

Turok 3: Shadow of Oblivion Joseph's Quest FAQ

by KFHEWUI

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Turok 3 Shadow of Oblivion Joseph's Quest

"Unpublished work"

By KFHEWUI

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Introduction

This guide will only and I mean only cover Joseph's quest. Please note that I will not tell you to get the life force unless it is off the beaten path or it is hidden in a box. Also note that you will want to save a lot. Trust me this game starts out easy, but goes straight down hill. Also I will not tell you where every enemy is, but I will tell you where some of the most annoying ones are located. Also do not forget that every time you play this game you have to switch the graphics to high resolution. Also if you have the story from the instruction booklet then e-mail me the story, and I will give you the credit in my guide for giving me the story. See final word on contacting me.

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History

Started November 19

Started level 1 guide, wrote the codes, added "Assembling THE gun" section, killing a cop, thin cop, and multi-faced guard secrets. Finished "Assembling THE gun" section, added character information. Added credits.

November 24, 2005

Added my level 2, 3, 4, and 5 guides.

February 6, 2007

Updated the warning and credit, and also removed the life force guide.

Contents

1. Warning
2. Character Bio
3. Chapter 1 The Breach
4. Chapter 2 The Military Base
5. Chapter 3 The Junkyard
6. Chapter 4 The Lost Lands
7. Chapter 5 Oblivion
8. Secrets
9. Assembling THE gun
10. Final Word

1. Warning

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2. Character Bio

Joseph

Age: 15

Height: 5'6

Weight: 155

To most, Joseph is a strange and quite young man who rarely smiles. To his family, he is happy and affectionate. Joseph was with his parents when they were killed nine years ago. He avoids contact with strangers, but will defend his family to the death.

Joseph is adept with sniper weapons and moves silently. He can squeeze into tight spaces easily and is able to use night vision goggles.

3. Chapter 1 The Breach

New Objective: Get to the breach and stop Oblivion

Run over to the life force and follow them. Now turn around, and run up the ramp. Look over at where you were standing. See those open doors? Go through them. Run down the hall, and hit the button. Enter the elevator, and hit the round buttons.

Unexpected Help

Leave the elevator, and run to the lobby. Do not go near the doors or you will die. Look for a elevator. Jump down the shaft then kill the two dogs. Run through the opening to the right. Break the crate and grab the key. Grab the ammo from the shelf then go and open the door. Run over to the ramp. Run up the ramp and through a door. Note: There is a passage through the generators that lead to health. Turn to the left, and run down the hall. Run down the last opening on the left. Watch the cut scene.

City Streets

Follow the blood trail to a creature. Kill the spider looking creature. Run down the path, and kill the dog. Now look for a grassy area that is where you want to go. Look for the spider creature on the grass. Kill him then talk the pistol and ammo from the body. Now run down the road. Do not past the barrier or you will die. Instead crawl through the opening to the right of the fence.

The Back Alleys

Run through the door. Turn right then go forward. Turn left and go down the hall. Stop when you see the water and the wires. Go through the door to the right of the water. Then crawl through the opening. Run straight forward through the door in front of you. Turn left and go forward. Go around the corner and through the door. Run up the ramp. Then run forward and kill the spider. Collect the pistol from the dead cop. Then go down the ramp, to the right, with the life force on it. Go through the door, and kill the dog. Then run to the right until you are at the elevator. Hit the switch then kill the dog. Now enter and hit the button to the left of the door.

Rooftop Journey

Run forward and stop when you jump over the second pipe. Wait for the cut scene then turn to the right. See the fire escape? That is where you want to go to. The best way is to do a strafing jump. Turn so the wall is to your left and in front of you then hold down the C Right. Jump when you reach the edge. Now climb up the fire escape. Kill the spider then collect the ammo.

New Objective: Use night vision goggles to pass security system.

Grab the goggles then go under the pipes and turn on the goggles by holding Up then pressing B. Once through the pipes you will fall down and go through a window.

The Museum

Block Party

Kill the two zombies then run into the restaurant with life force. Run into the back room, and kill the spider. Now jump into the hole.

The Sewers

Run forward, and jump into the hole. Climb out of the water, and go into the hole. Run down the pipe, and kill the spiders along the way. Jump into the water, and continue down the next pipe.

To The Subway

Run forward, and grab the ammo. Then climb up the ladder. Run towards the two guys.

New Objective: Evade the Oblivion spawn and reach the subway

Run around the corner, and kill the spider. Run forward, and kill the zombie. Now run up the dirt mound. Jump to the small pipe. Then climb up the pipe, and follow the path to a Storm bow. Jump down and kill the zombie. Now run forward until you come to two buildings. Run into the right building. Collect the life force then climb up the net next to the entrance. Now run across the pipe, and jump down. Now follow the life force until you come to a bar. Climb up the bar, and jump down to the roof of the next building. Run to the hole in the wall, and jump down. Then jump down into the hole.

On The Tracks

New Objective: Avoid the trains and get to the station

Now jump to the platform on the left. Wait for the train to pass then jump down, and run down the track. Note: Do not walk on the track because you will walk slower so walk to the side of the track. Jump onto the path. Wait for the

next train to pass then jump down and run down the right path. Jump up to the platform, and kill the spider. Grab the ammo then wait for the train to pass. Jump down and run forward. Run into the hole, and wait for the train to pass. Run down the track, and jump to the next platform. Wait for the train to pass then jump down. Follow the path, and the train will stop. Jump into the train.

Train Ride

New Objective: Stop the runaway train

This next section is timed. Run into the next car, and kill the spider. Go into the next car, and kill the dogs. Jump onto the roof. Follow the path all the way to the front of the train. Note: You must jump to the next car or you will fall and die. Jump down into the car, and go through the door. Kill the spider then hit the switch.

Power Outage

Leave the train and continue forward until you come to a dirt mound. Now jump onto the rail, and go up the dirt mound. Kill the spider. Then turn left, and kill the spider. Now go and take the shotgun he was guarding. Then run back to the hole. Run along the left edge of the pit. Then kill the spider. Run forward, and run around the corner. Kill the next spider, and run until you come to the front door.

New Objective: Get to the top of the building

Run past the door, and go through the hole. Run through the door, and kill the spider. Check the other room for a zombie and ammo. Then run into the elevator. Climb onto the roof of the elevator. Turn left, and do a run jump to the ladder. Climb down, and run through the door. Kill the zombie then run into the next room. Hit the switch.

Seal The Breach

Leave the room, and kill the spider. Go through the door, and climb up the ladder. At the top of the ladder jump backward, and land on the elevator. Now turn around, and wait for the other elevator to go down then jump onto the top of the elevator. Ride the elevator to the top, and kill the spider. Then go through the door, and grab the ammo. Now run into the next room, and into the last room. Climb up the ladder, and run through the door.

Hole In The Sky

Boss: Oblivion Gunship

His weak spot is the tentacle. I suggest using the shotgun. The only attacks I encountered were it trying to bite me this however can be dodged by strafing. The monster can also shoot at you with a machine gun, which can also be dodged by strafing. And then the monster tries to hit you with a tentacle, which can also be dodged by strafing.

Now watch the cut scenes.

4. Chapter 2 The Military Base

New Objective: Locate a corridor Keycard

Run over to the door by the dead body, and hit the button. Run through the door, and hit the next button. Run through the door, and kill the two guards. Now run over to where the guards were, and turn to the left. See that ladder? Climb up the ladder. At the top turn right, and kill the guard. Run into the room, and grab the card by the dead body. Note: Follow the rest of the path, and in the next room look at the guard's face for a surprise. Then continue on for a life force. Also go into the shed that has the door that is barely opened for ammo.

Now run to the door that you came through. Hit the button, and run through the door. Hit the next button, and run through the door. Now run to the door that

is across from you. Use the card.

Corridor of Pain

Walk through the door, and walk forward. Peek around the left corner, and kill the guard. Grab his ammo, and blow up the crate for ammo. Then turn around, and run down the hall. Kill the guard then run around the corner. Kill the next guard, and continue down the hall. Destroy the wooden crate for a single life force. Then run through the door after using the button by the door.

Main Access

New Objective: Open main access elevator in the Command Center

Go into the room, and kill all the guards. Now search the building for life force and ammo. Now climb up the ladder that is near the building. At the top, run down the right path. At the split go left and follow the path for three life forces. Now return to the split and go forward and up the next ladder. Now run over to the opening.

Topside

Run outside.

New Objective: Locate Keycard for lift control

Now kill the guards. Now leave the building go to the left, and behind the building. Jump up and run down the path. There is a restore health and some ammo. Now go and collect the life force they were guarding. Now run behind the building you just came from. See that building? Enter, and climb up the ladder by the life force. Grab the card from the body. Now leave this building. Now run all the way to the other side of the field. Use the card on the building, and run inside. Now hit the switch.

Main Access

Leave the building, and jump down into the hole. Run over to the guy.

New Objective: Deactivate Silo 1

New Objective: Deactivate Silo 2

New Objective: Deactivate Silo 3

New Objective: Deactivate Silo 4

Note: This next section is timed so when I say run I mean run for you only have 3:00 minutes. Grab the key, and use it on the card reader by the guy. Then run into the door that opens.

Silo 1

Follow the path, and kill the guard. Run into the building. Climb the ladder, and run over to the computer. Hit the switch, and run leave this building. Jump over the rail, and run down the hall. Hit the card reader, and run through the door.

Main Access

Run over to the door, and hit the card reader. Run into the door. Now in the next room look to the right. See that door with Silo 2, 3, 4 written above it? Go to that door and go through it.

Silos 2, 3, 4

Run down the hall, and go down the right path. Kill the guards then run in to the opening in the left wall. Climb the ladder, and hit the switch. Now leave this building. Jump over the railing, and run down the hall. Now run down the left split. At the three way split, go through the left door. Follow the passage to a control room. Hit the switch on the left. Turn right, and kill the guard. Run and hit the last button.

New Objective: Enter Command Center, deactivate self destruct

Now run through the door that opened. Kill the guard, and run over and hit the button by the globe.

New Objective: Use main elevator to enter warehouse area

Run all the way back to the three way split. Now go to the left path. Follow the path to the two missiles. Now go to the left passage to grab a weapon part. Now leave this room. Run all the way to the two way split. And go down the hall that you came from. Run through the door.

Main Access

Keep on running until to see the elevator on the right. Enter the elevator.

Dark Hangar

Turn on your goggles. Now run through the opening to the right of the giant glass window. Follow the path to a warehouse. Run to the left. Then go the left of the boxes. Follow the path. Kill the enemy. Take the life force then walk through the narrow passage next to the box. Run forward. Go through the opening and up the ramp. Now run into the next warehouse. Now turn left and go forward. Go forward until you see another creature. Kill him then go right. Take the card from the dead body. Now turn around, and run down the path and around the corner. Now run down the path, and through the opening in the wall. Run down the ramp and into the first warehouse. Now run to the left, and through the opening. Then run down the hall, and stop when you come to the elevator room. Now follow the left wall until you come to a door. Use the card on the card reader to right of the door. Then run through the door and down the hall.

Into The Barracks

New Objective: Locate the Observatory beyond the barracks

Now turn off your goggles. Run through the door that is in front of you. Now run into the door that is on the right for life forces and a new enemy. Run to the silver opening in the middle of the wall behind the new enemy. Turn on your goggles then run into the opening. Now follow the passage; it is a straight-forward path. At the end, jump down and turn around. Kill the guard then turn around and run down the hall and around a corner.

The Barracks

Run through the door. Now the enemies in this sector regenerate. Search the whole area for life force they are not that hard to find. Now from the entrance go through the opening in the left wall. Run up the ramp, and go to the door to your left. Kill the plants first. Then run through the door. Now run down the hall.

Rec Room

Run around the corner, and kill the guard. Go through the door. Now go through the opening in the right wall, but watch out there is two guards in there. Now search both rooms for ammo, health, and life force. Now go down the ramp that is to the left of the entrance. Jump into the water, and grab the cerebral bore and health. Run over to the ramp, and run up the ramp. Jump to the pistol upgrade. Now do a strafing jump to reach the ramp. Run up the ramp, and go down the hall. Kill the guard, and enter the right elevator.

Undersea Observatory

Leave the elevator, and run down the hall. Run down the ramp. Go through the door to the right of the ramp, and the door between the ramps first. Once you go through them grab the life force, and run through the door to the left of the ramps. Follow the passage, and go through the door. Kill the guards then run down the hall.

The Sub Pen

Run down the hall, and go through the door to the left. Run around the room,

and hit the switch that is between the windows.

New Objective: Destroy the Xiphias

Now watch out for some reason you are being chased by two creatures. Kill them if you see them. Now go through the door you opened.

Boss: The Xiphias

His weakness is his eye. Now his attacks are a lot harder to dodge. First he will shoot orange balls at you, which can be dodged by strafing. Next is his tentacle. DO NOT let the tentacle grab you. If it does shoot his eye. Now to dodge his tentacle strafe to the side then jump over it when he swings it from side-to-side. Keep on pummeling his eye. Now once his eye blows up, climb up the ladder that appears, and hit the switch.

Now jump into the water, and swim through the opening. Climb out the water, and watch the two cut scenes.

5. Chapter 3 The Junkyard

Lost Land Junk

Search the area for some ammo, health, and life forces. Once you have searched the area then run to the right side of the pit. There is a metal grate. Climb under the grate then run forward. Go around the corner and down the hall.

Metal Mine

Run around the corner, and down the ramp. Snipe the two enemies. Then run to the left side of the room. Run up the ramp. Now search the three rooms. The first room has an enemy. The third room has a cockroach. Kill the cockroach fast or it will drain your health very easily. Now in the last room run up the dirt ramp. At the top, turn around and jump to the next dirt mound. Now run up the dirt mound, and into the next room. Now run down the right side of the room. At the end, look down through the crack in the floor see the box with a life force on it? Jump down to it then run into the pipe and follow the path to a shotgun upgrade. Now run back down the pipe and jump down. Run up the ramp to the left, and enter the third room again. Go up both dirt mounds. Now jump across the crack and run to the right. Now go into the pipe and follow the path.

The Drain

Run down the pipe until you come to an opening. The pipe to the left has a pistol clip. Once you get it, if you need it, then jump down the hole. Follow the path of life force.

New Objective: Find the red and blue crystal keys, open exit

Now kill the two monsters then run into the opening that is to the left. Grab the blue key from the dead body. Now turn around and run forward. Go into the opening, and grab the red key. Now run back to the closed door, and insert the two keys into the holes to the left and right of the door. Now run through the door and down the hall.

Generator Room

Run down the hall. Kill the dinosaurs then run down the hall. Run up the ramp, and run through the opening to the left. Run up the ramp.

New Objective: Locate and use access module to enter storage room

Run forward and run up the ramp. See the two doors? Run through the door to the right. Run down the hall, and kill the guard for access module B. Turn around and run down the hall. Turn and run down the left opening. Now run down the path and over to the door. Use the access module B. Run into the room, and kill the guard. Then grab the battery. Run out of this room, and down the ramp. Turn left and run through the opening. Run up the ramp, and use the battery on the

device on the wall.

New Objective: Find the fuses, and place in fuse panels
Turn left, and kill the guard. Then run down the hall, and through the door.

The Lab

Now follow the path to a guard kill him, and grab the access module C. Run up the ramp, and use the access module C. Run through the door. Now follow the path. Grab the pump fuse. Now run over and hit the red triangle. Now ride the elevator. At the bottom, leave the elevator, and kill the two guards. Now run through the opening in the metal gate. Now run down the hall.

The Dam

Run forward, and run through the opening. Now run over to the round building that is in the ground. Climb down and kill the guard. Now grab the fuse and climb out of the pit. At the top, turn left and run down the path. Run into the cave. Kill the two raptors, and follow the ramp for the last fuse. Leave the cave, and run back through the opening in the metal gate.

The Lab

Run down the hall, and through the opening in the gate. Now run over to the elevator. Now ride the elevator. At the top, run forward and through the opening to the left of the elevator. Kill the guard, and run up the ramp. Run down the hall, and up the next ramp. Then run down the hall, and run through the door.

Generator Room

Use the fuses at the panels.

New Objective: Operate the flood gate controls

Now run forward, and turn right. Run down the ramp, and run to the right. Run up the ramp. Now you see the two doors? Go through the door on the right. Turn right, and run down the hall.

The Dam

Run down the ramp. Run over to the computer and grab the vampire gun then hit the switch. Now turn to the left, and run through the door. Now collect all the ammo. Once of the items is an upgrade for the rifle. Jump into the water, and swim over to the opening in the dam. Kill the guard then climb out of the water. Run down the path.

Into The Jungle

Run down the path and grapple up. Follow the path, and at the end look down and snipe the guard. Then jump down and run down the path. Run through the opening and follow the path.

The Foyer

Follow the path and stop when you come to an opening. Equip the sniper rifle. Slow edge out, but do not let the monster see you. Bring up the scope with D-pad Right. Three shots from the sniper rifle will take down the monster. Now run forward, and run to the left. Go under the grate and run up the ramp. At the top, snipe the two monsters. Also there is some health near the hole on the bottom level, if you need it. Now look over the edge. See that hole surrounded by a chain? You have to jump into the hole from here.

The Opisthor's Chamber

New Objective: Operate the disposal unit to isolate the Opisthor

Now run to the left. The creature will come out of the hole. Shoot him until his health is gone use the shotgun it does more damage to him. Once his health is gone he will leave. Now hit the switch. Now run to the left and repeat the

same thing. You must do this four times. Once you do, run up the ramp, and through the door. Now the creature will appear and the boss fight will begin.

Boss fight: Opisthor

The best strategy is to equip the shotgun, and strafe while firing. Just keep on strafing and his attack will usually miss unless you are too slow.

6. Chapter 4 The Lost Lands

Echos of the Past

Turn around, and run through the opening.

New Objective: Find the entrance to Oblivion's headquarters

Run forward, and kill the two guards. Then run forward until you come to a bridge. Do a strafing jump to make it to the other side then climb up the vines. Run forward and watch the cut scene.

Now run forward. Stop. Look to the right, and run down the path for ammo and health. Now turn around and run down the path. Now the statue to the left side of the ruins is knocked over. Near his feet is an opening. Go over to the opening and enter. Run forward.

Narrow Passage

Run forward. Up the ramp. Around the corner then jump down.

Ancient Altar

Run down the path until you see an altar.

New Objective: Defeat the Gatekeeper

Kill the enemies then search their bodies for ammo and one of them hold the gate key. Grab the key, and run up the ramp. Run over to the gate and use the key. Now run down the path. Run forward, and jump into the pit.

Canyon Blockade

Run forward, and watch the cut scene.

New Objective: Pass the first gatehouse

Run forward, and go the left. Now run down the ramp. Now snipe the two guys on the gate house. Then jump to the platform with trail of life force. Follow the path then jump to a small platform. Then jump to another platform. Then run forward. Follow the path to the end then look over the edge and jump down to the gate house. Now jump down to the left and run forward.

Bunker Assault

Run forward.

New Objective: Pass the second gatehouse.

Run down the ramp, and run down the path. Now look across the river. See the split in the river. Jump into the river and go down the right path. Follow the water all the way to a dead end. Now there is a cave under the waterfall which leads to health and the vampire gun. Now swim to the surface. See the land to the right of the waterfall? Jump to the land then immediately jump back into the water and surface. Kill the two raptors and chompys. Then go back onto the land and collect the ammo. Now go all the way back to the split in the river and go down the left split. See that single life force? Climb out of the water, and run up the path that is behind the life force. At the top look down. See that switch? Jump down to the ledge and kill the guard. Then hit the switch. Now run over to the elevator, and hit the switch.

Command Center

Run forward and kill the guard. Turn around and look up. Kill the guard then

run down the tunnel. Run up the ramp, and kill the guard. Kill the two soldiers, and run into the building behind them. Kill the man then grab the razor wind from the table. Turn to the right and hit the two switches. Now turn around and run over to the river. Jump into the river, and follow it to the exit.

Bunker Assault

Jump down and climb out of the water. Then run across the bridge. Run into the bunker, and smash the crates. Then smash the grate behind the crates with the knife. Now go through the opening. Equip your goggles. Now run down the ramp to the left.

Final Gate

Follow the path to a dead end.

New Objective: Pass the final gatehouse

Jump down and land in water. Now surface and follow the passage to a dead end with a ladder. Grab the grenade launcher upgrade. Smash the grate then go through the opening. Jump down the hole to the right. Now kill the ancient, the guy with his back to you.

New Objective: Defeat the Warlord

Turn around and grab the ammo from the table. Now climb up the ladder. Now equip the razor wind. Run forward. Now wait for the warlord to come to you. Once he does hit him with the razor wind. Run down the hall, and up the ramp. Now run forward and over to the grate. Now wait for the warlord to walk on to the grate. Hit him with the razor wind then hit the switch. Now run down the ramp, and grab the key. Now climb down the ladder, and leave this bunker. Run over to the door to the right. Now run down the path.

Temple Of The Damned

Run down the path.

New Objective: Open the gate to the Pyramid

Run down the path until you come to several buildings. Run to the building on the left. Climb up the ladder. At the top look to the right, and climb up the next ladder. Now run forward. Go through the opening to the right. Run to the right, and climb up the ladder. Turn to the left, and climb up the vines. Run down the path, and jump down at the end. Hit the switch, and run through the door. Now jump down to the bridge that you just lowered, and run across. Now on the other side, and run through the opening in the right wall. Run down the path. Run around the corner and through the opening to the right. Equip the night vision goggles. Now go through the opening to the left. Now jump on the box. Turn around and jump on the next box. Now repeat this until you come to opening in the wall. Go through the opening and collect the single life force. Now go all the way down the hall then go through the opening to the left. Turn off you goggles. Follow the passage and jump down at the end. Now look to the left, and climb down the ladder. Kill the guard and hit the switch. Now run through the door, and run up the hill. Run into the last building. Run forward then turn around. Kill the two guards. Now look at the gray table. Is there a body on it? If there is not then look up and shoot the grate in the ceiling. Now grab the sceptre from the statue. Now go through the opening in the right wall, and run up the ramp. Run through the door, and kill the guard. Now use the sceptre on the statue. Now run through the door and jump down. Run through the next door. Then run towards the gate to the right of the river. Run through the door.

Gate to Oblivion

New Objective: Get the Gem of Ice

New Objective: Get the Gem of Fire

Run down the ramp and over to the pyramid. Use the sceptre on the imprint on the pyramid. Now kill the prophet and run up the stairs. Run to the right, and go around the corner. Go forward then go around the left corner. Then go forward and up the ramp. Now grab the Gem of Ice. Now run down the ramp. Run down the path to the left, and run down the next ramp. Now at the bottom run to the right. Follow the path to the back. Now hit the two switches, and run into the door you just opened. Grab the Lava Globe. Now leave this room, and run to the right. Use the Lava Globe on the candleholder on the right of the door. Now run down the path.

Fiery Encounter

Run down the path and across the bridge. Run down the next path.

Aerial Encounter

Run forward and jump down. Kill the enemies. Then run over to the air vent. It is the white line that is running up the right wall. The air vent will push you up. But you need to hold the up button so you will keep on going until you see an opening. Run into the opening and down the path until you come to a room with a split in the path. Then run down the other path and through the opening in the wall. Run down the path.

The Nursery

Run down the path until you come to some lava. Now kill all the enemies. Once they are all dead follow the path to the other side of the room. Grab the ammo and health. Now run all the way back to the entrance of this area. Run down the path back to Aerial Journey.

Aerial Journey

Run to the edge and look over the edge. See that platform? Jump down to it. Now jump to the next platform. Keep this up until you land on a platform next to an opening in the wall. Run into the opening and up the ramp. Kill the two enemies then shoot the rock that is hanging down from the ceiling. Now turn around and run down the path. Now look over the edge. Jump down to the platform. Keep this up until you are back on the ground. Then run over to the air vent. It is the white line that is running up the right wall. The air vent will push you up. But you need to hold the up button so you will keep on going until you see an opening. Run into the opening and down the path until you come to a room with a split in the path. Run down the left path and through the opening now. Run forward, and stop when you are at the bottom of the ramp. There is an opening to the right of the ramp. Walk by the ramp, and go into the opening.

Burning Passage

Run down the path until you come to a room filled with lava. Snipe the monster then jump into the lava. Swim as fast as you can to the left wall and follow the wall to an opening. Climb out the lava and run down the path until you come to a dead end. Now you have to jump from a ledge-to-ledge until you are at the bottom. Now run to the opening. Kill all the creatures until the mother appear then kill her. Run across the room, and down a ramp. Follow the passage.

Fiery Encounter

Run around the corner and down the ramp. Now shoot the rock that is hanging down from the ceiling. Run down the path. At the end jump to the ledge that is to the right. Now look down jump to the platform that you created by shooting the rock. Now strafe jump to the next ledge. Run up the ramp, and the top run down the path past a lava fall. Now be careful. Slowly walk down the path while looking for an opening in the right wall. Run down the opening once you find it. At the end of the path run down the path to the left.

Heart Of Fire

Run down the path, and jump down.

Boss: Alpha Fireheart

Shoot the rock that is hanging down from the ceiling. Now equip the razor wind and tear him apart. But be careful for he will still shoot fire, which you can strafe to dodge. If you do not use the above mentioned strategy then you are in for one long battle because he will go under the lava and regenerate his health. So just use the strategy I said.

Once he is dead grab the Gem of Fire then jump into the water. Now swim to the exit.

Gate Of Oblivion

Swim to the surface, and climb out the water.

New Objective: Lower the bridge to the Temple

Run over to the building, and run into the building. Grab the ammo and hit the switch. Now run over to the elevator and ride it to the top. Now get off the elevator then run to the top of the pyramid. Grab the PSG part and jump down. Run down the stairs and run over to the bridge. Use the gems on the torch holders that on the left and right of the bridge. Now run across the bridge and through the gate.

7. Chapter 5 Oblivion

Watch the cut scene.

Welcoming Committee

Kill the three prophets. Then run across the room, and down a tunnel.

New Objective: Locate and rescue the child

Jump into the warp.

The Outskirts

New Objective: Enter Oblivion's headquarters

Run down the hall, and collect life force while killing the attacking enemies. No go through the opening. Grab the ammo and health plus a weapon upgrade. Now run into the next room. Now look at the left wall and you will see two doors. Go through the door farthest right. Go up the ladder and kill the guard. Then grab the health and leave. Now run along the left wall, and run past the ladder. Follow the ledge. Now look down you should see a lonely life force that is where you want to jump to. Once there, jump to the platform. Collect the life force then go around the platform until you see a cliff. Jump to the cliff and run up the path. Run to the door, and watch out for two guards. Kill them then go through the door.

Chaos Entrance

Run through the door, and kill the 4 guards. Run forward and go into the door on the left. Ride the elevator then at the top hit the switch. Run down the hall. Now go through the door to the right. Follow the passage.

The Outskirts

Run down the hall. Look down the hole, and kill the two guards. Run down the ramp hit the switch, and grab the bore upgrade to the right of the ramp. Run back up the ramp and down the hall to the...

Chaos Entrance

Now go back to the bridge, but this time cross it. Follow the life force. Go through a cave, kill the guard, then jump down the hole. Follow the corridor to

an opening. Kill the guards. Jump to the platform in the lava then cross the lava using the platforms. Jump to the ledge without the life force and go down the hole. Now run down the hall, and go left at the split.

Drilling Sector

Go forward. Yes! Objective: complete. Now go down the hall. Kill the guard. Then go down the corridor. Run across the bridge at the split go right for health and ammo. Then go down the left path. Go forward then go into the building and hit the switch. Now to the left of the cart is an opening. Go through the opening.

Ore Transport

Run down the path. Cross the broken bridge. At the end of the bridge, jump to the ledge to the left. Now kill the enemy. Now run to left then run around giant crane. Now run up the ramp. Now jump onto the top of the rail. Run down the rail to the cart. Jump to the life force on the drill thing. Follow the life force up the machine. Then run down the rail to a cave. Jump down the hole, and find another hole then jump down and hit the switch. Run through the door you just opened. Run down the hall and through the door on the left. Ride up elevator then go down the hall for ammo. Then go down the hall on the right of the levers. Go through the door and follow the passage.

Drill Sector

Go through the door grab the health and ammo. Then run back to the levers.

Ore Transport

Leave the building and run down the hall. Go through the door on the left. Hit the switch then run down through the door. Hit the switch.

The Gauntlet

New objective: Ride the ore transport to cross lava.

Now run down the hall. Run across the ramp, and onto the transport. Now wait. Now when you go through the second tunnel. You will see a door. This is your stop. Jump off and run through the door. Now follow the cave to a door. There is a direct path, and only one door opens.

Refinery One

Run through the door.

New objective: Destroy Ore processing plant A.

Kill the prophets. Now on each side of the generator is a cylinder now shot them. They will flash when you shoot them. Once you complete the objective collect the items. Then run through the door you came in.

The Gauntlet

Run through the cave all the way to the door. Go through it now run through the doorway. Now climb up the wall, and wait for the transport to return. Jump onto the transport. Now ride it all the way to the end. Note: Once you reach the ramp with life force just wait for the transport to go again. DO NOT GET OFF. Jump to the ramp. And run through the door.

Central Nexus

Tell me are you tired of this level? Well, we still a long way to go. Run through the door. Run down the hall, and get on the elevator. Run down the hall. Note: Grapple up the building for life force. Go into the building. Go to the elevator to the right of the light force. Now kill the enemies. The room to the right just has ammo and life force. So go to the yellow door.

Staging Area

Go through the door. Now run across the room, go up the ladder. Follow the path

to an enemy. Jump down, and go to door. Hit the switch now go to the door you just opened.

Crystal Processing

Run through the door. Follow the corridor to a split. Right path leads to ammo and health. Then go left. Go through a opening to the left then go to the door.

Staging Area

Follow the passage. Blow up the barrels then go through the door.

Undershaft Down

Follow the passage. Kill the enemies then hit the switch by the elevator. Jump onto the elevator after it comes down.

Underground Halls

Go through the door to the right. Crawl under the door. Turn on your goggles. Run down the hall then snipe the enemy. Now run to the other side of the room. On the right is a switch. Hit the switch, which causes a elevator to come down. Now ride the elevator to the top. Run forward and go under the door. Now turn off your night goggles. Now walk through the biggest, a.k.a. the middle, opening in the left wall. Run up the ramp. Now search all three rooms, and HIT a switch in each room. Now run across the bridge and through the door.

In The Grasp Of Oblivion

Run down the ramp over to a child. Watch a SHOCKING cut scene.

Boss Fight: Oblivion

This guy is tough. Here is the best strategy that I have used. Equip the PSG gun and shoot him. The weapon paralyzes him. Now equip your napalm gun. Run up to him and repeated fire at him. You can take off over half his life in one turn using this. Then wait for your PSG gun to refill then repeat the strategy. Now his attacks are hitting the ground, and causing a huge shock wave. Shooting blue balls at you. His weak spot is his arm with the blue thing at the end.

New Objective: Chase down and destroy the Essence of Oblivion.

Run up the ramp, and look for a door with a spinning drill. Run through that door. Run behind the hall while hacking and slashing through prophets. Now follow the path until you come to a three way split. Here is what you do. Run down the left and right path, and follow them to a switch. Hit the switch then return to the split, and go through the door. Run across the bridge and down the hall.

Watch another shocking cut scene.

Boss Fight: Joshua

Here we go the final boss. Okay, he has only one attack, and that is attacking with a fire storm cannon, which will tear you apart in seconds. So how do you counter this? Easy equip the razor wind. Two hits from that bad boy, and he will be gone.

Now sit back and enjoy the best ending Acclaim made. Then save after the credits.

8. Secrets

Play as Joshua Fireseed

You have to beat the game as Danielle and Joseph. Save on the same file as both characters. Beat the game WITHOUT USING ANY CHEAT CODES then after you beat the game a second time you will unlock Joshua and save after you beat the game a second time and reload.

Thin Cop

For this to work you must activate the invincibility and all guns. Equip the vampire gun, and run up to a cop. Use it on him, and hold down the Z. Release Z and he will inflate back to his old self.

Kill A Cop

Activate the invincibility and all guns codes. Equip the PSG. Fire at the cop, and say goodbye because the black hole will swallow him.

Multi-faced Guard

In Chapter 2 The Military Base, run into the area where you get the first keycard. Climb up the ladder, and follow the path to a room with a dead guard. Look at his face and behold.

(I would like to thank Tips & Tricks that is how I first heard of these codes) For some reason Acclaim changed the password system in this game, and I hate the password system in this game.

First Row: Elk (green) Lizard (blue) Dragonfly (Red) Frog (yellow) Horse (magenta) Bull (teal)
Second Row: Bear (orange) Bird (magenta) Bug (teal) Fish (green) Bird (purple) Wolf (blue)
Third Row: Coyote (light purple) Owl (yellow) Cougar (pink) Snake (red) Rabbit (white) Eagle (green)

Invincibility- Bird (purple), Fish, Eagle, Bear, Lizard, Rabbit
All Weapons- Owl, Bear, Owl, Bug, Bird (magenta), Owl
Unlimited Ammo- Fish, Elk, Bull, Snake, Eagle, Fish
All Keys- Lizard, Dragonfly, Bull, Bear, Wolf, Eagle
Play Chapter 1- Frog, Elk, Horse, Dragonfly, Wolf, Rabbit
Play Chapter 2- Owl, Owl, Horse, Elk, Elk, Elk
Play Chapter 3- Owl, Rabbit, Bear, Bug, Frog, Cougar
Play Chapter 4- Bear, Horse, Bird (purple), Eagle, Horse, Cougar
Play Chapter 5- Bear, Dragonfly, Horse, Bear, Frog, Elk
Headless- Lizard, Elk, Eagle, Owl, Fish, Horse
Big Heads- Cougar, Wolf, Snake, Rabbit, Lizard, Coyote
Big Hands and Feet- Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote
Skinny- Horse, Eagle, Snake, Cougar, Bug, Fish
Shorty- Frog, Frog, Fish, Bug, Wolf, Cougar
Deathmatch Mannequins- Snake, Bull, Snake, Frog, Bear, Elk
Gasping- Dragonfly, Bull, Rabbit, Fish, Eagle, Bird (purple)
Gouraud- Lizard, Fish, Bug, Fish, Wolf, Dragonfly
Menu Madness- Rabbit, Owl, Horse, Bug, Bear, Bear
Clean Screen- Rabbit, Owl, Lizard, Elk, Fish, Rabbit
Credits- Elk, Elk, Elk, Elk, Elk, Elk
Pen and Ink- Cougar, Horse, Elk, Fish, Cougar, Bird (magenta)

9. Assembling THE gun

This section is all about the PSG gun that you find the find parts to assemble before you can use it.

PSG part #1

Level: Chapter 1 The Breach

Location: After you arrive in the sewer, climb out. Now turn around, and swim over to the other side of the water. Run up into the pipe to snatch your first piece.

PSG part #2

Level: Chapter 2 The Military Base

Location: This is the easiest piece to find. After you deactivate the

self destruct, run up the ramp (that is across from the globe) and follow the passage to a three way split. Take the left path, and follow the passage. You will come to a room with two doors. Go into through the left doorway, and snatch piece two.

PSG part #3

Level: Chapter 3 The Junkyard

Location: Another easy part to find. In the lab, after you ride the elevator down to the canyon, look to the left will see a trail of life force leading up to a cave above the canyon, but the problem is you can not reach it. First you must raise the water then come back, and snatch your third PSG part.

PSG part #4

Level: Chapter 4

Location: Chapter 4 The Lost Lands

Location: This is the easiest piece to find. How easy? Well, there is no way you can not get it. But anyway after you kill Alphaheart and you escape by the river. Ride the elevator up, and climb up the pyramid. At the top is the PSG part.

PSG part #5

Level: Chapter 5 Oblivion

Location: This is the easiest piece to find and get. In the room where you must destroy Ore processing plant A, search the room and you will find it.

10. Final Word

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Credits

I would like to thank

Acclaim for making for this great game series

Nintendo for making the N64

My best friends and class mates

And I would like to give a big thanks to CJayC for creating Gamefaqs.

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