

Nintendo

GAME BOY color

INSTRUCTION
BOOKLET

CGB-AR7E-USA

TIROR

RAAGE WARS™

Akaim

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LOADING:

1. Make sure the power switch is OFF.
2. Insert the **Turok Rage Wars** Game Pak as described in your **Nintendo Game Boy®** instruction manual.
3. Turn the power switch on. Press **START**. You will come to the **Language Select** screen. After selecting your language, press **START** to get to the title screen.

INTRODUCTION

The Amaranthine Accordance has opened dimensional gates to other planets. Now they are on the verge of preparing secret bases on these planets from which to launch an all-out assault in hopes of colonizing Earth.

When spies from the Solidarity Order reach out to Turok and warn him of the impending doom, they also supply him with a piece of the Timefire, which allows Turok to teleport to the planets where the new bases of the dinosoids are. Over four different worlds, Turok must do battle with legions of familiar foes and new threats. There is much danger ahead for Turok, but the alternative is unthinkable: the absolute end of the human race!

When the **TUROK RAGE WARS** title screen appears, you can select Play or Options.
To begin your adventure, select Play and press **START**.



PLAY Select this to begin your adventure.

OPTIONS Before starting out, set the game up to suit your style.

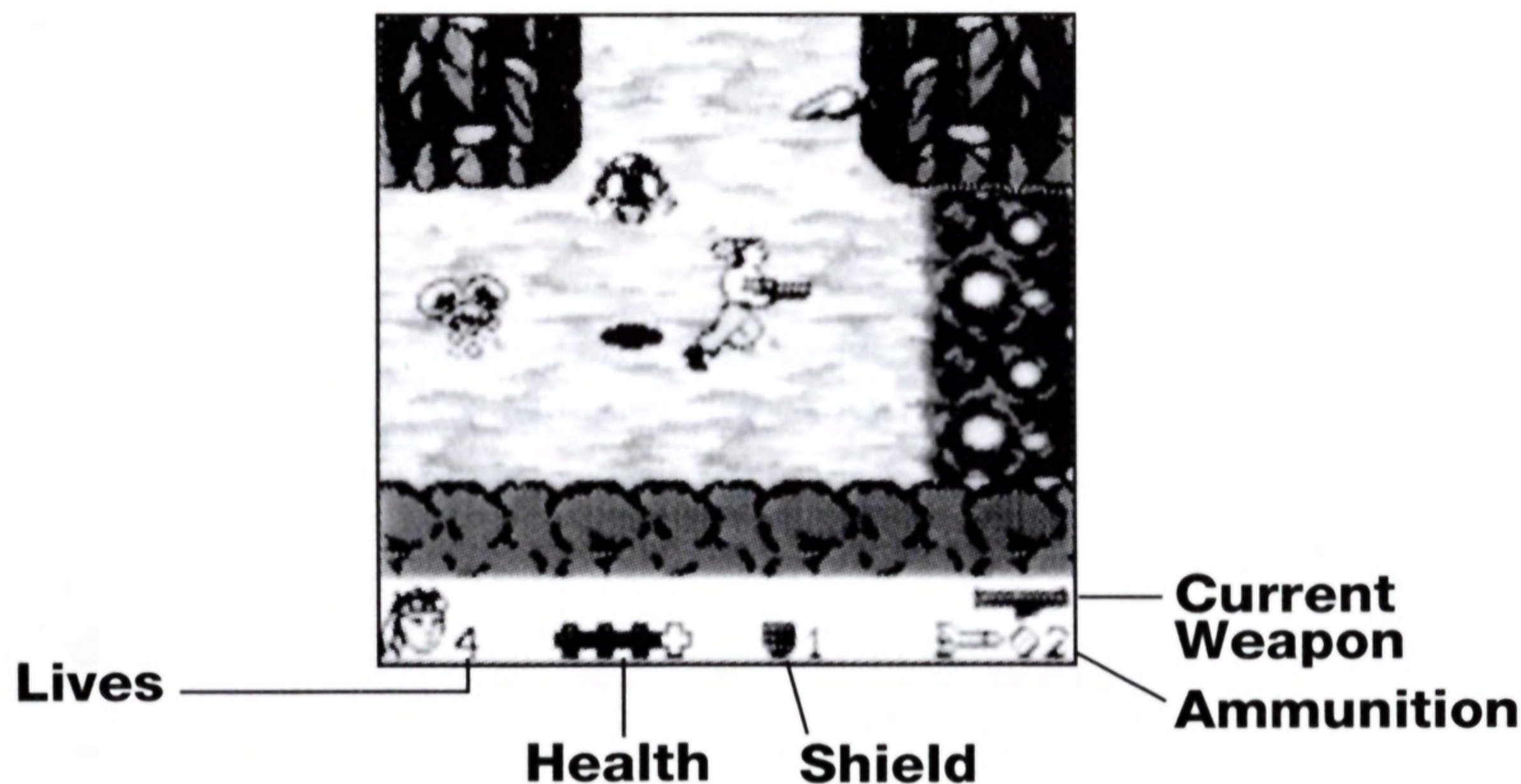
DIFFICULTY Choose between Easy, Normal and Hard skill levels.

MUSIC Choose to play with music **ON** or **OFF**.

Password Passwords are given at certain points throughout the game. Once you've gotten far enough to collect a password, you'll be able to input it from the password screen. To enter a password, press ← or → on the **CONTROL PAD** to move the cursor, and press ↑ or ↓ to change letters. Press the **A BUTTON** to validate your password. When you enter a correct password, you'll resume play at the level associated with the password. You may wish to keep track of your passwords in the NOTES section at the end of this booklet.



PLAYING TUROK RAGE WARS



1. Lives The number of lives Turok has remaining is shown at the bottom left of the screen (next to the Turok icon). You begin with 5 lives. You can get more by collecting pick ups.

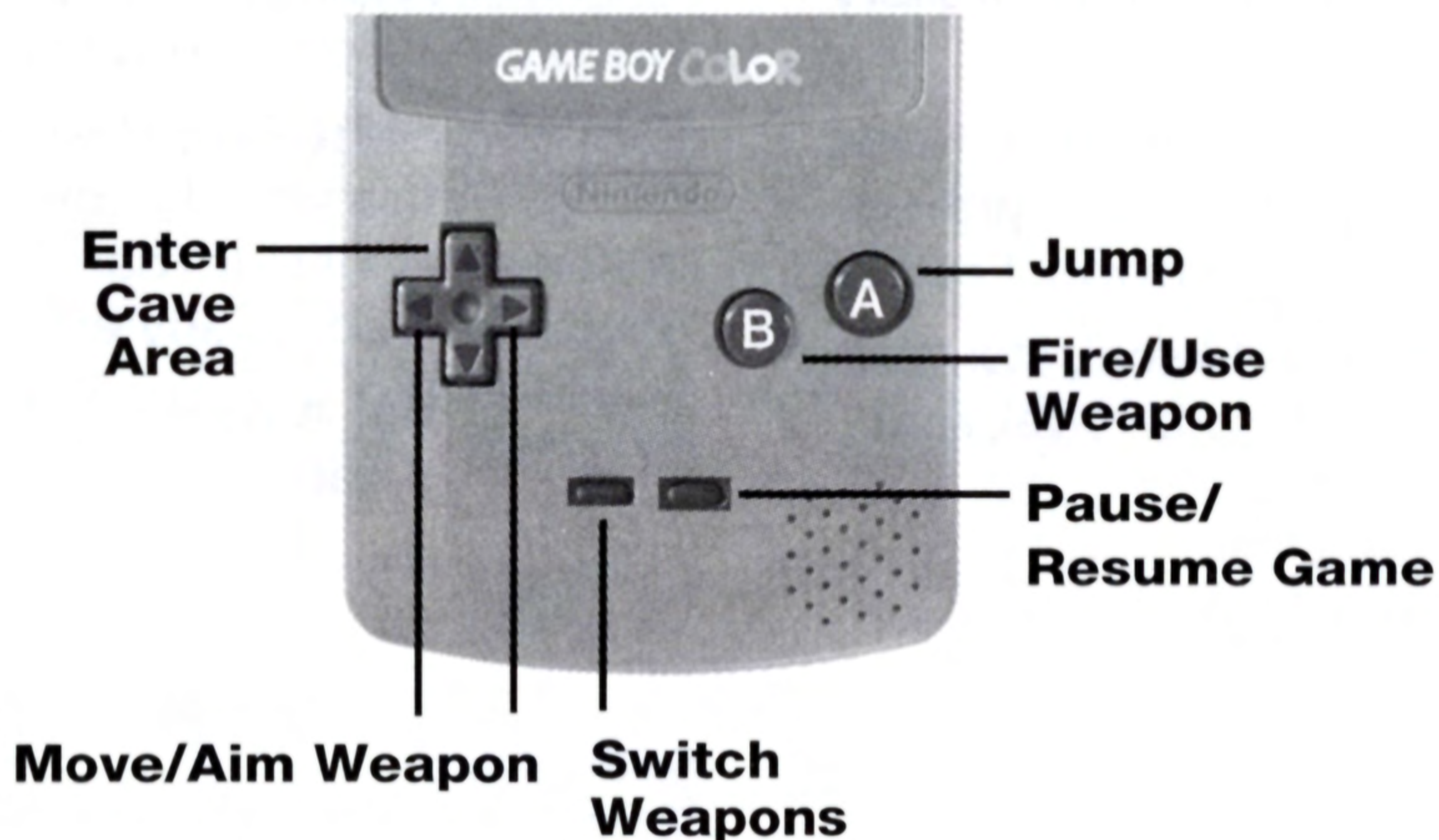
2. Health Turok's health is shown as a number of red crosses at the bottom left of the screen. As he takes damage, the crosses lose color. When all crosses are drained, Turok loses a life.

3. Shield Turok's current shield and its energy rating is shown by this number. When Turok uses a shield he doesn't take damage, he only loses shield energy. When the shield is empty, Turok takes damage directly. Note that there are different types of shields with different uses. See Inventory Screen for more details on using shields.

4. Current Weapon To view your current inventory of weapons, press the **SELECT BUTTON** + **←** or **→** on the **CONTROL PAD**. The **←** will cycle up in weapons power, **→** will cycle down. If Turok is out of ammunition for a particular weapon, he will not be able to use it.

5. Ammunition The amount of ammo Turok holds is shown at the bottom right of the screen next to his Current Weapon.

DEFAULT CONTROLS



WEAPONS

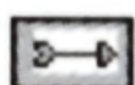
In the beginning, you are armed with a knife and a bow. During your adventures, you will collect weapons and ammo that will help you defeat the deadly threats that await you. Many weapons begin at basic power levels and can be upgraded, from level 1 up to level 3. Available weapons and ammo are viewed and selected on the Inventory Screen. Note that some weapons can be beefed up or altered by collecting Tune Up Kits (see Equipment).



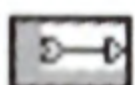
Knife Down and dirty for those times when the heavy artillery is low on ammo.



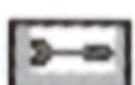
Bow This powerful bow is the first step in distance fighting. There are many different arrows it can fire.



Arrows Low tech but lethal, standard arrows are essential to survival. And look for these:



Poisoned Arrows If there's a big critter about, a poisoned arrow can help bring it down.



Explosive Arrows These fast and powerful arrows cause big hurting.



Pistol/Pistol Ammo

A fairly basic semi-automatic weapon. Look for extra ammo clips.



Shot Gun Best at short range, this will take down all kinds of critters. Collect extra cartridges. Explosive shells are particularly effective!



Uzi A light machine gun, firing 3 shot bursts.



Blade Launcher Bouncing blades mean some nasty cuts. Collect blades to replenish.

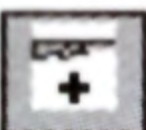


Missile Launcher Slow but unstoppable. Send a rolling ball of nuclear mayhem their way, but don't get any closer than you need to! Collect extra missiles whenever you can!

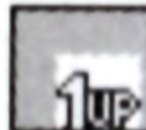
EQUIPMENT

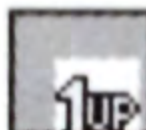
You can collect Tune Up equipment that can enhance or extend weapons by combining characteristics. See the Inventory Screen for details on how to do so.

 **Gun Tune Up Kit** Transforms the gun into a machine gun, allowing 2 shot bursts.

 **Shotgun Tune Up Kit** Gives your shotgun triple shot capability, but uses 3 cartridges.

 **Blade Tune Up Kit** Gives blades more ricochet power.

 **Uzi Tune Up Kit** This kit allows you to build a better machine gun.

 **Mix Kit** This is an awesome kit, allowing you to combine characteristics to make hybrid weapons. Experiment to see what kinds of stopping power you can create!

PICK UPS

 **Health** Turok can carry up to 4 health points, depending on the Difficulty setting. Collecting a pickup increases his health points by 1.

 **1 Up** Collect this to add an extra life!

 **Shield** When Turok uses a shield he won't lose energy, he only loses

shield. When the shield is empty Turok loses energy again.

Weapons Give Turok the possibility of using new weapons.

 **Ammunition** Give ammunition to the weapons.

PAUSING THE GAME

You may pause your game at any time by pressing the **START BUTTON**. To resume play, press the **START BUTTON** again. Once paused, you will see the Inventory Screen.

The Inventory Screen During the game, you can access the Inventory Screen to manage items such as your shield, weapons, ammo and various equipment. In general, highlight the item you wish to manage and press the **A BUTTON**. You will then see the management options for that item.

SHIELDS

Turok can collect various shields which absorb damage as long as their power is intact. Shield power is diminished whenever the shield takes a hit. When a shield's power reaches zero, then any damage taken will lessen Turok's energy. Shield energy in the form of pickups can be collected on various levels. This energy can then be distributed to the desired shield on the inventory screen.

Using shields: Highlight Shield. Toggle through the various shield icons by pressing **←** or **→** on the **Control Pad**. The current shield power for that shield is displayed, along with the amount of available recharge power. This recharge power can be distributed among any of your shields.

To recharge a shield Highlight Recharge and press the **A BUTTON**. Press **↑** to send the power to the currently displayed shield. The amount of recharge power will go down as the shield power increases.

WEAPONS

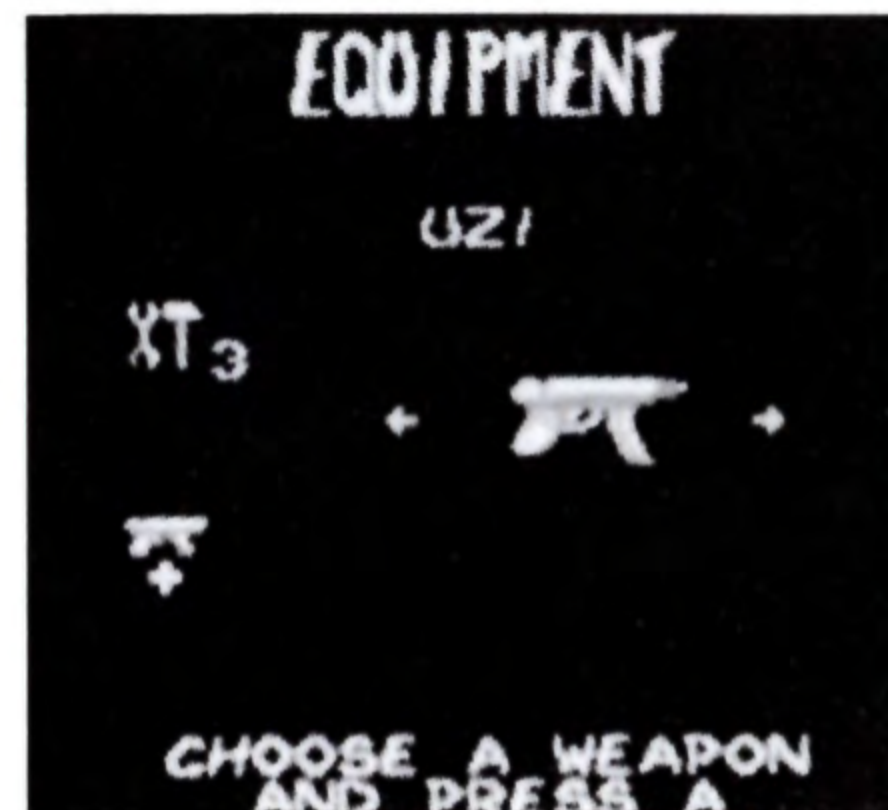
Turok must use his arsenal wisely if the world is going to survive. That means having the right weapon to match the enemies he faces, and the knowledge of what that is!

Selecting Weapons Scroll ← or → through your available weapons. To select ammo for the displayed weapon, press ↑ or ↓.

EQUIPMENT

There are many "kits" that can be collected which can be used to enhance your weaponry by upgrading or making hybrid weapons.

Using a Mix Kit When a Mix Kit is selected, press ← or → to scroll to a weapon and press the **A BUTTON** to select it. In the same way, select a second weapon to combine with the first.



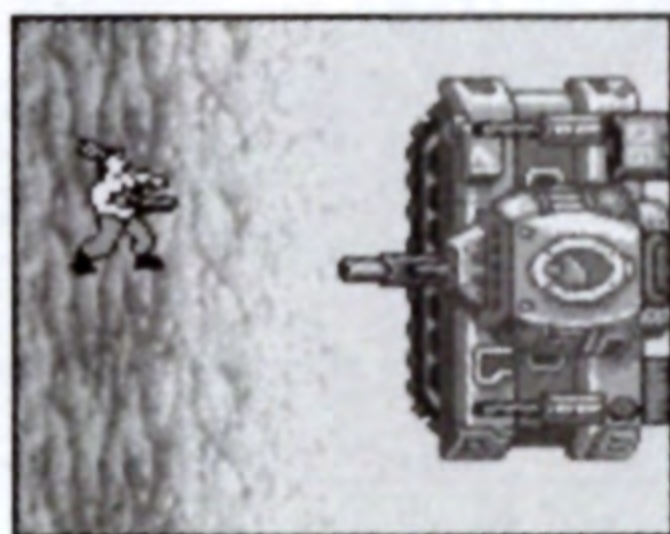
LEVELS

These are some of the levels and areas you'll encounter as you attempt to conquer the Amarinthine Accordance's scheme. You'll learn new skills as you make your way. Make sure to master each training level before attempting a new challenge.



The Green Planet

Turok must find and destroy the laboratories where the Amaranthine Accordance is conducting research to create new bionosaurs. A dense jungle must be crossed before he finds a ruined village. From there, Turok finds himself in a hellish lake surrounded by piranhas and armed dinosoids. If he survives, the tree tower beckons. Here Turok may find the laboratory he seeks—and more trouble than he bargained for!



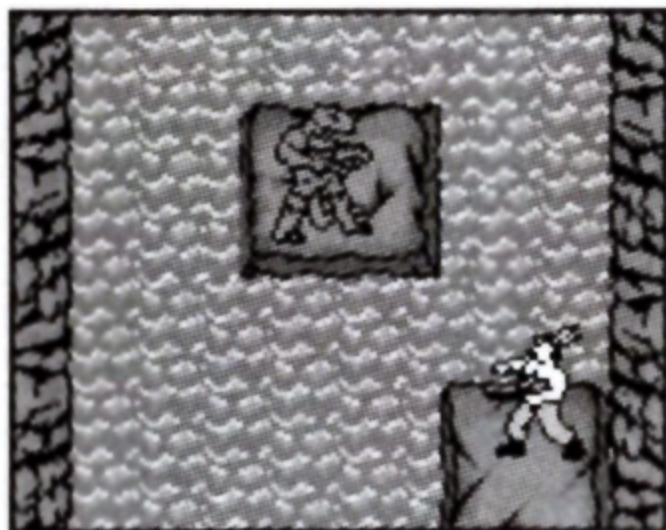
The Desert Planet

Or is it the dessert planet, with Turok as the main course! This planet is, after all, the training center for the elite corps of killers known as the Endtrails. Turok must get into the training camp using a holographic masking projector that makes him look like a dinosoid if he hopes to plant his bomb in the powder magazine and blow these cruel cadets to kingdom come! There are plenty of obstacles here, and Turok will need all his physical skills and combat instincts to prevail.



The Frozen Planet

In a basement far below the surface, nuclear reactors power a sophisticated robot factory. Turok must somehow get past the floating mines that protect the factory. He must be wary as he tries to destroy them with his missile launcher, as a chain reaction could easily occur and blow him to pieces! As he goes on, he'll find a frozen river, a mountain and a deadly storm among the dangers.



The Volcanic Planet

Yipes, it's hot and then some! The terrible plans of the enemy are close to fruition on this super-heated planet, selected because it resembles the home atmosphere of the deadly alien which is now being trained to unleash its destructive might at the will of the Amarinthine Accordance. What a long sentence that was! But not as long as the infinite sentence of death which hangs over civilization! Can Turok best this foul extraterrestrial beast? Only if he masters some timed target shooting, and all the raging fury of sulfur, lava and volcanic fury that stand in his way!

ENEMIES

There are many, many ways to taste defeat in Turok Rage Wars. Here a few of those ready to serve it up to you!



Phyzier This fierce fin-spined creature is armed with a powerful weapon that always seems aimed Turok's way!



Bat A flying fiend intent on knocking Turok for a lethal loop!



Yeti Might make a nice pet, if you could tame him. Unfortunately, this creature isn't cuddly when it comes to

combat, so watch that you don't get snapped!



Scrounge This bubble-headed belligerent is happy to stalk Turok, firing deadly shots as he comes!



Endtrail Deadly killers that Turok has faced all too often, the Endtrails are the shock troops of the Amranathine Accordance. They pop up like weeds and keep on coming!

There are plenty more trouble makers where these come from, but why spoil the surprise?

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