

Turok 2: Seeds of Evil FAQ/Walkthrough

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Turok 2 Seeds of Evil

I wish I could do ASCII art....

Table Of Contents

Intro.....	(I)
Story.....	(II)
Controls.....	(III)
Items.....	(IIII)
Weapons.....	(V)
Basics.....	(VI)
Oblivion Portals.....	(VII)
Talismans.....	(VIII)
Port of Adia.....	(VIII)
River of Souls.....	(X)
Death Marshes.....	(XI)
Lair of the Blind ones.....	(XII)
Hive of the Mantids.....	(XIII)
Primagen's Lightship.....	(XIIII)
Bosses.....	(XV)
Enemies.....	(XVI)
Primagen keys locations.....	(XVII)
Codes.....	(XVIII)
Credits.....	(XVIII)
Contact Information.....	(XX)
Legal Stuff.....	(XXI)

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Intro (I)
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Hello, and welcome to my walkthrough for Turok 2 Seeds of Evil. This game is one of the more challenging games for the N64. I need help on this sometimes, so it'll probably take me awhile to finish it. This game has six levels, but it's longer than some games that have twenty.

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Story (II)

Spoilers For Turok Dinosaur Hunter

This game takes place after Turok Dinosaur Hunter. After Tael Set threw the Chronosepter into the volcano, he awakened the Primagen, the main villain in this game. At the end of each level you must stop the primagen's men from destroying the energy totems which keep him trapped in his lightship.

Controls(III)

These are the arcade controls.

Joy stick: Move
 A: Switch weapons
 B: Switch weapons
 Z: Fire Weapon
 R: Jump
 L: Map
C up/down: Freelook
C Left/right: Strafe
D pad right: Sniper mode
 D pad up: Change ammo type
D pad left: Change weapon type
D pad down: Crouch
 Start: pause

Items (IIII)

Yellow Health- Raises your health 100 points
 Red Health- raises your health to 100
 Blue Health- raises your health 10 points
 Silver Health- Raises your health 10 points
Satchel Charge- used to destroy objectives
 Key- found in every level, used to open up new levels
Red life force- gives you 10 life force points
Yellow Life force- gives you 1 life force point
Eagle feather- Take them to Talisman Chambers to receive a special ability
Primagen key- You have to open up the door in the center of the HUB.
Cave Door Key- Used to unlock caves in the Lair of the Blind Ones

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Weapons (V)
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Talon

Description: A peice of leather with two razors on the end that makes it look like a bird's talon, hence the name.

Strength: Weak

Best Against: Small creatures like compies

Worst against everything else

Ammo: None

What it does: Scratches things

Warblade

Description: A long knife with serated edges

Strength: Strong

Best Against: Small and medium sized creatures

Worst against: Bosses

Ammo: None

What it does: Cuts up things

Razor Wind

Description: A circular blade with serated edges all the way around

Strength: Strong

Best against: Large and slow-moving enemies

Worst against: The opposite of above

Ammo: None

What it does: You throw it and it'll cut through every enemy in front of you then come back to you like a boomerang.

Bow & Arrow

Description: Just your average Bow and Arrow

Strength: Weak

Best Against: When you have no ammo

Worst against: Everything

Ammo: 20 arrows

What it does: Shoots arrows

TEK Bow

Description: A metal red colored bow. Has a scope

Strength: medium

Best against: Far off enemies

Worst Against: Fast small creatures close to you

Ammo: 20 arrows, 10 TEK arrows

What it does: It has a sniper scope, the TEK arrows flash blue then explode which does medium damage.

Pistol

Description: A 9mm pistol

Strength: medium weak

Best Against: Medium sized enemies

Worst Against: Big strong enemies, and bosses

Ammo: 50 bullets

What it does: shoots bullets

Mag 60

Description: A handgun that looks like a magnum, upgrade to the pistol

Strength: Strong

Best Against: Anything

Worst Against: Small enemies

Ammo: 50 bullets

What it does: Shoots a quick burst of three bullets that can bring down even

the strongest enemies

Shotgun

Description: A double barrel shotgun

Strength: Strong

Best Against: Medium, and large creatures

Worst Against: nothing

Ammo: 20 shotgun shells, 10 explosive shells

What it does: It shoots a spray of bullets that can take an enemies head off if you're up close.

Shredder

Description: A gray alien gun, upgrade to the shotgun

Strength: Strong

Best Against: Everything

Worst Against: nothing

Ammo: 20 shotgun shells, 10 explosive shells

What it does: It shoots a blue laser that bounces off any surface and breaks up into smaller lasers that also bounce around. This is lethal in small spaces or hallways.

Harpoon Gun

Description: A long crossbow looking weapon with a spear at the end

Strength: medium

Best Against: underwater creatures

Worst Against: land creatures

Ammo: 10 harpoons

What it does: It acts as a bow and arrow underwater

Torpedo Launcher

Description: A wide weapon with two popellers on the back

Strength: medium

Best Against: underwater creatures

Worst Against: opposite

Ammo: 10 torpedoes

What it does: It makes you swim faster and shoots damaging torpedoes

Tranquilizer Gun

Description: A sniper rifle looking gun

Strength: none

Best Against: When you have no ammo, or want to put something to sleep

Worst Against: everything

Ammo: 30 darts

What it does: Puts enemies to sleep for about a minute

Charge Dart Rifle

Description: A yellowish gun with a square end

Strength: none

Best Against: same as tranq. gun, can kill robot enemies

Worst Against: everything else

Ammo: 30 darts charge it and it'll take more ammo

What it does: Electricutes enemies stunning them for a while. The longer you charge it, the longer the enemy will be stunned.

Plasma Rifle

Description: A sniper rifle alien gun

Strength: strong

Best Against: Far off enemies

Worst Against: close enemies

Ammo: 150 (5 per shot)

What it does: Shoots a green laser, has a sniper scope

Firestorm Cannon

Description: A mini gun with five rotating cannons on the end

Strength: Very Strong

Best Against: Evrything

Worst Against: nothing

Ammo: 150 plasma rounds

What it does: Rapidly shoots plasma rounds that will rip apart enemies in seconds.

Flame Thrower

Description: A flame thrower with a constantly burning pilot light on the end

Strength: medium

Best Against: insect creatures

Worst Against: strong enemies

Ammo: 50 fuel gallons

What it does: sets things on fire

Sunfire pods

Description: A round stone with a bunch of orange and yellow cracks around it

Strength: none

Best Against: kills blind ones instantly

Worst Against: everything else

Ammo: 8 pods

What it does: Stuns enemies by blinding them and kills blind ones

Grenade Launcher

Description: A regular grenade launcher

Strength: strong

Best Against: big enemies

Worst Against: opposite

Ammo: 10 nades

What it does: Shoots a bouncy grenade that explodes upon impact with an enemy.
If it doesn't hit an enemy it will bounce around dangerously and
could kill you if you don't aim it right.

Proximity Fragramation Mine (PFM) layer

Description: A large gun with a slot with mines on the right side

Strength: very weak

Best Against: nothing

Worst Against: everything worst weapon in the game

Ammo: 10 mines

What it does: Lays extremly weak mines that rocket up and explode barely
damaging the enemy.

Scorpion Missile Launcher

Description: A large missile launcher with four turrets on the end

Strength: very strong

Best Against: Tough enemies

Worst Against: nothing

Ammo: 12 rockets

What it does: Locks on to an enemy, then you can shoot four rockets that will
kill just about anything in one shot.

Cerebral Bore

Description: A brown circular weapon with a bunch of bores in a circular slot

Strength: Very strong

Best Against: everything

Worst Against: Purr Linn

Ammo: 12 bores

What it does: It locks on and when fired, a bore will travel to the unlucky
enemy's head and start drilling spewing blood everywhere. Then
the bore will explode, taking the enemies head with it.

Nuke

Description: A HUGE weapon with a few rotating parts on the front

Strength: Very very very very very strong

Best Against: Everything

Worst Against: nothing

Ammo: 6 nukes

What it does: After you have charged it, release the trigger button to shoot out a big ball of energy. A few seconds afterward it will explode turning the screen white for several seconds. Any enemy anywhere near the blast will freeze and explode.

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Basics (VI)

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Always use cover when your health is low. Especially when a few enemies are firing at you from a long way off.

If you don't want to be overwhelmed by enemies because you don't have any ammo always try to conserve ammo. The number one weapon for this is the warblade.

Try not to miss anything before you move on to the next area. It really sucks when you have to go back to the beginning of the level because you missed a key or objective.

When your in a firefight try to take out the more dangerous enemies first. Warclubs before Endtrails etc.

In most of the levels, it's almost inevitable that you'll get lost so use your map often as it can be very helpful.

Always go for headshots. The TEK bow will kill any enemy in one shot to the head.

Sometimes you can make enemies get in fights. If they accidently shoot each other they'll start fighting. Keep in mind they have to be a different species to fight. It's very entertaining sometimes.

Near energy totems, boss fights, and at some points in the levels you will find respawning health and ammo. It makes a distinctive noise noise that you'll know when you here it. It gives you health until you reach 100 and ammo until you're filled to the brim on everything.

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Oblivion Portals (VII)

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In each of the levels is an oblivion portal, which must be opened by a switch. There are a bunch of tough enemies inside. After you've defeated all of them, you'll be able to collect a peice of the nuke

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Talismans (VIII)

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In each level is a portal that looks exactly like an oblivion portal. If you take a sacred eagle feather inside the spirit will give you a talisman which gives you a special power, which you need to get the primagen keys.

Leap of faith found: River of Souls
Breath of life found: Death Marshes
Heart of fire found: Lair of the blind ones
Whispers found: Hive of the Mantids
Eye of truth found: Primagen's Lightship

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=====**WALKTHROUGH**=====

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Port of Adia (VIII)

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- Objectives - Rescue 4 children
- Activate 3 distress beacons
- Locate the energy totem, and defend it at all costs

Enemies: Endtrail
Raptoid
Compy
Raptor

When you start, jump in the water. In each of the alcoves is a red life force.

Also inside of the two ships are some more life force. Go up the path, ignore the machinery on the wall in the alcove, this is your first distress beacon. Fire an arrow at the barrel against the wall, and go inside. Go up the ladder, and through the tunnel to find your first power cell. Take it back to the distress beacon. Go back to the previous area, and go to the area with water surrounding a platform. Don't go inside the warp just yet, jump to the ladder on the wall to find the pistol, now go through the warp.

Go up the ladder to find some more life force, then go up the path. You'll now encounter your first enemy: a raptoid kill him and grab the key on the pedestal. Continue, and two more raptoids will jump out from the corner attempting to scare the hell out of you. Blow up the barrel, and crawl through the hole. Go into the next area. Grab the pistol bullets and put one in the Endtrails head, who is shooting at you from the above catwalk. Jump in the water and go through the tunnel filled with life force. Jump up on the rocks to the above area and flip the switch to let a raptoid out, kill him and go up the ladder. When you reach the top head right, flip the switch in the alcove and keep going. Grab the flashlight and go through the passage. Kill the Endtrail and go through the door on the opposite side of the room. Go up to the top level of the room via the blue health filled path. Flip the switch to open the cage and let a Raptoid out. Go down to the child, and run into her to free her. " Thank you Turok" your welcome you little bi- errrrm never mind. Go back into the room with the water in the middle. Go through the newly opened door and through the warp.

Go foward and kill the two Endtrails. Go up the path to the right, make sure you have your talon equiped and run around the corner and kill the annoying compies. Flip the switch and go through the newly opened door. Go up the path until you reach a door that opens by itself, kill the endtrail, climb up the ladder and activate the switch. Go up the path and kill the raptor. Climb up the ladder and activate the switch. Drop down and kill another raptor and go through the newly opened door. Kill the Raptoid and collect the life force on the way up. When you reach the end, look slightly to the left and you'll see a yellow health, time your jump right and get it.

Now go back to the path you were on a few minutes ago and follow it. At the end you'll meet a raptoid, raptor, and an endtrail. After they're dead jump on top of the stone and onto the ladder. At the top you'll find some silver healths, go through the door. Now go through the passageway until you reach a large misty area. On top of the ladder to your right is a health and ammo place. Here health and ammo constantly spawn until you're full on everything. These are located throughout the game so be on the lookout for them. Take out the Raptoid that runs toward you and move along to the next area. Kill the raptoid. To your right is a pile of crates, and at the top is another distress beacon. Kill the Endtrail and shoot the barrel on the wall to find a power cell, take it to the distress beacon on top of the crates. Now head through the door the Endtrail was blocking to find a warp.

Go foward, and an Endtrail will walk by so kill him. Go to the next area. A raptoid will come from from the water to your left. Go to the left side of the area to find a ramp shoot the Endtrail at the top. On the left side behind some crates is the last distress beacon. Activate the switch, and two doors will open, one of them has an Endtrail, and the other has a power cell. Take the power cell to the distress beacon. (objective complete) Activate the other switch to release a raptor, kill him and go up the path he came from. Destroy the barrels to get some pistol ammo and continue up the path. Kill the raptoids and the Endtrail and go across the bridge that will automatically lower. Collect the shotgun and use it to blow the endtrail's head off. Go into the room to find your first save point, but before you do activate the switch on the left side of where you entered. Inside of the save point you will be

given three options: save, have your health refilled, or have your ammo refilled. You can only have your health or ammo refilled once per level.

Flip the switch if you haven't already, then jump off the right side of the bridge. Kill the Endtrail and Raptoid, then go into the tunnel. Kill the Raptoid, and another one will drop down, and attack you. Climb the ladder and flip the switch. Hop through the tunnel. Run into the front of the cage to make two endtrails come out. After they're dead flip the switch to open the cage. Jump back out to the previous area, and go through the warp. Kill the raptoid, and grab the key. Take the explosive shells, and go through the door that just opened. Kill the endtrail and go through the warp. Go inside the buildings to find some life force and pistol ammo. Go to the northernmost path. Follow the path to your first warp portal, kill the endtrail, and activate the strange looking switch on the wall. Go inside the portal and Adon will tell you about the Talismans. Go up the path and kill the raptoids and continue up the path, but before you do go behind the buildings, and activate the switch. Go inside and collect the TEK bow. Go up the path. When you see the edge with some blue healths (it will be on the left side) on it jump down and flip the switch. Behind the waterfall is an endtrail guarding a key. After that go back on the previous path, and you will eventually reach a save portal.

Go through the warp. Grab the TEK bow, and blow up the barrel to find respawning health, and ammo. Kill the Endtrail and hop up onto the rocks he was on. Climb the rocks and the ladder to find a switch. A new door will now open so go inside. Take the flashlight, and hop down. Now you have to activate a series of switches and kill some raptoids to reach another child. When you get to the room with the child, two endtrails will come in. After they're dead flip the switch to open the cage. Go to the large area with waterfalls everywhere. The one in the northwest corner has two switches on either side, flip them and go inside to a new area. Go inside of the building, and activate the switch. Go up the path with some life force in front of it to a new area. Go inside this building to find some silver healths and a switch. Go back outside and go up the ramp that has a now opened door at the top. Kill the Endtrail and take the life force. The next door will open and another Endtrail will run out. Follow the path to a warp

When you enter this area jump over to the right on top of the building. There is a little alcove with a switch nearby. Collect the life force, and a wall will explode with a raptoid in it for the billionth time. Go into the door you opened and activate both switches. Activate the switch on top of the crates at the end of the room to open a tunnel behind the crates. Go inside the tunnel. This area isn't as confusing as it looks. Just hit all of the switches until you make your way to the top, and rescue the stupid child. (objective complete) Jump to the bottom and go through the warp. Follow the path until you reach an area with a key on the roof of a house. Go around back to find a dark room with a switch. Go through the door across from where you entered this area to find an Endtrail guarding the switch. Now the ladder to the top of the house will be lowered. Collect the key, and go inside of the room that was blown open by an explosion, to find a switch. Now go through the warp. Kill the two Endtrails, and activate the switch atop the crates then follow the newly opened path to a save point.

Go up the path till you reach a catwalk. This area is full of Endtrails, and it is very easy.....to fall. There is a yellow health midway through so that helps. After you're finally out of the catwalk area jump down, and climb the ladder on the ** Left** side, and activate the switch. Go out, and go to the newly unlocked area to find an endtrail guarding a key. Go up the ladder on the other side now, and follow the path to a new area. Kill the stupid lizards of slight annoyance and climb the ladder to your left to find a

switch. Go up the other ladder and follow the path to the next area. How many times have I said that? Now go to the next area. The end of the level is at the end of this path but now climb the nearby ladder. Go up to the mansion looking house and climb the ramp on both sides and flip both switches. At the back of either room climb the ladder to get to the top floor and the last key. Go down to the front of the mansion and go into the doors at the bottom, and flip the switches.

Go across the bridge to the other door. Follow the path to the first oblivion portal. Jump off the edge to the below catwalk to find the switch. Enjoy the awesome cutscene before the fight. Go back to the previous path in front of the mansion to find the exit portal. Now you must defend the energy totem from a bunch of endtraills! Make sure you have full shotgun ammo and this should be pretty easy. (level complete)

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River of Souls (X)
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Objectives - Kill the three sisters of despair
- Destroy two soul gates
- Locate the energy totem, and defend it at all costs

Enemies: Endtrail
Raptoid
Sisters of despair
Undead
Lord of the dead

Go foward, and run into the dino in the stable to mount him. Now go up the path. All you have to do is fight your way though a ton of raptoids, and endtraills. To get past the gates you'll have to destroy a turret which is usually far, and high from you. Be on the lookout for destroyable walls, as some of them hold red healths. At the end of this hellhole is a save point. After you've saved go through the warp. Take out your TEK bow, and snipe the far off Endtrail. Run out, and blast the endtrail on the ledge to the left. See those two switch like things on the wall? Shoot them to raise the bridge. At the end of the bridge destroy the barrel, and climb the ladder inside. Look across to where you shot the endtrail. Blow up the barrel over there to open up the way. Up there you'll find the mighty warblade! Go through the tunnel to the next area. Go up the ladder to find some life force, then jump down, and kill the compies, and the raptor. Follow the path to the next area. Kill some more compies, and another raptor. You should see another switch, shoot it to lower the bridge. Both of the paths lead to a warp, just watch out for Raptoids.

Now they will taunt you by putting a key in plain sight, but where you can't reach it. Jump down, and go right. Follow this path to a key. There are alot of raptoids, and Endtraills in this area. From in front of the key jump down, and go right. Kill the raptoids, and go up the path that has a trail of yellow

life force in front. Shoot the endtrails to make the bridge lower, then go inside. Go right, kill the endtrails, and destroy the barrel that was next to one of the endtrails. Go beside the ramp, and destroy the barrel. Follow this path to find a red health. Jump down, and continue up the path. Destroy the barrel, and activate the switch. Continue, go through the door with the blue health in the middle. Follow this passage to find another wall switch shoot it, and go across the bridge that's right across from the switch you activated. Go right from the warp to find a save point. Go up the ramp, and you'll meet your first disappearing Endtrail, kill him, and the other endtrail, and climb up the ladder to get to a new area. Kill the raptors around here, and go up the large ramp, and turn left. Follow this path to find an Endtrail guarding a switch. Now you've opened up the path to the oblivion portal. Follow the spider-filled path, and flip the switch in the dark room.

The cages next to the little houses some raptors were in have been lifted. Crawl inside of them to find gate keys. Take them to the pegasus statues to open the large gate. Kill the endtrails, and activate the switch on the left side. Go inside, kill the endtrail, and activate the portal switch. Go back to the oblivion portal, and go get that peice of nuke. It's a good idea to save after you've beaten the oblivion portal, cause you wont be seeing another save portal for a long time. Go back to the area where you activated the oblivion portal. Dive into the water and flip the switch at the end of the tunnel. Swim back out, and go through the newly unlocked door to find a warp. Kill the endtrails, and go right. Flip the switch, and go through the once locked door. Follow the passage to the next area. Kill the man eating lizards, and go through the passage. Ignore the path to your right for now. Follow this path for a loooooooong time and you'll reach the mag. 60. Now go to the path I told you to ignore earlier flip the switch to reach a new area. Go back to the area with the endtrails and the water in the middle. On the left side of the room is a barrel blow it up and follow this path. Shoot the switch and keep a going. You'll be back in the previous area go to the door with the symbol over it to find your first soul gate. Go back out and go though the door on the right to find a warp.

Go up the path and kill the raptor. Jump on the rail alongside the entrance ramp on the right side. Follow the path to a switch. Kill the raptoids and head through. Go down the very loooong endtrail infested trench to an area with some fountains kill the endtrails and shoot the switches on the wall. The pillar in the middle will raise revealing a warp. Follow the trail of life force to find an endtrail guarding a fountain go down in the water. When you get to the chance go left. Kill the endtrail and go up the ramp. Grab the yellow health, the doors will shut and spiders will start endlessly flooding into the room ahhhhhhhhhhhh! Shoot the target to open the door. To your right is an open door that wasn't there before. Kill the endtrail and follow the path and go right. Dive into the water and eventually you'll reach a warp. Grab the flahlight so you will have the power of sight for a little while. Kill all of the dead guys to make the gate open. Now you'll be in a much larger area. Kill all of the lords of the dead to make the sister of despair come out. After she's dead(er) go back to the warp. Go back to the underwater area I told you to go left. Now you should go right. Hop out of the water and push in all of the switches on the sides of the pillar in the middle. Kill the raptoids and climb the ladder.

Take this path to another warp. Drop down to the below area and kill the raptor. Follow the path to the next area. Kill all of the endtrails around here and move on to the next. Now kill another room full of endtrails and blow up the barrel against the wall. Go right to the ledge, grab the TEK bow, and shoot the target across from you. Jump down there and go through the opening that was blocked by the bars. Go right and right again to find a switch. Follow the trail of life force and go right to find a warp. Kill all of the

lords of the dead to make the sister of despair come out. After she's dead go back to the warp. Go to the room where you blew up the barrel to get to the sister of despair and continue up the path. Follow the trail of life force then go left and dive into the pool in the top left corner. Follow this way until you reach a key. To the left and right of the platform you can jump down to find enough red life force to hear I am Turok! at least once. Go left out of the pool room and run past the locked door to find a switch unlocking the door. Kill the annoyances and head up the path. Drop off the ledge at the head of the pool to find the tranquilizer rifle. Go past the warp portal machine and over the bridge. Kill the endtrails and go around the corner to find the warp portal switch. Go up the path and turn left. Once you're on the middle of the bridge look right to find a savepoint. (FINNALLY!)

Go back on the bridge, except this time keep going and jump down the hole at the end. Kill the endtrails to open the doors, behind one of them is a sacred eagle feather. Take it to the warp portal to get the leap of faith talisman. Go back to the previous area and go through the warp at the top of the hill. Kill the lords of the dead to open up the buildings. Go inside and flip the switches to open the gate. Do the same thing as the previous area here to open the gate. Flip the switches on the walls on the far side to open up the last two buildings. Go inside both of them to find keys. Take them to the two key holes to raise the bridge. Go inside to find the last sister of despair.

(objective complete) Go back to the warp. Go down to the bottom of the area and through the door. Follow the path and turn right. Kill the endtrail to make the door open but ignore that way, for now turn left. Kill the endtrails and get the key and flip the switch. Now go back to the door I told you to ignore to find the last soulgate. (objective complete). Go to the area where you turn left to go on a bridge, but instead of turning keep going till you reach a ledge. Look down and you'll see an area with some life force jump down and flip the switch. Jump into the water that's right beside you to find a newly opened cave. Go up there to find the exit warp. This energy totem is exactly the same as the first time. (level complete)

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Death Marshes (XI)

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- Objectives - rescue five prisoners
- destroy three ammunition storage facilities
 - locate the energy totem and defend it at all costs

Enemies: Endtrail
Raptoid
Warclub gunner
Juggernaut
Warclub
Swamp Wasp
Swamp worm
Raptors

Go forward over the bridge and up the path. Grab the shotgun and use it on the warclub that flies through the bridge. Jump down and hop on the platforms kill the raptoid and go across the bridge. If you want you can go left to find some health, ammo, and a gunner. At the end of the bridge go right to find the mag. 60 if you haven't already, or go left to proceed. Kill the gunner and jump across the collapsed bridge. Use the TEK arrows to destroy the wasp hive and the wasps then jump across to find some life force and respawning health & ammo. Now jump across and continue down the path. Kill the warclub and head up the path. Jump across the logs quickly so you don't drown in the poisonous water. Go left through the bushes to find a key. Continue up the path killing enemies as you go until you reach an area with buildings and a warp, but don't go through the warp just yet. Go across the bridge near the warp to find an endtrail guarding a prisoner. Shoot the lock on the door to open it and touch the prisoner to free him. Go into the mud behind the warp and you should see some red life force leading into an alcove. Inside is a satchel charge, go back onto the bridge where you got to the prisoner cage, and turn right. You should see some rocks. Jump onto them and climb the ladder. Kill the warclub, shoot the locks, and go through the warp inside. Go left when you get the chance and touch the largest crate to set the charge. Hurry and run back to the warp or you'll get blown up too. You can go back in to find a full health. Go through the warp I told you not to go through earlier.

Hop across the logs, collect the ammo, and kill the warclub. Go onto the stone path and turn left when you can. Follow this path to a savepoint, but don't save just yet. Go up this path and follow the life force to a key. Keep following the path until you reach a ledge with a gun floating in midair. This is the shredder! Now you can go save. Go back on the stone path except this time keep going and you'll meet your first Juggernaut. Go through the hole in the wall he created to find a warp. Go up this path killing enemies, and another Juggernaut will bust through a wall at you. Continue and you'll see some life force going around a corner, follow it to find another save point. Don't get used to the savepoints being this close together. Remember the tower with the gunner at the top. Go down the path and two warclubs will bust out at you, kill them and continue to find a warp but don't go through yet. Go around the corner to the right to find two gunners guarding a warp portal switch. Go back to the tower I told you to remember and climb up. Jump over to the building and collect the goodies. Go across the log and jump down to find an oblivion portal after you're done here you might want to save again, now go through the warp. Go forward, kill the warclubs, and climb the ladder. Jump over to the wall and jump down to find a satchel charge and some health. Go back to the warp and turn left to find another ladder. Go across the log to find another ammo facility. Go left and forward to find the crate you need to put the charge on. 2 down 3 to go

Go up the path till you meet another juggernaut, kill him and hop on the ladder to the left. Kill the gunner and jump to the below area. Go through the door to find a juggernaut guarding a warp. Kill the gunners and jugs as you go down this path. Go right following the trail of life force to find the plasma rifle. Another juggernaut will bust through the wall so kill him and go through the door next to the hole to find a path with a juggernaut, save, and a warp. Kill the gunner and warclub, then head up the path. You will now be on an enemy infested path. In order you'll face: 3 raptoids, 2 gunners, 3 warclubs, and one Juggernaut. At the end of the bridge turn right till you see a yellow life force. Jump over the edge to find a prisoner and the grenade launcher. Go back to the bridge and kill the two jugs to lower the gate. Inside you'll find a warp. Go right and through the hole to find two more prisoners. Kill the enemies and jump across the poisonous water to the ladder. Remember the pile of rocks you can climb up here. Go right to find the last prisoner. (objective complete) Go up the path to find a warp, but don't go in yet. Climb up the ladder and follow the path. Eventually you'll see a satchel

charge on top of a cage but don't get it yet instead go up the life force filled path to find a warp portal switch, then go get the eagle feather you should've already seen. Jump to the path right in front of the feather to find a talisman chamber. Now you'll have the breath of life talisman. Now you can go get the satchel charge, then go through the warp I told you to ignore.

Kill the Juggernaut and climb up the ladder. Go over the bridge on the left to find the last ammo facility. turn right to find the crate. Now go through the warp. Go through the gate and grab the key to make raptors flood into the room. Kill them to make the gate open. Go inside and kill all of the Juggernauts to open the way to the exit portal. This is the toughest energy totem in the game. Gunners and jugs are everywhere and take awhile to kill. Try to be full on shredder and explosive rounds before the battle.
(level complete)

=====
Lair of the Blind ones (XII)
=====

Objectives: -Seal three thermal vents
 -locate the energy totem and defend it at all costs

Enemies: Endtrails
 Raptoids
 Leapers
 Blind Ones
 Small Spiders by the thousands
 Giant Spiders
 Goblins

NOTE: When you are jumping down the holes that lead to new areas, you will usually see a warp. Use it and it will take you back up to the previous area.

WARNING: This level is a living hell and will make you want to bang your head on the wall and/or cuss a lot. If you are not a patient person, stop playing this now while there is still time! END WARNING

Go forward and turn right when you reach a bottomless pit. There is also a full health in the area where you warped in. Kill the leapers and jump down the hole. Look behind the waterfalls throughout this area until you find a tunnel behind one of them. Go down the path and jump down the hole. Get used to that as you will be doing it a lot. Turn left following the trail of golden life force. When you reach a seemingly dead end the rock will slide away. Kill the endtrail and jump down into the water. Swim to the bottom to find the harpoon

gun. Go into the cave on the right side and ignore the tunnel on the left for now. Keep going to find a warp portal switch. Now return to the tunnel and swim on through. Look to your right to find a path and follow it. Make your way across the bridges and kill all of the endtrails that you run in to. Climb up the pegs on the pillar and continue up the path. Keep going through the countless tunnels and up walls until you reach a warp portal machine, this is a talisman chamber Go back the way you came and jump into the water that a path went over previously. Kill the endtrail and grab the health and shredder ammo and then climb up the wall. Also shoot the switch next to the pegs on the wall.

Ignore the warp and keep following the path until you find a hole to jump down to the next area. Ignore the tunnel that has a blue health in it and take the only exit. The door will lock and a giant spider will attack you. After he is dead, the exit will open, it has a blue health in front of it. Kill the enemies and activate the switch to open up the two tunnels with some life force in front of them. Follow them to the end and shoot the switch at the end of each of them which is above the dead end. After you have flipped both switches, go back to the main room to find that the gate has been lifted, so swim through. Kill the blind one and collect the Charge Dart rifle and the key. Go back to the main room and place the key in the slot and go through the newly-opened passage. Blow up the barrel to make the pillar fall so you can get across. Now rocks will start falling from the sky. Quickly make your way across the LONG series of paths until you are in a safe area.

When you are in the very large room with a bottomless pit in the middle, go to the thin path to the right killing the small spiders. Keep going ignoring the first tunnel. At the end you will meet a Giant spider who is guarding a flame thrower. Go through the tunnel that I told you to ignore to find a key. Once you take the key however a bunch of gooblines will flood the room. After they are all dead a passage will open. Stand in front of the gate for a few seconds and it will open up so go through to the next area. Go across the bridge and kill the blind one and keep going through the gate. Kill the enemies and blow the barrel to make the pillar fall and cross the bridge to the next area to find a save point. Now turn the game off unless you have a few hours to spare. (seriously) When you come out of the save poin, take out your plasma rifle and take out both of the blind ones up on the walkways and the one in front of the locked passage. Go up to the door and shoot the switch to the right and go through the tunnel. Now cross a few more bridges, hitting some switches and fall down the hole at the end. Now jump across the platforms until you get to a tunnel.

If you fall, jump down a few waterfalls until you reach a lake and there is a warp at the bottom that will take you back to the top. Jump down onto the ledge, kill the leapers, and jump on the platform to collect an eagle feather. If you wish you can backtrack ALL the way back to the talisman chamber, or you could just wait until you beat the level and then come back and get it. Now fall back down into the lake. Swim around until you see a trail of yellow life force leading into a wall. Above it, out of the water you will see a switch. Shoot it, and the wall will slide away and two leapers will swim out. Swim through the tunnel. Follow the long patyh and you will eventually reach a large room. Try to go through the exit with yhe TEK bow and three Giant Spiders will come in. Kill them to open the way to the next area. Go through these corridors until you see an opening to your right. Jump out over to a platform that holds a cave door key. Climb up the pegs to get back up and continue the way you were going. Kill the blind one and the gate will open, continue on some more. Keep going across some more bridges, killing blind ones and you will find a satchel charge. When you reach the next bridge look to the left and you will see a blind one in an alcove. Kill him and climb up the pegs below the alcove and jump down another hole at the end.

Ignore the warp and turn right to find a key slot. Insert the cave key and the door will open revealing a vent chamber. Go up the path to the right and place the charge and then run out and go through the warp I told you to ignore. One down, two to go. Go forward the stone will move out of the way, revealing the area before the hole. Turn right and you'll be in the area where you killed the Blind One. Fall down into the water and make your way all the way back to the area where you jumped onto the pegs and continue through the passageways, you'll find a hole, drop down. Hop down in the pool of water and prepare to get frustrated. Wander around aimlessly through the tunnels, hitting switches and unlocking gates until you have a satchel charge, the torpedo launcher and two cave door keys. There are also a couple of warps around here. One of them leads to a vent chamber and another leads to the next area. After you have sealed the thermal vent, go through the other warp to proceed. If you start getting low on air, there are a bunch of air pockets scattered around and some health.

Use the key to lift open the gate and head through. Hit the switch and go through the endless passageways until you reach a thin ledge. Follow it to the bottom area where there are a few lava pools. Go into the alcove to find a switch, guarded by a giant spider. Kill the spider and flip the switch and a passage will slide open and a fireborn will run out. Kill him and go through the tunnel he ran out of. In this room you will meet a couple of more fireborns. To proceed you will need to jump across the platforms. This is much easier if you went back and collected the heart of fire talisman. When you reach the large area, carefully pick off the bow-wielding blind one and go up to where he was and blow up the barrels. You will find some ammo and health, as well as a warp portal switch. Climb up the pegs on a different part of the ledge to get to the next area. Kill the blind one and head into the warp portal and get another Nuke peice. After you come out, jump off the cliff behind the warp portal. No, you won't die, you will be back in the previous area.

You should see some red life force leading to a platfrom on a pole. There are also some more poles with more platforms. When you jump on, it will rotate up to the next platform. Be very patient or you will kill yourself. Follow some more tunnels and passages until you reach a hole and jump down.

=====
Hive of the Mantids (XIII)
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Under construction

=====
Primagen's Lightship (XIIII)
=====

Under construction

=====
Bosses (XV)
=====

All of this game's bosses are pretty tough and huge. The bosses are only in the last three levels which is bad because they're the toughest.

Legend:

Name

Description

Found

Attacks

Stategy

Name: Goldeneye

Description: A giant eye in the ceiling with tentacles all around

Found: The hellhole that is the lair of the blind ones

Attacks: wacking you with tentacles, spewing acid at you, sending out leeches to attack you.

When you start, jump down to the platform to start the battle. Kill all of the leeches to make the tentacles come out. Shoot the tentacles while constantly moving to avoid their hits. Their hits don't take that much health away, so don't worry too much. If your health does get low, health and ammo are constantly spawning around the arena. After the tentacles are dead you must fight some more leeches. Kill them to start the next phase. Your targets are now the strange objects around the eye who are spewing acid at you. Use explosive shredder shells to quickly take care of them. Now another tentacle will pop out of the wall AHH! Kill it to make another one come out repeat until they're all dead. The target is now his eye Bwahaha shoot it with anything to make it start raining blood.

Name: Queen Mantid

Description: A huge spider with two blasters

Found: Hive of the Mantids

Attacks: Blasting you, spewing poison at you, punching you

This boss is very tough so be ready to lose two to three lives here. Her first weakpoint is her forearms so shoot them. The hard part about this is it's

insanely hard to hit them. Kill all of the mites that appear to be on steroids to start the next phase. You need to be constantly on the move in this phase as her new attack can seriously damage you. The target is her abdomen. Use the rocks and pillars as shields and try to make your way behind her. Kill some more mites then get ready for the last phase. the target is now the blasters. Get in close and use the flamethrower to quickly do it. Now she's lying on the floor and the target is her head. Muhahahaha. Shoot it with a couple of shredder rounds to end this.

Name: Mother

Description: A huge, fat, zombie, thingy that hangs from the ceiling by her arms.

Found: Primagens lightship

Attacks: Wacking you with tentacles, sending out worms to attack you, firing a ray at you

This is the toughest boss yet. The target at first is her arms which she hits you with. Be constantly on the move as each hit takes off ten health. She sends strange looking worm creatures to attack you as well. Now she has grown new arms, which are attached to the ceiling, which she uses to catapult herself into the air and try to smash you. The target is her arms again but now they are VERY hard to hit. Now she grows legs and an abdomen like the queen mantid and starts walking around. Her new attack is firing a bluish ray that takes off 20 health! ouchies. Now the target is her head. Put a bunch of explosive shredder rounds into it and the battle will be over.

Name: Primagen

Description: A huge alien with tentacles all over his back

Found: Center of the hub after you have all of the primagen keys

Attacks: shooting you with fireballs, punching you, fireball shockwaves, bluish ray, scaring you with his voice

This is a very very tough battle, unless you have nine lives. If you have the nuke use it to bdestroy all of the fliers that are zipping around and attacking you. The nuke doesn't work on the primagen though. His first weakpoint is the tentacles on his back just above his head. Whenever one of the tentacles is almost destroyed he will attempt to regenerate. To disrypt this continusly shoot him in the head. The next target is the large claw looking tentacle that's sticking out away from him. Use a powerful weapon like the firestorm cannon on it. Again try to keep him from regenerating. he also has a couple of new attacks: Throwing fireballs at you and shooting a laser that does nothing at first, but after he hits you with it three times it takes a whopping thirty points away. Now on to the last phase. The target isn now his head. Use explosive shells or what you have left to finish him off. Enjoy the ending scene!

=====
Enemies (XVI)
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This game has the best set of enemies I've ever seen. They are varied just like the weapons. In this section I will tell you their attacks, description, and best death death scene.

Endtrail

These are the most common enemies on the first two levels. They have alligator-like skin, and a handgun that shoots rapidly, and can really take your health down. They also throw damaging grenades at you. They can also turn invisible. They have pretty good stamina and they can take a bunch of shots to the mid section and still live. Any of the strong weapons will easily kill them though. These guys also have pretty good speed and are pretty good at dodging your shots and taking cover.

BDS: Randomly they'll turn their self-destruct mechanism on to try to take you with them. They explode in a mass of blood, and gore.

Best weapons to Use: Pistol
 Shotgun
 TEK bow
 Warblade

Raptoid

Also common in the first two levels the raptoid is like the Endtrail but smaller, and no gun. They awkwardly hop towards you, and slash you with their claws. They are also good at dodging your shots. These guys are not as tough as Endtrails and will go down with a few pistol shots to the high or mid section. One shotgun blast is also enough to put them down.

BDS: If you hit him in the upper body with an explosive shell his torso will be blown off.

Best Weapons to use: Pistol
 TEK bow
 Warblade

Raptor

You'll only find these a few times in the game, but when you do they're usually in groups. They move very very fast, and do moderate damage. These guys are not very tough and will die with around three shots with a pistol and they can't even take one shotgun blast without dieing. Luckily for them, their speed makes them extremely hard to hit and will keep them alive for a little longer.

BDS: You can blow his head off, and his body will start running around spewing blood everywhere.

Best Weapons to use: Pistol
 Shotgun
 Warblade

Compy

These things are more annoying than dangerous. They run around in little groups, and start biting you. It takes four hits to take away one health. It only takes one hit from anything and they will explode into millions of tiny peices.

BDS: When you hit them they bust into a million peices

Best Weapons To Use: Warblade
 Talon

Undead

These things wander around the graveyards, and near the soul gates. If you want to make them offenseless turn the blood off in the options menu since throwing blood is their primary attack. Sometimes you can blow their legs off, and they will crawl after you. These guys have about the same amount of stamina as the raptoid. They move very, very slow, but when you blow off their legs, they move a lot faster.

BDS: none

Best Weapons to use: Mag 60.
 Shotgun

Lord of the dead

These guys are alot like the undead except much bigger. Turning off the blood will not make them helpless as they can punch you and shoot a very damaging

fireball at you. In the graveyards you'll usually have to kill a few of these to get to the next area. These guys are very tough and the fiercest enemies on Level 2.

BDS: none

Best Weapons to Use: Shotgun
Mag 60.

Sister of despair

These are your objectives in the river of souls level. They're found in graveyards. The easiest way to hit them is when they stop to summon more enemies. They can shoot a fireball that's like the lord of the dead. They can also shoot a skull at you that does moderate damage. If you get in close they'll use a spell and knock you back 20 feet. They can take a great deal of hits and can even take 4 shotgun blasts before finally killing over. (again)

BDS: none

Best Weapons to Use: Shotgun
Mag 60.

Warclub

These inhabit the death marshes. If you get close they will wack you really hard. When you're at medium range they'll hit the ground causing a shockwave. Some of them will even throw rocks at you. They look like gorilla aliens. These are tough to kill when you are up close because it is hard to get a headshot. Most of the time one shotgun blast will blow a hole through them, but sometimes it won't. The best way to deal with them is to retreat back a good distance and shoot them in the head with an arrow from the TEK bow.

BDS: If you hit him with a shotgun to the stomach it'll blow a hole through him and you can see through it.

Best Weapons to use: Shotgun
Mag 60.
TEK bow (far away)
Plasma Rifle (far away)
Shredder

Warclub gunner

These guys have a chain gun that it can barely lift and a huge box of ammo on its back. The chaingun gets jammed often giving you a good chance to run out and kill him. These guys are tough and can take a lot of hits, so if you attack him out in the open, you will lose a lot of health. Take cover behind

a tree or rock and wait until he stops shooting, quickly run out and shoot him in the face with a strong weapon.

BDS: none

Best Weapons to use: Shotgun
Shredder
Mag 60.

Juggernaut

These are my favorite enemy. They carry a sword that's bigger than you and it can shoot lasers. Like the warclub they can cause a shockwave. The best way to kill them is a few shotgun shells to the chest, as you can't hurt his head because of the helmet. He can also block your shots with that sword. These guys have incredible stamina. They can withstand several shredder rounds to the chest and you can't even hurt his head or some other parts. To hit his head, shoot a shredder round so it will bounce up and under his helmet and hit him in the face. It is impossible to fight him close range because he will mess you up very badly. The best way is to get far off and snipe him. If he starts charging you, keep running backwards shooting at him until he falls over.

BDS: You can blow his entire side off and blood will start poring out.

Best Weapons To Use: Shotgun
Shredder
Mag 60.

Swamp Wasp

These things are more annoying than dangerous. They come out of a hive. For some reason if you shoot the hive with a TEK arrow they will start attacking each other. One hit from anything will kill them. They are slightly more powerful than the compies.

BDS: none

Best Weapons To use: Warblade
Talon

Blind one

There're two types. One is fat with a VERY damaging crossbow. The other is slimmer with a large sword. Both are dangerous and you'll want to kill them quickly. The skinny one can also throw grenades. These guys have about the same stamina as the endtrails. The most effective way is to snipe them in the head from afar, but a couple of shredder shots to the chest will also kill

them.

BDS: Sometimes you can blow his chest off.

Best Weapons To Use: Shredder
Mag 60.
TEK bow

Mantid Soldier

A huge brown cockroach-like bug. They usually just shoot you with their star wars-like blasters. On the shoulders they have twin plasma cannons that will really take your health down. These guys are one of the tougher and hardest to kill enemies that you will encounter. They can take tons of punishment from any weapon. This is another enemy that you are better off staying far away from and sniping like a scared little girl. The firestorm cannon is also very effective in killing these guys. The scorpion missile launcher is also very useful here.

BDS: Sometimes you can blow his side off. What the hell? his blood glows in the dark.

Best Weapons To use: Plasma Rifle (far away)
Firestorm Cannon
Shredder
Scorpion

Mantid Drone

These look like praying mantis. Some of them have jetpacks and are ridiculously hard to hit. They carry two blasters that take off five points per hit. If you get surrounded by them you're really in trouble. These guys don't have as much stamina to go along with their attack power and agility. One shredder round is usually enough to kill them. The firestorm is one of the few weapons that you will actually be able to effectively hit them a lot with.

BDS: You can blow their legs off and they'll start crawling around frantically then die.

Best Weapons to use: Shredder
Firestorm Cannon

Mantid Worker

These look like the soldiers except twenty times smaller. They run around in small groups and start slicing you. The warblade is too weak for them, so the best weapon to use is the mag. 60. These guys are a lot more durable than they look. The best weapon to use is the shredder.

BDS: none

Best Weapons to use: Shredder
Mag 60.

Mite

These are like a compy in bug form. They hop around in their little groups and nip away at your health. Sometimes they'll come out of eggs that you destroy, or they come out of a nest that you can destroy with a well aimed grenade. These things are a lot more durable than compies, but they do about as much damage. It takes two to three warblade slices to kill them.

BDS: none

Best Weapon to use: Warblade

Biobot

These are an interesting enemy. They get around on a single wheel. Their only attack is punching you. The only thing the charge dart is good for is killing these guys, two fully charged shots is usually enough to put them down. If you don't use the charge dart rifle they have pretty good stamina and will die with two or three shredder shots

BDS: He slides around erratically, and collapses on his wheel.

Best Weapons to use: Shredder
Charge Dart Rifle

Trooper

A squid-faced soldier that carries around some powerful weapons. There're two types one has a single laser gun, and the other has two guns like the firestorm cannon. The scorpion missile launcher or the firestorm cannon are effective against these. These guys are very tough to kill. Not even three shredder shots is enough to kill them. The two best weapons to use are the scorpion missile launcher and the cerebral bore. If you don't have either of them, the nuke is quite effective. The firestorm question may be the best one to use.

BDS: You can blow their head off and it lands a few feet away

Best Weapons to use: Cerebral Bore
Scorpion
Nuke
Explosive shredder rounds

Firestorm cannon

Elite

These are the feircest enemies in the game. It takes multiple shots from the scorpion to kill one. They also have an invisble mechanism like the endtrail. If you don't have scorpion ammo use the firestorm cannon. These are incredibly durable. The ONLY weapons you should use are the extremely powerful ones like the scorpion, and firetorm cannon.

Best Weapons to use: Cerebral Bore
Scorpion
Firestorm Cannon
Explosive shredder rounds
Nuke

Fireborn

These enemies are awesome. They look alot like the endtrail except they're black and flaming. They can throw nades at you and they are lethal at close range. These are the toughest enemies that you will find in the Lair of the Blind ones. The shredder is the most effective weapon at killing them. NEVER get up close to them unless you want to have one less life.

BDS: Sometimes you can blow them up and all that will be left is their feet.

Best Weapons to use: TEK bow
Shredder

Leaper

These are amphibeus creatures that hop around with great agility. They go up to you and start slashing doing moderate damage. These guys are pretty weak and couple of warblade slices will end them.

BDS: You can blow his side of and his rib cage will be sticking out.

Best Weapons to use: Warblade
Shotgun

Death Guard

These are one of the toughest enemies you'll find. They are faster than a raptor and carry a gun bigger than you. He fires rapidly and does a ton of

damage. He can also throw grenades and punch you. They can also take loads of damage from the shotgun. Lucky for you he will be standing still a lot of times waiting for you to shoot him in the face with the TEK bow. When they are up close, you will want to use a very powerful weapon on him.

BDS: you can blow his skin off and see that he has no blood. AHHHHHHH!

Best weapons to use: TEK bow (far away)

Cerebral Bore

Shotgun

Shredder

Mag 60.

Sentinel

They are a little slower than the death guard. They don't carry a gun but instead carry a sword. Like the death guard he can throw grenades. These guys are slightly faster than a raptor and do pretty good damage with that sword and they can swing rather fast making them a very lethal enemy. Like the death guards, you will sometimes find them standing there for you to pick them off with the TEK bow.

BDS: You can blow their upper body off and the spinal cord will be sticking up with the skull attached to the end of it.

Best Weapons To Use: Shredder

Shotgun

Mag 60.

Cerebral bore

Lord of the Flesh

These are a lot like the death guard except bigger and red with a cool looking spiked shoulder pad. They fire faster than the death guard and are stronger. There is another type that can shoot green lasers from his hand. These guys are also faster than a death guard and can take tons of hits. I would like to see a fight between one of these and an Elite. Don't mess around with these guys and just finish them with a strong weapon. Usually when you fight them you will be on a platform surrounded by lava and when they punch you you fly back a few feet.

BDS: Same as death guard

Best Weapons To Use: Cerebral Bore

Shredder

Firestorm Cannon

Swamp Worm

These pop out of the mud in the death marshes. They are very annoying. Just don't get in close and you'll be alright. They wack you with their unnaturally long tongue doing little damage. Just get to where you are out of their reach and shoot them until they die

BDS: none

Best Weapons to Use: Shotgun
Mag 60.

Giant Spider

These are large spiders that run around spewing acid everywhere. They can also use their web to go up into the ceiling and land somewhere else in the room. These things are surprisingly durable, but will go down with three shredder shots or a few Mag 60. shots. The flamethrower is the best weapon to use.

BDS: none

Best weapons to use: Mag 60.
Shredder
Flamethrower

Cave Worm

Just like the swamp Worms except..... they're found in a cave! Who knew that?

BDS: none

Best Weapons to Use: Shotgun
Mag 60.

=====
Primagen Keys (XVII)
=====

Primagen Key 1

Right after you go into the talis man chamber, and adon tells you about the talismans, there are some buildings. Behind them is a switch, activate it. Inside is the primagen key. You need the leap of faith talisman to do this.

Primagen Key 2

Go back to the area where you flipped the switch to open up the way to the exit portal. Blow up the barrels to find a new passage. Now you have to do a series of leap of faith jumps to reach the key. You need the breath of life and leap of faith talisman for this.

Primagen Key 3

Follow the path after the second warp until you see a talisman tile. Dive into the water and go through the cave. Follow the stream until you find land. Jump up and kill all of the purr linn then grab the key. Make sure you have the torpedo launcher or you wont be able to make it back. You need the breath of life talisman to do this.

Primagen Key 4

Primagen Key 5

Primagen Key 6

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Codes (XVIII)
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bewareoblivionisathand- master cheat

STOMPPEM- Big Feet & Hands Mode

UBERNOODLE- Big Head Mode

LIGHTSOUT- Blackout Mode

FROOTSTRIPE- Frooty Stripes

WHATSATEXTUREMAP- Gouraud Mode

DLVTRKBWPS- Infinite Ammo

DLVTRKBNRG- Infinite Lives

HEEERESJUAN- Juan's Code

DLVTRKBLVL- Level Select

IGOTABFA- Pen & Ink Mode

PIPSQUEAK- Small Enemies

HOLASTICKBOY- Thin Enemies

O N L Y T H E B E S T- Warp to Credits

AAHGOO- Zach Attack

=====
Credits (XVIII)
=====

Me- for typing this

Acclaim- for an awesome game

Gamefaqs- for codes and for hosting this

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Contact Information (XX)
=====

Email Adress: rolltide19921@yahoo.com

Rules:

Don't send any Junk mail

If you ask a question already answered in the guide you will be ignored

If you send in something you will be given full credit for it

Don't ask the same thing over and over again

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Legal Stuff (XXI)
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