

Nintendo®

GAME BOY®

DMG-ATUE-USA

# TUROK

BATTLE OF THE BIONOSAURS®



INSTRUCTION  
BOOKLET

Acclaim®



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# CONTENTS

Introduction .....	3
Loading .....	4
Game Features .....	4
Controls .....	7
Weapons .....	9
Pickups .....	12
Levels .....	13
Enemies .....	14
Hints .....	17

## SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.



# INTRODUCTION

The Lost Land. A world where time has no meaning - and evil knows no bounds. Torn from a world long gone, the time traveling warrior Turok has found himself thrust into a savage land torn by conflict. An evil overlord known as "The Campaigner" seeks to shred the fabric of time and rule the universe using an ancient artifact known as "The Chronoscepter." The Chronoscepter was shattered thousands of years ago in an effort to keep it from falling into evil hands. The Campaigner has constructed a massive focusing array which he plans to use to magnify and pervert the power of the Chronoscepter in order to shatter the barriers between the ages and rule the universe. Turok has vowed to find the eight pieces of the Chronoscepter spread throughout the Lost Land and put an end to The Campaigner's evil plot. The Campaigner has amassed a terrifying army to stop him. Turok must face not only ferocious Velociraptors, but vile aliens and other terrifying beasts all bent on scorching him from the face of the Earth. The first rule of survival is know thy enemy, but the second edict, know thyself, assumes greater importance as Turok struggles to understand the fatal forces that have brought him here and what he must do in order to meet the ever-escalating threats that lurk wherever he looks....To learn more you must enter the world of TUROK: BATTLE OF THE BIONOSAURS.



# LOADING

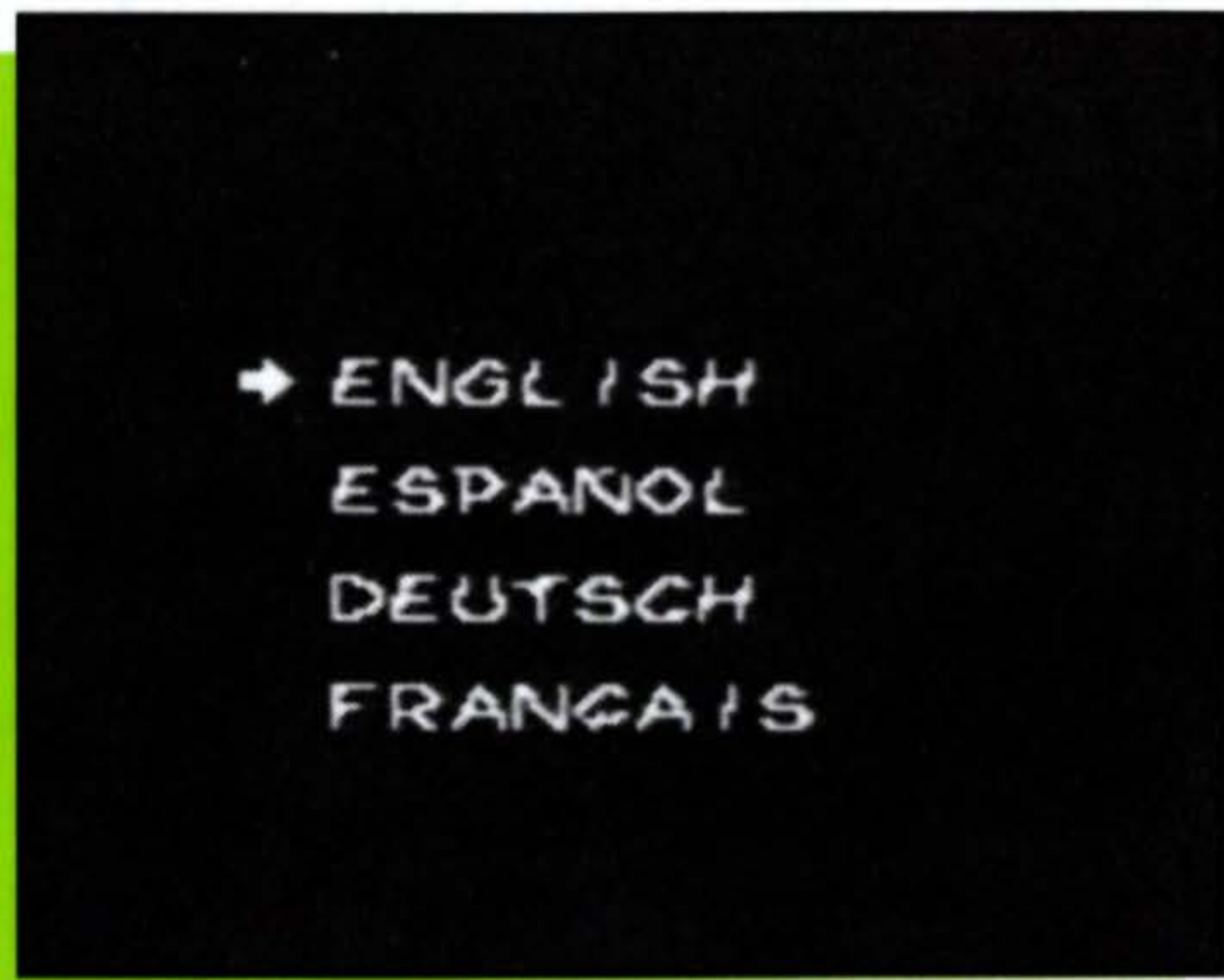
1. Make sure the power switch is OFF.
2. Insert the TUROK® Game Pak as described in your NINTENDO GAMEBOY® instruction manual.
3. Turn the power switch on. Press START. You will come to the Language Select screen. After selecting your language, press START to get to the title screen.

## GAME FEATURES

### Main Menu

At the Main Menu, you will have these choices:

**Start Game:** Begin a new game.



→ ENGLISH  
ESPAÑOL  
DEUTSCH  
FRANÇAIS



TUROK®  
BATTLE OF THE BIONOSAURS

→ START  
OPTIONS



**Options:** You can set the following options to suit your play style:

**Music:** Choose to play with music ON or OFF.

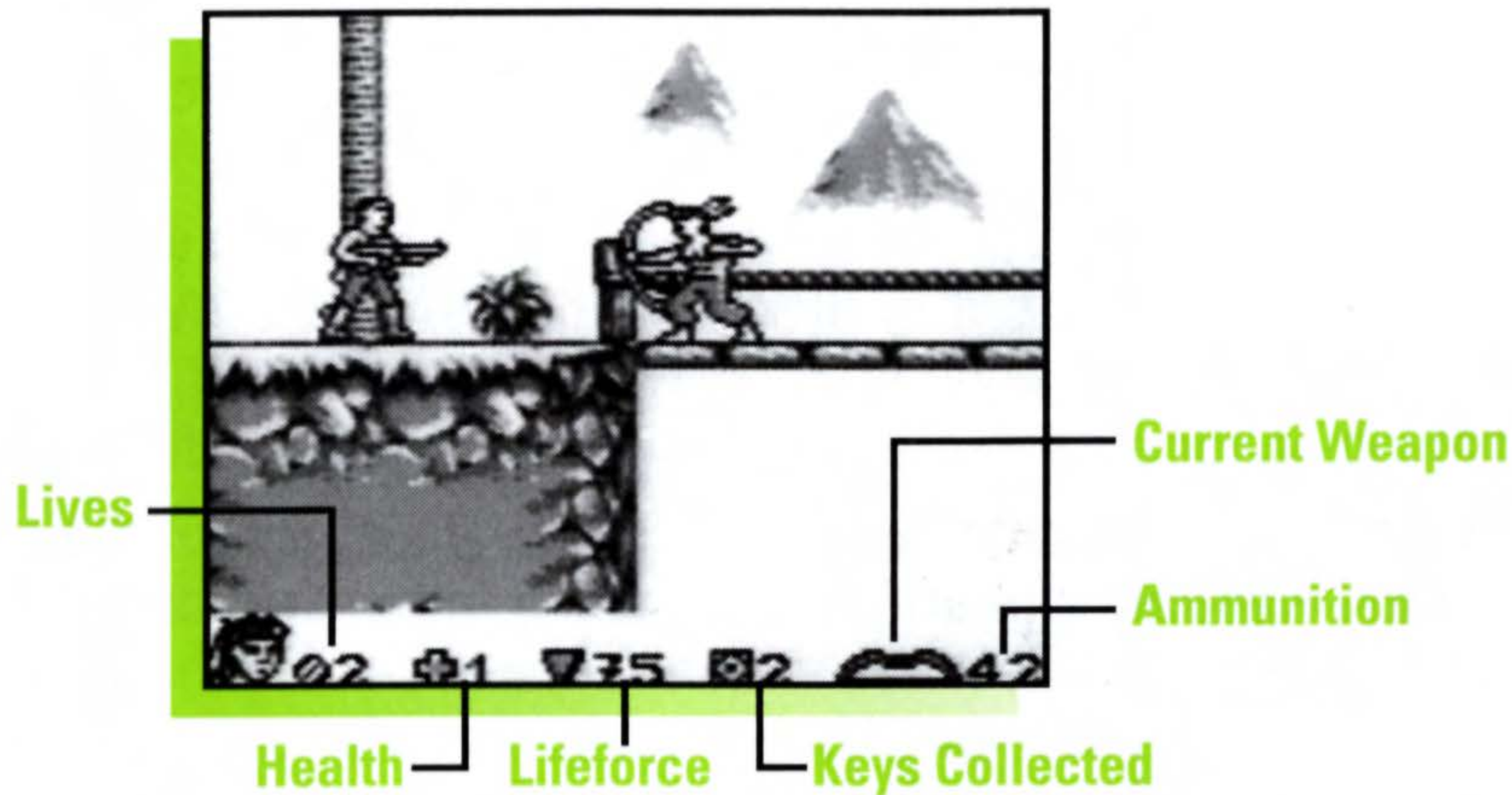
**Difficulty:** Choose between Easy, Medium, and Hard skill levels.

**Password:** Passwords are given at certain points throughout the game. Enter a password to resume your game at the place associated with the password. To do so, 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. You will then resume gameplay at the area associated with that password.






# GAME SCREEN



- 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 10 lives.
- 2. Health:** Turok's health is shown as a number at the bottom left of the screen. Depending on the Difficulty level setting, Turok is at full health when the number is at 9 (Easy), 7 (Medium), or 5 (Hard). As he is injured, the value decreases. When health drops to 0, Turok loses a life.



- 
3. **Lifeforce:** The number of life-force tokens that Turok has picked up appears at the top right of the screen when he picks up a token. When Turok has acquired 100 life-force he earns one extra life.
  4. **Keys Collected:** The number of keys you have collected on a level is displayed at the bottom of the screen.
  5. **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.
  6. **Ammunition:** The number of rounds that Turok has for the currently selected weapon appears at the bottom right of the screen next to his Current Weapon. This number decreases each time the weapon is fired. If you have more than one kind of ammunition for a weapon, the more powerful type will be used up first.

**Check Points:** At various points during the game, you will find check points. 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.

## CONTROLS

- 7 **Climbing:** Walk or 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 control movement. Underwater, Turok can only use the knife.

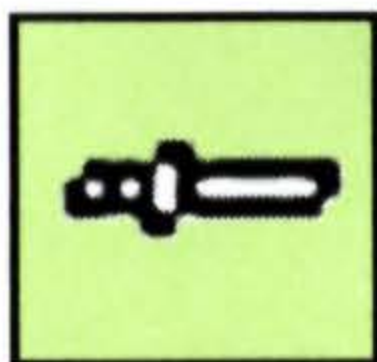




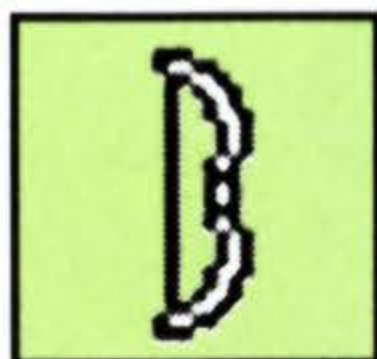
# WEAPONS & AMMUNITION

In the world where your struggles take place, a mastery of old-fashioned hand-to-hand techniques will prove essential... You start out with just a knife and the Tek bow. As Turok's quest continues, more and more advanced pieces of destructive hardware will require new skills to be learned and new strategies to be developed.

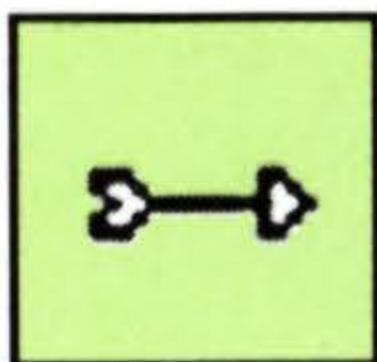
Weapons appear below in order of power, but remember that each weapon has advantages and disadvantages depending on what you're hunting.



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



**Tek Bow:** A sophisticated bow with added strength, this is the first step in distance fighting.

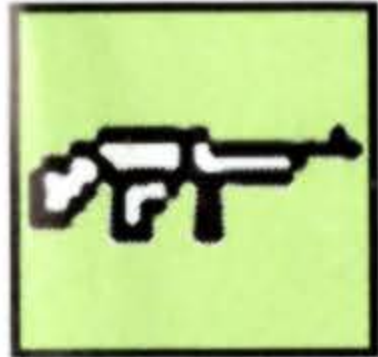


**Standard Arrows:** Low tech but lethal, holding down the trigger longer will cause Turok to draw back the bow and hold. Releasing the trigger after Turok has drawn the arrow back completely will result in greater distance and damage.





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



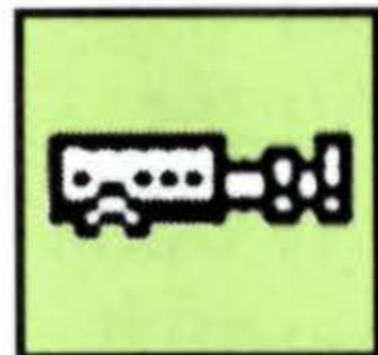
**Assault Rifle:** Fires short 3-round bursts – a handy way to dispatch dinosaurs! Holds many rounds and uses the same ammo as the Pistol.



**Shot Gun:** Best at short range, this will take down all kinds of critters.



**Automatic Shotgun:** A shotgun with no reload time offers plenty of high speed carnage.

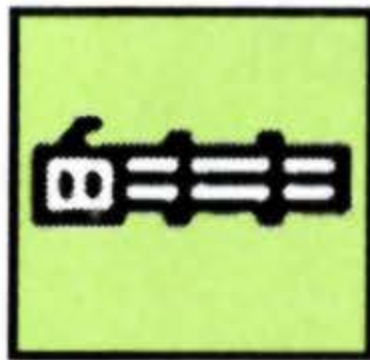


**Grenade Launcher:** The entry level in mass destruction, each explosion affects an area around it and can destroy certain pieces of the landscape. Look for extra grenades as you progress.



**Pulse Rifle:** A rapid fire energy weapon, this fires super-heated bursts of plasma at high speed. A favorite of the Longhunter, you can reload with energy cells when you deplete its ammo.





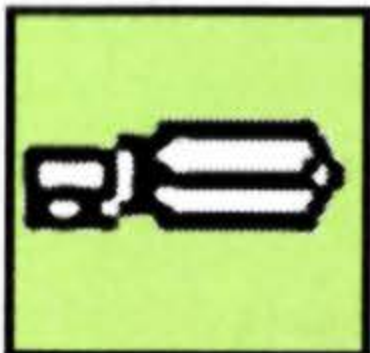
**Mini Gun:** Don't let the name fool you -- this is one of the most powerful weapons you will find. It burns ammo though, so you'll need to reload by the box full.



**Alien Weapon:** Pick up discarded alien weapons and start spewing anti-matter charges. The initial impact does minimal damage, but the ensuing explosion will rock their world! Use energy cells to recharge this one.



**Quad Rocket Launcher:** Need we say more?



**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 don't get any closer than you need to!





**Chronoscepter:** If you can get a hold of the pieces of this item before the Campaigner does, you can assemble them into an apparatus of ultimate destruction. The Chronoscepter is capable of creating micro-tears in the fabric of space time, thus disrupting matter at a focus point. No one is certain what will happen if the Campaigner gets his hands on it and amplifies its power exponentially. The Chronoscepter would hypothetically work best as a weapon if used on a relatively stationary target. It cannot be recharged.

## PICK UPS



**Health:** Turok can carry up to 9 health points, depending on the Difficulty setting. Collecting a pickup increases his health points by 1.



White  
5 point



Colored  
10 points

**Life-Force:** Collect these to add up extra Life-Force points. If you can collect 100 points, Turok is awarded an extra life!



# 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

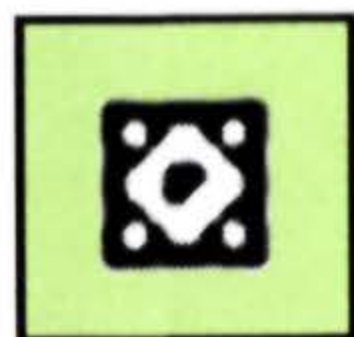
There are eight massive levels for Turok to explore. Terrain features range from vast jungles to ancient cities to the Lost Land itself. Take time to thoroughly explore the terrain around you; not all of the landscape will be obvious.

## THE HUB

The first level of the game leads to the Mystical "Hub" Ruins. The Hub Ruins are a series of gateways, one for each level. From this ancient place, access to levels 2-8 of the game is granted. (The player must find 3 keys on each level to "unlock" the gate to the next level.)

## KEYS

3 keys are hidden within each level. When you collect one, it appears in the status panel at the bottom of the screen. Each level also contains one piece of the Chronoscepter. You will know how many pieces you have collected when you get the password for that level.





# ENEMIES

Turok must face a terrifying army in his quest to stop The Campaigner. The further into the Lost Land Turok ventures, the more bizarre his enemies will become. Evil soldiers, terrifying aliens, and prehistoric dinosaurs will all do their best to wipe Turok off of the face of the earth. Here are some fearsome foes Turok will encounter. Be warned! There may be more!



**Foot Soldiers:** Armored members of The Campaigner's personal army. An ugly lot bent on cutting you down. Armed with primitive hand held weapons, polearms, rifles, or grenades.



**Sergeants:** More brawn than brains, these huge men are armed with pulse rifles. They can take a lot more damage than their weaker counterparts.



**High Priests:** The leaders of the Ancient Warrior clans, these mystical enemies attack with powerful spells. Able to teleport from place to place at will, they can prove to be elusive, and deadly quarry.





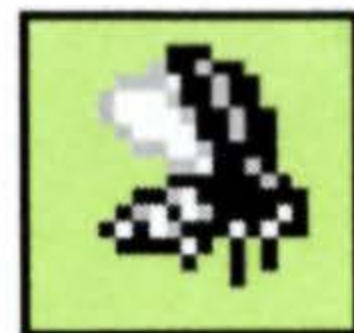
**Raptors:** Vile, evil creatures bio-engineered for extra ferocity. Normal raptors can only attack Turok up close, making them helpless at a distance. As you progress into the game, who knows what other bizarre shapes they might take on....



**Dimetrodons:** Built low to the ground, these clumsy brutes are not much of a threat, but can inflict a mean bite up close! Keep your distance and you should be safe.



**Leapers:** Disgusting cave dwellers with a taste for blood. Their diagonal jumping patterns make them elusive targets in the open. Hatchlings and immature adults are not very strong, but large males can pack a wallop.



**Beetles:** They don't want to hold your hand! Watch out for these insidious alien insects!



**Cyborg:** This armored guardian is impervious to most weapons -- you'll need something explosive to deal with him.





**Dragon Fly:** You'll need plenty of firepower to swat this flying menace!



**Alien Infantry:** Insectoid raiders from a far away galaxy, they fire powerful photon blasts, and are very good shots. And hey, those packs on their backs ain't there for nothing! One of the more deadly enemies in the game.



**Killer Plants:** Not your "garden variety" vegetable. They have a nasty bite, and can fire needle sharp barbs as well.



**Attack Robots:** Huge, powerful, accurate. Massive tanks on legs capable of firing machine gun bursts and rockets. If they strike Turok up close with their massive ax blades, the show's over!



# BOSSSES

These are the first and last bosses you'll encounter. We could tell you more, but why spoil things?

**Longhunter:** An evil mercenary possessed by greed, Longhunter is one of Turok's sworn enemies. Longhunter has agreed to hunt down Turok...for a price.

**The Campaigner:** The embodiment of evil itself. Once Turok has discovered The Campaigner's throne room, there is no escape. The combat is to the death, and the fate of the universe is in the balance.

## HINTS:

- Be sure to search around the fallen bodies of enemies for weapons. Many weapons have ammo clips of varying amounts which can be found.
- Certain longer duration weapons work better on slow or stationary opponents. Find out which weapons work best in which situations.
- Remember that even though Turok has gotten all the keys from a level, there may be things of value to him there later in the game.
- 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!



## This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



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# HAS A STORY



**AKkaim**

RAF  
J. Bly  
ATOMIC



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# MORTAL KOMBAT® & MORTAL KOMBAT® II



**MIDWAY**

**Acclaim®**

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