

Nintendo®

GAME BOY[®] color

DMG-A2TE-USA-1

TUROK[®]

SEEDS OF EVIL™

Akaim

INSTRUCTION BOOKLET

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ANIMATED VIOLENCE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

CONTENTS

<i>Introduction.....</i>	<i>3</i>
<i>Loading.....</i>	<i>3</i>
<i>Playing Turok® 2.....</i>	<i>5</i>
<i>Default Controls.....</i>	<i>7</i>
<i>Weapons.....</i>	<i>8</i>
<i>Pick-ups.....</i>	<i>10</i>
<i>Levels.....</i>	<i>11</i>
<i>Enemies.....</i>	<i>15</i>
<i>Hints.....</i>	<i>17</i>



INTRODUCTION

Ready for a fresh adventure in the Lost World? Joshua Fireseed faces new dangers as the Turok® mantle is passed to another generation. This time, the Amaranthine Accordance has unleashed a plan to restore dinosaurs to the planet. They have already sent some Dinosoids through the gate between the Lost World and this one. Turok must find the Light Burden and destroy the Dinosoids. The last Dinosoid, however, will give Turok chilling news about the forces arrayed against him: four deadly Bionosaurs are to be sent through the door to conquer earth! Now Turok must enter the Lost World and defeat these monsters to save the planet from the Amaranthine's plan. He'll need the help of the Solidarity Order to succeed!

LOADING:

1. Make sure the power switch is OFF.
2. Insert the TUROK® 2 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.



→ ENGLISH
ESPAÑOL
DEUTSCH
FRANÇAIS

When the Turok 2 title screen appears, you can select **Start** or **Options**. To begin your adventure, select **Start** and press the **START BUTTON**.

OPTIONS

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

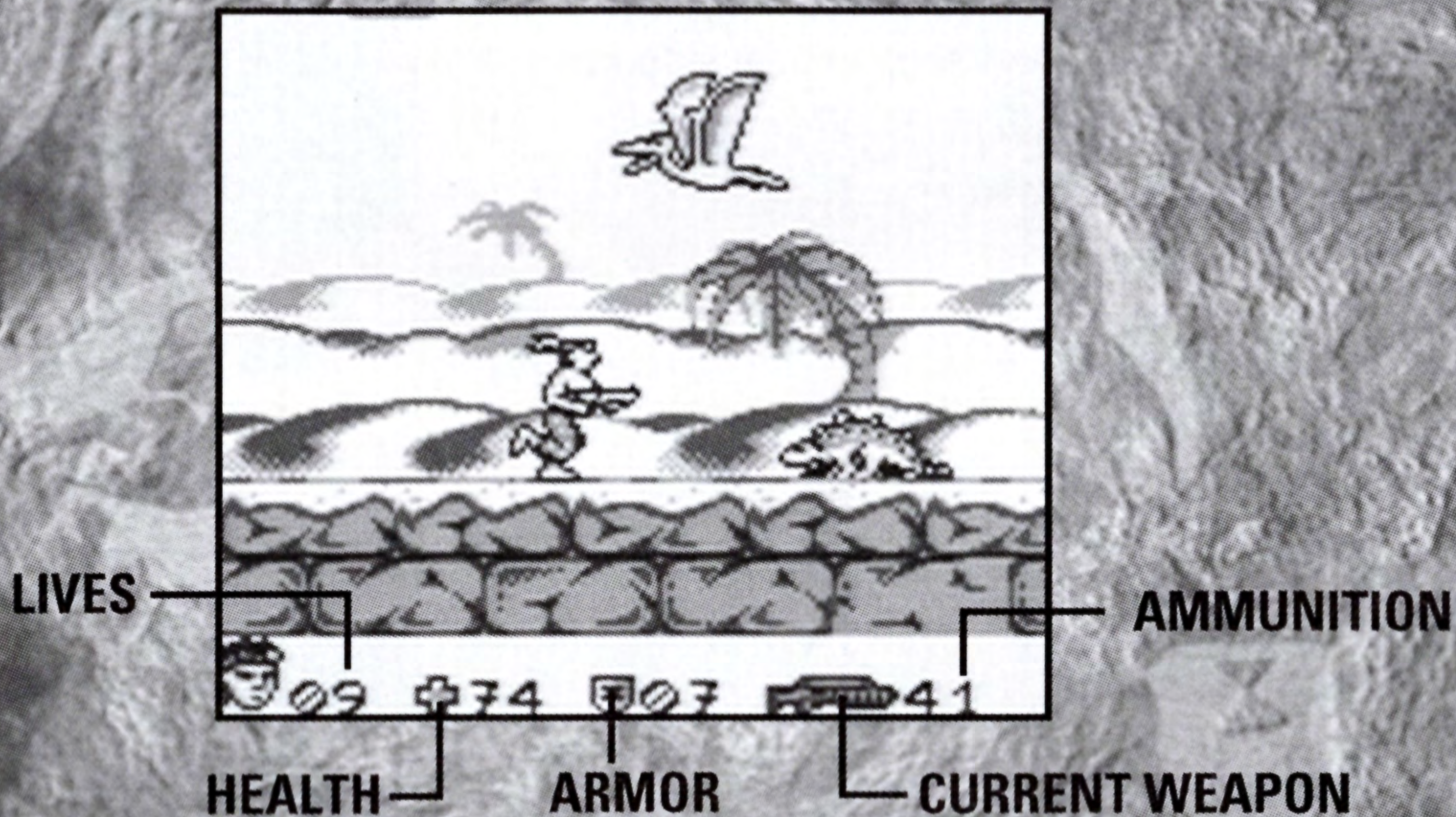
Music: Choose to play with music ON or OFF.

Difficulty: Choose between Easy, Normal and Hard skill levels.

Password: Passwords are given at certain points throughout the game. Once you have gotten far enough to collect a password, you will be able to input it from the password screen. To enter a password, press **LEFT** or **RIGHT** on the control pad to move the cursor, and press **UP** or **DOWN** to change letters. Press the **START BUTTON** to validate your password. When you enter a correct password, you will 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 2



1. **Lives:** The number of lives Turok has remaining are shown at the bottom left of the screen (next to the Turok icon). You begin with 10 lives. You can get more by collecting pick-ups.
2. **Health:** Turok's health is shown as a number at the bottom left of the screen. Turok is at full health when the number is at 99. As he is injured his health points decrease. When the points drop to 0, Turok loses a life.
3. **Current Weapon:** To view your current inventory of weapons, press the **SELECT BUTTON** + **LEFT** or **RIGHT** on the **CONTROL PAD**. The **LEFT** will cycle up in weapons power, **RIGHT** will cycle down. If Turok is out of ammunition for a particular weapon, he will not be able to use it.
4. **Ammunition:** The amount of ammo Turok holds is shown at the bottom right of the screen next to his Current Weapon.
5. **Armor:** Turok's armor rating is shown by this number. The higher it is, the less damage attacks will do.

Checkpoints: At various points in the game, you will find checkpoints. These allow you to resume play at that point if you lose a life, instead of having to start back at the beginning each time.



DEFAULT CONTROLS



Climbing: Take a running jump toward the place you wish to climb. Press **UP** or **DOWN** on the Control Pad to climb up or down.

Swimming: Use the Control Pad to move **UP, DOWN, LEFT, or RIGHT**. Press the **A BUTTON** to move **BACK** or **FORWARD**. Underwater, Turok can only use the knife.

Flying/Riding Dinosaurs: On some levels, Turok will pilot a friendly pterodactyl or a raptor! Use the **CONTROL PAD** to steer, and the **B BUTTON** to fire weapons.

WEAPONS

In the beginning, you are armed with just a knife. During your adventures, you will collect weapons and ammo that will help you defeat the Dinosoids, Bionosaurs and other deadly threats that await you.

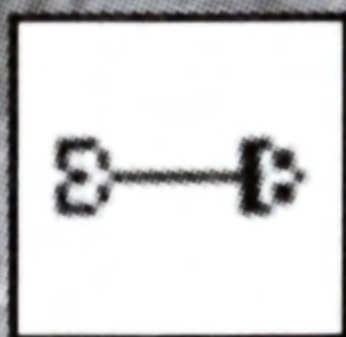


Knife: Down and dirty for those times when the heavy artillery is low on ammo.



Bow: This powerful bow is the first step in distance fighting.





Arrows: Low tech, but lethal, holding the **B BUTTON** will cause Turok to draw back the bow and hold. To fire, release the **B BUTTON**.



Pistol/Pistol Ammo: A fairly basic semi-automatic weapon. Look for extra ammo.



Shotgun: Best at short range, this will take down all kinds of critters.



Grenade Launcher: The entry level in mass destruction, each explosion affects an area around it and can destroy certain pieces of the landscape. Look for extra grenades as you progress.



Fusion Gun: A rapid-fire energy weapon, this fires super-heated bursts of plasma at high speed. You can reload with energy cells when you deplete its ammo.



Mini Gun: Don't let the name fool you -- this is one of the most powerful weapons you will find. It burns ammo though, so you will need to reload by the boxful.



Rocket Launcher: This is more powerful than the grenade launcher, and has a reload time, so use it wisely.



Particle Accelerator: Fires high-energy particle blasts. This one can break down the atomic structure of the enemy, first causing cessation of movement at the molecular level and then... never mind, try it and see. Charge it longer by holding down the trigger button for a considerably larger radius of effect. Uses energy cells to reload. Remember, the longer you charge it, the more energy it will use!



Fusion Cannon: Slow but unstoppable. Send a rolling ball of nuclear mayhem their way, but do not get any closer than you need to!

PICK-UPS



Health: Turok can carry up to 99 health points. Collecting a pick-up increases his health points by 20.



Life Force: Collect these to add an extra life.





Armor: Reduces the damage of the enemies' attacks.



Folding Eye: Teleports Turok to an extra level.

PAUSING THE GAME

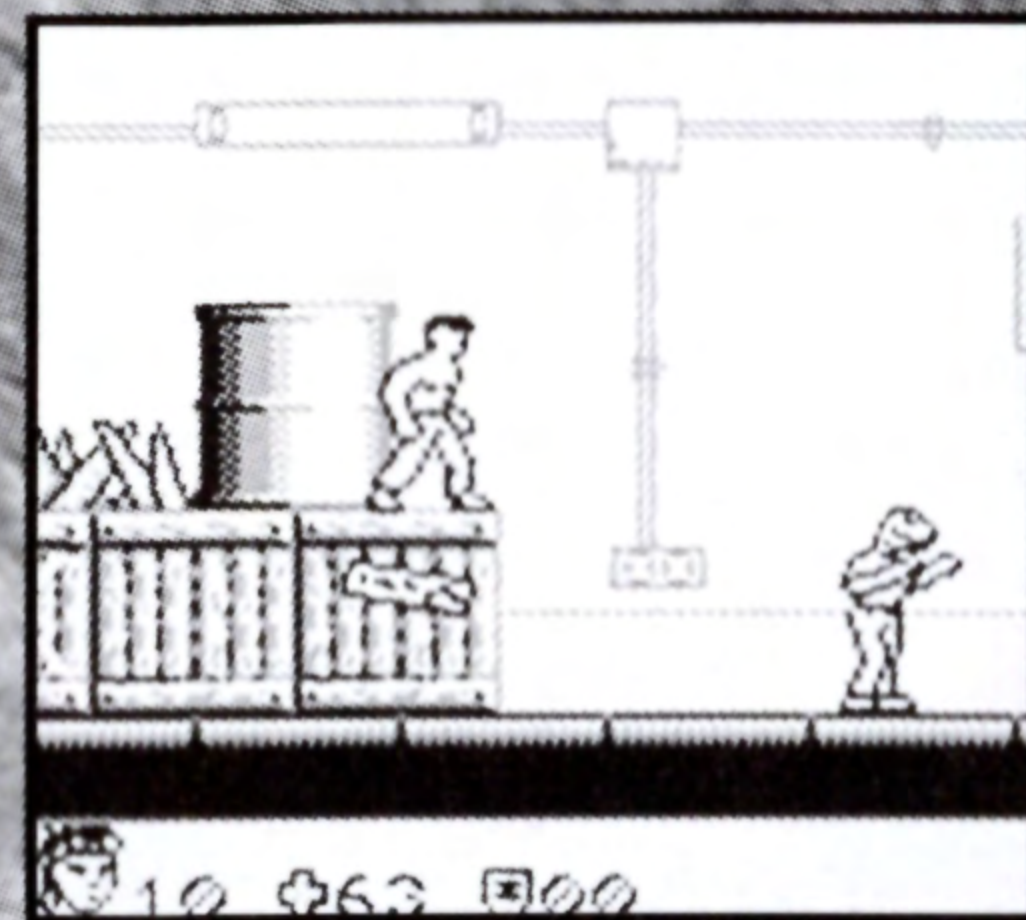
You may pause your game at any time by pressing the **START BUTTON**. To resume play, press the **START BUTTON** again.

LEVELS

Level 1:

It begins simply enough. You are Joshua, a young man in a nearby city. You must find and be willing to take on the "Light Burden", the mystic power which transforms ordinary men into timeless warriors called Turok. You are not yet Turok. You are just a normal man who must defeat the Dinosoids. The Dinosoids have a human appearance, so you can only distinguish them when they are very near and they attack you.

After you find the "Light Burden", you can see which enemies are human and which ones are Dinosoids, by pressing the **SELECT BUTTON**. And you are now Turok, so you can use the knife to defeat enemies. Be careful not to attack a human! The last Dinosoid will tell Turok his mission beyond the door...The door to the Lost Land will open when you defeat all the Dinosoids.



Level 2:

The first of the Bionosaurs is in this level. Turok should find his way through the level, and will have the help of a member of the "solidarity order", a Raptor. Turok will be able to ride on the Raptor and to jump big cliffs.

Boss 1 - Triceratops. Very big enemy. Turok has to shoot the enemy and escape from him using a platform on the top of the screen. The Triceratops appears from both sides of the screen, and there is little time to shoot at it.



Level 3:

In this level Turok must activate many switches to open the gates that will lead him to the end. At the end of the level, Turok will have to ride in a canoe, avoiding the deadly dangers in the water.

Level 4:

Here is the second Bionosaur. Turok has to find his way and also find another member of the "solidarity order". It is a Pterodactyl. Turok will fly on it to the desert where the terrible giant worm is located. When he confronts this awful creature, he must avoid hitting stones or he will lose health points.

Boss 2. The giant worm. Turok has to run to escape from this giant worm. Watch out for the stones!

Level 5:

Turok must cross a swamp and a cave before reaching one of the Amaranthine Accordance's bases. There, a labyrinth of doors and switches is waiting for him. After that, the raptor of the solidarity order will again help him to reach the next world.

Level 6:

Here is the third Bionosaur. Turok has to complete a hilly level, with plenty of difficult jumps.

Boss 3. Mechanically enhanced Pteradon. Provided with a metallic armor, his only weak point is the top of the head. Only the grenades are useful to beat it!

Level 7:

Flying on the Pterodactyl, crossing a swamp and swimming in a big cave will lead Turok to the final world. It is crucial that you find the many bonus items hidden in this level to be ready for the final battle.



Level 8:

It is very important to find all the weapons in the first part of the world, because Turok will have to cross another base of the Amaranthine Accordance. After that, he will have to defeat the last boss.

Boss 4. Purlin. His weak point is the head. Turok has to shoot upwards and escape from Purlin's punches!



THE FOLDING EYE

Once Turok collects the Folding Eye, he will have access to secret levels in different parts of the game. See if you can collect it, then be prepared to take on some really tough opponents!

ENEMIES

Before he becomes Turok, Joshua will face the human-like Dinosoids. Then things get really heavy! The further into the Lost Land Turok ventures, the more bizarre and deadly his enemies will become. Creatures that can run, fly and swim will all do their best to wipe Turok off the face of the earth. Here are some fearsome foes Turok will encounter. Be warned! There are more!



Dinosoids: The first creatures sent through the door to our world, these are your first foe. Warning: they look human until they get close, then—look out!



Euoplocephalus: This creature has a nasty surprise in its tail!



Elasmosarus: A strange and powerful danger when Turok is on water, this sea creature has a terrifying power!



Raptors: Evil creatures bio-engineered for extra ferocity. Normal Raptors can only attack Turok up close, making them helpless at a distance. As you progress into the game, who knows what other bizarre shapes they might take on....



Karyakhas: These brutes are a roving menace that will chase and attack you. Keep your distance and you should be safe....



Phyzier: This well-armed guardian is impervious to most weapons—you will need some real weaponry to deal with him.



Giant Bee: You will need plenty of firepower to swat this flying menace!

BOSSES

This is the first boss you will encounter. We could tell you more, but why spoil things?



Triceratops: One of the meanest beasts Turok will encounter, this creature will test your survival skills to the limit.



HINTS

- Learn to perform the diagonal jump, as it will allow Turok to jump further than he normally can.
- Certain longer duration weapons work better on slow or stationary opponents. Find out which weapons work best in which situations.
- You may come across areas in the map that you cannot access immediately. Don't worry! Try returning later on and blasting your way in when you have some explosives!



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