



XBOX 360™

XBOX  
LIVE®



Touchstone

**⚠ WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

# TUROK

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## GAME CONTROLS

### Xbox 360® Controller



### MENU CONTROLS

Navigate menu / Highlight menu item **L** / **R** **←** / **→**

Adjust menu item **L** / **R** **←** / **→**

Select highlighted menu item **A**

Previous screen / Return to Main Menu **B**

Pause game / Open Pause Menu **START**

### ACTION CONTROLS

Move character/Strafe **L**

Jump **A**

Dive **A** + **L** **←** / **→**

Action **B**

Crouch / Stand **Y** (tap to toggle ON/OFF)

Access Objectives **L**

Quick Stats (Multiplayer only) **BACK**

Pause game/Open Pause Menu **START**

### WEAPON CONTROLS

Aim weapon/Look **R**

Primary fire **RT**

Secondary fire **RB**

Zoom/Primary fire (with Dual weapons equipped) **LT**

Throw grenade/Secondary fire (with dual weapons equipped) **LB**

Reload **X**

Pause game/Open Pause Menu **START**

Equip Weapon 1 (Double tap for Dual wield) **↶**

Equip Weapon 2 (Double tap for Dual wield) **↷**

Equip Knife **↶**

Equip Bow (Story mode only) **↶**

Switch between normal / Tek Arrows (with Bow equipped) **RB**

Switch between levels of zoom (with Sniper rifle equipped) **RB**



## Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

## INTRODUCTION

You are Joseph Turok, once a member of Wolf Pack — the most savage, merciless black ops squad of its time. Now, you have been attached by special order to Whiskey Company, an elite commando team, for what should have been a simple mission: Capture and detain Roland Kane from his fortress on a worthless, backwater planet. Kane is an escaped war criminal, the once-legendary leader of Wolf Pack...and your former mentor.

Unbeknownst to you and your team, Kane is in command of a secret paramilitary force funded by the Mendel-Gruman (M-G) Corporation. As Whiskey Company's ship approaches the planet, it is blasted out of the sky by Kane's troops. Suddenly, your simple mission isn't quite so simple. Even worse, it quickly becomes apparent that Mendel-Gruman scientists have been terraforming and genetically engineering the once-barren planet for accelerated evolution. Vicious prehistoric beasts of all shapes and sizes roam the terrain, attacking anything that moves. Your latest mission might end up being your last mission — for all the wrong reasons.

Your ship is in pieces and your teammates are either killed or scattered to the wind. Ruthless mercenaries and voracious, bloodthirsty creatures are hunting down the ones that are not dead. Your mission has become fatally, unrelentingly simple: survive at all costs.

## MAIN MENU



### Main Menu

Press **START** from the Title Screen to access the Main Menu. While you are in the Main Menu, use the **Left Stick** or **Right Stick** to cycle between options. Press the **A** button to select, and press the **B** button to go back to a higher set of options or the previous menu.

**Note:** Click and hold down the **R** while in the Main Menu for Help.

## Game Modes

### STORY MODE

Play through the **TUROK** single player Story mode.

### MULTIPLAYER

Connect to the Internet to play **TUROK** online. For online play, you must be connected to Xbox LIVE® via broadband service (either DSL, cable modem or higher speeds). See Multiplayer, page 25, for more information.

## OPTIONS



Set game options. Use the **Left Stick** / **Right Stick** to highlight an option and press the **A** button to confirm your choice. For options that have adjustable levels, highlight the option and then press the **Left Stick** / **Right Stick** to set the desired level.

### •Controls

View the control configuration.

### •Settings

Look Sensitivity—Adjust the speed of the Look Sensitivity.

Invert Aim—Toggle Invert Aim ON/OFF.

Vibration—Toggle Vibration ON/OFF.

Select Storage Device

### •Auto Save

Toggle Auto Save ON/OFF.

### STATS

View your Achievements (Story Mode and Multiplayer), Multiplayer, and Leaderboard statistics. For more information, see Stats, page 31.

### EXTRAS

View the game Credits and access Xbox LIVE® for special Downloads.



## STORY MODE

Once you've selected Story mode from the Main Menu, you can choose CONTINUE to resume a game in progress, begin a NEW GAME, or LOAD a previously played Chapter. Note: Chapters are locked and unavailable until they have been played through and beaten.

**Difficulty Level:** When choosing NEW or LOAD, you can select from varying difficulty levels. Choose between NORMAL and HARD. The INHUMAN difficulty level must be unlocked by first beating the game on NORMAL or HARD.



**Damage Arrow:** The Damage Arrow appears whenever you are taking damage from enemy attacks and displays the direction from which you are being attacked.

## HEADS UP DISPLAY (HUD)



**Crosshairs/Weapon Reticule:** Use the crosshairs or other sights to aim weapons. The crosshairs will turn red whenever they are pointed over an enemy and blue when pointed at a fellow Whiskey team member.

**Note:** The crosshairs on projectile-based weapons, such as the Bow, only turn red when an enemy is within range of the weapon.



**Health Indicator:** The Health Indicator represents your health status. When taking damage, the perimeter of the HUD will flash red when you are attacked. As you take damage the Health Indicator will become more severe and your field of vision will become blurry. If you don't find cover quickly, you will die. You can restore your health by finding cover and not taking damage for a short period of time. When the screen returns to normal, you are back to full health.






**Weapon Display:** Displays your currently equipped weapon. Once a weapon is equipped, the Weapon Display will disappear within a few seconds.



**Ammo Display:** The number amount displays the type and total amount of ammo available for that weapon. The number to the left displays the number of grenades left in your inventory. Ammo in the clip is displayed on the weapon itself as lights or icons. These will blink and change to red as the clip gets closer to empty.









**Objective Indicator:** Displays the direction of your current objective. Follow the arrow on the outer edge of the blue crescent to reach the objective. The Objective Indicator will disappear after a few seconds. To pull it back up, press the . The Objective Indicator is not available in certain situations or stages.



**Weapon Exchange Display:** Appears when you are standing over a weapon that is not in your inventory. In addition to his Bow and Knife, Turok can only carry two weapons at one time. To swap a current weapon with a new weapon, briefly hold the button with the corresponding button icon displayed on-screen.

## THE PAUSE MENU



Press  to pause gameplay and display the Pause Menu. Press the  or   /  to highlight a menu option and press the  button to confirm your selection.

**Note:** Accessing the Pause Menu during online gameplay will not pause the game.

### RESUME

Return to the game.

### RESTART

Restart the current level from the last checkpoint.

### SETTINGS

Adjust the game options. For more information, see Options, page 7.

### CONTROLS

View the control configuration.

### SAVE

Manually save your progress and update your save file.

### QUIT

Quit the game and return to the Main Menu.

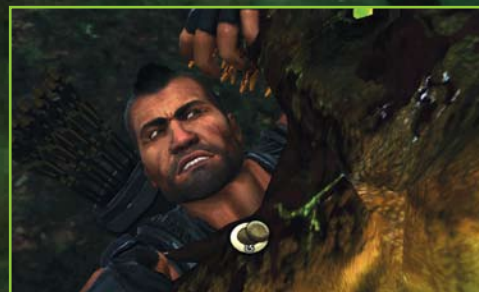
## COMBAT OPS

### INTERACTION



Often, Turok will be required to perform a special action such as climbing a ladder or prying open a door. When these actions occur, a Context Sensitive icon will appear on-screen and you must correctly perform the action by following the on-screen button callouts or stick movements.

### DINO MAULING



When a dinosaur attacks at close range, it can pounce and knock Turok to the ground, and then begin to maul him. When this happens you must quickly free Turok from the vicious claws of the creature by repeatedly pressing the corresponding Context Sensitive icons that appear on-screen.



## DINO LURING



Dinosaurs are neutral enemies, meaning they do not use discretion when attacking prey. You can use their voracious appetites and vicious dispositions to your advantage by luring them into attacking Turok's enemies with the Secondary fire flares from the Shotgun. Fire into a group of enemies, or toward a pack of dinosaurs, and let them do the work for you.

## QUIET KILLS



With the Knife equipped, you can perform brutal quiet kills by either sneaking up and approaching an enemy or small-sized dinosaur from behind or the side, or by stunning them with a gun and then quickly going in for the kill with the Knife to finish them off. Try to remain unseen and sneak up on your prey, then press the **RT** to quickly take it down with a deadly thrust of the blade.

**Note:** The Bow gives you the same stealth advantages that the Knife does.

## DODGING



With most weapons equipped, Turok can perform a quick-dodge maneuver to dive out of the way of an enemy attack or get outside the radius of a grenade explosion. By pressing the **A** button while holding **←** or **→** on the **Left Stick**, Turok can dodge in that direction.



## WEAPON SELECTION

### USING THE WEAPON SELECT SYSTEM



**TUROK** features a Weapon Select System that gives you instant access to the arsenal of weapons in his inventory via the **○**.

#### To use the Weapon Select System

- Tap the **○** **←** and **→** to select Turok's left and right hand weapons (this includes the Bow in multiplayer).
- Double tap the **○** **←** or **→** to Dual Wield two weapons at once.
- Press the **○** **↓** to equip the Knife (once acquired).
- Press the **○** **↑** to equip the Bow (once acquired Story mode only).

**Note:** When wielding the Bow, press the **RB** to cycle through the different ammo types.

## WEAPONS AND ITEMS

### ALTERNATE FIRE



All of the weapons have a unique Secondary fire option that can have devastating results. To use a weapon's Secondary fire, press the **RB**. When Dual Wielding, you can also use the **LB**.

### WEAPON ZOOM



Almost every weapon has a zoom feature that allows you to look through its sights for more precise aiming. To use the zoom feature, hold down the **LT**. For greater aim with the Sniper rifle, press the **RB** while zoomed in to cycle through different levels of zoom.

**Note:** The zoom feature is disabled when Dual Wielding two weapons.



## GRENADES

A well-thrown grenade can have devastating results. Press the **LB** to toss a grenade. An audible warning beep will sound off just before the grenade explodes.

**Note:** Grenades cannot be tossed when using Dual Wield.

## AMMUNITION

Pick up and refill ammunition for your weapons by grabbing fallen weaponry. There are lights on the guns that show you your current ammo situation. If you are running low, make it a point to go find more.

## SWAPPING WEAPONS



In addition to the Bow and Knife, Turok can only carry two weapons at one time. When you come across a weapon that is not in your inventory, you can swap it for one of your other weapons by standing over it and pressing the corresponding button that appears on-screen.

## USING THE BOW



Press and hold the **RT** to ready an arrow with the Bow equipped. When it has been drawn back far enough, you may fire. Use the **LT** to zoom for precision shooting. Swap between standard and explosive arrows by tapping the **RB**. Hold down the **RT** for a few moments to concentrate and fire off a charged shot that is strong enough to pin a human enemy to a wall. If your target moves, slowly release the **RT** to release the tension from the Bow and cancel your shot.

## WEAPONS LIST



**ORO P23 combat knife:** This razor sharp carbon-plated combat Knife allows Turok to move quickly and silently, eliminating opponents with a single quiet kill when he approaches them without being spotted. Expert users may even be able to attack from the front.



**ORO C9 Perforator compound bow:** Turok's trademark Bow that has the ability to strike opponents from great distances without making any sound. When at full tension, it's powerful enough to pin an enemy to a wall. When equipped with Tek Arrows, this weapon has an explosive effect. Turok can attack without being seen when using the Bow.



**ORO HOG 9mm handgun:** This pistol is accurate and powerful at close range and comes equipped with a Secondary burst fire mode. It can be Dual Wielded.



**ORO FP9 SMG:** A standard automatic rifle that can be equipped with optional silencer for quiet kill capability. Like the HOG, it can be Dual Wielded.



**ORO Enforcer shotgun:** The Enforcer provides excellent stopping power with a wide blast radius. Its Secondary fire is a flare launcher that can be used to lure dinosaurs to attack enemies. It too can be Dual Wielded.





**ORO War Horse mini-gun:** This heavy mini-gun unleashes a steady hail of deadly bullets. It takes a few seconds to spin up before firing, or can be pre-spun for instantaneous response using the **L7**. The War Horse has a Secondary function that converts it into a ground mounted auto turret. This turret will provide covering fire and take out enemies with no input from the player.



**ORO RedFist RPG:** This brutal rocket launcher can be fired in two different modes: a standard "dumb fire" mode, or a special lock-on mode that provides "fire and forget" capability that hunts down the locked on target and kills them.



**ORO L66 pulse rifle:** The L66 is an accurate, fully automatic pulse rifle that fires armor-piercing depleted uranium slugs. The weapon quickly overheats when fired in sustained bursts. Its Secondary fire is a rapid-fire Disruption Grenade launcher. These grenades knock down the enemy or blows them out from under cover so that you can get a clear shot at them.



**TRIGLAV 92 Stalker (T92) sniper rifle:** This high-powered rifle is extremely accurate from long range and includes a scope for picking off targets at extreme distances. Its Secondary function provides a selection of zoom ranges, from 2x to 10x.



**ESUS Blackfly sticky bomb gun:** The Blackfly can launch a remote bomb that sticks to its target. Once attached, the bomb can be manually detonated from a distance, turning unsuspecting dinosaurs into explosive objects. Adding to its functionality is the ability to fire spreads of proximity mines that explode with lethal force when an enemy approaches them. The sticky gun can also be Dual Wielded.



**ORO FG8 grenade:** These frag grenades can cause explosive and concussive damage over a wide area, momentarily disorienting anyone caught within their blast radius.



**Free-standing turrets:** Kane's base defenses include both rocket and chain-gun turrets.



**ESUS Fireblade flame thrower:** The Fireblade causes short range flame damage with a stream of deadly molten heat. Its Secondary function is a high-powered napalm grenade that can be launched long distances and burn enemies within its radius.

## MULTIPLAYER

Participate in intense competitive combat online by battling against other players while dealing with the added threat of AI-controlled dinosaurs.

**Note:** You must have an account on Xbox LIVE and a high-speed Internet connection to use this feature. In order to get online, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point (for wireless networks), and a PC. For further information and setting up details, please refer to the Xbox 360® Instructional Manual.



## PLAYING THE ONLINE GAME



Select MULTIPLAYER from the Main Menu. Then choose from PLAYER MATCH, RANKED MATCH, and PRIVATE MATCH.

### GAME MODES:

- **Player Match:** Public Player Match games do not affect your ranking and anyone can join regardless of experience or rank.
  - **Ranked Match:** Public Ranked Match games allow you to play with and against other players of a similar skill level. Your ranking is affected by the outcome.
  - **Private Match:** Create or play a match with only your trusted friends. For more information, see Creating a Private Game, page 28.
- Playlist:** Choose from SMALL FREE FOR ALL, LARGE FREE FOR ALL, SMALL TEAM GAME, LARGE TEAM GAME, and CO-OP.
- **Small/Large Free for All:** Go solo and rack up the highest score in Deathmatch play while battling on either small or large-sized maps with up to 8 or 12 players.
  - **Small/Large Team Game:** Join up with others for team-based play (such as Team Deathmatch and Capture the Flag) in either small or large-sized maps with up to 8 or 12 players.
  - **Co-Op:** One squad versus the enemy. Team up with up to three other players and head into battle. Not available in Ranked games.

## PLAYER MATCH



Choose PLAYER MATCH then QUICK MATCH to be automatically placed in a game or select CUSTOM MATCH to find or create a game based on your Filter options. Once you select Custom Match, you'll be taken to the Pregame Lobby where you can select the Playlist for your game.

## RANKED MATCH



Choose RANKED MATCH then QUICK MATCH to quickly find and jump into a Ranked Match and let the computer choose the settings based on your rank and experience or select CUSTOM MATCH to find or create a game based on your Filter options.



## CREATING A PRIVATE GAME

When you create a Private Game, you can choose from a host of options to configure the match to your specifications. Once you've set all of your options, highlight START GAME and press the **A** button. The list of options is below:

### MATCH TYPE

Choose the Match Type. Match Types include Deathmatch, Team Deathmatch, Capture the Flag, Assault Capture the Flag, War Games, and Co-Op. For more information, see Match Types, page 30.

### MAP

Select from the available Maps. These are the environments you play in.

### SCORE

Set the score you wish to play to. When a player reaches the limit, the game will end.

### LIVES

Set the number of lives per player. When you run out of lives, you will no longer respawn. Choices are Unlimited, 5, 10, 20, 30, and 50.

### TEAM LIVES

Set the number of lives per team (this option is only applicable on team-based Match Types). When your team runs out of lives, the game is over. Choices are Unlimited, 5, 10, 25, 35, 50, 75, and 100.

### TIME

Select the time limit for the game. When time runs out the game will end. Choices are Unlimited, 10, 15, 20, and 30 minutes.

### WEAPON SET

Select between a predetermined weapon set for your game. Choices include Map Default, Knife Fight, Primal, Pistol, Assault, Dual Wield, Detonate, Sniper, Close Quarters, and Random. Map Default are weapons already chosen for the specific map being played, whereas Random selects from among the available weapon sets. Other weapon set descriptions are listed on the screen when that set is highlighted.

## ADVANCED OPTIONS

These are an additional set of options that allow you to configure your game in detail.



- **Friendly Fire:** Choose if you want to damage your teammates. Toggle ON/OFF.
- **Flag at Home to Score:** When enabled, you cannot score a point unless your flag is on its flag stand. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.
- **Flag Touch Return:** When enabled, you will return your flag to the base by touching it. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.
- **Slow With Flag:** When enabled, players will run slower when carrying the flag. Toggle ON/OFF. **Note:** This is for Capture the Flag modes only.
- **Item Encumbrance:** When enabled, players will run slower when carrying the bomb. Toggle ON/OFF. **Note:** This is for War Games mode only.
- **Flag Reset Time:** Set the amount of time that must elapse before a dropped flag returns to its stand. Choose from increments of 0, 5, 10, 15, 30, 45, and 60 seconds. **Note:** This is for Capture the Flag modes only.
- **Respawn Time:** Set the amount of time a player must wait until they are respawned. Choices are 0, 1, 2, 3, 4, and 5 seconds.
- **Allow Grenade Pickups:** When enabled, players can use grenades. Toggle ON/OFF.
- **Weapon Respawn Time:** Set the amount of time it will take before weapons respawn. Choices are 0, 5, 10, 15, and 30 seconds.
- **Rivals:** Your Rival is the last person who killed you. When enabled, this player is tinted differently from your other foes so you know who to get revenge on. Toggle ON/OFF.
- **Suicide Penalty:** Set how much extra time a player must wait before respawning if they have killed themselves. Choices are 0, 1, 2, 3, 4, and 5.
- **Betrayal Penalty:** Set how much extra time is added to a player's respawn time if they kill a teammate. Choices are 0, 1, 2, 3, 4, and 5.
- **Suicide Point Loss:** When enabled, you will lose a point for a suicide. Toggle ON/OFF.
- **Betrayal Point Loss:** When enabled, you will lose a point for killing a teammate or yourself. Toggle ON/OFF.



## PREGAME LOBBY

Once you select PRIVATE GAME from the Multiplayer Menu, you will be taken to the Pregame Lobby. Here you can Invite other players to join your game, Switch Teams (when playing a team-based game), and View Gamer Cards. Press the **LT** and **RT** to switch teams, press the **X button** to Invite a player, and highlight a player from the list on the right and press the **A button** to view their Gamer Card.

## INVITING PLAYERS

When in the Pregame Lobby, you can Invite other players to join your game by pressing the **X button**. When the SELECT GAMERTAG window appears, press the **Y button** or the **A button** to access the on-screen keyboard and type in your friend's Gamertag. Once you're done typing in his or her Gamertag, press  to open the Game Invite window where you can Edit Recipients, Add a Voice message, Edit a text message, and Send your Invite. In addition, you can press the , select Friends, highlight your friend, and then invite them to a game that way.

## MATCH TYPES

**Deathmatch:** This is a pure fight to the death free-for-all where everyone is out for themselves. The winner is the one with the most points when the match is over.

**Team Deathmatch:** Similar to Deathmatch except you are working with your team to collectively rack up more points than the opposing team.

**Capture the Flag:** Capture the enemy's bio-toxin canister and return it to your base in this team-based battle. Points are earned for the highest number of canisters captured in a given round.


**Assault Capture the Flag:** Similar to Capture the Flag, this round-based version of the game has teams alternating the role of attacker and defender. The team who wins the most rounds wins the match.

**War Games:** These are objective-based matches that have varying objectives based on the map. Objectives include finding a bomb and blowing up the opposition's headquarters, powering up and defending your base, and taking/holding towers.

**Co-Op:** One squad battles it out against the enemy. Team up with up to three other players and fight the enemy cooperatively.

## STATS

### Achievements

Achievements are a set of 43 awards for achieving distinct milestones during gameplay. Some Achievements are awarded for completing specific goals, like pinning an enemy to the wall with a Bow, while others are for milestones in online play. To view the list of Achievements, press the  and select your Gamer Profile. From your Gamer Profile choose VIEW GAMES and then select **TUROC**. You can also view your Achievements from the front end menu by selecting Stats — Achievements.

### Multiplayer

Displays your personal Multiplayer stats, including Games Played, Games Won, Games Lost, ~~Suicides~~, and more. You can also check your Battle Rating, a measurement of your skill at First-Person shooters. Similar to the QB rating in football, shoot for a score over 100.

### Leaderboards

The Leaderboards allow you to view the top ranked positions for each Match Type, as well as other statistics such as Overall Kills, Overall Wins, Battle Rating, TrueSkill™ Ranking and more.