

IV. Version History

Version 0.0: Just thought up the idea. FAQ not even typed yet.

Version 0.1: Just released the FAQ. A LOT to come, Turok fans!

Version 0.7: Rearranged the Legal Crap section and adjusted some sentences. Added some more Secrets. Added Version History section. Added hints to the Primagen Strategy.

Version 1.2: Added Brother Reed to the Credits Section. Added Weapons Section. Fixed some Typos. Added a secret. Adjusted some strategies.

Version 1.4: Adjusted a few more sections. Added energy totem strategy. Why? To make this look big, that's why! Thinking of making boss strategies for the first Turok.

Version 1.6: Added "Bosses it's worst against" to the weapons section. Added "recommended weapons" to all the strategies.

Version 1.7: Fixed a few typos. Started my Turok: Dinosaur Hunter Boss Strategies.

But if you think I'm doing Boss Strategies for Turok 3: Shadow of Oblivion, you're absolutely INSANE! That game, those bosses, I can't think up a stable strategy for any of them, so therefore, I have skipped it and gone on to planning up a rage wars strategy, so THERE! Oh, I should stop now...

Version 1.8: Added the "Other FAQs By SeaDragon" Section.

Final Version: Made the last few finishing touches.

V. Weapons

Just like every turok, this game has one kickbutt arsenal of guns, and I'll list all of 'em! Please note, I may not have listed every boss each weapon works best against. If you like, you can go try out some weapons on different bosses, just experiment, and let me know what boss you fought, and what weapon you used, I'll put you in the credits section!

TALON: Your basic melee weapon. It has two spikes extending from the hand to make it look like a dino-foot. You basically scratch with it. Quite useless.

BOW: It's a wooden bow, it shoots arrows.

PISTOL: Your basic Pistol. Uhhhh, it shoots bullets? It's actually quite useful, but not against bosses.

FLARE: It's only useful in dark places, doesn't hurt enemies or bosses, it only sticks to them.

TEK BOW: An upgrade for the bow, this bad boy shoots explosive tek arrows and comes equipped with a sniper scope. Easier to pull arrows back, too.

SHOTGUN: Very powerful at close range, weakling at long range. Uses explosive

shells.

MAG. 60: An upgrade for the pistol, this buttkicker is five times as powerful! Shoots off three instant bullets with incredible force.

SHREDDER: An upgrade for the shotgun, this thing is EXTREMELY powerful.

WAR BLADE: Incredibly powerful melee weapon. That's about it.

TRANQUILIZER GUN: Puts enemies to sleep.

GRENADE LAUNCHER: It's a grenade launcher, it launches grenades. Learning how to handle it may be difficult.

PLASMA RIFLE: Quite useful. Comes with great sniper capability. Love that green laser!

CEREBRAL BORE: Ahh, yes, the most creative weapon in video game history. And probably the grossest. This thing will lock on to enemies' heads, (not bosses') launch a drill, and spills out all brain fluid. The explosion after that fountain of blood will decapitate the foe.

SCORPION LAUNCHER: Launches four missiles in one shot!

CHARGE DART RIFLE: Hold Z and you get a charged shot. Stuns enemies for up to one minute while constantly depleting their health. A torture weapon. Too bad it doesn't work on bosses.

FLAMETHROWER: My number one weapon of choice for nearly all the bosses. Just be sure to aim carefully, ammo goes out FAST! Roast 'em and toast 'em!

FIRESTORM CANNON: Extremely rapid fire, it's best against any boss.

PROXIMITY FRAGMENTATION MINE (PFM): These mines, once set, are very deadly. If any enemy comes within its sensory field, it will rocket up and explode, cutting them off at the legs. Might take a few mines.

SUNFIRE POD: Smooth, shiny, obsidian sphere. Contains the power of the sun. Blinding flash once thrown.

HARPOON GUN: Usable only underwater. Launches harpoons.

TORPEDO LAUNCHER: Usable only underwater, launches torpedos. Deadly.

ASSAULT RIFLE: See Mag 60. Multiplayer Only.

RIDING GUN: We've got heavy weaponry here. Comes with a triceratops' horn charge, two, count 'em, TWO rocket launchers, and a machine gun. R: Machine Gun
Z: Rocket Launchers C-UP TWICE FAST: Horn Charge. Available only in level 2.

pop out of the ceiling(I thought he was blind!) and four tentacles will come out of the water. Don't bother shooting the eye, it'll just blink and your shot will bounce right off of it. A Nuke will take care of the tentacles, if you don't have it yet, shoot the head of the tentacles for the most damage, and constantly strafe around the arena, avoiding all attacks. Once they're gone, another two waves of maggots will come out, use the same strategy you did last time. Now, the eye will open again and this time, giant... giant.. giant...um... WORM THINGS will spit poison at you, once again, use a Nuke, or shoot them with just about anything in your arsenal, while strafing in a circle around the arena. YEP, you guessed it! MORE maggots!!!! Use the same strategy you've used twice already. Now, bigger tentacles will come out of the walls. Strafe in a circle once more around the arena, shooting the heads of the tentacles(Nukes won't work now) and avoiding the pound attacks at all costs! Don't worry, no more maggots. Now you actually CAN shoot the eye on the ceiling with ANYTHING. After you see all that gloppy gel fall on you, you'll be back in the hub.

Hive of the Mantids Totem/Mantid Queen

Recommended weapons: Charge dart rifle, firestorm cannon, grenade launcher, flamethrower.

Now HERE'S a swarm of enemies! Defend Against: Countless Mantid Drones!!!! Just use the firestorm cannon on who is brave enough to take you on, and use the charge dart rifle to stun anybody who is attacking the totem, then just pop a shell in their head. Good thing there's no Soldiers here.

Welcome to the Queen's chamber.=> Boy, she's taller than a soldier! The only use the Nuke has here is killing off the mites, so I recommend just to use anything on them. As for the Queen, use the Firestorm Cannon or Flamethrower on her. After the cutscene, three mites will attack you. Kill them, and the Queen will arrive. Attack the four smaller arms on her while at a slight distance to avoid her attacks. It'll be tough to take out those arms, so aim carefully. After that, she'll jump up into that tube hanging from the ceiling and four mites will attack. Take care of them, and the Queen will be back. Aim for her abdomen now. When she launches bombs from her abdomen, strafe to her side and unload on her from there. When her abdomen is gone, another four mites will arrive. Crunch them up, and the Queen will arrive again. Now you have to aim for her metallic arms. Her attacks are much more powerful now, so you might lose a couple of lives. Once again, shoot from a distance to take the lesser amount of damage. When she puts her arms together for a blast attack, shoot like crazy. It might take five times at her arms to get rid of them. After her arms are gone(don't worry, no mites) she'll get on the ground and you can get a clean head shot. When she's done for, you'll return to the hub. You've defeated the Mantid Queen.

Mother of the Flesh-Eaters

Recommended weapons: Razorwind, firestorm cannon, plasma rifle, flamethrower.

You'll encounter this boss after completing Primagen's Lightship. This thing's UUUUUUUUUUUUGLY! What, no energy totem? Of course! If you had to defend it against all those enemies from the 'Ship, that thing'd be gone before you know it! And besides, why would the Primagen want a totem in his lightship? But, let's get down to business, shall we? After the cutscene, her arms will flash

white. You need to hit her arms, obviously, two times to move on to the next round. It's no use standing at a distance, because she'll just stick her arms in the ground and hit you from there. So, you'll have to jump to avoid her attacks. After this round, you will see another cutscene, and then here comes the tentacles out of her bloody stumps for arms. You can stand at a distance this time, but use the Firestorm Cannon for a clean shot. Again, you'll have to hit her arms to move on. She'll constantly jump up to avoid your attacks, and if you get far enough away, she'll suck you in for a close attack. In the third round, she will grow legs, and will chase after you. Her two new LONG distance attacks are shooting little green monster thingys at you and shooting shockwaves. This round you have to hit her head, and if you have plenty of lives, then taking damage shouldn't matter TOO much (if not, STRAFE, DANGIT, STRAFE!). And, plasma rounds and health will constantly be dropped onto the arena, so the Firestorm Cannon or Plasma Rifle will be extremely useful. You won't kill her, but alas, she will retreat. Maybe she'll make her return in Turok 3? Hmmm... You'll now return to the hub.

The Primagen (dunn, dunn, dunnnnnnnnnnnnnnn)

Reccomended weapons: Flamethrower, shredder, firestorm cannon, nuke, the list goes on and on.

Assuming that you have all of the Primagen keys, this strategy will be extreeeeeeeeeeemely useful to you. This will be a difficult battle, so make sure you have a rapid fire weapon. TONS of variations of ammo will be constantly dropped onto the arena at all times, even health. To avoid his attacks, constantly back away, if he attacks long range, STRAFE, IDIOT, STRAFE! Just make sure you stay away from the edge of the arena. Rarely, he will fly up and launch many powerful attacks, once again, strafe all over. Each time you hit a body part and it comes off, he will fly up and land to regenerate. STOP HIM FROM DOING THIS! CONSTANTLY HIT HIS HEAD WHILE HE DOES SO! And, BTW, save your flamethrower for the last round!! Your every skill will be tested here. Good luck.

After the cinema, the Primagen will send out mini-nukes, and then a wave of flying mechs. Assuming you have the Nuke, this will be easy against the flying mechs, and if not, use our old buddy the Firestorm Cannon. In the first round, you need to hit the four tentacles on his back, easier said than done, trust me. After you've shot off all four tentacles, he will regenerate, but stop him, and he will regnerate fully. He will fly back to his prison.

In the second round, more mini-nukes and flying mechs will come out. Again, avoid the nukes, and use your own Nuke against the flying mechs. This round, you need to hit his two left arms (HIS left, not YOUR left). This will be easy, although now he can send out long range shockwaves. Again, after he regenerates fully, he will fly back into his prison.

This round, two waves of flying mechs will come out, so make sure you have two Nuclear Warheads on hand. After this little "fun" thing, the Primagen will come out, yet again, this time with his head flashing. This would be a good time to whip out the Flamethrower. His new attack is trying to blow you out of the arena. Strafe to the left, or right, and run in his direction, taking into mind you don't fall off of the arena. His head will take damage quickly, which is why the Flamethrower is the best weapon to use for this round. After an impressive death scene, Adon will confront you.

VII. Credits

My sister, for helping with typing.

Me, I wrote it.

Acclaim and Iguana, for making this game better than the crappy ol' Goldeneye 007.

Brother Reed for the Title Art.

Marshmallow, for the weapon and code lists.

Game FAQs, for letting me put up this FAQ.

You for witnessing my first FAQ.

VIII. Secrets

Big Heads: UBERNOODLE Makes heads a LOT easier to hit. Title tells why.

Voices are much deeper, too.

Thin Enemies: HOLASTICKBOY Makes enemies thin.

Big Hands and Feet: STOMPPEM The name says it all!

Small Enemies: PIPSQUEAK Makes enemies TINY! Also raises voice pitch.

Pen and Ink Mode: IGOTABFA Makes the environment look like a colorless drawing.

Blackout Mode: LIGHTSOUT Turns off ambient lighting. Press L to toggle flashlight.

Gourad Mode: WHATSATEXTUREMAP Removes texture layering from nearly everything.

Frooty Stripes Mode: FROOTSTRIPE Almost everything is colorful.

Zach Attack Mode: AAHGOO Replaces the life force look with a baby face.

Juans Cheat: HEEERESJUAN Exactly the same as zach attack, only it's Juan's face.

Master Code: BEWAREOBLIVIONISATHAND Unlocks all cheats, including the ones that the above don't unlock.

Co-Op: NOTE: This works with the black cartridge ONLY! First of all, enter the master code, and go to multiplayer. When you have all the players you want, pause, go to cheats, and choose the level you want to go to from "warp to". You will not be able to go through warps and cannot pick up any items.

NOTE: You could enter the individual codes just to see how many cheats you can unlock, but why bother? The master code will unlock every aid you could possibly ask for! So what's the deal with all the codes? To make the section look huge, that's why!

IX. Reader feedback(see section III for details on how to contribute)

Here was a little thing I missed on the blind one boss. Thanks, Irving!

Here's what he said:

From: Irving de Jesus

Hi, your FAQ is really helpfull and i wanted to add two things of my own :

First:

In the lair of the blind ones boss:

It said "aim at the things hitting you"

You can aim a nuke at the eye and since it bounces off it hits, everthing thats in the arena is affected.

Second :

I love this game and I wanted to see if a game is coming out for PS2 or PS3

Here's what I said:

Oops, I forgot to include that. Yes, the nuke will affect everything in the arena if you aim at the eye. It even works on the eye in part 4 of the battle!

And no, the turok games are not coming out for PS2 or PS3. But you could buy turok: evolution, it kicks major butt!

Good eye, Irving.

X. Closer

Hopefully, the four bosses of the game are now defeated by you. I hope my FAQ helped.

XI. Other FAQs by SeaDragon

Other FAQ Releases: None yet.

Up and coming FAQ releases: Turok: Dinosaur Hunter Boss Strategies, Turok: Rage Wars Boss Strategies.

~End of FAQ~

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