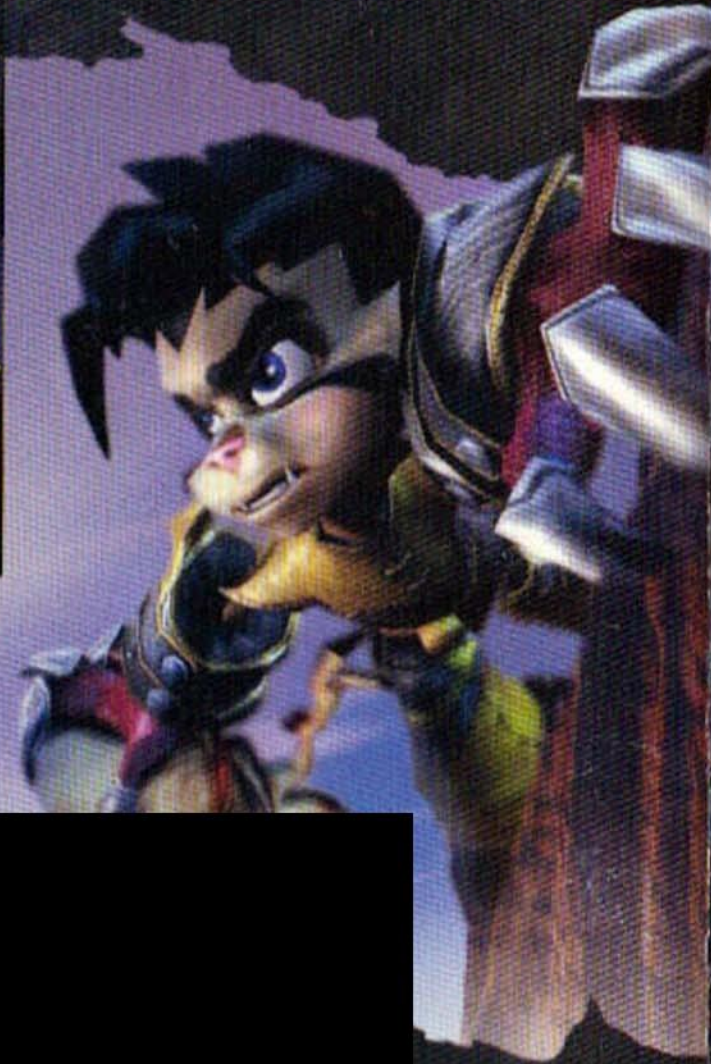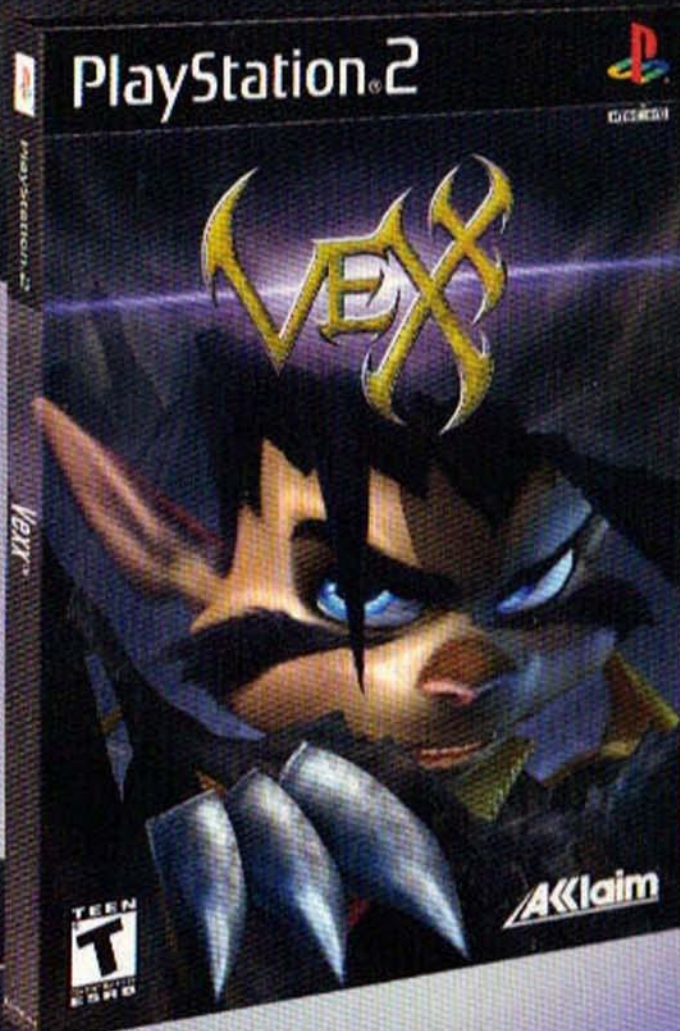# LOOK FOR

The Dark Yabu arrived during the storm and set forth his shadowraith minions to enslave the people of Astara. Only one escaped, taking Yabu's sacred Astani battle-gauntlets with him. It is now up to Vexx, slave-turned-savior, to avenge the death of his grandfather and free the people of his shattered world.

PlayStation 2

Vexx

TEEN T
CONTENT RATED BY
ESRB

EmuMovies

A≪laim

TUROK
EVOLUTION

MATURE M
CONTENT RATED BY
ESRB

A≪laim

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED

MEMORY CARD slot 2

MEMORY CARD slot 1

disc tray

RESET button

(OPEN) button

USB connector

S400 i.LINK connector

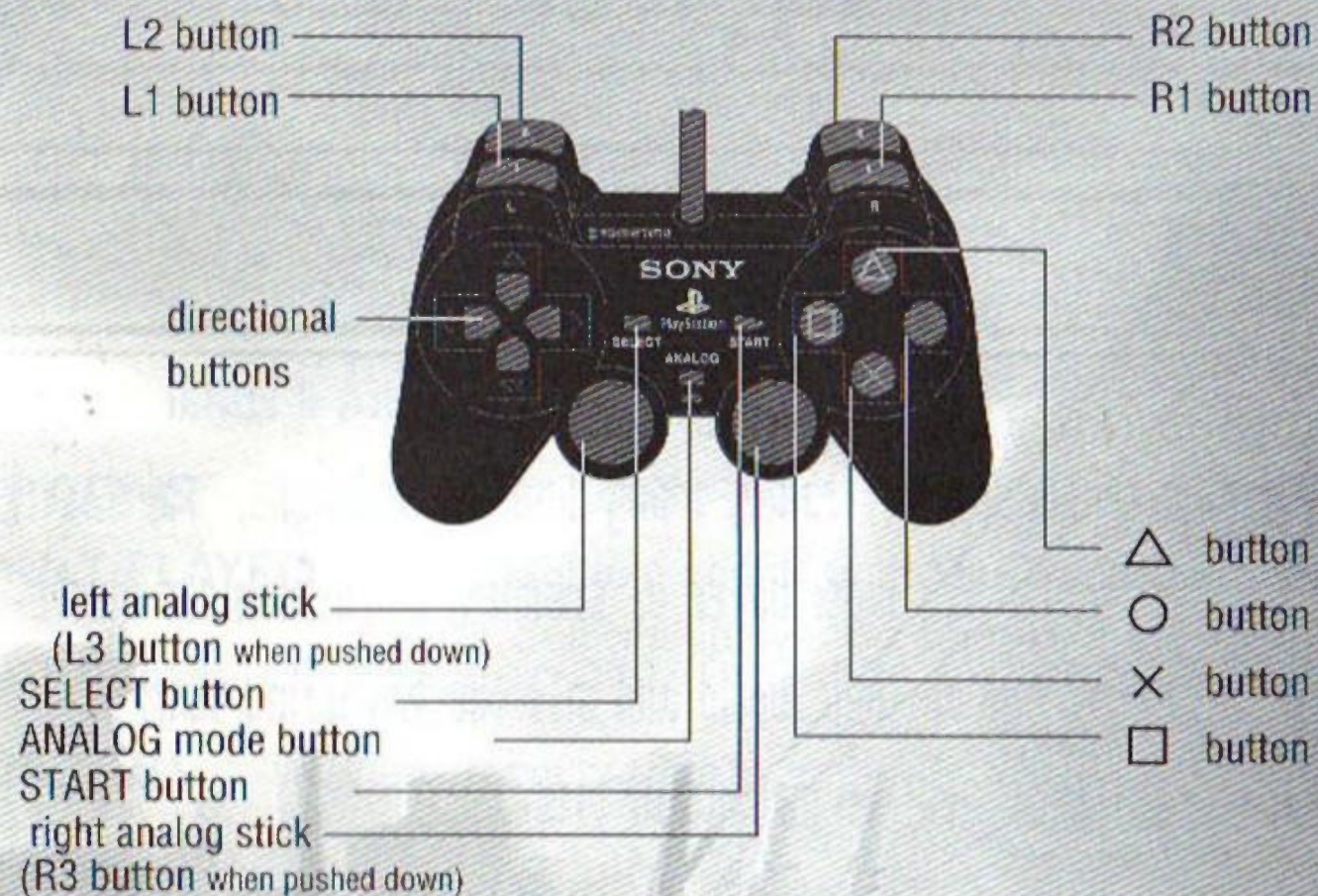controller port 1

controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Turok™: Evolution™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2)

Turok™: Evolution™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMO-RY CARD slot 1. Turok™: Evolution™ features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. Turok™: Evolution™ also supports manual save and load of options settings from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

R2 button

R1 button

directional buttons

left analog stick
(L3 button when pushed down)

SELECT button

ANALOG mode button

START button

right analog stick
(R3 button when pushed down)

△ button

○ button

✕ button

□ button

Turok™: Evolution™ is a one or two-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1. In a two-player game connect controllers to controller ports 1 and 2.

INTRODUCTION

There have been many generations of special warriors chosen to carry the mystic mantle of Turok, and their stories are told wherever grateful people gather to honor their heroes. This adventure, Turok:Evolution, concerns one of the greatest of them all, Tal'Set, leader of the Saquin nation.

About to enter battle against Captain Bruckner, a brutal butcher and vengeful veteran of many Indian campaigns, Tal'Set is ready to confront this most hated of enemies, when both are mysteriously plucked out of their world and into the simmering swirl of vicious plans that await in an ancient place... .

There are sinister stirrings in the Lost Land, disturbing rumbles of a coming reign of unquenchable raging fury. It falls to Tal'Set to explore a wide range of terrain, and triumph in each; to battle in the air, in steaming jungles and beneath the rippling water.

If he is wise and swift and cunning, if he is courageous and agile and bold, he may yet emerge victorious and show all who follow the meaning of the name... Turok.

MAIN MENU

At the title screen, press the **START** button.

NEW GAME Begin a new adventure from the beginning.

LOAD GAME Load a previously saved game from your memory card (8MB) (for PlayStation®2) to resume play. Once a saved game is selected, you will have the option of replaying a chapter or continuing from the last save point. Playing from the last save point enables the AutoSave system, while choosing to replay a chapter will disable the AutoSave function.

OPTIONS Set options to suit you.

MULTIPLAYER Play a variety of games with two players. See Multiplayer on page 19 for details.

CHEATS View game credits or enter any cheat codes you've discovered to turn on various game cheats.

GAME OPTIONS

Auto Aim Choose to play with Auto Aim feature ON or OFF. When ON, targeting is automatic, making for easier hits (default is OFF).

HUD Choose to play with the standard Heads Up Display information (health, ammo, etc) showing (ON) or not (OFF) (default is ON).

Crosshair Choose to play with aiming crosshair ON or OFF (default is ON).

Violence Choose to play with graphic violence ON or OFF.

CONTROL SETUP

Set controls scheme for any of up to two controllers.

FPS   Choose your preferred First Person Shooter control scheme.

Flight   Choose your preferred flight control scheme.

Advanced Options

Look Spring   When ON, your view will return (spring back) to its neutral position when the look control is released. When OFF, your view will remain where it is pointed when the control is released (default is OFF).

Invert Look   When ON, pressing ⊙ will point the view up, and vice versa. When OFF, you will look in the same direction you press (default is ON).

Vibration   Turn the vibration effect on your DUALSHOCK®2 analog controller ON or OFF (default is ON).

Horizontal Speed   On a 0 to 10 scale, set how fast the camera moves horizontally (default is 5).

Vertical Speed   On a 0 to 10 scale, set how fast the camera moves vertically (default is 5).

SOUND OPTIONS

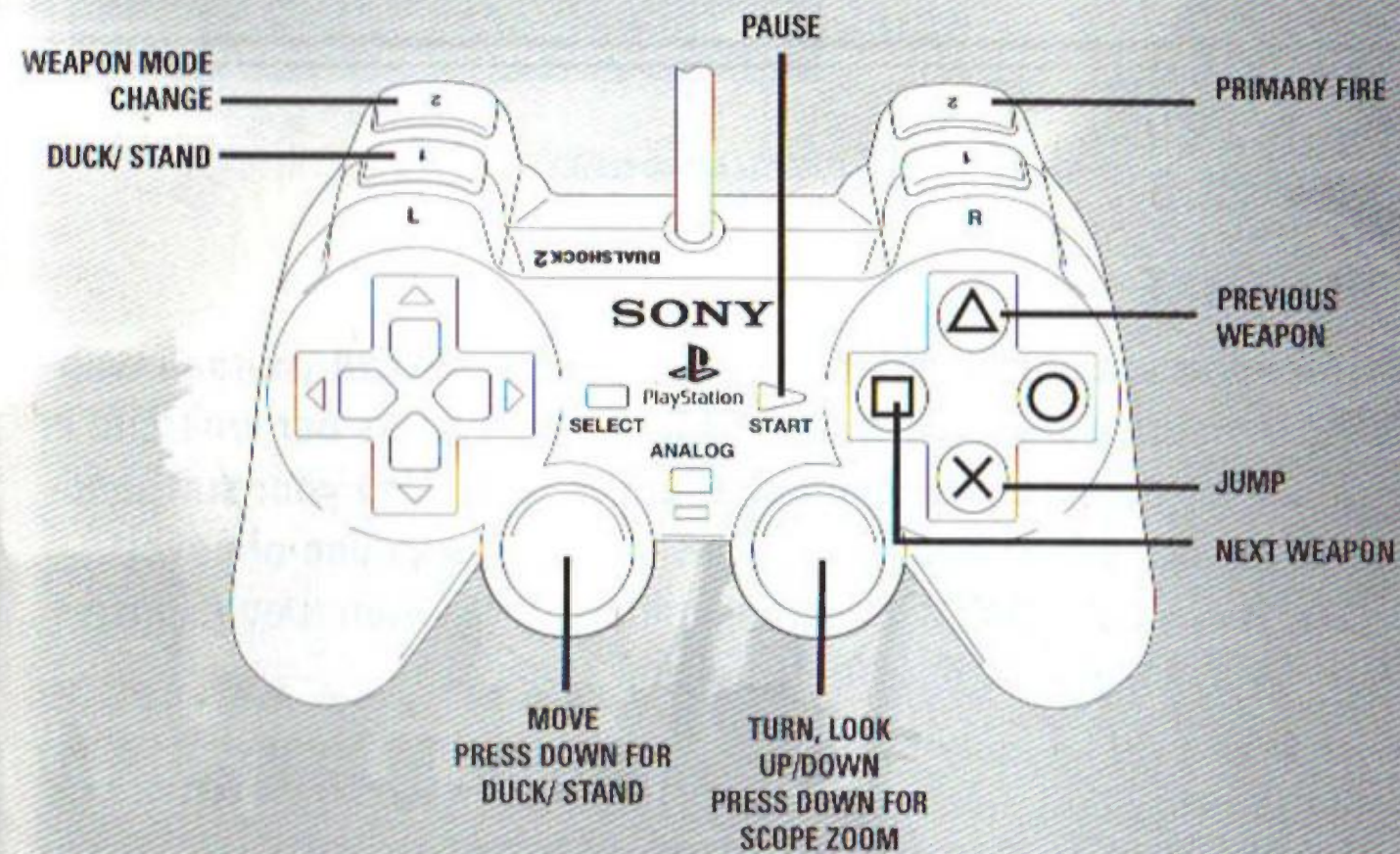**SFX Volume**   On a 0 to 10 scale, set the sound effects volume.

Music Volume   On a 0 to 10 scale, set the music volume.

PLAYING TUROK EVOLUTION
DEFAULT CONTROLS

Controls shown are the default controls with default option settings. You change to the Alternate control scheme by selecting Control Setup from the Options menu.

FIRST PERSON MODE

PAUSE

WEAPON MODE CHANGE

DUCK/ STAND

PRIMARY FIRE

PREVIOUS WEAPON

JUMP

NEXT WEAPON

MOVE
PRESS DOWN FOR
DUCK/ STAND

TURN, LOOK
UP/DOWN
PRESS DOWN FOR
SCOPE ZOOM

Note: The right analog stick is also used to AIM your weapon.

FPS GAME DISPLAY

Health You begin with 100 health points. As you take damage your health points go down. When you reach 0 points, you are dead.

HEALTH

CURRENT AMMO SUPPLY
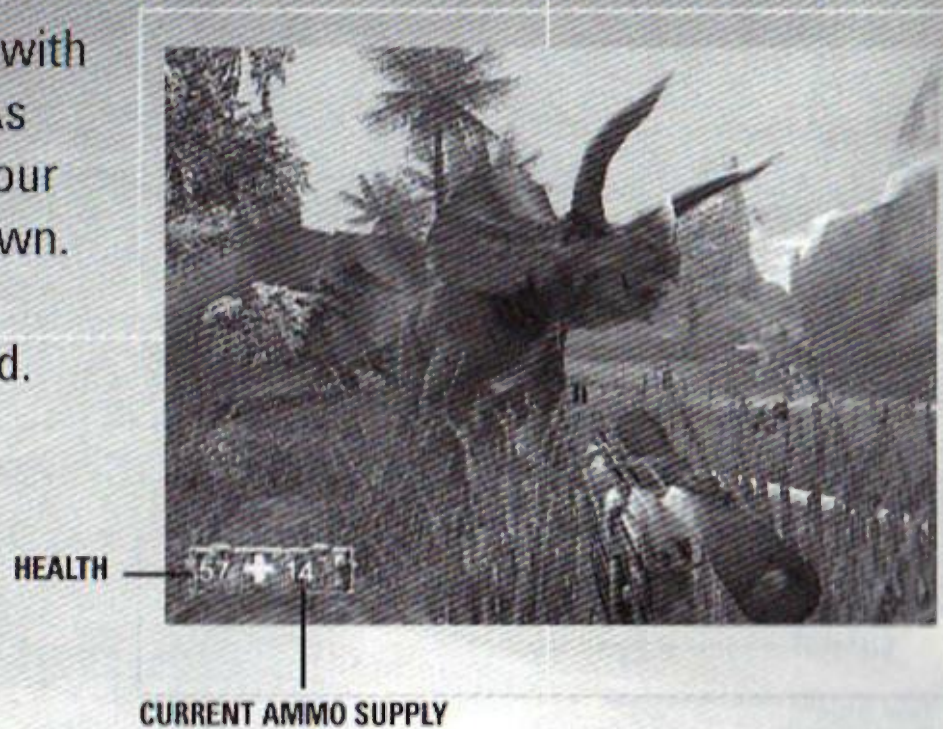
COMBAT

Combat is extremely varied and intense. Familiarize yourself with every weapon's second and third functions (varies per weapon) in order to maximize your combat effectiveness. Use your surroundings to your advantage. Enemies will make heavy use of cover during combat; don't waste ammunition! Fire when they expose themselves, or take time for precision shots at partially concealed enemies.
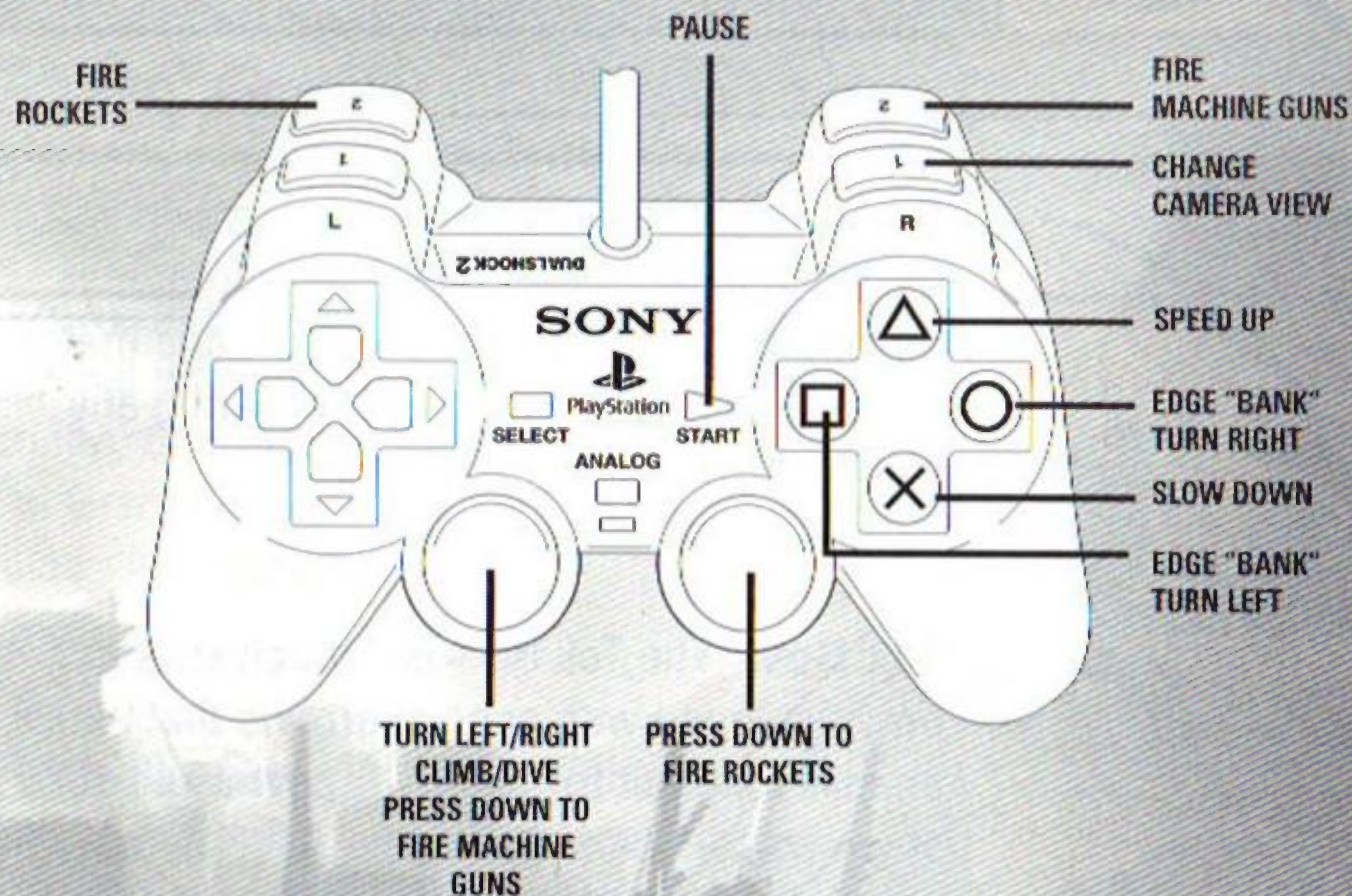
SWIMMING

There are many points where you'll have to swim. Generally, swimming controls are similar to land movement controls. Tal'Set is a fine swimmer, but his air supply only lasts so long. If you stay under too long, the display will turn red, indicating Tal'Set is about to drown. Surface (press Jump control) as quickly as you can.
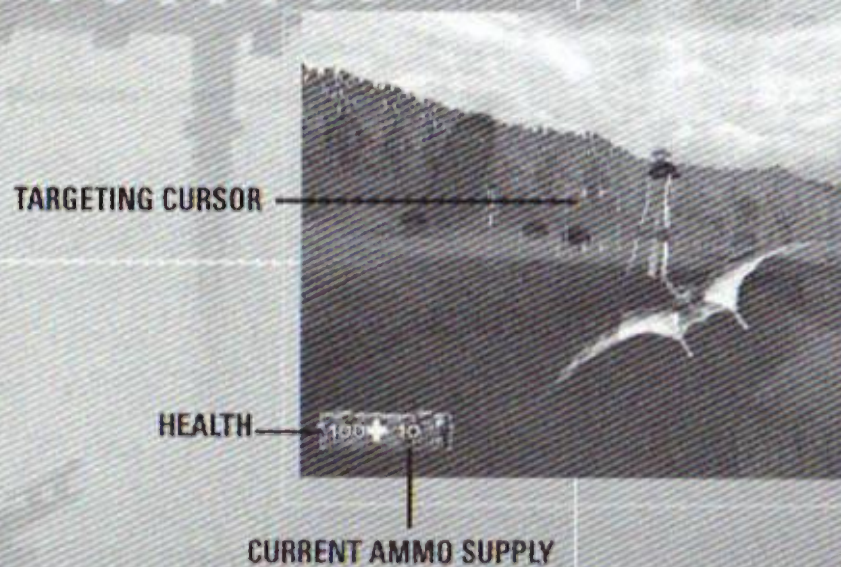
CLIMBING

In certain places you can climb by approaching climbing surfaces and continuing to press **O** on the **left analog stick** to climb up, or **O** on the **left analog stick** to climb down.

FLIGHT CONTROLS

At some points in your adventure, you must pilot a flying Quetzalcoatlus to accomplish your missions.

FIRE ROCKETS

PAUSE

FIRE MACHINE GUNS

CHANGE CAMERA VIEW

SPEED UP

EDGE "BANK" TURN RIGHT

SLOW DOWN

EDGE "BANK" TURN LEFT

TURN LEFT/RIGHT CLIMB/DIVE PRESS DOWN TO FIRE MACHINE GUNS

PRESS DOWN TO FIRE ROCKETS

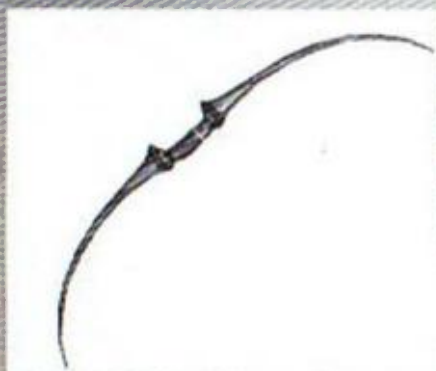## FLIGHT GAME DISPLAY

TARGETING CURSOR

HEALTH

CURRENT AMMO SUPPLY

WEAPONS (FPS Mode)
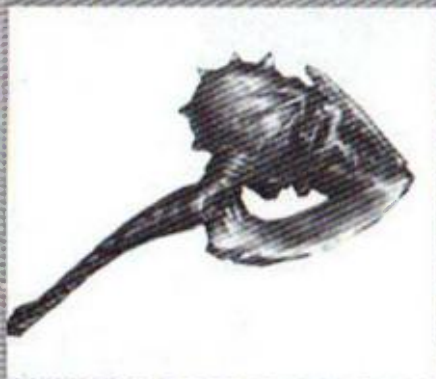
War Club The mighty War Club is the basic weapon you begin with, and is handy for close combat throughout your travels. Charge up the club (hold the **R2 button**, then release) to give your enemies a good spiked smack.

Bow The first distance weapon you collect, the Bow offers the ability to strike from afar. Remember to collect extra arrows, and that you can re-equip your quiver by recovering any standard arrows you shoot.
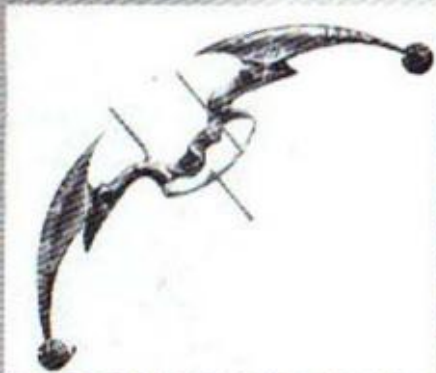
Tek Bow The Tek Bow is a much stronger bow equipped with special arrows that make enemies cry out for death. A powerful two-stage sniper zoom makes the Tek Bow a supreme choice for long range attacks.

Pistol The Pistol is a powerful automatic weapon. Make sure to collect ammo!

Sniper Scope Collect the Sniper Scope to add lethal sniper capability to your Pistol.

Shotgun The Shotgun fires a wide spread pattern that makes it less effective at medium or long range. Deadly in close quarters combat.

Quad Shot This useful device will allow you to load up to four Shotgun Shells at once, exponentially increasing the killing power of your Shotgun!

Grenades Grenades are excellent for use against entrenched enemies. Hit the secondary to activate deadly spikes that will allow the Grenade to stick to walls, ceilings, and enemies. Awesome!

**Flechette Gun** This watertight, air compressed wonder fires large steel darts. Air compressed power makes it a silent weapon, and enemies cannot hear its fire. This is the only firearm that can be used underwater.

Minigun Barrels Locate the Minigun Barrels and your Flechette Gun unfolds to reveal 18 barrels of 20mm death! Ammo goes quickly, but the Minigun can vaporize even huge opponents.
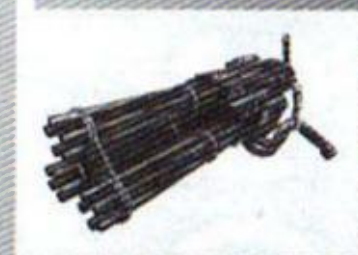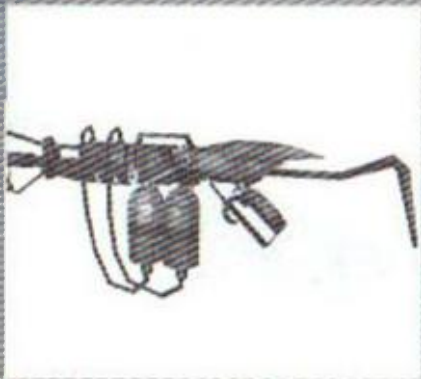
Flame Thrower Hand-held Hell is here in the form of a gritty gas burner that will barbecue foe and foliage. Did someone say "extra crispy"? Not available in Multiplayer mode.

Napalm Alternate Switch to the secondary fire to lob gelatinous projectiles at your enemies.

Spider Mine Deploy the device by pressing the **R2 button**, then control it as normal in FPS mode. Press the **R2 button** when deployed to perform the selected function (see below). The Spider Mine has several functions which are selected by pressing the **L2 button**. They are as follows:

LURE Causes nearby enemies to follow the device, allowing you to set up ambushes or clear enemies from key positions.

BOMB Detonates a powerful explosive, lethal to nearby enemies.

GAS Dispenses a lethal cloud of poisonous gas.

ABORT Instantly returns the player to FPS mode.

Note: The Spider mine has a limited range. The further the device moves away from Tal'Set, the weaker the signal becomes. If the device travels beyond its maximum range, it will self destruct automatically.

Rocket Launcher This powerful piece of primal ordinance fires a single large rocket surrounded by smaller swarming rockets. No need for an artillery strike when you've got one of these babies!

Swarm-Bore Attachment Collect the Swarm-Bore Attachment upgrade and you can fire 5 lethal homing projectiles at a single enemy. Each bore is a drill bit from hell, and can saw through flesh and bone. Eewwww….

Nuke Attachment Who needs backup when you're packing a portable nuke? Collect this upgrade and your rocket launcher can fire a burst of atomic energy that will vaporize any enemy that gets pulled into its blast radius.

Plasma Cannon The Plasma Cannon fires a blast of superheated energy that will give enemies more than a hotfoot.
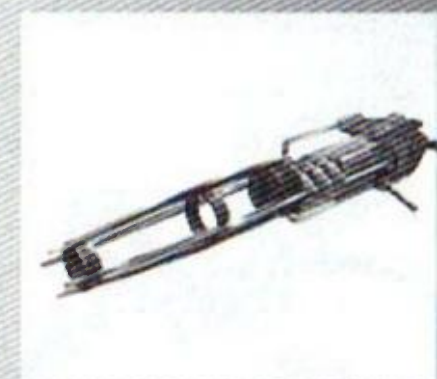
Seeker Upgrade Collect the seeker lens and your Plasma Cannon can fire homing projectiles at multiple enemies.

Chain Upgrade Collect the chain lightning lens and your Plasma Cannon will fire a powerful burst that will arc from one enemy to the next! That's gotta hurt!

Antigrav Beam Switch the weapons function and you can capture an enemy in a powerful antigravity beam and hold him there. Slam 'em into walls, floors, ceilings, or even other enemies. (Not available in multiplayer mode)

Gravity Disruptor The gravity disruptor fires a shot that will send enemies flying backwards like they were hit by a freight train!

Antigrav Burst Hold down the shoot button, and your gravity disruptor will create a huge shock ring around Tal'Set. Charge and release to send any nearby enemies flying in every direction. Not available in Multiplayer mode.

Crossbow (multiplayer only) The crossbow delivers a powerful punch in a compact size, which makes it perfect for a man on the go. A full selection of arrows and powerful 2 stage sniper zoom makes the crossbow a deadly weapon indeed.
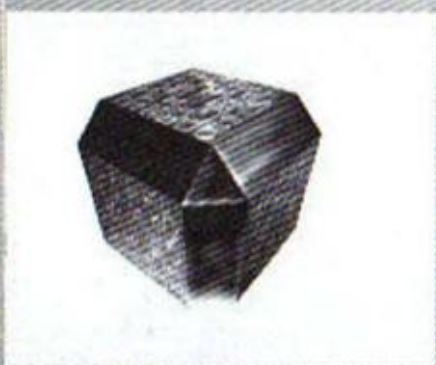
Dark Matter Cube In its primary state, the Dark Matter Cube acts much like a grenade, causing a powerful disruption. In its secondary form, it creates a matter anomaly and sucks enemies into its eerie vortex.

PICKUPS (FPS Mode)
AMMO

Arrows These arrows are steel shafted and come with a nasty tip. They can be used with any type of bow.

Explosive Arrows These arrows come with an explosive charge that detonates on impact. Be careful not to fire them at an enemy that is too close or you could lose your own limb. The explosive arrow can be used with any type of bow.

Poison Arrows These malicious arrows carry a deadly poison that can incapacitate the largest of enemies. Only the Tek Bow and Crossbow are powerful enough to launch this deadly projectile.

Pistol Bullets These .45 caliber rounds pack a mean punch when fired out of a pistol or sniper upgrade.

Shotgun Shells Packing a deadly blast in each cartridge. Load up to 4 shells into the quad shotgun for a devastating blast.

Flechettes Loading up your Flechette gun with these mean little darts gives a new meaning to the term "silent but deadly."

Minigun rounds Normally rounds of this size are only used in aircraft. Put them in your minigun and you can deliver a solid sheet of lead at your enemies.

Fuel A pyromaniac's dream, five liters of ultra flammable high-octane fuel. Normally used for jet engines, instead you can use it for barbecuing your enemies with your flamethrower.

Rocket Clusters These rocket clusters are very dangerous. Use them with caution in your rocket launcher.

Swarm Bores While looking small and harmless, the swarm bores are some of the most feared ordinance in the Lost Land. Nothing is scarier then seeing a rocket launcher with the swarm bore attachment bearing down on you.

Nuke Useful for when you have to kill every last living creature in a room. Strap on the upgrade to your rocket launcher and let her rip.

Plasma Battery These are used to power the high energy Plasma Cannon.

Anti-Matter Cell These alloy cells store powerful anti-matter particles. They provide the gravitational forces used inside of the Gravity Disruptor.

Tarkeen Keys Tarkeen Keys are hidden in certain areas which allow you access to otherwise impassable places.

MULTIPLAYER

These pickups can only be found in multiplayer

Cloaking Belt This handy device renders the player practically invisible for a short period of time. It is perfect for sneaking up on that unsuspecting sniper.

Death Helm An ancient barbarian cursed this helm long ago. Over time it has passed through generations of generals and kings. To the wearer it gives them ultimate power, but at a price.

Empathy Chest Plate This piece of armor well protects its owner by both blocking half of the damage being given to him, and by firing the other half back at the attacker.

Jump Boots Ever see that item that you can't quite reach? Never worry about that again with these handy boots that can put quite a spring in your step. Beware, however, as they wear out after only 3 uses.

Shield Belt This electronic body bracelet gives the player an invisible energy shield that can absorb the impact of all but the most deadly projectiles.

Damage Idol Each Damage Idol permanently increases the amount of damage a player can do by 20% while they still live. Collect up to five to double your damage.

MaxHealth Idol Each MaxHealth Idol permanently increases your maximum health by 20 points while you still live. Collect up to five to max out your health at 200 points.

Regeneration Idol Each Regeneration Idol permanently increases the rate at which you can regenerate health automatically as long as you stay alive. Collect up to five to reach the maximum rate of regeneration. This can become very powerful combined with the MaxHealth Idol.

Speed Idol Each Speed Idol permanently increases the running speed of a player while they manage to stay alive. Collect up to five to run at the maximum speed possible.

HEALTH

Small Med Kit Use this healing salve to heal small scrapes and wounds.

Large Med Kit This large medical kit can be a real lifesaver when low on health.

WEAPONS (Flight Mode)

Machine Guns Your winged mount is armed with twin .50 caliber machine guns. Ammunition is unlimited, so let 'em rip!

Homing Rockets In addition to your machine guns, your mount can also fire homing rockets. Center the crosshairs on an enemy to aquire a lock before pressing fire. (NOTE: Not all targets will lock on.)

PICKUPS (Flight Mode)

Rockets Restocks your homing rocket reserves.

Health Filling your Quetzalcoatlus' belly will help give him strength to continue the battle.

Overdrive This add-on temporarily gives your machine guns the extra firepower needed to get through the toughest fights.

SINGLE PLAYER

In a single player adventure, you begin play as Tal'Set and must battle your way through all the various challenges that await you in the Lost Land until you are finally able to destroy Captain Bruckner and his horrible host Lord Tyrannus.

MULTIPLAYER

There are many ways to enjoy Turok action with your wonderful friends. You can select any of the available multiplayer areas to wage war in.

Deathmatch: Battle to the death. Highest score wins.

Hunter: Score points by killing as the hunter. Kill the hunter to become one.

One Flag: Teams battle for the single torch to light their team's fire.

Monkey Tag: Hold on to the monkey. Person who holds it the longest, wins.

Turok Fight: Battle to the death with warclub and bows only.

Warrior Rage: Making multiple kills without dying increases your power.

Blood Bath: Players start with all the weapons.

Beginner Deathmatch: Auto balancing the good and the weak.
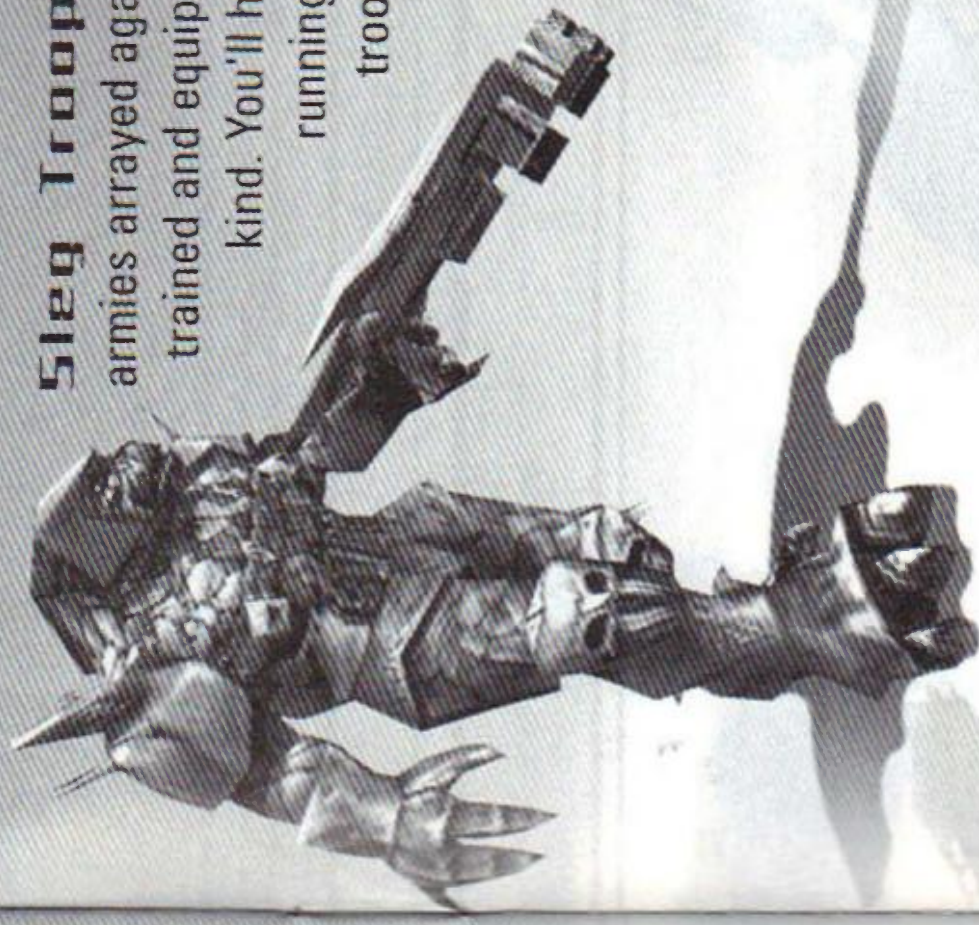
Sniper Match: Sniper Pistol and bows. Only headshots count.

Flight: Fight to the death on the back of Quetzalcoatluses.

ENEMY GALLERY

Here's a look at a few of the foes you'll face. Of course, there are many, many more to contend with!

Raptor No one wants to get ripped to shreds by raptors, but how do you stay alive with razor-sharp teeth about to chow down—on you! Find a way!

Sieg Troops There are vast armies arrayed against you, with well trained and equipped soldiers of every kind. You'll have your hands full running and gunning these troops into their graves.
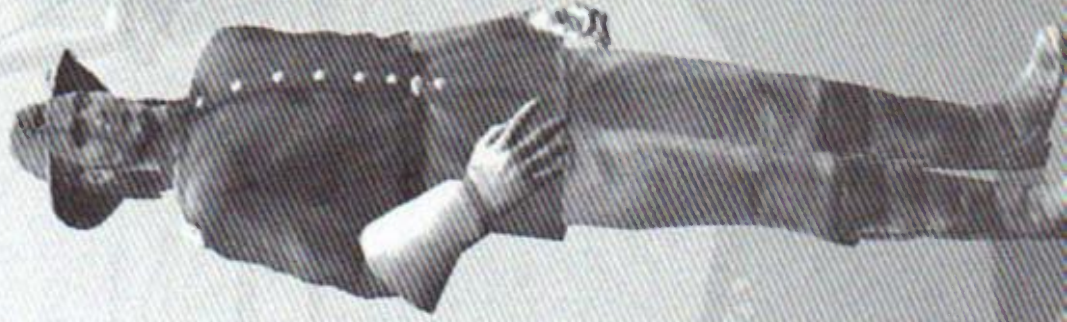
Sniper Snipers are excellent shots and typically lay in wait at strategic points.

Notes

Dinosoid A mix of android and dinosaur, these beasts are all too ready to reach out and crush someone. Don't let it be you!
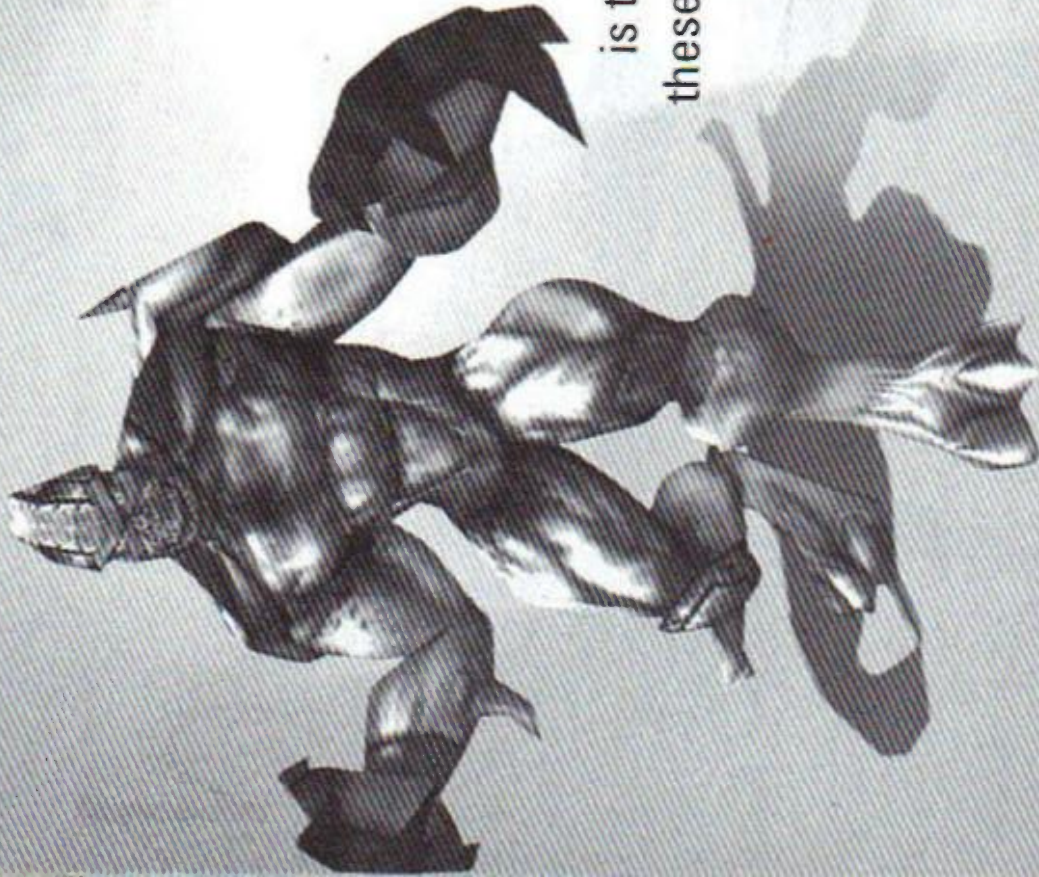
Purrlin They're just nasty, and that's all there is to it! You'll enjoy destroying these critters!

Captain Bruckner
A vicious Indian fighter from the American west, in the Lost Land Bruckner has the perfect means and opportunity to wreak destruction as he commands his minions.

Notes

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