

# Turok: Rage Wars Medal Guide

by R Woods

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Turok: Rage Wars Medal Guide  
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## T I G E R

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### SEEKER

Wins: 33  
Kills: 554  
Deaths: 169  
Medals: 18

## C H R I S

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### SEEKER

Wins: 37  
Kills: 577  
Deaths: 184  
Medals: 19

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## INTRODUCTION

This guide is based around my favorite feature of the game: medals. When it is completed, I will be able to tell you how to get each and every medal. Since it will cover all the medals when in completed form, this guide will also cover all thirty-six multiplayer levels, as well as the four bosses. It will also cover what awards you get when you receive certain numbers of medals (character skins, cheats, ranks). I hope you get as much as possible out of this guide.

If there is anything in the video gaming world that I absolutely hate, it's a cheater. For example, I will never tell you to put a rubber band around the Z button on controllers 2 - 4 and play a multi game to get a medal. My strategies are exactly that: strategies.

In the event that you get a medal (and even if you don't, in my opinion) you've GOT TO MAKE SURE YOU SAVE YOUR MATCH. If you don't, your kill, death, win, and medal counts will never go up, only stay the same. Also, when you are saving, make sure no one turns it off, or you'll damage your character (that's what happened to me).

To earn an achievement medal, you must win a level twice in a row. For the bloodlust and team levels, this means getting the most kills out of everyone twice in a row on the same level. For a Monkey Tag level, you have to get the most tags twice in a row on the same level, and for a capture the flag level, get the most flags. The sections on achievement medals below explain what you should do to win each level. You will have to execute each of these strategies twice in a row in order to get the medal for a level.

For 45 of the 50 medals (all except Bastille, Syra, Symbiont, and Tal Set) you MUST BE PLAYING AGAINST AT LEAST ONE HUMAN PLAYER!!! If you are playing against just bots, don't expect a medal, because you won't get one.

The boss medals (Bastille, Syra, Symbiont, Tal Set) are a lot easier if you have lots of lives. Make sure to play every level leading up to them so as to uncover as many eagle talismans as possible (and any other talismans, for that matter).

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## HISTORY

7-9-00: First version, covers 10 medals.

7-10-00: Added Sniping 10 People in a Round medal and Achievement on Water Temple.

7-12-00: Added Achievement on Crossroads and Total Frag Award, and my personal stats at the top of the guide.

7-13-00: Added Achievement on Starlight... My Rage Wars character is gone! I don't know how, and I don't really care, but I've got a hell of a lot of work to do over the next few days...

7-14-00: In the course of getting back my other 15 medals, I have earned the Not Being Killed in a Round medal, so I added that today. Only five more to go (the boss medals and Starlight). I hope to be back on track soon!

7-17-00: Added a "What the medals get you" section, and I will add to this as I attain more medals. Includes Skins, Ranks, and Cheats.

7-20-00: Added more Skins, Ranks, and the Suicide Medal and Achievement on The Pit and Breakdown. There is also now another paragraph in the introduction about who you have to play against to get a medal... you'll know what I mean when you read it...

7-21-00: Added "Easy Frags, Without Cheating" to other notes.

7-23-00: Added a paragraph in introduction explaining how to get an achievement medal, and added "Who unlocks who" to other notes.

8-25-00: Updated the Co-op medal section... check it out! There is a way!!! Added to intro about saving after each match. Gotta make sure you do that or all your medals will go to waste! Added a note from Victor and clarified medals section (16/18 medal thing). Added a note about how to access the cheat modes (kinda handy...)

9-7-00: Added an "other medals" section for those I know about but don't have yet. There are currently two medals in this section.

9-17-00: Added East Kills in Spirit Temple. Added "Suggested Weapons" to each of the Achievement Medals.

10-8-00: This just in... you CAN get medals with cheats on!!!

11-26-00: I just got two tag the monkey medals, but I can't remember what they are, and my N64 got taken away. So I'll give some general hints on tag the monkey (last section in medals).

6-18-01: Ricky Woods has passed the guide to me (Chris Wilson), and I will be completing it with his help via e-mail.  
I finished the Skins section.

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MEDALS

And now on to the bulk of the guide...

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ACHIEVEMENT ON PROVING GROUNDS  
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Suggested Weapons: Any, Any, Any, Any, Scorpion Launcher

This one is fairly easy. Make sure you stock up on ammo in the center room; it has a bullet pickup, and energy pickup, a 50 health, and PFM mines. Then take the explosive rounds in the red/green doorway. When you peek at your opponent's screen(s), look at the color of the room they are in, and then go there. If you are traveling through the corner rooms with the center to your left, they are in this order: red, blue, blue, green, red, blue, blue, green, etc., and vice versa if you are going in the opposite direction. Take the power core anytime you are near it, because it doesn't take much to get to it. As soon as you take it, find someone and kill them.

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ACHIEVEMENT ON CROSSROADS  
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Suggested Weapons: Mag 60, Minigun, Any, Any, Grenades

There is a sentry turret on the top level, as well as two 25 healths and an iron claw. Take the turret and the healths, and the claw if you really want

it. Then go to the middle and jump down. Plant the turret right in the middle of the intersection and you're all set. Just run wild and kill anyone you see, going for the health on the top level whenever you need it. Occasionally check to see if the turret is still there, and when it isn't, go back, get it, and plant it again. Remember that the explosive rounds are in the middle, and a bullet and an energy pickup are in each corner on the lower level.

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ACIEVEMENT ON PREY  
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Suggested Weapons: Mag 60, Assault Rifle, Any, Any, Scorp/Gren Launcher

A little note: I got this while playing a 30 minute, 80 kill game.

There is a cerebral bore on the top level, as well as PFM mines. Don't use the mines, because they take too much time, and you might just end up killing yourself or your buddy. Take the cerebral bore, use it on someone from the top, and then hit them with explosives. If your teammate is in the fray, make sure the bore doesn't lock on him, and use the Mag 60's laser sight instead of explosives. You should be able to do this indefinitely as long as you watch your back to make sure someone doesn't sneak up the ladder behind you. If you do run low on health, there is health in the corner under you and to the right, and in the opposite corner as well. If anyone gets in your way, hit them with the rapid-fire of the assault rifle. If you reach the 80 kill limit before time runs out, and you get about 10 more kills than your teammate, you most likely will get the medal.

A second strategy, maybe a little easier: There is a bullet round pickup under the above-mentioned Cerebral Bore, located in an alcove. Stand in there, assault rifle in hand, on secondary function (rapid-fire). Blow anyone away that dares to come near. If you fall below 70 - 75 health, run for the health (also mentioned above, back and right). If your partner (who should be using the above strategy) gets "slow time", then circle around the back of some someone and kill 'em.

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ACHIEVEMENT ON WATER TEMPLE  
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Suggested Weapons: Assault Rifle, Mag 60, Boomerang, Plasma Rifle, Napalm Gel

I know this sounds mean, but stealing your bud's kills with the rapid fire of the plasma rifle scope can help. In fact, I got this one and the sniping medal at the same time. Use the Mag 60's laser sight often, since this level is fairly closed-in. The Assault rifle is excellent for someone who is stuck in one of the many corners of the level. Corner them, and then blow them away. Don't forget the 50 health in the water, and don't go in the green water, because it takes away your ammo. One of my favorite strategies is to go to the room with the power core, and sit on top of the energy round pickup until I have 200 rounds, plasma rifle in hand. If anyone dares enter the room, I turn on the sniper scope and let 'em have it!. Once I've got 200, I'll go to the opposite corner for the bullets (once), and then go into the room with the green water, taking the health and explosive rounds. Continue up the ramp to get the Iron Claw, and then get the power core. Go into the water for the 50 health, and you should be all set! Find someone and kill 'em! Once you run low on health/ammo, go back to the power core room and repeat the stocking procedure. With this strategy, you should be able to get this medal no problem.

#### ACHIEVEMENT ON EARTH TEMPLE

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Suggested Weapons: Any, Any, Any, Any, Scorpion

Aggressiveness is the key to this level, as well as a knack for scorpion launcher sniping. Repeatedly take the explosive rounds and power core, and then use the scorpion launcher for the far-away targets, and a plasma rifle or bullet weapon for the near targets. After each kill, run down the corner corridors and take the health, and then the bullet or energy rounds on the other side. Simple.

#### ACHIEVEMENT ON FIRE TEMPLE

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Suggested Weapons: Assault Rifle, Mag 60, Boomerang, Plasma Rifle, Napalm Gel

There are a lot of corners that the boomerang goes around very well, and there is a sniping spot for the plasma rifle above the zigzag pathway. Her Mag 60 and assault rifle are excellent close range weapons, and you'll be having a few up close and personal confrontations on this level. There is a small triangular platform with explosive rounds on it, and you can sit there and stick napalm gel bombs onto anyone that runs by. After they're dead, jump across and take the health. Know where everything is (this may take a while; try the 30 minute 80 kill game to figure the level out), and know how to reach the power core. To get it, you have to go to the large room with the lava. Face the lava, and to your right there will be an alcove. Go into it and climb up the wall. This will take you to the sniping area mentioned earlier. Drop down onto the walkway, and jump to the two platforms to get the power core.

#### ACHIEVEMENT ON THE PIT

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Suggested Weapons: Assault Rifle, Minigun, Flare Gun, Inflator, Grenades

The Grenade Launcher is an excellent weapon for this level - you can almost hit any spot in the level from anywhere if you know how. Since there are two power cores, you can take one, drop down, and take the other. If there is a sniper on a ledge at the top, go to the opposite ledge, and peg with the charged inflator. If all else fails, run around and go for mass kills.

#### ACHIEVEMENT ON BREAKDOWN

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Suggested Weapons: Assault Rifle, Mag 60, Boomerang, Plasma Rifle, Napalm Gel

Use the Drone. After you go through the warp, use the sniper mode on the plasma rifle to get anyone trying to get the health. Then go get it yourself. The Boomerang is excellent for this level. I can't really figure out why, but it served me well. The Assault Rifle is a good close range weapon, possibly my favorite, especially for this map. The platform with the elevator has a Cerebral Bore on it. Use it frequently. As with the Pit, run around for mass kills.

#### ACHIEVEMENT ON STARLIGHT

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Suggested Weapons: Shotgun, Minigun, Any, Any, Grenades

There are two ramps extending from the center floor; one leading up, and one leading down. Stand on the one leading down (very short) with Shotgun in

hand, secondary function charged. Anytime the ammo pops up in front of you, go get it. As soon as you see someone without a green triangle, blast 'em with the Street Sweeper, and finish them off with regular shells. Then get the ammo and repeat. If you fall below 60 - 65 health, switch to the minigun. Run ahead and to the right, activating the shield (tap B) if anyone comes nearby. You should see a platform with health on it (if it's not there, wait for it). Take the health, and then turn to face the hall with the power core. Run through it to the health on the other side. Switch back to the shotgun on the way back to your camp-out spot, and charge up the Street Sweeper again. Repeat this strategy until the game is over.

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ATTAINED 15 FRAGS IN 5 MINUTES  
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Choose a small, single level map, like proving grounds, and use the raptor. Set the limits to 15 Frags, and 5 Minutes. Run like crazy through the level trying to kill everyone. "Everyone" should mean two easy bots and a friend. This one is surprisingly easy if you know how to get to anyplace in the level ASAP. Don't take the health or power core, just run, run, RUN!!!

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ATTAINED 25 FRAGS IN 10 MINUTES  
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See above, except that I got this on Fire Temple.

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KILLING YOUR SELF 5 TIMES  
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Self explanatory.

Since I don't think anyone actually wants this medal here's how not to get it: Don't use explosives in small spaces, don't jump into bottomless pits, don't fall into the lava. Simple.

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TOTAL FRAG AWARD  
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Once you have 1000 kills, you earn this medal. Have a sleep-over with a bunch of friends and do nothing but play Rage Wars until 1:00 am if you want this medal real fast; otherwise just be patient, it will come in time.

If you want a tip on getting quick frags, go to the "other notes" section at the bottom.

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SNIPING 10 PEOPLE IN A ROUND  
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Set the kill limit to 100, and set the time limit to 40 minutes or more. Choose a plasma rifle as one of your weapons, and use it very often. Remember that you don't have to be far away to snipe. As long as you are using the sniper scope (push B), it counts as a sniping kill, even if you are five feet away. It also helps to play a level you've played many times before.

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NOT BEING KILLED IN A ROUND  
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Set the time to 10 minutes, and the kills to 20. It would be preferable to play a team game, though not necessary. Go for the health after almost every kill, and you're going to have to reach 20 kills before time is up, otherwise the game will most likely label you a coward and not give you the medal.

You're really going to have to be racking up the kills. Strafe a lot to dodge enemy fire, and anytime you have the opportunity, go for that power core. Suicides count, so be careful!

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DEFEATED BASTILLE  
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Get as many bullet rounds as possible from the lower level, minimizing damage. Make sure Bastille has seen you (if he hasn't already), and then run into one or the corridors on the sides of the level. Wait at the top of the ramp, and when you see him at the bottom, turn the corner. Wait about midway through the hallway. As soon as you see him, blast him with the most rapid fire weapon you've got. If you have the minigun personal shield upgrade, use it! Just make sure you take the energy round hallway to the top, and not the explosive round hallway. Once his shield goes down, he'll drop; this is the time for you to decrease his life. Just keep hitting him until he gets back up. Then turn around and book it towards the 50 health on the crate, take the bullet rounds below, and a 25 health if you need it, and you should be all set. Repeat this process until he's dead (or you're dead).

When I beat him with Oblivion Spawn, I had no rapid-fire weapon. In that case, you'll have to battle him in the arena below, and hope for the best.

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DEAFEATED SYRA  
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Take Warclubs down to almost no life, but don't kill him. Then go kill Syra, who I find likes to hang out on the upper level. Then finish off Warclubs. If you don't kill them within roughly 60 seconds of each other, the dead one will come back and you'll have to kill him/her again. Not much involved; once you realize what you have to do, it's a piece of cake.

Note: If you have an inflator, that skinny Syra can become a nice wide target!

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DEFEATED SYMBIONT  
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The first thing you have to do is figure out which one is the real Symbiont. The real one looks a little different than the other three, so stay far away and wait for them to group together. Once you've figured out which one it is, then go in and blast him. Just get in his face and do as much damage as you can before you go down.

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DEFEATED TAL SET  
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Make sure you have plenty of lives by playing all the levels before Starlight and collecting as many Eagle Talismans as possible. The key to beating Tal Set is fluid motion, and knowing when to fight and when to run. When you're down to about 50 health, run off and get some more on the outcroppings in the corners of the map. Then take the power core in the hallways underground, and go back and pound Tal Set some more. When he's down to two-thirds of his life, he'll disappear and you'll get credited with a frag. He's not dead. Two or three bots will come after you. Kill all but one of them, and then collect all the health and ammo you can stand. Kill the last one, then take the power core. Tal Set will come back. Use the same strategy as before, and when he's down to one-third life, he'll disappear again. Then those bots will come back. Kill all but one, take ammo and health, kill the last one, and then you'll be fighting all the bots, plus Tal Set! Concentrate your fire on the

boss, get that last kill, and you're all done.

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TWO-PLAYER CO-OP MEDAL  
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This medal is impossible to attain with the black cartridge, because on the "tag the monkey" levels, even if you reach the required number of tags, the game will still say "mission failed" and require you to replay the level. There is no way to go "around" one of these levels, because it is in the final five (the line of five levels you must play at the end).

However, if you send your cartridge into Acclaim (you can probably get their mailing address at Acclaim.com), they will send you a new cartridge, without the two-player trials glitch! If you think it's worth the wait (and the loss of the sleek-looking black cartridge), go right ahead and get that last medal.

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TAG THE MONKEY MEDALS  
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Suggested Weapons: Shotgun, Minigun, Flare Gun, Any, Any.

I highly recommend you play with four human players. The first time I got a TtM medal, it was with 4 players. Explosives are best b/c of their blast radius.

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OTHERS  
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You get a medal for 1000 deaths (not counting suicide).

You get a medal for not killing anyone, but you must have a 1% minimum accuracy rating.

There is a medal for coming in last in a four player match. (sent by Bahamut48883@aol.com)

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WHAT THE MEDALS GET YOU

Medals are for more than just showing off to your friends. When you earn a medal, you may also earn a character skin, a cheat, or a rank.

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SKINS  
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Medals | Skins

-----+-----  
2 | Turok's Second  
4 | Adon's Second  
6 | Mantid Drone's Second  
8 | Juggernaut's Second  
10 | Campaigner's Second  
12 | Fireborn's Second  
14 | Oblivion Spawn's Second  
16 | LordDead's Second  
18 | Raptor's Second  
20 | Biobot's Second  
22 | Mantid Soldier's Second  
24 | Guardian's Second  
26 | Mantid Mites' Second



- 28 | Turok's Third
- 30 | Adon's Third
- 32 | Mantid Drone's Third
- 34 | Juggernaut's Third
- 36 | Campaigner's Third
- 38 | Fireborn's Third
- 40 | Oblivion Spawn's Third
- 42 | LordDead's Third
- 44 | Raptor's Third
- 46 | Biobot's Third
- 48 | Mantid Soldier's Third
- 50 | Mantid Mites' Third

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 CHEATS

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 Cheats work a little differently: All of the players must combine to have a total of the required number of medals in order to activate the cheats. To access the cheats, from the main menu, press Z.

All Characters (6 medals): This cheat unlocks all the characters for multiplayer mode.

All Weapons (10 medals): Allows you to use the Chestburster in multiplayer.

Unlimited Ammo (12 medals): Gives you unlimited ammunition in both multiplayer and trials modes.

Extra Modes (14 medals): Allows you to play the Time Trial and Frag Fest modes without the required number of minigame icons.

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 RANKS

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 Medals | Ranks

Medals	Ranks
0	Novice
2	Newcomer
4	Grunt
6	Scout
8	Brave
10	Tracker
12	Hunter
14	Warrior
16	Darkling
18	Seeker
20	Assassin (submitted by Stonecutter666)

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 OTHER NOTES

This is where I'll put anything that my readers send in to me that I can't think of putting anywhere else.

-----  
 EASY FRAGS, WITHOUT CHEATING  
 RODROGERS@worldnet.att.net

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 the best way to get frags is to go to a capture the flag level like dire straits. Then get the flag and let the guys come to you. I racked up

about 30 something kills in about 10 minutes. It is very easy.

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WHO UNLOCKS WHO  
rrwoods@yahoo.com (me)  
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Here are the "character ladders" for the 1-player Trials:

Turok - Raptor - Lord of the Dead - Mantid Mites  
Biobot - Guardian - Juggernaut - Oblivion Spawn  
Adon - Drone - Campaigner - Fireborn - Mantid Soldier

To unlock the bosses for multi, you must finish certain characters' trials:

Raptor + Drone + Guardian = Bastille  
Campaigner + Lord of the Dead + Juggernaut = Syra  
Fireborn + Mites + Oblivion Spawn = Symbiont  
Mantid Soldier = Tal Set

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SOME MEDAL TIPS  
Victor Jimenez  
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On 25 frags, 10 minutes, and playing fairly aggressively without too many deaths, Victor got Spirit Temple, Breakdown, Wicked Dance, The Pedestal, Earth Temple and Water Temple without much trouble. He also informed me that you get LordDead's second skin at 16 medals, not 18.

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Easy Kills in spirit temple  
Steven Swenson (coolsteve64@cs.com)  
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First of all, choose raptor. Second of all, have all the bots raptors. (Or to spice things up a bit, have one raptor, one slag, and one claw.) Go up the Levitating platform, wait at the top. (make sure the raptor jump claw secondary function is on) When someone steps onto the platform, right when it starts to rise, fall down and at the same time when you start to fall press Z. (works better when you are looking down as you fall) If you time everything right, you should raise your claws halfway down and right as you land, your claws come down, sending pieces of bloody flesh flying downward.

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