Blade and kiss that Talon goodbye. I didn't even know about that until I wrote this, it was a pretty nice discovery for me. I was shooting that Endtrail up there with an exploding shell and the wall just blew out at me and I was shocked, look everywhere for stuff people! Continue down the tunnel and kill the little group of Compys feeding on a dead Horse. Go left of them and kill some more. Explore for ammo and silver health and climb that ladder for some life force. Drop down and continue past the dead Horse (do you feel like beating it? A joke. Probably flew right over your head) to kill a Raptor and another little group of Compys. Did you see that dude hanging on the wall with a spear stuck through him? Poor bastard. Continue on to find a Pistol and 2 clips and go to the bridge. This part is weird, sometimes the bridge is up, sometimes it's down. I guess it depends on what mood your N64 is in that day. If it's up, shoot the switch to the upper left. Climb the two ladders near by for a Shotgun, life force and silver health and go cross the bridge killing some Raptoids and then warping.

- LEVEL 4 KEY

Go to the left and kill the 2 Raptoids around the corner and follow the inclining path to a trail of life force going left. Take it up and kill that Endtrail at the end. Turn around and keep going until you collect a level 4 key. Continue down to the next trail of life force and kill the next Endtrail at the end of this corridor. You can jump down where the Endtrail was now since you have to anyways, or you can go explore for items and then drop down. Once you drop down, cross the

bridge and kill a Raptoid and an Endtrail on your left. Continue down the declining path and hit a switch that will come up on your right, blow the barrel up to find the switch. Go look for another barrel and shoot it, go inside to shoot 3 more for a pistol clip in each. Now run back to where you came into this room and run up the inclining hallway, with your Shotgun ready, and blow that Endtrails head off at the top as soon as you see him. Cross the bridge killing another Endtrail and shoot the switch. Turn around and head back down to where you hit the previous switch. Now head across the bridge on the left and step into the next warp.

To your right is a save portal, this is the only one for a while so you better save. Exit and kill the returning Endtrail while being weary of an invisible one and kill that Raptoid while your at it. Go up either side of the ramp and kill the Endtrail by the ladder and climb up it. Go through the door and to either side of the stairs to collect some life force. Go up the stairs and turn left and follow the ledge to hit the switch. Go down to the left side of the stairs if your going down them and kill the Endtrail and follow the dark hallway up to an Oblivion Portal, hit the switch nearby. Go back down the hallway and look by the cubby holes you found life force in and collect the two gate keys. Go up and insert the keys into the diamond shaped key holes and the golden gate at the top of the stairs will open. Enter the room and hit the switch on the left to make the door open and activate the Oblivion Portal, then go into the Oblivion Portal to get the second NUKE piece.

- 1 NUKE PIECE

Go up the incline and snipe the Sentinels to your left and right. After you kill them, climb the ladders behind them and turn the valves on the pipes and go back into the main room. Kill the next group of enemies and go into the door at the top of the incline and kill two Lords of the Flesh to get your second NUKE piece and exit this portal. After you exit the Oblivion Portal, go out the door on the right and collect the red health. Now go back up the stairs and jump into the well and swim very fast to the bottom to hit a switch, then make your way back to the surface before you drown. Once at the top, kill the Endtrail and go warp by the Shotgun.

- DESTROYING SOUL GATE #1

Kill the Endtrails to your left and right. Then head right and then hang another right and hit the switch. Go through door that opens and continue down the hallway to a room with some Compys for you to hack up. Continue on to spot a trail of life force going right, keep straight and cross a series of bridges to find a Mag .60 at the end. This is a very powerful weapon so put it to use, watch your ammo. It is more powerful from a distance than using it at close range. Go all the way back down to the bottom of this hallway where the pool is, kill a couple of Endtrails and blow up a barrel to reveal a hole in the wall. Go up the hallway to a raised bridge and shoot the switch to lower it. Continue up the next hallway, hit the switch, go through the now open door and go right, cross the bridge and hit the switch. Turn around and kill that Endtrail in the building and hit the switch inside. Return to where you entered this area and go up the ramp and down the declining hallway to destroy the first Soul Gate. To the left and right of where you enter is respawning ammo and a room in the back left corner will open up with life force and a full health after you destroy the Soul Gate. Now go back up the hallway and go in the first door on your right to find a warp.

Head either way and kill the Raptor and enter the pit. In the Gazebo is a full health, save it. Now head to the top of the ramp leading into the pit and jump on the ledge to your left and follow it to a hallway and follow it up to a switch. Return to the pit and enter the canal and follow it all the way to the end and head up the stairs into a room with a set of stairs in each corner. Shoot the two switches in here to make a warp portal appear and go back to get that full health in the Gazebo. It might be wise to save your game again, you're not that far from the save portal and it's quite a hike to the next one. Return here and warp into the next area.

Go up the ladder in front of you and go right, down the corridor killing an Endtrail at the bottom and jump into the well. Now swim as fast as you can and go left at the intersection and surface. Hop out of the water and go into that door and it will slam shut. Shoot the switch and grab that Ultra Health and kill 2 Leapers and some spiders. Exit this room and go up the corridor the Endtrail is blocking and head right. There is nothing but life force on top of the ladder to your left, so if your low on lives go up there and grab them, then drop back down and follow the hallway to some water and go swimming to a room with a warp.

- DESTROYING SISTER OF DESPAIR #1

This is the first Sister of Despair hide out. Grab the flash light and go into a room with a bunch of tombs and kill a few Deadmen to make the gate open. Follow the path and take that Lord of the Deads face off with an exploding shell and watch him drop like a ten ton brick. Now climb the ladder and jump into the area of tombs with red life force on them. Kill the two Lords of the Dead to release the Sister of Despair and take her out with your Mag .60. Watch out for that blue skull she casts at you. Once you dispose of this freaky freak, head back to the warp and listen for respawning ammo and health along the way.

Were you a wimp and turn the blood off? Now head back into the water tunnel and take the trail of life force to the next area, grabbing the War Blade if you haven't grabbed the last one. Now hop onto the platform in the middle of the water, kill the two Raptoids across the way and push in those four squares to drop the two ladders the Raptoids were guarding. They weren't too much of a problem for you, were they? Climb the ladder, cross the two bridges and follow the hallway to another warp.

- LEVEL 4 KEY

- DESTROYING SISTER OF DESPAIR #2

You will see a ladder going down and some arching life force. Climb the ladder and jump to collect the life force and kill the Raptor. Follow the connecting tunnel and go up either ramp, then down the descending hallway and boogy on through then go up the hallway and charge into the next room to kill some more Endtrails. Blow up a barrel to reveal a secret passage but ignore it for now. Continue up the hall and go left of the trail of life force. If you want to pull this next stunt off then you have to creep up slowly behind the Endtrail, bust out you .9 and shoot him in the back of the head gangsta style. What's the matter with you, shooting him in the back like that? You coward. Turn around and follow the trail of life force and hack up the Leaper. After watching the guts fly, enter the room with four pools on the left and find the one you can swim into. Surface and get that level 4 key. To either side of the key is a whole bunch of red life force on the ledge below the blue healths. Go and grab them if

you need a couple of lives and warp back up to where you dropped down, being weary of the returning Endtrail. Return to where you blew a hole in the wall with a barrel I told you to ignore and follow the hallway to the top, killing some Raptoids and shoot the square switch directly in front of you. I am an idiot because the first time I played this level, I thought that switch was a doorway and it took me two days to finally realize this. Duuuuhhhh, which way do we go Geeeeorge, which way do we go? Now drop down and go through the raised green prison bars and go right and kill the Leaper that jumps out at you and hit the switch behind him. Turn around and look for the next one to hack, and then return up the inclining hallway with life force and go through the warp on top. This is the next Sister of Despair hide out. Just kill all the Lords of the Dead to make the tombs open; then hit the switches inside of the tombs for the gates open and release the next ugly, floating Sister. On the way back to the warp there is a health and ammo depot.

Now return to where you hacked up the Leaper by the four pools and go up the next hallway to the left and kill the Endtrail to your left when you go through the door, then hit the switch to the right of the door way and go back down the hall, taking your first right and kill the Endtrail at the end. Go through the door that will open up and put on your War Blade to embark upon your next slice-n-dice extravaganza. Go down the ladder by the Leap of Faith tile for the Tranquilizer Gun and then climb back up the ladder and go warp directly ahead.

- COLLECTING THE SACRED EAGLE FEATHER

- LEAP OF FAITH ABILITY

Straight ahead of you is a locked Talisman Chamber. You didn't fall off of the ledge by that last switch did you? If you did, I didn't tell you to do it, you have a long walk back up here. Kill the Endtrail by the chamber and blow up all the barrels for some well needed ammo and health. Swim along the bottom of the canal for even more goodies. In the dry part of the canal is a Shotgun and health. Continue across the bridge and go through the door and waste some Endtrails, go right to unlock the Talisman Chamber. Go up the corridor slashing two Leapers in Freddy Krueger fashion and kill the Endtrail at the end and remember this location, this is where you will find the exit. Now head back and go halfway across the bridge and turn right. Oh my, can that actually be a save portal? Trust me folks, they get a lot further apart. Now drop down that hole at the end of a bridge and continue through the door, decapitating an Endtrail by Shotgun, and grab that well needed Pistol clip. Go and kill a couple more Endtrails to finally collect the first Sacred Eagle Feather and take it to the Tally Man. Make your way back up to the top of the ramp where you've found the feather and head into the warp.

- DESTROYING SISTER OF DESPAIR #3

This is the final Sister of Despair hide out. Kill the Lords of the Dead (flamers) to make the first gate open. Then enter the next area and wipe them grins off of those flamers' faces, go hit all the switches inside the tombs to open the next gate. Check out them zombies crawling out of the ground. Just for fun, whip out your War Blade to hack up the zombies and watch the blood go flying, there's respawning health, why not. Just don't like it too much, I wouldn't want to be held responsible if you got committed to Bellevue. To either side of the opening are some tombs. Blow the other eye out on the flamers and hit all of the switches inside the tombs once again. Enter the water way and hit the switches on the left and right, spotting two more diamond shaped key holes and enter the two large buildings to

collect the two bridge keys. Now insert them and cross the bridge and kill the last Sister of Despair. Follow the trail of life force for an Ultra Health. Now get the heck out of this graveyard.

- DESTROYING SOUL GATE #2
- LEVEL 4 KEY
- DEFENDING THE ENERGY TOTEM

Return to where that Endtrail bum rushed you, go up the corridor and head right to kill that Endo blocking the door. Make a left at the next choice and go kill three more Endtrails and collect the final level 4 key. Now head up a ramp where an Endtrail was blocking a closed door to reach the last Soul Gate. It wasn't a real challenge for you, was it? Now go to where I told you to remember and jump onto the area below to hit a switch. Blow up that barrel in the wall to find an Ultra Health, PSYCHE! Go and jump into the water and find the exit and defend the Energy Totem at all costs against some more angry Endtrail's.

- COLLECTING THE PRIMAGEN KEY
- BREATH OF LIFE ABILITY REQUIRED

To get the Primagen key for this level, return to where I psyched you out and step on the Breath of Life tile and then go up the ladder. Jump a couple of platforms and look for the Ultra Health down below in a tunnel. See, I really wasn't lying to you. Climb up the ladder and grab the Primagen Key, then drop down and find the exit.

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"THE CALM BEFORE THE STORM"

- LEVEL 3: THE DEATH MARSHES -

Mission Objectives:

- Rescue five Prisoners
- Destroy three Ammunition Facilities
- Locate and defend the Energy Totem

New weapons to find:

- Mag .60
- Shredder
- Plasma Rifle
- Grenade Launcher

Items to find:

- 3 Level 5 keys
- 4 Ultra Healths
- 3 Satchel Charges
- 1 NUKE piece
- 1 Primagen Key
- 1 Sacred Eagle Feather
- Breath of Life ability

Enemies you will encounter:

- 4 Raptoids
- 12 Endtrails, there's bigger and badder enemies to deal with now.
- 6 Raptors
- 4 Wasp Hives

A few Giant Worms
18 Gunners
23 War Clubs
16 Juggernauts
2 Sentinels
4 Death Guards
2 Lords of the Flesh

Remember that enemy counts are approximations. This walkthrough was written while playing on the NORMAL setting.

This level is way less confusing than the last one. It's pretty much wide open as you head through mountain canyons and cross large fields. This level is so awesome and I wish it would have been a lot longer. It's pitch black everywhere you look and you can't see the enemy firing off rounds at you from a distance. It's a pretty short level so have no fear, the shortest one in the game. It may be short, but these Purr-linn aren't messing around. Be prepared to get your ass knocked through a loop if you are playing on the hard setting! The next three levels are extremely long so I guess Iguana gave us a break on this one since the last two levels were pretty good sized.

- LEVEL 5 KEY
- 1 SATCHEL CHARGE
- RESCUING PRISONER #1
- DESTROYING AMMO SHED #1

As soon as you start, go straight and kill a War Club that will bust through the bridge, to the right of the bridge is silver health and Tek Arrows. Hop down and jump onto the platforms and turn around on the third one and kill that Gunner shooting rocks in your face. Now jump across and head down the log bridge on the right. At the bottom to your right is some health and you can climb the ladder for a Mag .60, straight of the log bridge is a broken bridge that you must jump across. Go kill the War Club and then blow up the Wasp Hive and jump to where the hive was for a respawning ammo depot. Follow the trail of life force and kill the next War Club and jump across the poisonous water using the logs, they sink when you walk on them so don't dilly dally. Kill the Gunner and cross the next log and go left to collect a level 5 key. Now head towards the campfire and kill that War Club that jumps out at you. Continue across the bridge into the mud and just try to avoid that Giant Worm thwacking you with his tongue. Continue towards two buildings and blow up the barrels inside of them for some goodies. Look for a bridge and then cross it to rescue the first prisoner, just shoot the lock off to open up the cage door. Now go behind the building the Endtrail was in by the warp, and hop into the mud and look for a Satchel Charge. Once you have it, go on the bridge that led you to the prisoner and jump to the life force, and then onto the ledge and climb the ladder to a locked shed. Once unlocked, step into the warp. This is the first ammunition storage shed. Make your way to the room with large crates and place the charge and then high tail your butt out of there because if you're caught up in the explosion, you'll die. Once you warp out, go back into the shed to find a full health and then go warp to the next area by where you've found the Satchel Charge.

- LEVEL 5 KEY

Now jump across some more logs and come up to a stone bridge going through the mud. Take out that Juggernaut in the tower and make the first left. Go up the inclining path of silver health and ignore the save portal (what?). Kill the Gunner and go left to blow another Wasp

Hive up and follow the trail of life force to another level 5 key. Go back to find another trail of life force and follow it to the end and jump onto the Shredder. Now that you have the most powerful weapon in the game, put it to use, go save your game. Continue across the bridge through the mud and kill that Juggernaut that busts through the wall. Pretty big dude, huh? Don't let him jump on you and slam his sword through your head. To the right of the building is a full health, go inside of the building to find a warp.

- 1 NUKE PIECE

Kill the rock shooting geek and cross the bridge. If you walk on top of the wall to your right, you will find a box of shells. Continue on down the path and kill another Juggernaut that scares the crap out of you. These guys are really tough, shoot them in the chest with a Shredder round, just below his neck guard, and they should drop like a fly. Kill that Gunner in the tower and go through the building opposite the tower and blow up the barrels for some ammo. Follow the life force around the building to save your game. Wow, what a short venture this has been, don't get used to it. Follow the bridge to a War Club that will bust through, don't let the one behind you punch you in the back of the head! Continue on and make a right at the end and kill the 2 Gunners and activate the Oblivion Portal, there is a respawning ammo depot by the switch. Now go back and climb the tower by the last save portal and jump onto a building with a full health, follow the life force across a log, drop down and go get your third NUKE part. When you enter the Oblivion Portal, walk up the incline and the doors on your left and right will open up releasing some Sentinels and Death Guards. Kill them all to make the third door open up, kill the baddies and grab the NUKE weapon part. Once that's done and over with, go to the warp you saw by the switch to activate the Oblivion Portal.

- 1 SATCHEL CHARGE

- DESTROYING AMMO SHED #2

Kill the War Club and go cross the bridge, then kill that Gunner and grab the full health you will see in a hole. Now climb up the tower and jump over the fence to grab the Satchel Charge. Go and climb the tower by the warp that led you into this area to reach the ammo shed. Go do what you got to do to blow this ammo facility up and continue on past the tower you got the Satchel Charge from and cross the bridge. Jump across some more floating logs to cross another bridge and kill that hulking beast looming over you, bounce an exploding Shredder round under his face mask. Climb the tower and jump to the other side of the wall and warp. On top of the wall is respawning health and ammo.

Cross the long bridge and kill all the Juggernauts, kill 'em all I say. Jump onto the building on the right for the Plasma Rifle. Test out the sniper mode on this bad boy, go up the hill for a save portal and a warp.

- RESCUING PRISONER #2

Kill the War Club that will bust out of the ground and go cross the bridge killing 3 Raptoids, 2 Gunners, 3 War Clubs and 3 Juggernauts. Snipe them all and return by the tower near the warp for some Plasma rounds and a full health in a hole a War Club jumped out of. At the end of the bridge, go right and drop down to rescue the second prisoner and grab that Grenade Launcher while you're at it. Now go through the warp where the 2 Juggernauts were up in the towers.

- RESCUING PRISONER'S #3, 4, and 5

- 1 SATCHEL CHARGE
- COLLECTING THE SACRED EAGLE FEATHER
- BREATH OF LIFE ABILITY

To your right is a thin passage way, take it to rescue 2 more prisoners. Is that a respawning health depot I hear? Seek the source to find it along with a box of grenades and lots of life force. Follow the river bank to a ladder and obviously climb it and head left to get the last prisoner. Climb the ladder by the warp, past the last prisoner, for a respawning ammo depot. Turn around and follow the top of the wall and look for a ledge with red life force and grab that Ultra Health on top of the prisoners cage. Go back and follow the top of the wall to a Sacred Eagle Feather and take it to the Talisman Chamber straight ahead across the log bridge. If you can't find the switch to unlock it, then just give up while you still can. By the switch to unlock the Talisman Chamber, you can shoot the top of the cages for the red life force in them. Now go and warp by the ladder that led you up here.

- DESTROYING AMMO SHED #3
- LEVEL 5 KEY
- DEFENDING THE ENERGY TOTEM

Go up the hill taking out some Juggernauts on the way and climb the ladder for the last ammo shed. I hope you found that last Satchel Charge, it was right in front of your face dude, by the feather on top of the last prisoners cage, DUUUUHHHHH! After doing what you had to do to complete your mission, enter a room for the last level 5 key and kill all the Raptors and a few Juggernauts to reach the exit. Go and defend the Energy Totem against a bunch of Gunners and Juggs.

- COLLECTING THE PRIMAGEN KEY
- BREATH OF LIFE ABILITY REQUIRED

To get the Primagen Key, go through the second warp on this level and go into the water by the Breath of Life tile on the right. Go under water and search for a tunnel. Use your map while swimming through the tunnel, the water is very murky. Surface, kill a couple of enemies and climb the ladder for the Primagen Key. In the water next to the key by the locked gate is an Ultra Health. You can really screw yourself and have to restart your quest if you don't have the Torpedoe Launcher to get this key. Without it, you will not be able to swim back through the tunnel that led you to the key, the current is too strong. It may be possible, but I had 7 lives and drown each time I tried to swim back through the tunnel, I couldn't even get half way.

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"BREAK OUT THE EXCEDERIN, YOU'RE ABOUT TO GET A MIGRAINE"

 - LEVEL 4: THE LAIR OF THE BLIND ONES -

Mission Objectives:

- Seal three Thermal Vents
- Locate and defend the Energy Totem

New weapons to find:

- Harpoon Gun
- Torpedoe Launcher
- Flame Thrower

- Sun Fire Pods
- Charge Dart Rifle
- Cerebral Bore

Items to find:

- 3 Level 6 Keys
- 1 NUKE piece
- 1 Primagen Key
- 3 Satchel Charges
- 8 Cave Keys
- 4 Ultra Healths
- 1 Sacred Eagle Feather
- Heart of Fire ability

Enemies you will encounter:

- 16 Raptoids
- 16 Endtrails
- 30 Leapers
- 8 Giant Worms
- 15 Giant Spiders
- Way too many small spiders to even try to count.
- 25 Goblins
- 37 Guardians
- 42 Blind One Sentinels
- 11 Fireborns
- 4 Sentinels
- 4 Death Guards
- 2 Lords of the Flesh

Boss: Golden Eye (looks red to me)

Remember that enemy counts are approximations. This walkthrough was written while playing on the NORMAL setting.

This level is going to be a nightmare for you. It is, in my opinion, the absolute worst level in the entire game; it is extremely long and frustrating. Be glad that you have me walking you through it because it would probably take you a very long time to do this insane level by yourself. There are only two save portals on this entire board and will take you at least several hours to complete, even with me walking you through it! I would rather be on level 5 or 6 any day over this one. If you thought level 2 was confusing, you haven't seen nothing yet. Almost the whole board is in a narrow tunnel so I hope you're not claustrophobic. This level took me the longest to figure out.

- ACTIVATING THE TALISMAN CHAMBER

Go straight ahead and collect some exploding shells, you can climb that log ahead of you for a full health, there's also a clip nearby. Go through the opening, past the Plasma Rifle, and go all the way to the left to spot a Whispers tile. This is how you get the Primagen Key for this level once you have the Whispers ability. Turn around and go down the path and kill the 2 Leapers. Shoot all the barrels for some goodies and then drop down into the pit with water falls. The tunnel with the Raptoid takes you back to where you killed the Leapers. Continue down the tunnel with life force and drop down the chute. Follow the path and shoot that Endtrail in the back of the head gangsta style once again. Drop into the water and grab the Harpoon Gun and spear that Leaper swimming towards you. Wasn't that a really cool death for that little freak? Surface for a full health and go back under the water, swim into the tunnel on the right to unlock the Talisman Chamber on the far right and head up the tunnel you will see

on your way out. Don't worry, if you're fast, you'll make it to air with plenty of time to spare. Go down the path and kill some Endtrails, climb the pegs on the wall, then follow the root filled tunnel and drop down the chute.

Follow this tunnel to a room filled with spider nests and climb the pegs to have your first encounter with a Blind One. Is that Sentinel fast or what? I think they are a little faster than the ones you fight when you search for the NUKE parts, this board is infested with them so beware. Their brothers will annoy you even more when you get rapid fired by a few arrows upside your head. Go through the opening and up the pegs to your right for a full health. Boogy on along and kill a Raptoid, then follow the thin bridge to the Talisman Chamber. Turn around, jump into the water and then jump out of it to hit a wooden switch on the wall and climb the pegs, follow the path to eventually drop down another chute. In case you haven't noticed, the warps take you back up to the level you just dropped down the chute from, behind a couple of them are respawning health and ammo depots so keep your ears open.

- 1 CAVE KEY
- LEVEL 6 KEY

Go into the next room and the doors will slam shut and you have to kill the Giant Spider to make it open up again. Go down the tunnel with the health and turn the corner to get continuously pelted by Endtrail rounds. Explosive Shredder rounds for these hemmerhoids, SPLAT! Go in and kill all the spiders, see, there's way too many to count. After you kill them all, hit the skull switch by the health and ammo depot, then go down both tunnels that will open up to shoot a skull switch at the end of each one and the underwater door will now be open. Go down in the water and climb out, go up the next ladder to collect the Charge Dart Rifle and a Cave Key. Test that new toy out on that Sentinel, hold down the trigger for a few seconds for a more powerful burst to stun the enemies longer. Now go and insert the cave key and run as fast as you can across the bridges and keep going and going and killing and going until you come across the Flame Thrower and a Giant Spider. Barbeque anyone? Sure, I'll take some Spider Spare Ribs to go please. Now boogy on along to grab the level 6 key and kill all of the little creeps that flood the room, funny looking cretants, aren't they? Kill them fast or they will mess you all up, use exploding Shredder rounds or the Flame Thrower. Continue along and roast another Giant Spider and save your game. So how is this level for you so far? I hate it and dread it every time I play a new quest. You better not do this next part until you have a few hours to spare (seriously), for it will be a LOOONG time before you come across the next save point. You didn't fall off of the thin path on the way here did you? I'm sure you've found the ammo depot just before the save point, didn't you?

- COLLECTING THE SACRED EAGLE FEATHER
- HEART OF FIRE ABILITY
- 1 CAVE KEY
- 1 SATCHEL CHARGE

Snipe the 3 Blind Ones and then head up the tunnel crossing bridges and shoot the switch to make the gate open; then finally drop down the next chute. Follow the path to a room with a water fall and some floating platforms, jump across the platforms. Jump onto the water fall and go through the tunnel to eventually find the Sacred Eagle Feather. Now jump into the pit and follow the river, drop down a couple of waterfalls to reach a respawning health and ammo depot on a

small island. Go under water and through the warp next to this depot and follow the warps all the way back up to the Talisman Chamber to collect the Heart of Fire. Save your game again on the way back to this health and ammo depot, I told you this level was going to be a nightmare for you. There is a ton of stuff in the lava later on in this level so I advise you to go get the Heart of Fire ability. When you get back to THIS health and ammo depot, swim on top of the water and look for a switch to shoot, go in the murky underwater tunnel just below the switch and follow the wooden bridges killing 2 Endtrails in the process and finding some goodies. Enter the next room and go down the tunnel with the Tek-Bow. Follow the tunnel killing the Guardian tossing leeches at you and a bridge will lower in front of you and the gate will open. Go cross the bridge, take your first right, and then jump onto the Cave Key. Turn around and climb the pegs back up and continue down the tunnel and kill some more Goblins. Continue along to collect a Satchel Charge. Keep going and turn around on the next bridge, jump to climb the pegs where the Guardian is and drop down the chute.

- SEALING THERMAL VENT #1
- 1 SACHEL CHARGE
- 2 CAVE KEYS

You are about to finally seal a Thermal Vent. Place the Cave Key in the slot and run as fast as you can up the tunnel on the right, put the Satchel Charge on the stalagite and run your butt off to the warp. The amount of enemies vary depending on how long you take to seal the vent. Now continue across the bridge that led you to this vent and drop down the chute at the end of the tunnel. Go through the tunnel and drop into an underground river. You better go into your medicine cabinet and bust out a few Excederin because this next part is very, very frustrating. Use your map for this next part or you will get lost and drown. Dead ends on your map mean AIR. Don't turn the map off until you are done searching the underground river and follow my directions to a tee. This part is very hard to explain and I'll do my best. Go into the tunnel and follow the life force to the right. When you see a circle start to form on your map where four tunnels meet, go into the right tunnel and surface into a room. Jump onto the rock, then the spinning platform, climb the pegs on the wall and pull the skull switch to open up a few underwater doors. Go back into the water and swim to the circular area you saw on your map and grab the Torpedoe Launcher in the first tunnel on the right. You can use the Torpedoe Launcher as a water jet, just save 1 Torpedoe at all times if you want to use this as a water jet. Now go back to where you first dropped into this underground river and go left at the intersection (right takes you back to the room with the skull switch). Hang a left at the next intersection and surface in the square room that will appear on your map. Climb the pegs in this room, follow the tunnel to a Satchel Charge and drop down two chutes to be back in the underground river. You are now back in the river from where you first entered it. Go left at the intersection, then hang a right at the next one (left takes you to the Satchel Charge). When you get to a circular area where four tunnels meet, go into the tunnel on the left from the one you exited, hang a left at the next intersection and follow the tunnel to another circular area where four more tunnels meet. Go into the tunnel directly ahead of the one you just exited to find a Cave Key along with some life force. Go back down the tunnel that led you into the circular area to find this key and make your way past the intersection leading into another circular area. Make a right at the next intersection to find a second Cave Key. From the key, go right, and then another quick right at the next intersection and take the tunnel

to a circular area and go down the tunnel on the right from the one you exited. Take that tunnel to a warp with some blue healths and a box of shells around it. Were those clear enough directions for ya?

- SEALING THERMAL VENT #2

Place the Cave Key in place and go seal that second vent the same way you did the first one and run back to the warp. Go back into the underground river and swim to the room where you pulled a skull switch. From that room, go into the tunnel to a circular area (turn your map back on) and take the right tunnel (where you've found the Torpedoe Launcher) to reach a warp with barrels around it and step on in.

- ACTIVATING THE OBLIVION PORTAL

- 1 NUKE PIECE

Continue down the path to an ammo depot behind a tree. Drop down the next ledge and follow the life force killing a Guardian, Sentinel and the Giant Spider. Pull the switch the spider was guarding to release a Fireborn. Kill it, the Mag .60 is very effective on them, and go through the tunnel he came out of to kill a few more. Collect all the life force in the lava and continue on down the tunnel. You did go back and get the Heart of Fire Talisman, didn't you? You don't have to touch the Talisman Tile before you walk through lava or swim in poisonous water, just so you know. Follow the tunnel into a large room and blow up the barrels to your left guarded by a freak pelting you with arrows. Go in that cave he was guarding and activate the Oblivion Portal behind the barrels. This took me FOREVER to find, I'm talking MONTHS! Now follow the path to the pegs and climb them to collect some Sun Fire Pods, and step in the Oblivion Portal to collect the fourth NUKE weapon part. Walk up the incline and kill two Sentinels to open up a door. Go through the tunnel, climb the ladder at the end and turn two valves on the pipes up here. Go down the ladder, back through the tunnel and go right, then through the door on the left and turn the valve on the pipe. Exit this room and go left for the NUKE piece. Tell me that wasn't a hairy situation!

- LEVEL 6 KEY

- SATCHEL CHARGE

- 2 CAVE KEYS

- SEALING THERMAL VENT #3

Drop down off of the ledge behind the Oblivion Portal and find some wooden planks by the red life force. Jump on a few of them and they will twirl you up and follow the tunnel at the top killing a few Blind Ones along the way and drop down the chute. Follow the life force to a lava pit and kill a few more Fireborns and shoot the switch, then kill a few more things to make the exit open up. Down in the lava is an Ultra Health and a whole bunch of ammo and stuff so feel free to wander around down there. Continue down yet another tunnel, cross a bridge, through a tunnel, up a bridge, down the tunnel and follow the life force and drop down the chute. Kill all the Giant Worms in this room to make the exit open up, use regular arrows with your Tek Bow. Follow the tunnel and head up the path of blue healths all the way to the top for FINALLY, a save portal. Now return and go down the path to the left of where you climbed the path to save, then kill the Guardian to make the gate open. Go into the room and climb the pegs, kill some more Giant Spiders, then climb up the next set of pegs and follow the stone bridge to some Sun Fire Pods wasting Blind Ones every where. Continue down the tunnel with the Shredder, to the left, and then go left along the thin ledge until you see a full health and some life force and jump to it. Go down the tunnel killing some more Goblins and go get the awesome brain sucking Cerebral Bore, test it out on that

Guardian below you. Nasty sounding thing or what? You have to be kind of close, about 25 or 30 virtual yards, to an enemy when you use this or the bore will blow up before it can drill through ones head. Wait for the cross hairs to turn red and blink before you fire off a bore, this assures a pleasant show. Drop down and go right and look for a line of blue health below and drop down to them. Kill all the Giant Spiders and go down the tunnel to receive a level 6 key. After the bloody mayhem, continue on and kill the Guardian to open the gate. Cross the bridge until you come across 3 bores and jump to the other side for the last Satchel Charge and get jumped by a group of thugs. After killing the four Raptoids, go down the tunnel they came out of then drop down the chute. Go into the next room and collect the 2 cave keys. Just go up the wooden bridge and in the rooms on the left and right have Cave Keys inside of them. Beware of the Blind Ones while in those rooms. When you have the two keys, go into the room below and put them in place to open up the way. Run up the tunnel on the right and slap that Satchel Charge on the stagalite and run your butt off to the warp.

- 1 CAVE KEY
- LEVEL 6 KEY
- DEFENDING THE ENERGY TOTEM

After completing your objective, Run alllll the way back to where you found the Cerebral Bore and drop onto the Cave Key on a ledge below. Go through the tunnel, kill a few Endtrails, place the Cave Key in place, go down tunnel and jump across the spinning platforms. Follow the tunnel to light up another spider camp fire. Shoot the barrel and go collect the last level 6 key, grab the Ultra Health and exit to defend the Energy Totem. I hope you were smart enough and saved some Sun Fire Pods, because all of the enemies you are about to fight are Blind Ones.

- DEFEATING GOLDEN EYE

Uh oh, what's going on man? Jump onto the platform in the green ooze and get ready to FINALLY fight a boss, Golden Eye! Kill all of the Maggots and then four tentacles will come out of the ooze and slash at you, shoot them with your Shredder. When you blew all of the tentacles off, more Maggots will appear. Kill them all and shoot the 4 puss sockets above you spewing acidic puss onto your head. Kill the next set of Maggots and shoot the claws off the end of the next set of tentacles. When all of the tentacles are gone, shoot him right in the eye and this nightmare level will finally be over.

- COLLECTING THE PRIMAGEN KEY
- WHISPERS ABILITY REQUIRED
- 1 CAVE KEY

To get the Primagen Key on this level, go step on the Whispers tile at the beginning of the level, take a ride up to the ledge and go step on another Whispers tile. Jump the chasm, drop down the hole and look for a skull switch to unlock a Cave Key. After you grab the key, put it in its place and go get the Ultra Health after frying a few Giant Spiders, then jump into the warp and grab the Primagen Key on the ledge you're now on.

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"SCREW THE EXCEDERIN, YOU'RE GOING TO NEED XANAX FOR THIS LEVEL"

Mission Objectives:

- Destroy the Master Computer
- Destroy three Queen Embryos
- Locate and defend the Energy Totem

New weapons to find:

- PFM Layer
- Firestorm Cannon
- Scorpion Missile Launcher
- Flame Thrower
- Charge Dart Rifle

Items to find:

- 3 Level 6 Keys
- 1 NUKE piece
- 1 Primagen Key
- 4 Ultra Healths
- 4 Satchel Charges
- 1 Sacred Eagle Feather
- Whispers ability

Enemies you will encounter:

130 Drones, have fun!

58 Workers

30 Soldiers

More Mites than small spiders on level 4.

A bunch of Ceiling Guns

4 Sentinels

5 Death Guards

7 Lords of the Flesh, GULP!

What, no Endtrails?

Boss: Queen Mantid

Remember that enemy counts are approximations. This walkthrough was written while playing on the NORMAL setting.

This is going to be another thrilling level for you. The enemies are incredibly tough and they can kill you so fast your head will spin. Be constantly on guard, for there are bugs EVERYWHERE. Don't even take your finger off the Z button through the entire level, seriously. I hope that you are a decent shot by now. Play this level with the auto aim off or you will waste all of your ammo, the Drones actually move their head out of the way when you shoot at them and they are wearing body armor. In case you haven't noticed, if you have the auto aim on, all your rounds will hit the enemies in the chest region, even if you're aiming at their head. This is another super long and frustrating level so get ready to call your Shrink for some Xanax. Put your Charge Dart Rifle into your hands and get ready to use it FREQUENTLY.

As soon as you start, you will see the warp to the next area blocked by a force field. Blow the 4 large guns up and kill all of the Drones to make the force field drop and then head through the warp after filling up on ammo and health.

- LEVEL 6 KEY

Blow up that blue thing in front of you, this is a force field generator. Those Drones are pretty tough little buggers, aren't they? Go into the room on the left with a second force field generator to

blow up and go through the door in this room for some life force and health. Drop down and continue through the next hallway, with silver healths, to a platform that will raise you up to the catwalk. Follow the walk into a room with a Drone and shoot the walls for some ammo. Follow the corridor into a room with a large platform and a key on top of it. Go up the hallway on your right, hit the switch and jump onto the platforms to grab the level 6 key. I am going to stop listing a whole bunch of enemies so be ready to exterminate every bug you see, I wouldn't want to spoil all of your fun. I'm also only listing one ammo depot so keep your ears open as well. Head down the corridor with a full health and warp.

Continue to the 4 way split, go straight through the door, then left to to life force, snipe those 2 Drones and jump onto the platform below. Jump the next two, taking out some Mites with your Talon, and follow the life force, kill the gun on the ceiling to make the door open and kill the Workers in the next room. Take a left to destroy a force field generator and ride the elevator up to the next corridor. Go into the next room and kill that 12 foot freak-a-zoid. Continue down the tunnel he was guarding and blow out the walls in the next room for a nice surprise. What's the matter, don't you trust me? Go into the next room and activate the green switch, they all look like this on this level, except of course, the triangular Talisman and Oblivion switches. Continue on to hit another switch and ride the platform to the above passage way. Follow the hallway to the almighty Firestorm Cannon. Those Drones shouldn't be a problem for you any more with this awesome new weapon. Now head down the tunnel with red life force to an Ultra Health and test your new toy out. Does this weapon kick serious ass or what? Almost every Drone and all of the Soldiers you kill drop ammo for this weapon so feel free to get all John Wayne with it. Now head down the hallway to a warp.

Head through the door, grab the silver health and go down the only hallway to a large room, activate all of the switches and hop on the platform to be raised up once again. Don't these hallways look so cool with all of them lights? Follow the long corridor to save your game. So what do you think of this level so far? Are them Drones pissing on your parade yet? I love this level, the next one is even more impressive. Take a left when you exit the save portal and head through the warp.

- LEVEL 6 KEY
- 1 NUKE PIECE

Follow the hallway and jump to the platform below and enter a large room and go through the door to destroy another force field generator. Head left from here and go up the next elevator. Go straight to receive a full health, then drop down and follow the corridor to the PFM Layer, test it out on the Mites below. I know, it's not all that, it friggin' sucks. Drop down and collect the level 6 key in the room on the right and activate the Oblivion Portal. Go straight, not to the hallway with blue health, and go back down to where you've just destroyed the force field generator and look for the Oblivion Portal on the left and go on in. This one is going to be well worth the NUKE piece, let me tell you, I hope you have a couple of lives. Go up the incline and kill a Death Guard. Turn around and shoot two Lords of the Flesh behind the doors that will open up above you. After you kill them, go up the incline on the left and kill all the enemies to make the next door open up. Go in that room and turn the valve on the pipe to open another door. Go walk up the other incline in the main room and kill all the baddies to get your well earned NUKE piece. Make your

way back up to where you activated this portal and follow the tunnel of blue healths and warp.

- COLLECTING THE SACRED EAGLE FEATHER

- WHISPERS ABILITY

Follow the hallway, jump the chasm and kill the Soldier on your left and activate the platform. See that door on your left that is blocked by a force field? Remember that because you have to go down it in a few minutes to get your Whispers ability. Hop onto the platform and raise up to the cross roads. Go straight and activate the switch and kill all the Mites that will fill the room. Go back up to the cross roads and head to the left and enter the room, shoot the wall the life force is pointing at and kill that Soldier and disengage the force field generator. Go and find a switch in this room and roast all the Workers that come in to eat you. Return to the cross roads and go straight killing the Drone and go take a ride down to the next hallway and blow up the left wall of the Cerebral Bore and hop onto the elevator. Follow the hallway past the red health and kill that Soldier and jump onto the platform, jump the next 2 small ones to the right and go through the door to activate the Talisman Chamber. Now keep jumping down the platforms and collect the Sacred Eagle Feather. Follow the corridor and go back to the door that was blocked by the force field that I told you to remember. Go down the hallway and receive the Whispers from the Tally Man. Now return and go right of where you blew the wall out by the Cerebral Bore and go through the warp.

- LEVEL 6 KEY

Enter the room and kill everything, then enter the door at the other end of this huge room. There is another save portal in the room on the left, hit the switch in front of the door to open it. Go into the next large room and kill all the pests and jump into the water. Look for the under water tunnel and surface to take out another force field generator. After destroying it, return to the room where you dropped into the water and go through the door on the right and follow the long corridor to destroy the Master Force Field. After the destruction, go up the platform and collect my absolute favorite weapon, the Scorpion Missile Launcher. Test this baby out on a Soldier, KABLOOIE! Head across the water and cross the 3 platforms and head right. In this room, look for a door that will shut and two Drones will appear. Kill them to make the door open back up and go collect the last level 6 key. Exit this room and go right to find the warp to the next area.

Wasn't that tunnel so freakin cool man? Trippin dude! That's my favorite part in the entire game. Continue on to an egg infested tunnel and climb up the wall the Drone is on and go left for a full health and then continue through the tunnel, climb another wall and warp.

- DESTROYING QUEEN EMBRYO #1

Run through the Mite (these things are SO annoying) infested area and look for a tunnel blocked by a bunch of egg sacks. These are the only thing your Tek arrows are good for, shoot the tallest egg (the one in the back in case you're really stupid) with a Tek Arrow and it will clear out the entire row of eggs. Save your Flame Thrower for the Queen Embryo you are about to destroy. You are now in a circular chamber surrounded by eggs and more annoying Drones shooting at you from all over the place. Find the hallway going into the middle room in the chamber and take out the next row of eggs. Now change to your Flame Thrower and quickly charge forwards and douse the embryo until Adon tells you it's destroyed, it isn't dead when it falls out of the

cacoon. That is the safest and fastest way to take care of the three embryos. If you use another weapon, never ending Drones keep warping in and they will tear you a new asshole! After you kill the embryo, exit the room and head right to find another tunnel blocked by eggs, clear them out and run to the warp on the other side of the room.

- 4 SATCHEL CHARGES

- DESTROYING QUEEN EMBRYO #2 AND 3

Drop down into another Mite infested area and use a missile on that Soldier and go right on the bridge to save your game. Continue straight across the bridge to warp and destroy the Queen Embryo, (blow the door off to find the warp to the embryo), exactly the same way you did the last one and look for another tunnel of eggs to destroy and run to the warp. Go to the only room left on the bridge (it's right of the save portal) and jump into the water and go up the tunnel on the other side. The tunnel under water is to reach the Primagen Key once you have the Eye of Truth ability. Enter the large area and find the 4 Satchel Charges necessary to destroy the Master Computer. The first one is on the right as soon as you enter this area. Go past the lava and water hole and grab the other two Satchel's to the left and right. Go and jump in the water hole to find a warp. Walk across the bridge to collect the fourth Satchel Charge and continue along to a warp. Go through the door into a lava pit and jump all of the platforms (there's weapons and stuff in the lava) and climb some walls and hit the switch at the end. Turn around and ride the platform up and hit two more switches and go through the door in the middle and drop down into the mud pit, climb up the other side and fry the last Queen Embryo.

- DESTROYING THE MASTER COMPUTER

- DEFENDING THE ENERGY TOTEM

Now lets go destroy that damn Master Computer so we can blow out of this joint. Go to the area where there's water, the room just before the one where you've found the Satchel Charges. Climb the vines out of the water and kill some Mites and a Drone on a ledge above you. On the platform you're on now there is a Leap of Faith tile, ignore it. Climb the vines up to where the Drone was and go down that corridor to reach the Master Computer. Just slap the charges on each of the four pillars and watch out for the guns on the ceiling. Once you blew the computer up, go save your game and make your way up to the Leap of Faith tile and step on it, grab the Ultra Health and head back to the room where you found the Satchel Charges. Cross the bridge on the other side of the room, kill the Soldier and go through the Stargate portal to defend the Energy Totem against a bunch of Drones. Use your Charge Dart Rifle on them, I don't know if you figured that one out by now.

- DEFEATING THE QUEEN MANTID

Daaaaan, daaan, dannnn!!! Oh no, you're about to fight the Queen of all Mantids, so you better get ready to run all over the room to dodge this freak. Kill the Mites and when she comes out to play, bust out your Grenade Launcher and take off her fore arms, then more huge Mites will be all up in your face once again. Kill them all to make the Queen come back out and then shoot that big, round puss sack sticking out of her butt. When she goes and hides again, kill some more Mites to make her come back down for the final showdown. Now you must blow her arms off to make her drop, and when she does, bust a Shredder round in her head and say SEE YA!

- COLLECTING THE PRIMAGEN KEY

- EYE OF TRUTH ABILITY REQUIRED

To get the Primagen Key on this level, run all the way to the end

(yes, the end) of the level and go into that under water tunnel and warp. For easy reference, the under water tunnel you are looking for is near the Leap of Faith tile where you previously found an Ultra Health, in the room just before the room with the exit portal. Jump onto the bridge, go up it and go through the door on your left blocked by eggs. Follow the hall to another warp and then cross the bridges you will see from your Eye of Truth, grab that Ultra Health and the Primagen Key.

=====
"YOU MINE AS WELL JUST GIVE UP"

- LEVEL 6: PRIMAGEN'S LIGHTSHIP -

Mission Objectives:

- Purify the River of Souls
- Destroy three assembly factories

New weapons to find:

- Razor Wind
- NUKE Weapon

Items to find:

- 4 Ultra Healths
- 16 Ion Capacitors
- 1 Sacred Eagle Feather
- Eye of Truth ability
- 1 Primagen Key

Enemies you will encounter:

- 65 Laser Cannons
- 44 Bio Bots
- 38 Troopers
- 25 Elites
- 10 Sentinels
- 10 Death Guards
- 10 Lords of the Flesh, SHEEEYAT!

Boss: Mother

Remember that enemy counts are approximations. This walkthrough was written while playing on the NORMAL setting.

This is probably going to be your worst level and you all know which one mine is, this is my favorite level in the whole game. The graphics are so cool and almost every hallway looks just the last one you went down, this is the most confusing level of them all. The enemies are also the toughest ones you will come up against and I am not going to list a single one except the boss. Oh quit your whining, I babied you on the first few levels, take this board like a man and don't even look at this walkthrough. I will not list a single health or ammo depot either. The best advice I can give you is to press every single button you see.

Follow the hallway to a round room with the Primagen Key blocked by a force field. To get the key, you have to press four certain buttons, I will lead you to all of them. Go into the passage on your left,

follow it and take a left then a right, press the red button to drop the green warp and step on in.

- 4 ION CAPACITORS

- PURIFYING TOXIC TOTEM #1

Turn right and follow the hallway all the way to the end to a large room. Jump onto the fan and press the up C button to reach the platform above. Once you do, turn around and jump onto the Ion Capacitor. You must find a total of 16 of these, 4 of them are required to purify the River of Souls from four toxic polluting Totems. Left of the entrance to this room is some health and ammo. Head to the right of the entrance to this room and go left, following the blue health into a large room and head up the stairs in the back, follow the catwalk around to the other side and grab the next two Ion Capacitors. Go up the elevator, it's opposite of where you jumped to get the capacitors, and hit the button to open the door. At the next intersection, continue straight to a save portal. Now head back to where you killed that Trooper and head left, then enter the next room and go down the stairs. Step on the next two Whispers tiles and hit the button at the end of the corridor and a message will go across the screen. This is one of the buttons to unlock the Primagen Key. Return to the room that brought you up here and jump the lasers into a tunnel of blue health and activate the button to receive the fourth Ion Capacitor. Turn around and then take a left and replace the green capacitors in the toxic totem with your blue Ion Capacitors to purify the Totem. Boogy on along and go through the next warp on the left.

- 2 ION CAPACITORS

Don't go through the door that will open up, continue straight and press the button, then grab that Ultra Health. Go right ahead, there are four of them on this level. Now drop down and look for a newly open passage way and press the button at the end to warp. Follow the hallway into a room with a fan and use it to get to the ledge above you. Jump onto the bridge to press yet another button to make the platform next to it move. Now get back up to the moving platform and take it to the other side of the room and press the next button. Jump down, go through the door to come across another button to lower a wall on the right. Now use the fans in the room that just opened up to collect an Ion Capacitor and press a button. Get off of these platforms and head through the newly open door. Go down the hallway and make a right and go to the top of the ventilation shaft for a save point. How is this final level for you so far, are those Laser Cannons getting to you yet? Now head back to the bottom of the ventilation shaft, hold the joy stick up and press the up C button. Follow the hallway and jump onto the ledge and hit the button to make a platform lower behind you. Take it up and jump into the ventilation shaft. Follow the silver healths to a hole and go down it to reach another shaft. Follow the life force and hang a left at the intersection and carefully collect the Ion Capacitor, don't let the air push you out of the shaft. Head back down the shaft to another intersection and go left, then right and follow the shaft to a room with lasers on the floor below you, don't fall in! Jump on the ledge to the right, go down tunnel and use the fan in the floor to reach the upper shaft and follow the tunnel to a room. Go and collect the Razor Wind and test it out on some Bio Bots. Go through the door to wander around and remember where that Eye of Truth tile is, go and warp into the next area.

- 2 ION CAPACITORS

- PURIFYING TOXIC TOTEM #2

Find the button in this circular tunnel, press it and run through the door on the other side before it locks up again. Ride the elevator up and take either path and enter a room with 2 locked doors, both with an Ion Capacitor in front of them and a large computer with a button. Go and press the button and hurry up to get the capacitors before the doors relock. In the next room is a full health and buttons to press, make your way to the Totem, half purify the river and then find the warp to the next area. It's opposite of the tunnel leading to the Totem.

- 2 ION CAPACITORS

Go and press the button and grab the Ultra Health if you wish. Drop down and go down the next hallway to the warp. Head right and wander into a big room. Drop onto the platform below you and jump off to hit another button to activate the next platform that goes across the room and go jump onto it. While riding it, jump off to collect the Ion Capacitor on the left and then return to take the platform to the other side of this room. Hit all the buttons in the hallway to get the next Ion Capacitor, hit the button again to exit and go back to the normal door on the right to find another save point. I love how this level doesn't make you wander around for 6 hours before you can save. Head back into some more ventilation shafts. Take a right at the intersection and use the fan to get to the upper level. Go into tunnel opposite the Flame Thrower, and use the fan at the end to get into the lower shaft. Enter a room with lasers on the floor and jump into the tunnel on the left, follow the shaft to another fan you will use to get to the upper shaft. Follow the tunnel and jump across the laser room to the other side to reach a hallway and go left to the warp.

- 2 ION CAPACITORS

- PURIFYING TOXIC TOTEM #3

Take a right and jump waaaay across the chasm to hit the next Primagen Key button, then take a super leap back and go into the next room to go up the stairs in the middle of the room to hit another button. Run through the left door of the button and grab the Ion Capacitor. Hit the button in this room, exit and QUICKLY run through the door on the other side of the room for another Ion Capacitor and press the button in this room. Now the room at the bottom of the stairs is open, go through it and purify the next totem. Head through the warp to the next area. Head up the stairs, grab the Ultra Health if you want, press a button, then drop down and go down the next tunnel. Wow! This area of the space ship looks nothing like the rest of it, head on through the warp.

- 3 ION CAPACITORS

- DESTROYING ASSEMBLY PLANT #1 & 2

- COLLECTING THE SACRED EAGLE FEATHER

- EYE OF TRUTH ABILITY

Go through the room to a door to another room and grab the Ion Capacitor, now go find the warp. Hang a left and then head through the door and continue straight to an elevator. Jump off and check out all of them Troopers in the tanks. Go up the stairs and go across the bridge and get that Ion Capacitor. Take the elevator back up and go blast the box with the pistons going up and down. Your first assembly plant just got disabled. Activate the Talisman Chamber to the left of the box and go to the next warp. Head on down the hall and go through the door to find a pink computer with an Ion Capacitor in front of it and blow it up to disable the second assembly line. Grab the feather behind the computer and take it to the Tally Man. Now head back to the

door going down the stairs in the hallway before the pink computer and take the two blue cylinders in the pillars and then head on to the warp.

- DESTROYING ASSEMBLY PLANT #3
- 1 ION CAPACITOR
- PURIFYING TOXIC TOTEM #3
- 1 NUKE PIECE

Keep going straight until you come up to a wall of red lasers and replace the red cylinders for your blue inside the pillars. Head left, not yet through the blue lasers, and take the blue ones for your red and blow the last assembly line. Now head through the blue lasers and take the Ion Capacitor and hit the Oblivion switch to the left and go purify the River of Souls straight ahead. After purifying the totem, swim in the water around it and look for a tunnel to swim through and press the button on the other side to unlock part of the Primagen Key. Go and finally collect the last piece to the NUKE, the portal is to the right of where you warped into this area. Go and step into the portal. Watch another really cool cut scene and prepare for hell. I'm not joking. Kill everything and go into the rooms on the left and right to turn two valves. Enter a large room with a pillar in the middle and ride the elevators on the left and right to turn two more valves. Go into the hallways below the elevators to turn two more valves. Go through the door in the pillar room to collect your very well earned and should be, final NUKE piece. Cool man, you finally have the NUKE weapon, could they spare the ammo? That was one intense battle wasn't it? Them Oblivion freaks went all out trying to stop you, damn. How many lives did you lose? Now return through the blue lasers where you activated the oblivion switch and hang a right to find a warp.

Go and Grab the last Ultra Health if you want and drop down. If you look at the Primagen Key, you will notice that only one light remains to disable the force field. If there is more than one lit, you didn't hit all the buttons dude, you have to go back and find them, I led you right to them all, DUUUHHHHH! To get the key, return to the Eye of Truth tile and follow the bridges to hit a button and then go and grab the key. After you hit the button, I advise you to go and save your game in the portal of your choice and grab an Ultra Health if you're not healthy. From the Primagen Key, go down the stairs in the back of the room and through the door at the end of the long line of weapons.

I hope you saved at least one Ultra Health for Mother, this chic isn't screwing around. She is a step way above the previous two bosses. I think she is just a tad weaker than Primagen but sometimes you can just get real lucky and happen to be standing in the right spot where she can't take that much health away. First you have to take off her tentacle arms and then she'll stand there with blood squirting out all over the place, take the little critters out with whatever. Then she will grow some more arms and attach them to the ceiling and she will swing back and forth whacking you with her ball sack and jumping up and down. Take her new arms off and then she will charge after you shooting purple balls that take off like 20 health. Keep blasting her in the head until she climbs back up onto the ceiling. Congratulations on your victory, pat yourself on the back for that one.

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When you finally have all of the Primagen Keys, put them in place and prepare for one of the toughest bosses I've seen on the N64. I've beaten quite a few games and Primagen rules! This guy is so fast you'll puke trying to kill him. You can just forget about the NUKE for this dude, it is only good for the little Mech Flyers when he goes back to his hideaway. When the battle begins, stay away from the center of the arena until he comes out to play unless you want a bomb dropped onto your head. When he decides to come out after killing the Mech Flyers, shoot the tentacles growing on the back of his neck and shoulders. When he stops and puts his arms out, he's trying to regain his health. Continously blast him in the head when he does this so that he doesn't regain his health. When you blow all of the tentacles off, he will then go back to his hide away and a bunch of little Mech Flyers will be all over the place and bombs will be dropping in the middle of the arena again. When he comes back out, shoot his left claw arm off and then kill the next group of flyers. When he comes out for the final showdown, just blast away at his head with whatever you got left and watch another infamous shitty Acclaim ending for this game.

CONGRATULATIONS! Now that Primagen has been defeated, you can play a second quest. You will start off in Primagen's Lightship with nothing but a Talon, Flare Gun and a Bow. You should be able to warp to any level you want now via the cheats menu. All of the life force and weapons you've collected will re-appear on all of the levels so don't worry and have fun. You may notice on your second quest that the water around the River of Souls looks no different even though you purified it. How lame.

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12) Boss Stratagies

I also want this section to live off of reader feed back so please e-mail me any stratagies you have found to work for you. I will credit you for any information I use of yours.

When you fight a boss, the part you have to shoot on it will flash. If you didn't see the body part flashing (get glasses), it will flash red when you shoot it.

Level 4: Golden Eye, this is how I kill it:

I just shoot all the Maggots with my Mag .60. I strafe all over the place. Then I blast away at his tentacles and puss/acid sacks with Shredder rounds until he's done. Don't forget to strafe all over the place to avoid his swinging tentacles and the acid he drops on you. I then blow up his eye with an exploding Shredder round. This thing is really easy to beat and I wouldn't be worried about this guy too much if I were you.

This seems to work for MI4 REAL:

Maggots: Plasma rounds, Tek arrows, Mag .60

First and second set of tentacles: Explosive Shredder rounds, Mag .60, Plasma rounds.

Puss/acid sacks: Shotgun blast, explosive and regular Shredder rounds.

Level 5: Queen Mantid, this is how I kill her:

I use the Grenade Launcher to blow off her forearms, sometimes it will only take 1 grenade to do the job, if you launch it just right. I use the Flame Thrower on the giant Mites. I then shoot the thing on her butt with Shredder rounds. I then use the Firestorm Cannon on her arms and then I use an explosive Shredder round for the finale. Strafe all over the place and run into and away from her to shoot of her arms off. This chic can be a real pain in the rear, she's alot tougher than Golden Eye.

This is how MI4 REAL takes her out:

Forearms: Exploding Shredder rounds, like a grenade, it can only take 1 shot if your good.

Giant Mites: War Blade

Butt thing: Shotgun blasts, explosive Shredder rounds.

Gun arm: Explosive and regular Shredder rounds, Shotgun blasts, Mag .60.

Head: Shotgun blast or Flame Thrower if your feeling a little devilish.

Level 6: Mother, this is how I waste her:

I use Shredder rounds on her first set of tentacles and just stand in front of her and don't move, just continually blasting away at them, I use the Flame Thrower or NUKE on those little critters. When she attaches her arms to the ceiling, I take them off with the Firestorm Cannon and stand in the far end of the room, on the grates, to take them off. When she drops her spider legs and chases me, I run backwards and use whatever I have left to take her head off, the Razor Wind works very well in this phase. This thing is really tough to beat, almost as tough as Primagen so be prepared for one hell of a battle when you finally fight her.

This is how MI4 REAL wastes her:

Tentacles (1st set and 2nd): Explosive Shredder, Firestorm, Mag .60.

Critters: Plasma rounds, War Blade, Mag .60, Shredder rounds.

Head: Flame Thrower.

Primagen, this is how I kill him:

I use my NUKE on the Mech Flyers. I use regular and exploding Shredder rounds on his tentacles and then I blow his arm off with the Firestorm Cannon. I shoot his head with whatever I feel like or have left in my arsenal, try to blow it off with the Scorpion. Exploding Shredder rounds will terminate him very quickly, 4 shots to the cranium and he's wasted! When he's in his hide away, stay away from the center of the arena unless you want a bomb dropped onto your head. When you are fighting him in the final phase, stay in the middle of the arena or you will be pushed off the edge by Primagens telepathic powers.

Another one from MI4 REAL:

Tentacles: Run back and use explosive shredder rounds.

Arm: Same thing.

Head: Same thing, you might want to try the Flame Thrower or something else.

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13) Weird Glitches

I'm not sure if these can be classified as glitches, but some of them are pretty weird:

* This first one no one seems to know where it originated from so I can't credit someone for it, I sure as hell wouldn't have thought of it. Anyways, the blue flame in a Talisman Chamber can hurt you if you stand in it, who would want to?

Here are some that MI4 REAL let me in on:

* You can get stuck in the third assembly plant in Primagens Lightship, don't hug the corners.

* The level 2 Talisman fire pedestal bleeds when shot with a bullet.

* If you have the invincibility cheat on, you can't swim, the game will freeze up if you die in the armory explosion, and you will get stuck in the fan blades in Primagen's Lightship and turning the cheat off won't help, HA HA!

* Shoot the Mag .60 next to the fire pedestal and the feather inside will be in its original form from the flash of the muzzle.

* In Primagen's Lightship, the amniotic tanks with Troopers inside bleed when shot.

* When you fight Mother and she's on the final phase, use your Tek Bow with regular arrows to kill her. When the cinema rolls, Joshua will be completely covered in arrows, a Turok shish-ka-bob!

* You can make a set of stairs you can really climb with PFM's.

Here's one from Raptor F22:

* When you kill the Mech Flyers while fighting Primagen, use a Scorpion Missile and it will create a star pattern trying to catch one, it eventually will so don't worry.

If you happen to find any glitches or weird things, please e-mail me so I can add them here, I will of course credit you.

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14) Cheats

Here are the cheats and modes you earn fair and square:

Beat level 1: Fruity stripes mode

Beat level 2: Pen and ink mode

Beat level 3: Gouraud mode

Beat level 4: Stick mode

Defeat Golden Eye: Big head cheat, Big hands and feet mode

Beat level 5: Tiny enemies mode

Defeat the Queen Mantid: All map cheat, Lights out mode

Beat level 6: All weapons cheat

Defeat Mother: Infinite ammo cheat, Warp to level of choice

Defeat Primagen: All special items cheat, Invincibility cheat

Defeat Primagen on HARD: Infinite lives cheat

Here's cheat codes for wimps (from www.n64.com's code bank):

FROOTSTRIPE: Fruity stripes mode

WHATSATEXTUREMAP: Gouraud mode

IGOTABFA: Pen and ink mode

HOLASTICKBOY: Skinny enemies mode

PIPSQUEAK: Tiny enemies mode

STOMPPEM: Big hands and feet mode

UBERNOODLE: Big head cheat

ONLYTHEBEST: View credits cheat

LIGHTSOUT: Blackout mode

AAHG00: Zach attack, a baby face will be on the life force

HEEERESJUAN: Juans cheat, Juan's face will be on all the life force

BEWAREOBLIVIONISATHAND: Master cheat for major pussies!

***Here are some cool things I found at <http://sages.ign.com>:

EXTRA MULTI-PLAYER AND CO-OP MODE:

You must have 2 controllers plugged in to enable the MULTI option and enter the master cheat. Now go in to multi and start the game on any level. When the game begins, go to the cheat menu and select "WARP TO" and select the level you want to play.

EASY INVINCIBILITY:

When you are in a warp portal and an enemy is near, get his attention and let him attack you until your health reaches zero, you must be in the center of the warp the whole time for this to work. If done correctly, you will be invincible until you pick up a health.

WARPED INTRODUCTION:

Enable the gouraud, pen and ink, or the fruity stipes mode and pause the game and quit with the code on. Start the same game you were playing saved on your memory pack and watch the begining.

WARP IN SNEAKS AND LADDERS (MULTI-PLAYER):

Go into frag tag and select the stage Sneaks and Ladders. Climb the highest ladder and go to the hole. Slowly walk towards it until you fall, you should now be suspended in thin air. Jump off and you will warp to the bottom level.

UNLIMITED TEK ARROWS:

When you shoot an enemy with a Tek Arrow, run up to him and take it back before it explodes, the enemy will still blow up and you'll get your arrow back, how lame.

SWITCH SNIPER SCOPES:

You must have QUICK SELECT on for this to work. If you want to change the scopes for both sniper weapons, select one and turn the scope on; then switch to the other weapon with the scope and QUICKLY press the D pad right which will mix up the scopes. This can be done from the Tek Bow to the Plasma Rifle and vice versa. It will probably take NUMEROUS attempts to pull this trick off. I never can make this work, has anyone gotten this trick to work?

PLAY AS THE MONKEY IN SINGLE:

To become the monkey from multi-player, start a new frag tag game. Choose a character and become the monkey. Go to the cheats menu and start a new 1 player game and you will be a monkey.

ONE SHOT KILLS:

It helps to use the NORMAL weapon setting. Highlight the Shotgun

and press A to scroll forwards through the weapons. When you get to the Tek Bow stop, cycle backwards (B) until you get to the Tek Bow again. Now pull it out and shoot an enemy as fast as you can and they should jump up like an Endtrail does if you shoot him in the ass with an exploding shell. This trick is supposed to work on the bosses and in multi-player as well.

FIX THE LOCKING SPRING:

In this game, your crosshairs move back to the default position if you move, even with the locking spring off and this tends to irritate a lot of players. To fix this, hold down the joy stick a little bit when you turn the game on, this will trick your system into thinking that is the default position and your locking spring will not go back to the default position when playing. Personally, I like the locking spring.

***If you're a super wuss and have to use a Game Shark, there are 160 codes for this game and I'm not typing them all down for you. Here's the web site you can get them at: www.cmgsccc.com/n64/turok2/

If you know of some more cheats or cool things, please e-mail them to me so I can add them here, you will be credited for any information I use of yours.

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16) Credits, E-Mail Rules and Legal Things

CREDITS:

Acclaim, you guys RULE!
Iguana
Nintendo
www.turok.com for the enemy list
<http://sages.ign.com> for the cool secrets
www.n64.com for the cheat codes
www.cmgsccc.com/n64/turok2/
Brother Reed for the title art
MI4 REAL for his many attributes
RaptorF22
Scorponox
Deweyman496
Trevor Davies

E-MAIL RULES:

randym1375@yahoo.com

- DO NOT SOLICITE! I don't care what your crappy little product is all about or how cheap you're selling it, I don't want it!

- NO CHAIN LETTERS: I will not send them on and if I go bankrupt, get a horrible disease, an anvil drops on my head, I die, blah, blah, blah, because I don't send the letter on, oh well. I'm not a superstitious fool.

- NO FAN CLUB CRAP! I don't care what your geeky little club is all about, I will not join.

- NO MONEY MAKING SCHEMES! That means you EXCEL (not Microsoft

affiliated for all you who don't know about this scam artist company Excel) and all of you other bullshit scam artists out there.

- NO JUNK MAIL! If you write a crappy newsletter or just want to send out your trash to me DO NOT FEEL FREE TO DO SO! If you do then I'll send you a virus. How does that appeal to you?

- If I don't know or trust you I will not open up any attachments so don't bother to send me any. Even though I state this it's amazing all the idiots out there that still send me attachments.

- I don't care what kind of language you use just don't swear directly at me. If you do well then "Fuck you too," you won't be hearing from me.

- If the answer is in the walkthrough you will most likely not get a response from me, maybe a smart ass comment depending on the mood I'm in at the time. I have better things to do than to answer questions that have clearly been answered. Go back to the third grade and take up some Reading Comprehension classes, I think it's time to renew your subscription to Highlights magazine. Hooked on Phonics worked for me, maybe it'll work for you too.

- And as long as were talking about e-mail I'll most likely ignore, please write legible e-mail's without all these modern day acronyms all you tennie boppers IM and text eachother with, I'm kind of old school and aren't hip to all their meanings.

- And one more thing: I KNOW THERE ARE TYPOS in this guide. I typed it in word pad and if you knew anything at all, then you should know word pad doesn't have spell check, plus I'm only human and thus not perfect. When you type in a million plus characters you're bound to make a mistake. It's amazing all these anal retentive asshole yuppies out there who e-mail me and make a big deal because I didn't use proper grammer or spelled a word wrong, whick 98% of the time is due to a typo and not my ability to spell. Get a life you pathetic morons! Maybe someday I'll notice the typos and fix them, then again maybe I won't just to piss you off!

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If you have viewed this walkthrough on any other websites than the ones listed near the top of this document, or have seen this plagerised, please e-mail me and let me know which site you viewed this

on, I will highly appreciate it. If you've seen this plagerised or on a website this isn't supposed to be on, there is a \$CASH\$ reward for informing me of who the violator is. It's a lot of hard work, time, and dedication to write a game guide and there's nothing worse for us FAQ writers than having some dickless douchebag claiming credit for our work and dedication to all the frustrated gamers out there who read our guides with great appreciation. If you plagerise this document, or any other guides I wrote, then I will prosecute your dickless self to the fullest extent of the law.

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