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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
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  - >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
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  - >Bio-Bot
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  - >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.

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*****  
                                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.

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DEFENCE

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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

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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.

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ATTACKS

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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.

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WEAPONS TO USE

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

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IMMUNITIES

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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  
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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  
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A description of what the enemy looks like.

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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  
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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 whatever 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

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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.

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=====  
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



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



=====  
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 then 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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