

Turok 3 Boss Strategies Final

by SeaDragon

Updated on Oct 17, 2003

SeaDragon shall now very proudly present...

T H E

```

                                     _,-#-#
                                     ,+^#  #\#
                                     /|   #@
                                     -|_  #@
                                     /|   $,+ $
                                     /|   #^
                                     /|   @_^
                                     /|   #%
                                     /|   #_^
                                     /|   \|# #
                                     /|   #####@$$%%>@
                                     /|   ###@;@%#%*#%@)#*@
                                     /|   %##@
                                     /|   *%@
                                     /|   %*@
                                     /|   *%@
                                     /|   #%@
                                     /|   *#$@
                                     /|   &@%@
                                     /|   )%^@
                                     /|   ^&%@
                                     /|   ^%#@
                                     /|   ^&%@
                                     /|   &)@@(( )@
                                     /|   $%
                                     /|   <>

```

```

=====
-----+SHADOW OF OBLIVION+-----
=====

```

```

+^^^^^^^^^^^^^^^^^+
*BOSS STRATEGIES*
+^^^^^^^^^^^^^^^^^+

```

WRITTEN AND PUBLISHED BY SEADRAGON

2003-2004. ALL RIGHTS RESERVED

```

*****
*FINAL VERSION*
*****

```

I. INTRO

HA! You never thought you'd see this day! Neither did I, but anyways, it took me ages to compile this FAQ, and these bosses, GOD! Pardon my language, but it was NOT easy coming up with a good strategy for every single boss on the game,

they're worse than being on toilet after not crapping for three weeks!(It's happened to me before, it doesn't feel good, trust me.) But just a heads-up, these strategies will NOT be easy to use. Even if you came up with the best dang boss FAQ for this game that any person could conjure up, there's no doubt you still may get your butt kicked. But all in all, enjoy!

II. VERSION HISTORY

0.0: Started, in secret, the never-before-thought-of... Turok 3 boss strategies.

Final: 'Bout time! I FINALLY took some time to sit down and release this monster.

III. LEGAL INFO.

This FAQ (pronounced F-A-Q or FAK, whatever you choose) has ALL RIGHTS RESERVED BY ME!!! Meaning that you may not copy, tamper, or mock this FAQ in ANY WAY, so only I can do that. You actually can, but only with my permission. And that permit is valid for twenty-four hours only.

IV. CONTACT ME

> My email address is zane_tw@msn.com
> I don't want junk mail.
> You can ask for help, praise me, whatever.
> I don't mind getting FAQ corrections sent.
> Hate mail? SUUURE, just send it on in!

V. YIP, GUNS

There are two whole arsenals of weapons in this simply amazing game, so I will list those in three different subsections.

A. BASIC WEAPONS

These are the weapons that both Joseph and Danielle can use.

RAZOR WIND: An upgrade for the default weapons, this deadly armament is a spinning, triple-bladed boomerang. I think you can figure out what it does.

BOW: A bow and arrow. You start out with this.

PISTOL: A basic pistol.

ASSAULT RIFLE: Shoots three shots in a row.

SHOTGUN: Best for up-close and personal combat, this thing also has some pretty sweet upgrades.

VAMPIRE GUN: This baby'll cut right through skin and suck up the precious

matter within. It increases your health. If it sucks in air, though, it deducts health. Too bad it can't be upgraded.

GRENADE LAUNCHER: This thing fires powerufl explosive projectiles that are unfortunately hard to aim with. Comes with some some pretty sweet upgrades, though.

CEREBRAL BORE: This can lock onto enemies' heads, launch a drill, and suck out a few million gallons of brain tissue. Upgrades seem impossible, but they're here.

PSG(PARTICLE SEPERATOR GUN): It fires a projectile that will bend and twist reality. After it stops, it will become stationairy and suck in a cause some mucho damage to whoever is sucked into it, even you! When it's done, it'll explode and every enemy in the area will BE exploded. Doesn't come with upgrades. Found by assembling the six PSG Parts

EQUIPMENT: This will allow you access to certain areas that cannot be explored otherwise.

SPEAR: This is the basic multiplayer only weapon. It has a diamond-shaped, wide spike on the tip with four smaller spikes on each side. No upgrades.

B. JOSEPH'S UPGRADES

Joseph focuses mainly on stealth, so here are his upgrades.

BLADE: Joseph's main weapon. This is no ordinary knife, this is long and extremely sharp. Best for stockpiling ammo. What did you expect?

STORM BOW: The upgrade for the bow. This comes with short sniper capability. And the arrows go straight! Why? It's a crossbow, duh.

SILENCED PISTOL: What this basically is is the pistol with a silencer on it. It has laser sight and comes with short (very short) sniper capability. Shots are silent and twice as powerful.

SNIPER RIFLE: You'd expect this to be silenced, but it is really loud, shots are very powerful. Also has the best sniper scope in the game. Upgrade for the assault rifle.

SHREDDER: I told you the shotgun has sweet upgrades! This fires electric-charged shots that are exremely powerful.

NAPALM CANNON: Fire, detonate, boom. Sounds like it sucks? No. Hold Z and this will cause mass destruction. Upgrade for the grenade launcher.

CEREBRAL POSESSOR: Fire this at an enemy and you can control it before the six symbols dissappear. Basically, you can control them for six seconds before their blood splatters all over in an explosion. Upgrade for the cerebral bore.

NIGHT VISION GOGGLES: Put these on and everything is blue. This will amplify all possible light. And Joseph can also see security lasers.

C. DANIELLE'S UPGRADES

Danielle is more focused on all-out combat rather than stealth, so you know what to expect.

TOMOHAWK: An axe with two eagle feathers hanging from the "head" of the axe. Deadly. Danielle's main weapon.

TEK BOW: As with the first two installments, this has sniper capability and fires explosive tek arrows. Upgrade for the bow.

MAG. 60: Just like the assault rifle, only more power and slower fire rate. Upgrade for the pistol.

FIRESTORM CANNON: Just think of an extremely rapid fire assault rifle...

FIRESWARM: Fires flaming pellets of napalm that burn for a long time. Upgrade for the shotgun.

RPG (ROCKET-POWERED GRENADE): Fires powerful rockets that go in a straight line and have a deadly explosion on impact. Upgrade for the grenade launcher.

CEREBRAL BURST: This will launch a deadlier explosive bore than the cerebral possessor. It takes six seconds to detonate. It will also freeze enemies' motor functions. Upgrade for the cerebral bore.

ENERGY GRAPPLE: This will launch a chain that hooks on to "grapple orbs". When attached, it will pull you to wherever the orb is. Allows Daniele access to areas that cannot be explored otherwise.

VI. STRATEGIES

Prepare for seven grueling battles ahead, fellow players, you may die more than once.

A. OBLIVION-POSSESSED GUNSHIP

Now, THIS is bizarre! Simply strafe around the rooftop and shoot the tentacle in the sky, shooting the ship itself barely does you any good. A few heads-ups, there is no respawning health or ammo around the arena, and I think you can guess what happens if you fall off, and one more thing, this strategy is easier said than done.

B. THE XIPHIAS

Your target is obvious, shoot its eye. This thing can kill you ten times before you hit the ground, so don't be surprised if you get killed. There are shotgun shells, pistol bullets, arrows, and rifle bullets on the edges. When you get him down to two health units, he will spin around in a circle and fire those dreaded fireballs. Climb the highest ladder and activate the sub-deployment. The submarine will conveniently fall on (and crush) your foe. Xiphias go crunch.

C. THE OPISTHOR

This has to be the easiest boss in the game, surprise! There are four pools around the central arena. Your job is to seal them. Of course, the opisthor keeps popping out of them. What you have to do is shoot him enough to get him under the "water". Simple, strafe left, right, left, right, and keep going and unloading. Activate the switches behind the pools to seal him. Go from pool to pool and repeat. After all four are sealed, go to the central pool and strafe and unload once more on the opisthor, you're finished, it's that easy.

D. THE WARLORD

Shoot him and he will just regenerate. What you have to do is lure him up to the grate and open the compartment on the ground. Do this correctly(it'll take a few attempts) then the warlord will fall into the furnace.

E. THE KING OF THE FIREBORNS, ALPHA FIREBORN

Now, here's someone to have nightmares about! Simply shoot the rock hanging from the ceiling before and unload on alpha fireborn. That way, he cannot go under the lava and regenerate. While he is stationary, shoot him with any explosive weapon in your arsenal. All it takes is a few shots.

F. OBLIVION

The second hardest boss in the game. The PSG will paralyze him, and then you can shoot the mouth on his chest. Alternatively, you can shoot whatever he attacks with and repeat until you can shoot his mouth. He will regenerate twice, so watch your health, this will be a loooooooooooooooooooooooooooooong battle.

G. JOSHUA FIRESEED

Just who you didn't expect. This is, in fact, your brother, but he is possessed by oblivion, and it's your job to take him out. He has a gatling gun that causes fifty damage per shot, so he has to die before you, or you're screwed. Use any weapon you have in your possession. Repeat until dead. Oh, he throws instant kill grenades, too, so look out.

VII. SECRETS

All Keys

Lizard, Dragonfly, Bull, Bear, Wolf, Eagle

All Weapons

Owl, Bear, Owl, Insect, Hawk, Owl

Big Hands and Feet Mode

Lizard. Lizard. Dragonfly. Horse. Lizard. Coyote

Big Head Mode

Cougar, Wolf, Snake, Rabbit, Lizard, Coyote

Deathmatch Mannequins

Snake, Bull, Snake, Frog, Bear, Elk

Gasp Mode

At the cheat screen enter the following symbols.
Dragonfly, Bull, Rabbit, Salmon, Eagle, Raven

Gouraud Mode

Lizard. Fish. Insect. Fish. Wolf. Dragonfly

Invincibility

Raven, Salmon, Eagle, Bear, Lizard, Rabbit

Master Code

Elk, Lizard, Dragonfly, Lizard, Hawk, Owl.
Horse, Bull, Wolf, Raven, Eagle, Rabbit.

Pen and Ink Mode

At the cheat screen enter the following symbols.

Cougar, Horse, Elk, Salmon, Cougar, Hawk

Play As Joshua Mode

Complete Joseph and Danielles quest on the same game note to unlock this mode. Joshua can have both upgrades of each weapon when he collects one, instead of just one. (When you complete a game, start a new one with the other character, then save the note)

Secret Menus

Rabbit, Owl, Horse, Bug, Bear, Bear

Short Characters

Frog, Frog, Salmon, Insect, Wolf, Cougar

Skinny Enemys

Horse, Eagle, Snake, Cougar, Insect, Salmon

Unlimited Ammo

Salmon, Elk, Bull, Snake, Eagle, Salmon

View Credits

Elk, Elk, Elk, Elk, Elk, Elk.

Warp Level 1

Frog, Elk, Horse, Dragonfly, Wolf, Rabbit.

Warp Level 2

Owl, Owl, Horse, Elk, Elk, Elk

Warp Level 3

Owl, Rabbit, Bear, Insect, Frog, Cougar

Warp Level 4

Bear, Horse, Raven, Eagle, Horse, Coyote

Warp Level 5

Bear, Dragonfly, Horse, Bear, Frog, Elk.

VIII. CREDITS

Me, I wrote it.

Brother reed for the title art.

GameFAQS, for the codes.

Marshmallow, for the inspiration.

IX. OTHER FAQS BY ME

Up and coming: Doom 64, everything but a walkthrough.

Current: Turok, Turok 2 and Turok Ragewars boss faqs.

X. CLOSING STATEMENTS

This FAQ took me ages to complete. If you look from the intro to the closer, thats almost 3 months! You'd better have enjoyed this, or else!!!

This document is copyright SeaDragon and hosted by VGM with permission.