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Hello, and welcome to my second in-depth Faq. I've always loved this game and decided to write a in-dpeth Faq for it because I recently was playing it and seemed to like the idea of an enemy faq for this game. This in-depth Faq took me the longest to complete out of both my in-depth Faqs and after all the hard work I'm putting into this faq I really hope it gets accepted.

The enemies are all classed into categories and are represented with an easy to follow chart. I tell you what weapons work the best for enemies, I inform you about any immunities, tell you about their damage and defense and lots more...

This in-depth Faq will include:

- >Introduction
- >Version History
- >Legend Breakdown
 - >Name
 - >Difficulty
 - >Damage
 - >Defense
 - >Speed
 - >Size
 - >Attacks
 - >Weapons To Use
 - >Immunities
 - >Levels Found In/Areas Found In
 - >Description
 - >Attack Layout
 - >Strategy
- >Enemies List
 - >The Dinosoid Troops
 - >Raptoid
 - >Endtrail
 - >Fireborn
 - >Throwbacks
 - >Compy
 - >Raptor
 - >Dimorphodon
 - >The Flesh Eaters
 - >Sentinel
 - >Death Guard
 - >Lord Of The Flesh
 - >The Blind Ones
 - >Sentinel
 - >Guardian
 - >The Pur-Linn
 - >War Club
 - >Gunner
 - >Juggernaut
 - >The Mantids
 - >Mite

- >Worker
- >Drone
- >Soldier
- >The Deadkin
 - >Deadman
 - >Deadman Half
 - >Lord Of The Dead
 - >Sister Of Despair
- >Primagen's Minions
 - >Trooper
 - >Bio-Bot
 - >Elite Guard
- >Other Enemies
 - >Leaper
 - >Cave Worm
 - >Fire Worm
 - >Skimmer
 - >Cave Spider (Hatchling)
 - >Cave Spider (Adult)
 - >Swamp Wasp
- >Legal/Contact/Credits

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<>-----<>
||                INTRODUCTION                ||
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Turok 2: Seeds Of Evil is the second game in the Torok series. The enemies are a wide bunch of insects, dinosaurs and imps. There are fun to look at but don't get too close.

Just like most other shooters, where you hit the enemies will play a large part in how fast they will die. Shooting an enemy in the foot will cause it little to no harm, while hitting an enemy in the head or chest will deal it major damage. Some enemies will give off sounds or grunts when they are near. If you can detect where they are, you are in the perfect place for an ambush.

This game is gruesome and is filled with blood. Blood, every enemy, all the time. Well, not literally. If your squeamish to that sort of thing just turn off the blood and gore in the option menu.

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<>-----<>
||                VERSION HISTORY                ||
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Version: 1.00--August 15, 2005 - Original version

Version: 1.01--November 02, 2005 - Added ASC art

Version: 1.08--February 23, 2006 - Added more ASC art

- Changed top of page to all capitals
- Changed all headers to all capitals
- Edited words that were cut off mid sentence
- Added Introduction section
- Moved message from top of Enemies List to Introduction and wrote a little bit more
- Edited and added info to Legal/Contact/Credits

Version: 1.11--January 19, 2007 - Added games to library in bottom section

- Headers are boxed and centered

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<>-----<>  
||                LEGEND BREAKDOWN                ||  
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Here is a model of an enemy chart:

- Name:
- Difficulty:
- Damage:
- Defense:
- Speed:
- Size:
- Attacks:
- Weapons To Use:
- Immunities:
- Levels Found In/Areas Found In:
- Description:
- Attack Layout:
- Strategy:

Please see below for a more details on a particular section, or skip to the enemy list.

```
*****  
                                NAME  
*****
```

Name of the enemy.

```
*****  
                                DIFFICULTY  
*****
```

This is my perspective on what an enemy is like to confront in battle. It is one of five things from below. I rate this from looking at the damage, defense, from playing against them in the game and their speed.

-Very Easy: Ridiculously easy, no caution should be used.

--Easy: Use some caution and beware of their presence.

---Medium: Enemies should be not underestimated and taken seriously.

----Hard: Enemies are tough to destroy without damage done to Turok, use heavy weapons.

-----Very Hard: The elite few who are devastatingly brutal. Be prepared and keep your wits about you and use the best weapons in the game.

```
*****  
                                DAMAGE  
*****
```

The amount of damage that an enemy inflicts on Turok, this is set into five categories below.

-Very Low: Little or no damage done to Turok.

--Low: Small life is taken from Turok.

---Medium: Medium of around 5 health is inflicted on Turok.

----High: Lots of damage it dealt to Turok.

-----Very High: Devastating amounts of damage dealt to Turok.

DEFENCE

The overall defense and enemy has, or what it takes to kill it.

-Very Low: Very easy to kill.

--Low: Somewhat easy to kill

---Medium: Somewhat of a challenge to kill.

----High: Challenging and strategy is needed to kill.

-----Very High: This is what the best weapons in the game were made for. Very hard to kill.

SPEED

This is the rate at which enemies move. It is either one of five things from below. I rate this from playing against these enemies in the game.

-Very Slow: They seem to crawl towards you.

--Slow: A little bit faster than a crawl.

---Medium: Movement is somewhat fast.

----Fast: They almost are always running at you.

-----Very Fast: Movement is rapid.

SIZE

What size of enemy you're dealing with.

-Very Small: Small insects and the like.

--Small: Smaller than Turok.

---Medium: Around the same size as Turok.

----Large: Bigger than Turok.

-----Very Large: Gigantic creatures.

ATTACKS

This is a list of the attacks a particular enemy has and what type of attack it is.

Melee: Physical attacks done from an enemy to Turok, hand to hand or with a weapon.

- Scratch: This is using nails or claws to tear into Turok.
- Bite: Sinking its teeth into Turok to inflict damage.
- Leap Attack: Leaping to force its attack on Turok.
- Blade: Using a sword to cut Turok.
- Axe: Using a axe to hack Turok
- Kick: Kick Turok.
- Punch: Punch Turok.
- Bayonet: Thrusting a bayonet into Turok.
- Pincer: Pincer claws that snap shut with you inside.

Shot: Anything that is shot from a gun or crossbow.

- Crossbow: Darts shot from a crossbow that land in Turok.
- Blaster: One-handed weapons that shoot plasma or bullets.
- Chain gun: A huge gun that fires almost a constant stream of rocks.
- Laser: Laser beams shot from a gun.
- Minigun: A chain gun that fires fast rounds bullets.

Launched: Projectiles that are shot at Turok from an enemy, but not from a gun.

- Spell: Plasma shots that are launched from an enemy.
- Green Goo: Balls of green stuff that hurts Turok.
- Plasma Ball: Plasma shots that are launched towards Turok.
- Laser: Laser beams that are shot from and enemies hands.
- Energy Skulls: Skull like projectiles launched at Turok.
- Fireball: Balls of fire launch towards you.
- Venom: Poisonous goo that's bad for your health.

Thrown: Anything that is thrown at Turok from enemies.

- Grenade: Thrown ball that explodes after a set time, did you really need that description.
- Fireball: Chunks of lava or the like that is propelled at Turok.
- Boulder: Huge boulders are thrown at Turok.

Explosion: An explosion, BOOM!

- Self-destruct: Blowing itself up to take Turok with it.

WEAPONS TO USE

Weapons that are most successful at taking the particular enemy down. These are the ones I used, but these aren't guidelines.

IMMUNITIES

Some enemies have resistances or immunities to certain weapons. While no enemy is immune to everything, some are immune to a variety of things.

- None: The enemy has no immunity.
- Tranquilizer Gun: Immune to the tranquilizing effects of this gun.
- Flamethrower: Immune to the fire of this gun.
- Cerebral Bore: Enemy has no brain for the cerebral bore to bore into.
- Charge Dart Rifle: Immune to the electric charge of this.
- Sunfire Pods: Immune to the extreme light of this.

LEVELS FOUND IN/AREAS FOUND IN

All areas where you will find the enemy in question. Either one or many of the following:

- Port of Adia, level: 1
- River of Souls, level: 2
- Death Marshes, level: 3
- Lair of the Blind Ones, level: 4
- Hive of the Mantids, level: 5
- Primagen's Lightship, level: 6
- Flesh Portals, hidden areas with parts of the nuke weapon in them, the flesh eaters reside here.

DESCRIPTION

A description of what the enemy looks like.

ATTACK LAYOUT

What the attacks are, what they do, and how to best avoid them.

STRATEGY

My strategy on taking them out the fastest.

<>-----<>
|| ENEMIES LIST ||
<>-----<>

THE DINOSOID TROOPS

These are the bunch of dinosaur people that you will meet during the first levels of the game. They are an advanced group or reptilians who know how to fight.

- Name: Raptoid
- Difficulty: Easy
- Damage: Low
- Defense: Medium

Speed: Medium
Size: Medium
Attack: Scratch (melee)
Weapons To Use: Pistol
 Mag .60
 Shotgun
 Cerebral Bore

Immunities: None

Levels Found In: Port of Adia
 River of Souls
 Death Marshes
 Lair of the Blind Ones

Description: These guys, like you might have guessed, are dinosaurs, or look like dinosaurs. They're greenish-yellowish and have spiky looking things all the way down their spine.

Attack Layout: The only attack the Raptoid has is his scratch attack. They have to get up close to you to scratch you with their claws, and when they're attacking you they don't waste time. Quickly run backwards or into a previous area to avoid this attack.

Strategy: This guy will jump around and drive you nuts, It's best to just let him settle down before attempting to fire. When in a large area don't bother shooting them from afar because they will most likely avoid your attacks. Instead go to them and lay a nice pistol or mag .60 blast right in their head. When in close quarters one shotgun blast to the chest will do the job and if you have explosive shells you can blow them right open.

=====
Name: Endtrail
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Slow
Size: Medium
Attacks: Grenade (thrown)
 Blaster (shot)
 Scratch (melee)
 Self-Destruct (explosion)

Weapons To Use: Tek bow
 Pistol
 Mag .60
 Shotgun
 Shredder
 Cerebral Bore

Immunities: None

Levels Found In: Port of Adia
 River of Souls
 Death Marshes
 Lair of the Blind Ones

Description: These guys sort of look like crocodiles but in a human shape. They're green, built and ready for combat. They run around and will hide behind what ever they can, sometimes in cloak, and try to take down Turok in a number of ways. They have a bit of metal armor across their chests and wrists.

Attack Layout: Up close, should this happen to you, the entrails will scratch you with their claws and this is no laughing matter. You need to be quick and

back off before some major damage is dealt. Their basic attack is its blaster. They will constantly fire this at you, so be on your guard and be ready for a quick retreat if you meet a number of these in an area firing at you. Sometimes they will throw a grenade at you, nothing special just get out of its blast range. Their last desperate attack is to self destruct themselves and take you out with them. Just run away.

Strategy: You need to keep your distance from this one. Use either your pistol or mag .60 to take them out quickly or a nice shotgun blast will do the trick. You can blow off their head if you use explosive shells. If their hiding behind things, then don't bother trying to lure them out, instead switch to your tek bows sniper capability and look for an opening. If all else fails and you need to get them dead now, equip the shredder and start shooting. The shredders bullets will ricochet of walls and boxes and strike enemies near by. If he is in cloak and you're having trouble seeing where he is launch a cerebral bore and that will track down his brain and mess it up.

=====

Name: Fireborn
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Medium
Size: Medium
Attacks: Fireball (thrown)
Scratch (melee)
Weapons To Use: Mag .60
Shotgun
Shredder
Plasma Rifle
Immunities: Tranquilizer Gun
Flamethrower
Level Found In: Lair of the Blind Ones

Description: These guys are sort of like the entrails but look black and redish. They seem to be glowing with embers that emit flames.

Attack Layout: If one of these guys manages to make its way up close to you it will scratch you with those claws on its hands. You need to be vigilant and make sure this never happen, it can be devastating. Its only other attack is its fireball. He will throw this at you and try to burn a little sense into Turok. Some side scrolling is all that is needed here to avoid this.

Strategy: These guys will come right for you and try to take you out. If you want to live then I suggest that you pull out your mag .60 and throw some bullets his way. Also a nice shot from the shotgun or shredder will make your day. If you use explosive shells, then you can blow away his body and leave nothing there but his feet. If he's in the distance then use the plasma rifle for accurate shots.

THROWBACKS

Small little dinosoids that run around and serve no purpose but to be pains in the rears.

Name: Compsagnathys (A.K.A. Compy)
Difficulty: Very Easy

Damage: Very Low
Defense: Very Low
Speed: Fast
Size: Small
Attack: Bite (melee)
Weapons To Use: Talon
 War Blade
 Grenade Launcher
 Flamethrower
Immunity: Cerebral Bore
Levels Found In: Port of Adia
 River of Souls

Description: Small dinosaur creatures that you've seen in the Jurassic park movies. Their greenish and almost always hunt in packs.

Attack Layout: They run around your feet and bit you a lot. Backup or run away to avoid

Strategy: When they are in packs use the grenade launcher or the flamethrower to take them out on mass. When one or two are around a simple talon or war blade swipe will do the trick to send them into bloody piles. Do not fire any guns because they will run around and aiming becomes a hassle.

=====
Name: Raptor
Difficulty: Very Easy
Damage: Low
Defense: Very Low
Speed: Fast
Size: Small
Attacks: Leap Attack (melee)
Weapons To Use: Talon
 War Blade
 Pistol
 Mag .60
 Shotgun
 Shredder
Immunities: None
Levels Found In: Port of Adia
 River of Souls
 Death Marshes
 Lair of the Blind Ones

Description: These guys are small and about the color or green grass. A raptor , you know?

Attack Layout: They will run real fast at Turok and try to leap in the air and attack Turok with their sharp claws on their feet. These guys are fast so you need to be on your toes.

Strategy: When at a distance it is useless to shoot anything at them since they dodge and counter most shots. You should either use the shotgun or shredder to blow their arms and heads off, I mean this quite literally. The pistol or mag .60 would work with some practice. Talon or war blade up close work somewhat well.

=====

=====
Name: Death Guard
Difficulty: Hard
Damage: High
Defense: Medium
Speed: Fast
Size: Medium
Attacks: Blaster (shot)
 Blade (melee)
 Kick (melee)
Weapons To Use: Scorpion Launcher
 Firestorm Cannon
 Cerebral Bore
Immunities: None
Areas Found In: Flesh Portals

Description: Like the sentinels, the death guards have brownish skin and a big red eye in the center of their forehead. Unlike the sentinels they have big purple shoulder pads and shin guards. They carry a huge blaster that must weigh a ton and they move and dodge at an incredible rate.

Attack Layout: Their basic form of attacking is their huge blasters, these fire very fast and take out lots of damage. You need to get good at side stepping and countering projectile shots if you are going to be able to avoid these attacks. While it may not look like it, the death guards have a blade, as well. They will use them up close and their slice is much more devastating than that of the sentinels. Also if they manage to get close to you they will perform some kicks that aren't fun. Simple put, do not get close to these guys.

Strategy: Don't bother shooting them from really far away because they will dodge and weave through your attacks. Instead Get out a strong weapon like the scorpion launcher or the firestorm cannon and get a medium distance away and let fly. If he gets close to you, run very fast away from him because he will kick or slice you with his blade.

=====
Name: Lord of the Flesh
Difficulty: Very Hard
Damage: High
Defense: High
Speed: Very Fast
Size: Large
Attack: Spell (launched)
Weapons To Use: Scorpion Launcher
 Firestorm Cannon
 Cerebral Bore
 Nuke
Immunities: None
Areas Found In: Flesh Portals

Description: These guys are much bigger and stronger than the death guards. They have red spiny shoulder pads and shin guards with the same brownish skin and red eye on their heads as the death guards.

Attack Layout: No matter where he is, he will shoot his deadly spells at you. Run and dodge the best you can but it really doesn't matter because the only

real way of evading his fire is to take him out. The spells are really fast and really potent.

Strategy: No puny weapons here. The scorpion launcher or the firestorm cannon will work the best. If you are having trouble getting near him to lay any attacks, then use the cerebral bore to hunt him down and end his life. Since most of the time will be spent dodging his attacks, take advantage of any time when he stops throwing his spells.

THE BLIND ONES

Green cyclops' that dwell in the lair of the blind ones, and for some reason they aren't blind like you would think.

Name: Sentinel
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Medium
Size: Medium
Attacks: Axe (melee)
 Grenade (thrown)
Weapons: To Use: Shotgun
 Shredder
 Sunfire Pod
Immunities: None
Level Found In: Lair of the Blind Ones

Description: These guys are big, green, wear brown shorts and carry massive axes. You may notice the one eye they have.

Attack Layout: When up close they will try and hack you with their big axe, your job is to make sure that doesn't happen by simply dodging it by side stepping or running away. Sometimes they will throw grenades at you, get away before you become char.

Strategy: Avoid their axes the best you can and lay some shotgun or shredder bullets into him. If you use exploding shells then you can rip off his arms and head. If you manage to find a Sunfire pod then use it. The blinding light will kill all of them in your area.

=====

Name: Guardian
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Slow
Size: Large
Attack: Crossbow (shot)
Weapons To Use: Shotgun
 Shredder
 Sunfire Pod
Immunities: None
Level Found In: Lair of the Blind Ones

Description: These guys are green and look almost exactly like the sentinels, except they are a lot taller and carry massive crossbows.

Attack Layout: The crossbows are fired with remarkable accuracy. You need to watch your back so as to not get arrows stuck in you.

Strategy: When you encounter the guardians equip your shot gun or shredder, while avoiding the crossbows the best you can, lay some shells into him. Use explosive shells to blow him apart. If you find a Sunfire pod then use it to kill any guardians in your area.

THE PUR-LINN

Giant Gorilla-like creatures that are in the death marshes.

Name: War Club
Difficulty: Medium
Damage: High
Defense: Medium
Speed: Slow
Size: Very Large
Attacks: Punch (melee)
 Boulder (thrown)
 Green Goo (launched)
Weapons To Use: Shotgun
 Shredder
 Tek Bow
Immunity: Cerebral Bore
Level Found In: Death Marshes

Description: These guys are huge, green and brown, and slow. They sort of resemble giant gorillas.

Attack Layout: Once and a while they will launch their green goo, green balls that Turok doesn't like. Simply side step to avoid. Do not get close to this one because he will swing those gigantic arms of his and try and flatten you to the ground. If he runs to grab a boulder and throws it at you frantically get out of the way or you may feel some pressure on the top of your head.

Strategy: Don't be shy of these guys, run up to them and lay some shredder or shotgun shells into his chest. Explosive shells will blow a hole right through him. If this is at an inconvenience then use the tek bow and aim for his, rather hard to miss, wide chest.

=====

Name: Gunner
Difficulty: Medium
Damage: High
Defense: Medium
Speed: Very Slow
Size: Very Large
Attack: Gattling Gun (shot)
Weapons To Use: Shotgun
 Shredder
 Scorpion launcher
Immunity: Cerebral Bore
Level Found In: Death Marshes

Description: This one is a green and brown war club, but instead of being

unarmed he has a gigantic chain gun that he can barley lift.

Attack Layout: Just the one, a almost constant stream of rock-like bullets from its massive chain gun. You need to find cover or just not get it its fury all together. If you get caught in its fury then you're going to get riddled with rocks up the butt.

Strategy: When he is encountered, find some sort of cover and wait there. His gun will eventually jam and that will give you a window, a very short one, to jump out and blast it with the scorpion launcher, shotgun with explosive shells, or the shredder with explosive shells. Kill it fast before it starts firing again and rips you apart.

=====

Name: Juggernaut
Difficulty: Hard
Damage: High
Defense: High
Speed: Slow
Size: Very Large
Attacks: Blade (melee)
 Green Goo (launched)
Weapons To Use: Shotgun
 Shredder
 Grenade Launcher
Immunities: Cerebral Bore
 Tranquilizer Gun (half effect)
Level Found In: Death Marshes

Description: They have brown and green fur, like its relatives the war clubs, but it is covered by a strong set of steel armor. They are much taller and faster than the war clubs and seem to stare into you with their big red eyes.

Attack Layout: The sword that it carries deals massive amounts of damage. It will only attack you with it if you are in the vicinity of its reach, so stay frosty. It is not entirely useless from a far because the hand that has no blade in it launches some green goo, much like the war club, and it travels much faster and takes more damage.

Strategy: When first encountered the juggernaut can be intimidating, and that reputation is well deserved. Do not get close to this guy for any circumstances and always keep him at a fair distance from you, not too close to hit you with his blade but not too far that your guns can't hit him. Use the shotgun or shredder to blast his chest and blow half his body off (if you're using the explosive shells). Don't bother aiming for his head, he will be able to block them with his sword and the bullets will bounce right off, the same goes if you hit his head gear. Try to bounce some shots with the shredder up underneath his head gear, you'll take his head right off!

THE MANTIDS

Giant insects that infest the hive of the mantids.

Name: Mite
Difficulty: Very Easy
Damage: Low
Defense: Low

Speed: Medium
Size: Small
Attack: Bite (melee)
Weapons To Use: Talon
 War Blade
 Grenade Launcher
 Flamethrower
Immunities: None
Level Found In: Hive of the Mantids

Description: The mites look like huge aphids., you know those green things that eat the leaves off your plants. The mites are not green though, they are grayish-brown and crawl around sort of like a spider, but only have six legs and have the most annoying sound in the world.

Attack Layout: They crawl around on the ground and bite you if they can manage to get close enough to your legs. Avoiding this is easy as backing up.

Strategy: All the mites come from a nest. Follow where the mites are coming from and blow up the nest with the grenade launcher or some explosive shells from the shotgun. Once the nest is gone, you can either swipe the little buggers with your talon or war blade, or use the flamethrower to roast their little hinnies. Do not use any pistols or high powered weapons because these guys are small and will most likely be a waste of ammo.

=====
Name: Worker
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Medium
Size: Medium
Attack: Scratch (melee)
Weapons To Use: Flamethrower
 Scorpion Launcher
 Grenade launcher
Immunity: Tranquilizers Gun
Level Found In: Hive of the Mantids

Description: Little smaller than Turok and take care of the larvae in the hive. Their body is grayish and have six legs, two sickle-like claws to attack with and four to walk with. You know you are around them because they are the ones that wont attack you right away.

Attack Layout: When you have P.O.'d one of these guys, they come at you swinging their huge claws! You need to act fast and back off to get a good range away from them when they start attacking.

Strategy: These guys are harmless if you leave them to do their work. If you go and attack the larvae pods then they become aggravated. Don't bother shooting these guys, give them a taste of the flamethrower and watch then burn. If one of them calls for help and now your surrounded by them, you may want to get out the grenade launcher or the scorpion launcher and take them out on mass.

=====
Name: Drone
Difficulty: Hard

The undead of Turok 2.

Name: Deadman
Difficulty: Easy
Damage: Low
Defense: Medium
Speed: Very Slow
Size: Medium
Attack: Blood Balls (Thrown)
Weapons To Use: Shotgun
 Shredder
 Grenade Launcher
Immunities: Tranquilizer Gun
 Charge Dart Rifle
 Cerebral Bore
Level Found In: River of Souls

Description: These guys look like the weirdest zombies you will ever see. They also resemble skeletons, which means that they are far past decomposing. They walk towards you very s...l...o...w...l...y.

Attack Layout: They throw their own blood at you. Easiest way to avoid this is to turn off the blood in the options menu. If you want the blood, simple strafing will do the trick.

Strategy: If you turn off the blood they have not means of attacking you. If you're going to take these ones out use some sort of explosive like the explosive shelled shotgun because these guys have a habit of falling down and just getting right back up again. If you blow them right in half they become deadman halves.

=====
Name: Deadman Half
Difficulty: Very Easy
Damage: Low
Defense: Low
Speed: Slow
Size: Small
Attack: Scratch (melee)
Weapons To Use: Shotgun
 Mag .60
Immunities: Tranquilizer Gun
 Charge Dart Rifle
 Cerebral Bore
Level Found In: River of Souls

Description: It's the top half of a deadman. You know those zombies you just blew apart.

Attack Layout: They will crawl towards you at an impressive rate for the little guys, and try and scratch you. Back up if you don't want scratch marks on your ankles.

Strategy: Shoot them with the shotgun or mag .60 to just end their miserable lives...well, you know what I mean.

=====

Some mutated, wield looking creatures. These guys are the defenders in the Primagen's lightship.

Name: Trooper
Difficulty: Hard
Damage: High
Defense: High
Speed: Fast
Size: Large
Attacks: Laser (shot)
 Minigun (shot)
 Bayonet (melee)
Weapons To Use: Scorpion Launcher
 Firestorm Cannon
 Plasma Rifle
Immunities: None
Level Found In: Primagen's Lightship

Description: These guys have purplish armor and boots. Their faces look something like a squid and have a mustache like piece of flesh above their noses. They have brownish skin and big purple eyes.

Attack Layout: From afar the troopers will attack you with his laser or you will find him wielding dual miniguns. If he has the laser then just side step to avoid, but if he has the miniguns then you need to find some cover because this will rip you apart if you caught in its fury. When up close he will try and stab you with his bayonet, nasty bugger!

Strategy: Don't get near this guy. Try and take him out from a distance since his accuracy will be less precise. You need the scorpion launcher, firestorm cannon or plasma rifle to take these guys down with ease. Use constant fire while finding some sort of cover if he has the miniguns and this should be no problem.

=====

Name: Bio-Bot
Difficulty: Medium
Damage: Medium
Defense: Medium
Speed: Slow
Size: Small
Attacks: Laser (shot)
 Scratch (melee)
Weapons To Use: P.M.F. Layer
 Shotgun
 Shredder
Immunities: None
Level Found In: Primagen's Lightship

Description: These half-man, half-robot purple cyborgs roll around on their one wheel. They are short and move rather quickly for that one wheel.

Attack Layout: When he is encountered from afar he will shoot his blue laser in your direction, this is fast and takes quite the damage, so I would side step to avoid this. When he is close to you he will extend one of his arms and try and scratch you with his hook like hands.

Strategy: Use the P.M.F. layer to place explosives on the ground. The bio-bots roll right over them and kaboom. Also try some explosive shotgun shells or

shredder shells to blow him back to where ever he came from.

=====
Name: Elite Guard
Difficulty: Very Hard
Damage: Very High
Defense: Very High
Speed: Fast
Size: Large
Attacks: Minigun (shot)
 Bayonet (melee)
Weapons To Use: Scorpion Launcher
 Nuke
Immunities: None
Level Found In: Primagen's Lightship

Description: These guys are like troopers but are bigger, stronger and are green.

Attack Layout: They will fire huge miniguns at you that take lots of damage. You need to find cover, that's the bottom line. They also have bayonets that they can stab you with just like there brother the trooper.

Strategy: Big muthas from hell. You need either the scorpion launcher or the nuke to take these bad boys out. Two shots from the scorpion launcher or one from the nuke is the most efficient way to kill them. Find some cover and when he stops firing pop out and lay it into him. If you wind up right next to him, pray, just pray. Now if all that wasn't enough, they can go into cloaking and become hard to see, but you can see their outlines slightly when they run.

OTHER ENEMIES

The odds and ends that don't fall into a particular category.

Name: Leaper
Difficulty: Easy
Damage: Low
Defense: Low
Speed: Medium
Size: Small
Attacks: Bite (melee)
 Scratch (melee)
Weapons To Use: Pistol
 Mag .60
 Talon
 War Blade
Immunities: None
Level Found In: River of Souls

Description: These guys kind of look like amphibian dogs. They are all muscular and like to jump around just like its name implies.

Attack Layout: They will come up to you and try to scratch you with its claws or bite you with its fangs. Avoiding this is as easy as backing up.

Strategy: If they are up close, use the talon or war blade to slice them to death. If they are far away the pistol or mag .60 will suffice, just aim well.

=====
Name: Cave Worm
Difficulty: Easy
Damage: Low
Defense: Low
Speed: Very Slow
Size: Very Small
Attack: Bite (melee)
Weapons To Use: Shotgun
 Shredder
 Flamethrower
 Grenade Launcher
Immunities: Tranquilizer Gun
 Cerebral Bore
 Sunfire Pods
Levels Found In: Death Marshes
 Lair of the Blind Ones

Description: Grayish worms that have a pincer like tongue in their mouths.
Mostly immobile, they hide and wait for lunch.

Attack Layout: If you unfortunate to get ambushed by one, it bites you with
its pincer like tongue. Always watch where you are walking so as not to get
taken by surprise by these ones.

Strategy: When you find one, use the shotgun or shredder to end their lives.
If there is a group of them then I suggest that you use the grenade launcher or
flamethrower and watch them squirm.

=====
Name: Fire Worm
Difficulty: Easy
Damage: Low
Defense: Very Low
Speed: Very Slow
Size: Very Small
Attacks: Fireball (launched)
 Bite (melee)
Weapons To Use: Talon
 War Blade
 Mag .60
 Flamethrower
Immunities: Tranquilizer Gun
 Cerebral Bore
Level Found In: Death Marshes

Description: Just like the cave worm but smaller and black.

Attack Layout: They will wait and hide, then when you least expect it, jump
out and bit you. Watch where you're walking and you'll do fine. They also spit
fireballs at you because what would you expect with a name like fire worm.
Strafe to avoid these.

Strategy: Use the flamethrower to take them out on mass. Individually use the
war blade, talon, or the mag .60 and just get ride of them.

=====

Name: Skimmer
Difficulty: Very Easy
Damage: Low
Defense: Very Low
Speed: Medium
Size: Very Small
Attack: Pincer (melee)
Weapons To Use: Talon
 War Blade
Immunities: Tranquilizer Gun
 Cerebral Bore
 Sunfire Pods
Levels Found In: Death Marshes

Description: These sort of look like green snakes but with a pincer on its head. They slither on the ground usually in packs.

Attack Layout: They come up to you and snap their pincer at you, just take a step backwards to avoid.

Strategy: Use the war blade or the talon to slice them into pieces.

=====
Name: Cave Spider (Hatchling)
Difficulty: Very Easy
Damage: Low
Defense: Very Low
Speed: Slow
Size: Very Small
Attack: Bite (melee)
Weapons To Use: Talon
 War Blade
 Flamethrower
Immunities: None
Level Found In: Lair of the Blind Ones

Description: Redish small spider.

Attack Layout: They bite you, 'nough said? Don't let them bit you that's how you avoid this.

Strategy: They come individually or in swarms so get out you flamethrower and roast them. If you don't want to waste the ammo then slice them with the talon or war blade.

=====
Name: Cave Spider (Adult)
Difficulty: Easy
Damage: Medium
Defense: Low
Speed: Medium
Size: Small
Attacks: Bite (melee)
 Venom (launched)
Weapons To Use: Flamethrower
 Grenade Launcher
Immunities: None

Level Found In: Lair of the Blind Ones

Description: Much bigger and faster than the hatchling.

Attack Layout: They can either bit you or launch venom at you. The venom can be launched at a pretty fast rate and it hurts bad, so don't go near them.

Strategy: use the flamethrower to cook them from a far. If that is out of ammo use the grenade launcher to quickly dispatch them.

=====
Name: Swamp Wasp
Difficulty: Very Easy
Damage: Low
Defense: Very Low
Speed: Fast
Size: Very Small
Attack: Sting (melee)
Weapons To Use: Talon
 War Blade
 Shotgun
 Shredder
Immunities: Tranquilizer Gun
 Sunfire Pods
Level Found In: Death Marshes

Description: A wasp.

Attack Layout: They sting you with those things I like to call a stinger. Watch where they are and you should have no trouble dealing with them.

Strategy: Swipe the war blade or talon around and slice them as they fly by. If you find their hive it's a good idea to shoot it with a shotgun blast to stop the deployment of more pesky insects.

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