

Turok 2: Seeds of Evil Weapon/Power-up Guide

by ShadowDragon777

Updated to v1.01 on Jul 30, 2007

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II:

This is a FAQ about the weapons in the Nintendo 64 game Turok 2: Seeds of Evil.

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You may contact me at theshadowdragon777@yahoo.com but only for the following things.

- *Errors in my guide
- *Spelling Mistakes
- *Suggestions
- *Praise
- *Contributions
- *Constructive Criticism
- *Asking if you can use this FAQ on your site

Things you should not email to me:

- *SPAM
- *Things that have nothing to do with Oblivion
- *Hate Mail/Flames
- *etc...

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V:

The Weapons

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All you have to do to get to a specific weapon is use Control+F and put in it's name.

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=====FLARE=====

Ammo: N/A

Best Range: N/A

The flare isn't exactly a weapon but it is still something to can arm

yourself with. It is used to light up dark areas which can also attract enemies so you must be careful when using them. The flare gun has unlimited ammo but it does take a little bit to recharge after each shot.

=====TALON=====

Ammo: N/A
Best Range: Close

The talon is your basic close range weapon. It is basically two blades combined together with a leather strap. It is mainly useful against smaller creatures. Against larger enemies it is not that effective and should probably only be used as a last resort when you are low or out of ammo.

=====WAR BLADE=====

Ammo: N/A
Best Range: Close

The war blade is a handland weapon for close range fighting. It has two retractable blades and is much more powerful than the Talon. It is very useful against smaller enemies but it can also do great damage to larger ones too. Usually about two hits with it can take out a endtrail or even a warclub. One tactic with it is to hit the enemy quickly from behind to defeat them before they can turn and attack.

=====BOW=====

Ammo: 20 Normal Arrows
Best Range: Close/Medium

The bow is a medium to short range weapon in which the further you pull the arrow back the stronger it will be when you shoot it and the farther it will go. The Bow's ammo is 20 normal arrows. Also unlike guns when you shoot arrows out you can go and get them again as long as you can get to them.

=====TEK BOW=====

Ammo: 20 Normal Arrows or 10 Tek Arrows
Best Range: Medium/Far

The tek is a more powerful bow which can fire either normal arrows or tek arrows. With normal arrows it can shoot them faster which in turn means they can go farther. The Tek Arrows are basically explosive arrows. When they hit their target they will detonate after about two seconds. You can use up on the D-Pad to switch between the two arrows. Also when using Tek Arrows it is best to only use them for long range targets and you must also watch out for any targets that may charge you as if they get to close with the arrow in them you will be hurt.

=====PISTOL=====

Ammo: 50 Rounds
Best Range: Close/Medium

The pistol is your basic gun. It is useful against the smaller and weaker enemies in the game. Also like other guns a good shot at the head can take out most enemies. It is not advised to use it against any armored enemies. The Pistol can have 50 rounds.

=====MAG .60=====

Ammo: 50 Rounds
Best Range: Close/Medium

The Mag. 60 or magnum pistol is an upgraded pistol. It uses the same ammo as the pistol but it can fire three bullets in rapid succession every time the trigger is pulled. It is a decently powerful weapon which is good against medium sized enemies and even larger ones. Also with the three shots it gives you a better chance of getting a head shot. You must watch out though as it will drain away your ammo quickly.

=====TRANQUILIZER GUN=====

Ammo: 20 Darts
Best Range: Close/Medium

The tranquilizer gun is a rifle which fires tranquilizer darts which will temporarily disable the enemy. It is good if you are trying to quickly get past an enemy without a fight or if an enemy is guarding something or even if you just want a break from the fighting. It does have some disadvantages though. When an enemy awakens they are far more aggressive and dangerous than normal. Also some enemies are immune to it like the Mantids. The tranquilizer gun holds up to 20 darts.

=====CHARGE DART RIFLE=====

Ammo: 40 Charge Darts
Best Range: Range doesn't matter.

The charge dart rifle is a more advanced tranquilizer gun. It has the same paralyzing effect as the tranquilizer gun but it uses electricity to get this effect instead of a drug. The shots spread out like a shotgun when you fire so you can even hit multiple targets at once. Also few enemies are immune to its effects.

=====SHOTGUN=====

Ammo: 40 Normal Rounds and/or 20 Explosive Rounds
Best Range: Close

The shotgun is a weapon which shoots multiple tiny pellets in a spread which move apart as they travel. This means it is a good close range weapon and can be very deadly at close range. It can also use both normal and explosive shells which can be useful. The explosive rounds do far more damage but are dangerous as they can also hurt you. It can hold either 20 explosive rounds or 40 normal rounds.

=====SHREDDER=====

Ammo: 40 Normal Rounds or 20 Explosive Rounds
Best Range: Close

The shredder is a weapon which can use either normal or explosive rounds. It is much like the shotgun but it has a special ability. It's bullets ricochet off of the walls. So even if you miss your target the rounds can still hit. Due to this it is very effective in smaller rooms. You can also be hurt by it's blasts but it is very useful when facing multiple enemies. Also if you want to be strategic you may even use it to hit enemies you normally could not hit by using the walls. The Shredder can have up to 20 Explosive Rounds and 40 Normal Rounds.

=====PLASMA RIFLE=====

Ammo: 150 Tracer Rounds
Best Range: Long Range

The plasma rifle is a weapon which fires concentrated bursts of plasma out which does great damage to enemies. It also has a sniper scope on it almost like the Tek Bow. It is more powerful than the bow though which makes it a very good weapon. Also distance does not effect it's damage like with the bow. It is best used at long range as at short range it isn't that effective of a weapon. It can hold up to 150 Tracer rounds.

=====FIRESTORM CANNON=====

Ammo: 150 Tracer Rounds
Best Range: Medium

The firestorm cannon can shoot out a concentrated stream of tracer rounds, the same ammo used by the Plasma Rifle. It is used to tear through enemies quickly. It does however take a second or so to

start up so that can be dangerous around quick enemies. It can also be somewhat tricky to hit a constantly moving target. It is best to be used in short bursts at a medium range as if you don't use short bursts your ammo will run low rather quickly. It can hold up to 150 Tracer Rounds.

=====SUNFIRE POD=====

Ammo: 6 Sunfire Pods
Best Range: Close/Medium

The sunfire pods are bombs which create a brief burst of light which blinds most enemies. This will give you an opening to attack. Also enemies like the Blind Ones and other creatures that live in caves it can be very deadly. One disadvantage is that they are useless in daylight.

=====CEREBRAL BORE=====

Ammo: 10 Bores
Best Range: Medium/Long

The cerebral bore is a very deadly weapon. It will first lock on to the target by using their brain waves. The bore will then fire out and attach and burrow through the target's skull, destroying the brain and basically the entire head the process. Enemies that either have two small of brains or that have armored heads can be immune to it. Also you must watch out as during the time it takes for the bore to get to it's taret other enemies may find you due to it or they may even dodge it. Also you cannot fire it without a locked on target.

=====PFM LAYER=====

Ammo: 10 Mines
Best Range: Medium

The PFM Layer, or Proximity Fragmentation Mine Layer is a weapon which shoots out a PFM. Shortly after the mien will activate and emit a green light. When an enemy gets to close to it the mine will launch into the air and explode cutting the enemy off at the knees if they are too close. You must be careful though as it has a slow rate of fire which means if the enemy can attack you directly when you are firing you will be in trouble.

=====RAZOR WIND=====

Ammo: N/A
Best Range: Medium

The razor wind is basically a powerful metal bladed frisbee. When you throw it the razor wind will travel out and eventually return. It is powerful if you can hit the enemy but you must be careful as when it is out flying around you can be easily killed.

=====SCORPION LAUNCHER=====

Ammo: 50 Missiles
Best Range: Medium

The scorpion launcher is a heat-seeking missile launcher which fires three missiles at the same time. They will each lock on their target and destroy it. Usually the first missile will blow the enemy into the air whereas the second will kill them as they fly through the air. The third would then hit the ground destroying the body. The Scorpion Launcher can hold up to 50 missiles.

=====GRENADE LAUNCHER=====

Ammo: 50 Grenades
Best Range: Medium

The grenade launcher is a weapon which fires out rather powerful grenades. When they are fired the grenades will travel in a arc due to their weight. This means you will have to aim higher up to hit your target. The grenade launcher is a midrange weapon mainly due to the fact that you wouldn't want it's explosions to harm you.

=====NUKE=====

Ammo: N/A
Best Range: Any

The nuke is a powerful weapon in which you must collect all six pieces to get it. One piece is found in each level from Level one to level six. It is a weapon which charges and creates a powerful thermonuclear blast which will annihilate all nearby creatures and turn them in statues.

=====TORPEDO LAUNCHER=====

Ammo: 3x2 Torpedos
Best Range: Medium/Long

The torpedo launcher is an underwater explosive weapon. Using it you can fire up to two torpedos at once, it will also help you move throughout the water quicky due to it's propellers. Like other explosive weapons you have to be careful not to have the torpedos deoante too close to you. You will also find it to be useful as to quickly move through the water before you run out of air.

=====HARPOON GUN=====

Ammo: 12 Harpoons
Best Range: Any

The harpoon gun is the other underwater weapon. It fires out small spears. This is a very good underwater weapon as it can reload quickly and you can fire out the spears quickly also. It also cannot harm you as the harpoons aren't explosive. Also they are like arrows so you can retrieve them once you fire them out.

=====TRICERATOPS=====

Ammo: N/A
Best Range: N/A

The triceratops has several weapons on it. It has an endless supply of ammo for both its Grenade Launcher and Assault Rifle. Its grenade launcher also has a much longer range than yours so it will be useful. You can also use it to smash through your enemies and trample over them. The only bad thing though is that it is sort of slow and cannot turn easily.

~~LIFE FORCE TOKENS~~

Life force tokens are the yellow and red diamond/rectangles that you will see all around the various levels. The Yellow tokens will give you 1 life force while the red ones will give you 10. Once the life force adds up to 100 you will gain an extra life.

~~HEALTH CROSSES~~

The health crosses are the various crosses you can find which will heal you. There are 4 different types.

Silver Crosses - The Silver cross is the special and powerful one as well it can only give you two points of health it will allow your health to rise above 100 and go to a new max of 200.

Blue Crosses - Blue crosses will give you 10 life points but these will not add above the 100 limit.

Orange Crosses - Orange crosses will give you full health or 100 life points but it will also not allow you to rise above 100.

Gold Crosses - Gold crosses like silver will allow you to rise above 100 life points to 200, these ones are the best as they also give you 100 health points.

~~HEART OF FIRE~~

The Heart of Fire is one of the five special talismens. One talismen can be found on each level except the first. Their powers can be used to explore completely new areas in the levels. The Heart of Fire talismen will grant you the ability to walk on fire so you can pass over lava and other flaming surfaces without taking any damage. The Heart of Fire can be found on "The Lair of the Blind Ones" level. You will need the Red Eage Feather to get it.

~~WHISPERS~~

The Whispers talismen will allow you to hear "whispers" which are voices from the spirits known as whisperers. This will allow you to float on winds to get to formally unreachable areas. The Whispers talisman can be found in "The Hive of the Mantids" stage. You will need the Purple Eagle Feather to get it.

~~EYE OF TRUTH~~

The Eye of Truth talismen will allow you to see special hidden pathways which will be bridges to hidden parts of a level. Usually a sign of one of this hidden bridges is when you see a row of items you cannot get. The Eye of Truth Talismen can be found in "The Primagen" and you need the Grey Eagle Feather to get it.

~~LEAP OF FAITH~~

The Leap of Faith talismen will allow you to be propeled into the air to get to special unreachable places. You can find the Leap of Faith talisman in "Slaughter by the River of Souls" and you will need the Brown Eagle Feather to get it.

~~BREATH OF LIFE~~

The Breath of Life talismen will give you the power to survive in the River of Souls where it would normally kill you. This is useful to explpore hidden underwater areas in the river. The Breath of Life talisman can be found in "The Death Marshes" and you will need the blue eagle feather to get it.

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Thanks to me for taking the time to put this together.

