

Turok: Dinosaur Hunter Knife/Bow-Only Challenge Guide

by HurrikaneX

Updated to v1.1 on Jan 22, 2020

KNIFE/BOW-ONLY CHALLENGE

By Hurrikane Heins ----- hurrikaneheins [at] gmail [dot] com

Version History:

- 1.0 (4.10.07): Submitted "Knife/Bow-Only Challenge Guide."
- 1.1 (9.21.15): Changed copyright information, added speedrun by EvilGames, and fixed minor errors.

Knife/Bow-Only Challenge Guide © 2007, Hurrikane Heins.
Turok: Dinosaur Hunter © 1997, Acclaim.

Please feel free to duplicate this guide anywhere, as long as I am credited as its author and it is not used for profit.

PART ONE: YOU SHOULD READ THIS!

- I. Introduction a.k.a. Why Should I Ever Attempt This!?
- II. The Rules
- III. Strategies Needed
- IV. The Weapons, Or Lack Thereof
- V. Life-Saving Tips

PART TWO: THE ALMIGHTY WALKTHROUGH

- VI. Journey to the Hub Ruins
- VII. The Jungle
- VIII. The Ancient City
 - BOSSES: Assault Trucks & Longhunter
- IX. The Ruins
- X. The Catacombs
 - BOSS: Giant Mantis
- XI. The Treetop Village
- XII. The Lost Land
- XIII. The Final Confrontation
 - BOSS: T-Rex
 - BOSS: Campaigner

PART THREE: FAMOUS LAST WORDS

- XIV. Speedrun by EvilGames
- XV. Final Thoughts

PART ONE: YOU SHOULD READ THIS!

I. INTRODUCTION a.k.a. WHY SHOULD I EVER ATTEMPT THIS!?

To answer your question: because it can be done. Turok: Dinosaur Hunter is the original game (and one of the most fun) in the series, so here is a more challenging way to replay it. Yes, you will only be using two weapons. Groan now, because during the game, you will not have time to complain while running through the levels at break-neck speeds. :) While it is true that this game can be beaten without ever picking up a new weapon, it is also worth noting that only the most skillful Turok players should attempt the Knife/Bow-Only Challenge. It will require speed, agility, accuracy, and lightning-fast reflexes - but most of all, it will require brains and guts. If you are smart enough to know where, when, and how to get through difficult situations with minimal damage - and are ballsy enough to pull it off - then you will come out of the jungle alive.

II. THE RULES

- Use only the Knife or Bow. No other weapons.
 - You may pick up and use Tek Arrows.
 - In the event you do pick up a different weapon, DO NOT USE IT. :)
-

III. STRATEGIES NEEDED

- Know how to strafe effectively (C-Left; C-Right) to dodge attacks.
- Know how and when to use the sidejump (double-tap C-Left or C-Right) to avoid hairy situations.
- When "sprinting" is mentioned in this guide, it means exactly that - run as fast as possible through an area because you will be under very heavy gunfire. Also, this implies that you should not stop to attack any enemy, because if you were to do that, you would probably lose more health than you ever dreamed of. Kill them if they're practically kissing you - that's the rule. :)
- Know how to use logic. If an enemy is raising their pistol to you, you should be two steps ahead of them, strafing their gunfire. Don't be an idiot when it comes to this challenge - if something is coming at you, avoid it at all costs.
- Not to be repetitive, but know how to use your guts. There are many, many situations you will come across that will have you racing through an area

dodging 10 or more enemies at once and praying to all that is holy you are not killed. Your blood will rush; your head will spin. Expect it, and handle it the best you can.

IV. THE WEAPONS, OR LACK THEREOF

- Knife: Extremely handy and very effective in close-range combat. If something gets too close, hack it up. By the way, it is completely useless during Boss fights, so don't even bother. :)
 - Bow: Your only long range weapon. Normal Arrows are nice (see note in "Life-Saving Tips"), but Tek Arrows will prove to be your best choice. Also, they are your only decent projectile to use when fighting Bosses. While powerful, Tek Arrows are kind of hard to come by, so conservation is essential.
-

V. LIFE-SAVING TIPS

- Play the game on EASY! It will still be very difficult.
- Please do not fall asleep while reading through some of the dryer passages in this text - I know the language gets rather redundant, especially since I have no clue what some of these enemies are called; but this game is VERY intense with this challenge in reality. Forgive me. :)
- Use your Map. Often. I won't always tell you when, but you should probably keep it on 90% of the time so you know where the heck you're going.
- Mortal Wounds can be acquired by killing multiple humans with the Knife. They are extremely important to your survival. When you get a Mortal Wound, not only will you receive full health, but Turok's maximum health capacity will be increased by 5 (his max is 120). You need these! :)
- All you need in Levels are Keys, Tek Arrows, Health, Life Force, Mortal Wounds, and Tek Armor. Everything else does not matter.
- REMEMBER: Normal Arrows can kill most things in one shot if timed right, except Bosses and bigger enemies. Pull back the Arrow until a white sparkle comes out of the tip, then release. This could be the difference between life and death if you are totally out of Tek Arrows.
- Don't be Rambo. :) You will be dodging over 75% of all enemies you encounter. In fact, the only enemies you will kill most of the time are either blocking something directly, triggering an event when they die, or right in front of your face.
- Enemies are confined to "zones." This means, if you run far enough away, they will not follow. Remember that at all times.
- Enemy gunfire can be avoided easily by confusing enemies (unless they are in a sniper position high up; in that case, strafe and sidejump). Get in their face, then strafe away, etc. This also works well for non-projectile-firing enemies.
- If you are totally surrounded with no way out, Tek Arrows are your friend. This should not happen, though, if you follow the guide.

- Gunfire can be hard to avoid at times, so taking a bullet or two will not kill your day. Several, however, will. :)
- Yes, Bosses will take forever to kill. Remember, ammo will respawn in Boss arenas; but also remember it will take many Tek Arrows to kill these guys - especially the third Boss. If you're going to lose a life at any point, it should only be during these fights.
- Generally, you will be O.K. on Health and Life Force. I will mention where the least-risk items are, but if you feel you can get more dangerous items, by all means, go for it. The good news is, you will probably get an extra life every level - maybe even two.
- Good news: No hunting for Chronoscepter pieces.
- Bad news: No Chronoscepter.
- I will give you the most accurate directions and descriptions I possibly can to get through the levels in the fastest ways possible. If you know of a better route, please visit www.BenHeins.com and send me an e-mail! I would be happy to hear other strategies. :)
- Save every chance you get. You shouldn't need a back-up file, but it may be wise in the later levels.
- Never underestimate the Knife. :)
- Relax. If you cannot get past a certain obstacle or are having a very hard time, turn off the game and breathe. Re-think your strategy and try again later. It is a good idea to do "drills" i.e. running through segments until you come out with a good amount of Health rather than in a near-death state.
- Most importantly, HAVE FUN! This will be very difficult, but it will also be invigorating because you will be playing with only two weapons -- a true warrior.

PART TWO: THE ALMIGHTY WALKTHROUGH

VI. JOURNEY TO THE HUB RUINS

This is your training ground. Here, you will use all the skills you will need for the rest of the game and will learn how to get around using only the Knife and Bow. Good luck, and congrats on setting out on a challenge like this! You will find this level just as easy without guns.

1.1 - (2 Keys)

Run forward, over the bridge and up the wall, collecting all the Life Force. Here comes your first enemy! One slice, and he falls. Muhaha... Grab the Key, then hit the switch on the left and enter the gate.

Avoid the Pistol and knife Bambi for a few quick Health. Kill all the enemies in this next area except the Raptor, and take out the Grenadier in the alcove with the Health. Follow the Life Force trail. Take an immediate left, knife the Gunner, climb the wall, knife the next Gunner, and collect the Key.

Jump down and continue. Plow through the next guy and run straight, hacking up enemies and avoiding gunfire. Get the Life Force in the middle of this area, then go up a ramp on the left or right wall. Gather three more Life Force and kill a Boar up here. Go straight and dodge the Raptors, then warp.

1.2 - (Save Point)

Run forward, hack both enemies, and jump up the path of rocks. Head through the Checkpoint and leap to the wall. When you're at the top, grab the Tek Arrows and shoot three of them at the Purlin to kill it. Dodge all the enemies in this next area, climb the wall, collect the Blue Health (+25), and run up the wooden bridge, knifing the Gunner along the way. Jump to the Save Point and save.

Having fun yet? :)

Follow the Life Force trail up the wooden bridge and take out the three enemies in this next area quickly. Hop across the lava and warp.

1.3 <1.1 Revisited/New Path> - (1 Key)

Hit the switch and enter through the gate on your left. Dodge both Raptors, climb the ladder, then run up and knife the Gunner and Grenadier. Climb up another ladder.

Sprint through this next area and leap onto a platform on your right after the bend. Take out the two Grenadiers and grab the Key. Continue racing down the path, avoiding the Purlin and climbing up the wall to the cavern.

NOTE: Whenever you enter a cave or temple or a confusing place, flip on your Map! I won't remind you of this all the time because generally it is a given, but when you need it the most, I'll mention it.

Ahem... turn on your Map. :) Follow it through the cave, avoiding Leapers by strafing and jumping, all while sprinting to the exit. You can collect eight Health and a few Life Force along the way in little alcoves. By the way, watch out for the big bastard Leaper. :) Warp.

1.4

Jump down and collect the Health.

Run forward, up the stairs, dodging the Raptor and knifing the Grenadier at the top. Grab the Spiritual Invincibility and get back outta there, following the wooden bridge, then go right, through the Checkpoint. Everything's moving in slo-mo, so don't worry about enemies for now. Move forward on the next wooden bridge, hang a left at the perpendicular one, go straight, find the nearby ladder, and kill the Gunner near it with your Knife. Climb up.

Jump to the next platform and hack up the Grenadier and the Gunner before the slo-mo wears off. Then follow the next few platforms (with Life Force on them) to warp.

1.5

Knife the Beetles if they get in your way. Head forward and take the second left into the water hole for a Full Health. You probably won't need it with all the Health you're collecting from knifing off baddies, so take the first left instead and warp.

1.6 <1.4 Revisited/Underground Path> - (1 Key)

Run forward, slicing at Leapers (if you don't kill them, that's O.K.). The Key is on your right, and the exit is on your left. Get the former, and enter the latter. :)

1.7 - (1 Key)

This next part is confusing.

Go straight and left, then right to go through the Checkpoint. Follow this hall to the end for a quick six Health, then turn around and take the next right, around the corner, and take an immediate left. The next right turn is where to find the Key guarded by a Gunner that you should seriously consider killing. :)

Continue down the hall, taking out all three Soldiers and collecting the Health. Go into the only other room in the hall, kill the Gunner, and exit.

1.8 - (1 Key)

Run forward through the Checkpoint and kill all three Soldiers, then head down both tunnels to your left to collect 10 Life Force and a refill of Tek Arrows. Now head up the ladder (go right and across the ladder bridge for a risky four Life Force) and around the corner to the left; knife the Grenadier and climb the next ladder. Now fall down the hole.

Kill the Beetles along your way and gather the Life Force. At the end of this area, before you exit, make sure to pick up the last Key (you may be lucky enough to nab an extra life here, too).

1.9 <1.8 Revisited/Upper Level>

Immediately kill both Soldiers. Exit. :)

1.10 - (Goal; Save Point)

Charge forward and dodge the Bio-Purlin's fireballs, then strafe around it and cross the bridge to reach the Hub. Yay! Save first, then enter Level 2.

NOTE: You could enter Level 3 and complete it successfully, but I would recommend getting a little more practice in Level 2 first. :)

VII. THE JUNGLE

Like the first level, you're still learning here. This level isn't particularly difficult, but it will keep you moving much more than before. The good news is that it's not a lengthy level at all.

2.1

Run up the bank and hack up the two Soldiers. You can pick up some Life Force here and a few Health from the Boar, also. Sprint forward, dodge all three Raptors, and climb up the wall. From the wall you can snipe a gunner using a Tek Arrow.

Go forward, dodging the same Raptors again. Hack off the running Soldier, then the Soldier stationed near the Health. Oh, and... do grab the Health. :) Continue up the wooden bridge, jump, and knife the Gunner for more Health. Jump again, then head left through the tunnel instead of straight. Hack up the Soldier there and the one below the ledge near the exit. Exit.

2.2 <2.1 Revisited/Upper Level>

Slash the Gunner quickly, pick up the 40 Life Force, and return to the entrance/exit.

2.3 <2.1 Revisited/Continuation> - (2 Keys; Save Point)

Go left and out of the tunnel (originally the straight path) down the wooden bridge. Book it to the left of the dilapidated house and left around the bend - then go straight. You'll have three Gunners come down and ambush you, so jump and dodge through them and continue through the Checkpoint.

Take an immediate left, dodge the Raptor, and dive into the water. Swim to the left, but instead of going up the embankment, go into the tunnel nearby (Map time!). Go right, right, left, right, left, and straight to get out alive and fast.

Run through the cave, knifing the Beetles, and at the end will be a Key. Huzzah!!

Jump down and hug the left wall while running forward to get out of the area. Hang a left, dodge a Raptor, and avoid a Purlin and a Gunner. Go left when the ground slopes down and pass by the two houses on the right. There is a Gunner, a Raptor, and a Campaigner Soldier guarding a Save Point, so pull out those Tek Arrows and let loose! Save!

Hang a left through the bush (grab the Tek Arrows, but avoid going after Bambi!) and dodge everyone. Pass through the Checkpoint. Continue on (hang a right if you see more Tek Arrows in the middle of another dilapidated house) and dodge the two Raptors; strafe the Purlin that

jumps down. Head up the hill instead of going left. Knife the Gunner in the corner and the Grenadier on top of the hill, and continue.

Keep dodging and sprinting through the green-looking ruin structure. You'll get ambushed by 3 Soldiers; cut through the middleman (literally, hehe) and hang a right to pass through the Checkpoint. Keep running!

Book it through the little canyon here so you don't get sniped. You'll pass four Life Force with Explosive Shells in the middle (landmark). Up next is a Bio-Purlin, so dodge it, and dive into the pool on its left for 10 quick health; the pool on its right has five Life Force. Anyway, avoid its fire and keep going.

There's a bunch of Raptors here, so run forward, generally, until you see a purple Life Force on your right and a trail of yellow Life Force on your left. Take the left, but drop down to the platform the palm tree is growing on and enter the cave.

This one's pretty linear and is packed with Beetles. At the end, you'll have to jump to a second cave, so do so, and grab the Key. Now jump to the platform with the purple Life Force you initially saw and head back down the path of yellow Life Force, knifing the Gunner nearby.

Go left at the top of the hill after you've dodged some serious unfriendly fire. There are two more Soldiers at the top, so dodge them and follow the small land bridge to the exit. Whew!

2.4 - (Save Point; 1 Key; Goal)

There is a Gunner and a Grenadier here, both of whom you should consider killing with the Knife. :) After they're dispatched, whip out the Tek Arrows and snipe the Campaigner Soldier standing next to the Save Point. Save!

Follow the yellow Life Force to the next area with two baddies that are crushed by rocks. If one escapes, do the dirty work yourself.

NOTE: Rocks can kill you, too!! Walk carefully in these areas or you'll probably have to reset!

Continue forward and dodge the three Raptors. There is 25 Health to the left if you are skillful enough to dodge the trap that's set up. :)

Anyway, keep going. Scale the cliff and head left around the bend through the Checkpoint (I'd recommend knifing off both Gunners). You will run up a hill that emerges in the middle of another land mass with a Raptor. Jump onto the right side and about-face. Run. There is Life Force in the pool on the left. Keep running, up the temple's steps and hit the switch in the middle. When you come out of there, turn right, then right again to go inside the temple and pick up the Tek Armor. Sweet!

Run around the right of the temple, dodging the enemies, to a small rope bridge guarded by two Gunners. Knife 'em, cross the bridge, and take out the Gunner at the end, too.

You'll see a Bio-Purlin guarding a cave, so dodge it quickly and carefully. Sprint through the cave (MAP ON!), jumping and strafing all

the way. In the first part, head right to enter a giant cave area filled to the brim with Leapers. Hug the right wall and make sure to dodge the big Leaper. Again, hug the right wall, and you should be out of there in no time flat (there's eight Health near the exit).

Jump off the cliff after exiting. If you swim left, you'll come upon a hole with Life Force (again, if you're lucky, you should be getting an extra life). Continue on through the Checkpoint and jump up to knife the two Grenadiers, then hug the right wall of the area until you come upon an even bigger hole. Swim down and dodge the Leapers underwater.

When you surface, navigate through the watery cave area by hugging the right wall (again). Upon exiting, immediately run toward the Bio-Purlin, dodging its fireballs (there's 5 Tek Arrows to the right of the tree behind the bush); head left, knife the gunner quickly, and jump up the posts as fast as you can.

Congrats!! There's the exit portal! But wait, there's more...

Jump down and slash the two Grenadiers quickly, then head to the far right, around the bend, dodging a Raptor along your way. Run down the side, through the bushes, and kill the Gunner that's guarding the Key. Grab it and haul ass back to the portal. :) Save in the Hub.

VIII. THE ANCIENT CITY

Here, you're faced with a little more difficulty. The level itself isn't too challenging, but you will be sprinting through most of it while dodging heavy gunfire. Stay on your toes and follow the guide! Another tough spot is your first Boss - if you haven't learned to be accurate with your Bow yet, you better sharpen up before meeting him!

3.1 - (Save Point)

Run forward and dodge four Raptors; go left up the steps. Turn right and dodge all enemies, then jump into the water. Collect the Life Force and swim to the next area, hacking both Grenadiers apart and walking up the steps.

When you get out of the staircase, run to the right and left of the small building; dodge the enemies by running fast as hell. Make sure to get across the tiny little wood bridge on the first shot, then sprint up the nearby stairs on your right and through the Checkpoint to safety.

On the right there's a small, raised platform with some Life Force, and if you follow the small pool and swim through the tiny hole, you'll get a Backpack (you don't need it, but the Life Force is nice). Anyway, from the Checkpoint, go straight and follow the small bricks to the next staircase, dodging minor gunfire.

Hang a left at the top of the stairs and jump to the rooftop with the Grenadier (kill him). Pick up the Tek Armor and Life Force, then return to the top. There are two small huts on either side of the big pyramid in front of you with Ancients inside to knife for some Health. Now run around the side of the big pyramid in front of you, dodging some Ancients, and run to the top for 16 Health. Now head back down and go

straight. You'll come to an opening with two pools on either side. Go in both for Health and Life Force, then climb up the small palm tree on the left or right of the opening to get the Spiritual Invincibility.

Quickly run inside the temple and knife the two Gunners and the Campaigner Soldier guarding the Save Point. Save, then exit.

3.2 <3.1 Revisited/First Upper Level> - (1 Key; Save Point)

Jump left to the Life Force and get it all. Then, run left along the long path, avoiding every single enemy that drops down, including the two Purlins. Get the Key in the hut. Turn around and look - they've all disappeared! :) (Behind the hut is some Health, by the way.) Now run back along the ledge and leap to the rooftop on the right for some more Life Force.

Now drop back down to 3.1 and run to the Save Point. Save, and exit (yet again). :)

3.3 <3.1 Revisited/Alternate Path> - (1 Key)

This time, go straight instead of left and pass through the giant gray columns.

Sprint straight up the stairs, dodging Raptors. Strafe left at the top to avoid gunfire, then sprint directly through the first big hut to hit the button with 25 Health on top of it, coming out of the other side and slicing up the two half-naked Soldiers (1 Gunner; 1 Grenadier) that drop down quickly. Then, jump up the small palm tree to the left of the green platform (stairs). You'll be receiving multiple shots from the bastard Campaigner Soldier (hate those guys...) on top, so take him the hell out. Hit the switch he was guarding, then turn around and go down the green stairs that just dropped.

You'll have to knife three Soldiers pretty quickly here and run through a Checkpoint. In the pools on the left and right before the Checkpoint is some Health (along with some gunfire). You probably won't need it, though, so don't bother. Anyway, run through the Checkpoint and head straight to the exit.

3.4 - (1 Key)

You'll want to sprint forward and down the bank, dodging the Raptors and nabbing the Key. Sprint to your right, up the stairs, and run up the steps of the temple. At the very top is 25 Health, but you want the second floor. Go down the stairs in the back and use your Tek Bow on the two Bio-Purlins (each takes 3-5 shots). Now head through the tunnel that opened up.

NOTE: If you jump and hold forward when inside a cramped staircase like this, you'll sail down to the bottom.

Do that on both staircases and then make a quick leap into the center of the next room to the exit.

3.5 <3.1 Revisited/New Path> - (Save Point)

You're back in 3.1, which means if you go straight past the warp that just opened up in front of you, you can save again. I'd recommend it.
:) Head to the warp.

3.6 <3.1 Revisited/Second Upper Level>

Run forward and kill the two Soldiers that drop down; dodge the Purlin with high speed. Keep running forward and dodge all the other enemies, including the Bio-Purlin that's guarding the switch you need to hit. Hide in that hut and wait for the Soldiers to be killed by the Bio-Purlin (if they've chased you), then run around the hut to pick up the Health and leap to the ledge to grab some extra Tek Arrows. Hit the switch and sprint back down the ledge to the gate that opened up to pass through. You may have to kill a few Soldiers still. Anyway, run to the exit.

3.7 - (Save Point; First Goal)

Sprint forward and dodge everything. You'll run up some stairs soon; jump to the center of the pool, avoiding gunfire from the Campaigner Soldiers, and swim to the bottom and through the tunnel.

Once on the other side, run up the bank and knife all three enemies (or maybe just the one in the middle where you're going). Hit the switch, jump to the ledge, and repeat until you reach the end of the series of switches. DO NOT FALL. :)

Once on the other side, run up the bank. Dodge the first trap by straddling the left edge, then get the Health inside. Continue on, dodge another trap and get the Health. Continue, and run up quick to take out the Campaigner Soldier in the corner. Continue, dodge the trap, and grab the items in the alcove (including the Tek Armor and Life Force), then move on. Knife the next Campaigner Soldier that drops down, and hit the switch in the middle of three rocks. Grab the nearby Tek Arrows and keep going. Use three Tek Arrows on the Bio-Purlin.

SAVE BEFORE JUMPING THE COLUMNS!

If you fall while jumping across the columns, do yourself a favor and reset. :) Just jump straight to the temple in the middle of the area and run to the top for the exit.

3.8 - (1 Key; Second Goal)

BOSSSES: ASSAULT TRUCKS & LONGHUNTER

Go forward and into the moat that surrounds the arena. Swim around here for some Health (that you hopefully shouldn't need at all) and a Tek Armor. Now jump down into the arena and run to the fuzzy cylinder in the center to trigger the Bosses.

The first Assault Truck is simple: manuever so that it is doing circles around you and not attacking at all. You'll have to be quick to strafe a bit so that it doesn't bump into you when it tries to straighten out.

14 Tek Arrows will do the trick.

For the second Truck, you'll have to go near an ammo respawn point at the edge of the arena and run around until you get more Tek Arrows. To do this, strafe around so that the Truck is going in circles like the first one, but also so that you can safely nab the Arrows without getting hurt. Be smart, and don't let it nail you with rockets or its hood. 14 more Tek Arrows, and it's outta commission. :)

Ah, Longhunter. This guy's a pain in the ass. Fight him from very far away so that he's not in your face. His boomerangs are a little tricky to dodge, but all you generally have to do is run in reverse while strafing left or right in a circle, all while pegging him with arrows from a long distance. He'll take a few more than the Trucks, but the trick is to get more ammo - because you'll need it. Try to time your movements so that you can pass over the respawn points as you're running backward. If all else fails, haul ass and pray he doesn't nail you with a boomerang. He should be done fairly quickly if you're accurate with the Bow. If not, just take your time. He's not terribly hard, but he can mess you up good if you're too close.

After he's dead, jump to the Key and save in the Hub. Whew!

IX. THE RUINS

Don't worry - you're not going through this one the normal, drawn-out way. The approach used here is the most logical, so give it a shot. :) You'll be exiting the level twice to save in the Hub, which will be mighty convenient and much safer than the regular route through this level. The problem here is not the length of the level, but the intensity. Expect to take a good amount of damage.

4.1

Immediately do an about-face and go behind the portal. There will be a Gunner around the corner you'll have to take out with speed and another at the bottom of the cliff to the far right side.

Once you've dispatched them, swim to the left, hugging the left wall until you come to an area with a deep pool. Dive.

There will be Leapers everywhere, so hack and sprint through the cave, hugging the left wall. Go through the exit.

4.2

There are Tek Arrows in front of you and a Gunner on your left. Avoid the Arrows for now and knife the Gunner. Then, proceed up the side of the walls. Hit the Gunner at the top of the ladder with a Tek Arrow. See that palm tree before the Checkpoint? Gaze over the side and jump down to the cave. Hit the Gunner with a Tek Arrow and collect the Health. Exit.

4.3 <4.2 Revisited/Upper Level>

Follow the looong line of Life Force (extra life anyone?), then jump down. You're back at 4.2 - surprise! :) Go back and collect the Tek Arrows, then proceed through the Checkpoint.

The next part is pretty dangerous, so watch your step. At the end, you'll climb a ladder. Now climb the vines next to it and hack up everyone on the upper ledge. Toward the end of the ledge, you'll see some yellow Life Force surrounding a Power Cell - turn left and kill the Campaigner Soldier with some Tek Arrows and collect the 34 Life Force. Now hop back down the vines and proceed. You'll have to sprint - jump fast across the narrow logs and quickly knife the Gunner that's perched on top of the ledge before he takes away too much Health. Alternatively, you could snipe him...

Exit.

4.4 <4.1 Revisited/Upper Level> - (1 Key)

Round the bend and hack up the Campaigner Soldier. Grab the Key! Now we're going to take the logical method of tackling this level...

!!! EXIT THE LEVEL AND SAVE IN THE HUB. RE-ENTER !!!

4.5 <4.1 Revisited/New Beginning/Alternate Path>

This time go forward and dodge the Raptor instead of doing the about-face. Go across the wooden bridge it's guarding and use 1 Tek Arrow for each of the 3 Ancients along the way from a distance, as they can really mess your day up if they hit you.

Hug the left wall when you see the Dimetredon, but don't take the passage (you'll hear three guys jump down if you did). Just continue along this wall and knife the Ancient near the bottomless pit. Hang a left and proceed down the narrow walkway along the side.

Now, you'll come to an area with six "frozen" enemies (all of different species) that looks like a trap in waiting. It is. But it's not. :) Here's what we're gonna do: run forward past the switch to make them all come to life. Now immediately double-back to the narrow ledge and wait around the corner. If a Leaper comes out to play, knife it. If anything else comes around (which they probably won't), use Tek Arrows. Once you hear the noise stop, run back out. There will probably still be some left, so loop around the area to get them fighting again. The likely survivor will be the Purlin, so take him out with a Tek Arrow (he'll be pretty beaten up by now). Easy, right? :) Anyway, press the switch and exit - but don't miss the Life Force!

4.6 - (1 Key)

Immediately run up the stairs, do an about-face, and sprint outta there, dodging the Beetles. There will be water between you and the Ancient Lord, so strafe-jump across it to the far left or right corner of his side where you can get some Health and some cover. Hide behind the column nearest him and launch a Tek Arrow, dodge, then fire, dodge, then fire, etc. (use three Tek Arrows to kill him). Then do it again to the next Ancient Lord. By the way, there's some Life Force in the

water.

Pull out your Knife and sprint around the next room, killing all the Ancients. Beware of the blowgun guys hiding in the corners! Then, run up the steps and nab the Key. Get the hell outta there!

4.7 <4.1 Revisited/Alternate Path>

You'll be facing lava with Dragonflies (the most annoying enemy EVER). Well, screw that - do an about-face and run. Head right as soon as you can, then backtrack across the wooden bridges, dodge the Raptor, and...

!!! EXIT THE LEVEL AND SAVE IN THE HUB. RE-ENTER. !!!

4.8 <4.1 Revisited/New Beginning/Alternate Path>

Yee-haw!! Confused yet? :) Don't worry, it looks much more confusing in print than it is when you're playing!

Dodge the Raptor again. There's 10 Health at the end of the wooden bridges in the water, and now's a good time to get it. Head the usual way, hugging the left wall - but when you get to the cliff's edge, hang a right instead of a left.

Dodge another Raptor, and hack apart the two Gunners that drop down. Continue on, and take out all three Ancients with your Knife, starting with the blowgunner on the right. See that Ancient Lord on the top of the column? You guessed it - Arrow his ass. :) Since you're probably out of Tek Arrows, use about seven regular ones; also, strafe left to right and forward to back to avoid his spells and the respawning Ancient's attacks. Hop up to the Priest's ledge once he's dead to activate the gate - you probably don't need the Full Health. Also, there's four Life Force nearby.

Pass through the gate and knife the Gunner that comes running uphill. Veer right as soon as you can. Dodge the Raptor (again!?) and take out the Bio-Purlin with a bunch of normal Arrows (watch out for the Raptor). Once it's dead, the gate will drop, and you can exit.

4.9 - (1 Key)

There's a maze below you. But, here's a trick: jump ON the wall below you to the right from where you're standing. Then, walk along that wall and jump to the top of the next wall. Finally, hang a right toward the giant tree. Drop down there, and you'll have to off two Campaigner Soldiers. Peek out from behind the tree, and target Arrows for the one on the left (use the tree as cover), then knife the one on the right. This will probably hurt. :)

Anyway, enter the tunnel they were guarding. Keep that Map on - we're sprinting. :) In the first open room, go straight while dodging all the baddies (there's 25 Health in the first pool that you'll probably need). Run through the next area FAST (nab the five Tek Arrows in the third pool you see), and you'll hear the music change. Another Bio-Purlin is standing in your way. Pull out the Tek Arrows, my friend. Enter the gate once you've done the dirty work.

O.K., Knife time and more sprinting. :) Kill the three guys that jump down in front of you, then head left and up the stairs. Kill the two Grenadiers, then enter the room with the swinging weights.

NOTE: If the swinging weights hit you, you're basically dead. Unless by some miracle you can jump back to the platform, consider this an instant reset - sorry! :)

You're gonna have to time your sprint through the weights carefully enough and fast enough so that you don't die and the two Campaigner Soldiers that drop down in front of the Key don't get enough time to get a shot off. Good news, though: once you get the Key, they disappear. Sweet! Get out of the temple and the maze safely. Exit the way you came in.

4.10 <4.1 Revisited/Backtrack> - (Goal)

Run back through both gates (you can safely take out Bambi near the cliff now, hehe). There is 25 Health in a dilapidated house that is along the wall on the right (which is now on your LEFT) of the wide-open beginning area, guarded by a Gunner. You'll find it. :) Anyway, use the portal, and get the hell outta this level. Save in the Hub.

X. THE CATACOMBS

This one's a little less stressful than The Ruins. The main source of stress here will be the Boss. But the level itself involves a ton of sprinting with a few rough spots thrown in just to keep you in check. This time you'll only be exiting the level once to save in the Hub.

5.1 - (1 Key)

From the start, jump off the cliff to the left of the temple's entrance (use the Map). Hug the wall and you'll land by a cave with a Tek Arrow refill in it. Climb back up and enter the temple.

At the bottom of the staircases, you'll want to hit the switch on the right after dispatching the Ancient with your Knife. Enter the door and take care of the next Ancient. Move forward some, hit the Ancient Lord with three Tek Arrows, then enter the door that opened up behind you where he was facing.

Knife the two blowgun dudes on the staircase (you may be hit, but that's O.K.). Nab the Life Force, too (extra life??). When you enter the next room, head straight and follow the three white Health icons into the next hall. Knife all along the way.

You'll come to a Checkpoint with a room with small wooden bridges and swinging axes. All I can say is, you better make it across both of these rooms. :) Hit the switch first, then traverse the bridges (get the 25 Health after the first room; take the left path in the second room). At the end will be some Tek Arrows for your accomplishments.

Anyway, keep going straight, hacking all the way (Mortal Wounds,

anyone?). You'll come to a wide-open room again with a single white Health in front of you. There's a bunch of items along the perimeter you should collect, including some Life Force, and a super-strength Ancient Lord in the middle you should kill. Use about 6-8 Tek Arrows on him and grab the 25 Health he drops. Get the Key in the middle. Score! Enter the other corridor in the room and continue.

After a bit of killing and some deadly gear traps, you'll pass a Checkpoint and come to the room where you killed the first Ancient Lord in the level. Now...

!!! EXIT THE LEVEL AND SAVE IN THE HUB. RE-ENTER. !!!

5.2 <5.1 Revisited/New Beginning/Alternate Path> - (Save Point)

Re-enter the beast, but this time, hang a left where you originally hit the first switch in the level (leading to the room with the first Ancient Lord).

Knife the blowgun dude and grab the 25 Health on the statue; hang a right. Run down the halls, hacking away. You'll hit a switch soon, which leads to a room packed with Leapers.

Sprint across the water, grab the Health and Tek Arrows dead ahead, then turn around, run left, and enter the tiny crawlspace on the floor near the staircase. You'll come to a room with a bunch of Health and a Minigun above a switch (which will be the first weapon you are forced to pick up so far). You know what to do.

Once you enter the next hallway, you will be bombarded by Ancients. Go left and haul ass, my friend. When you come to the Y-intersection with the Ancient Lord and two other Ancients, go left, and up the stairs in the next wide-open area (there are two Ancient blowgunners waiting in ambush; knife both quickly). Hug the right wall and sprint. You don't have to snipe the nearby blowgunners, but you DO have to jump through the fire (that's right - if you jump over the fire while sprinting you will receive zero damage even if the fire is coming at you full-force). You'll be able to duck into a room on the right shortly after the series of fire obstacles, so do so. Climb the wall for a Save Point, then hop down the trail of Health to exit. You'll be back here soon. ;)

5.3

Go forward and hit the switch with the purple Life Force on it. Head left and hit both switches, then take the left path. You'll get some goodies and loop around to the other side of the main room. Take the path on your right.

Sprint through this entire tunnel. You'll come to a loop soon on your Map with four switches - hit all four, then continue. You'll run through some tunnels, then you'll hear a Purlin bust through a wall (you can see on your Map where it'll come through - it's a small section). Remember the first time that happened to you? Crapped your pants, right? :) Anyway, head through the wall it opened up, dodging its fists, and run straight to pass by an Ancient Lord for a Spiritual Invincibility. Hang a right (from that point) and sprint some more. Instead of going the way the Life Force arrow points near the statue

with 25 Health, go left (get the Life Force, though) and hit the switch.

You're back in the main room now. Go left and trigger the next switch with purple Life Force. Now we're going to cheat, folks. ;))

From the switch you hit, strafe-jump left to the platform near the bubbling oil with the stockpile of Health (basically, right below the first switch you hit in this room). Now, jump on the first two pillars that have risen up while looking down to time your jumps correctly. Jump to the switch on your left with purple Life Force. Now they're all raised. Yay! :) Return to the warp through which you entered.

5.4 <5.2 Revisited/Backtrack> - (Save Point)

Climb up the wall and save. Re-enter the warp.

5.5 <5.3 Revisited/New Path> - (Save Point)

The reason I had you do that was because sometimes these columns can lead to serious problems. Take your best shot and reset if you fall so you don't lose too much Health. There's a Full Health at the top, but you probably won't need it.

You'll pass through a Checkpoint and hit a switch near some Life Force. Into the next cave we go! SPRINT!! At the first semi-intersection-type-thingy, go straight. At the next one, go left. In the giant open area, hug the left wall to find the way out. Here's the tough part: you're going to have to knife this next Ancient Lord, somehow, so you can save all 15 Tek Arrows for later (trust me). Kill all the surrounding Ancients, and hack up the Lord while running circles around him. Once he's dead, the door will open, and you will probably have lost a decent amount of Health. Go in, save on the left, then warp.

5.6 <5.1 Revisited/New Path> - (1 Key; Save Point; First Goal)

Welcome to the jungle! In this area, your main concern are the damn annoying Dragonflies. Knife 'em while running along the wall to the right (the stone one). You'll come to some stairs; go up. Before the Checkpoint, head left to get 25 Health (which you might not need anyway), then pass through the Checkpoint.

Go straight for some much-needed Tek Armor, then up the steps for some Health. Before you jump in the water, make sure you know where you're going. See that wall with the Life Force? Climb it. Easier said than done with all these Leapers around, but go ahead. By the way, press jump repeatedly when you're trying to climb this beast from the water, or else you'll get nowhere. At the top is a Key, and near it is a switch. Grab the Key and jump to the switch; the water will drain. Jump down and run around, knifing Leapers and collecting Health, then head through the passage that opened up. Grab the Life Force and squeeze through the crawlspace to - duh duh duhhhhh! - the first Ancient Lord room! Welcome back! :))

Go into the water and swim aaaaaall the way down and out the other side of the tunnel. Save, then exit.

5.7 - (1 Key; Second Goal)

BOSS: Giant Mantis

Run forward to summon the Mantis.

Okay, the first part is the hardest. You're going to have to unload all 15 Tek Arrows on this thing, or else you'll have to reset (regular Arrows do jack, as does the Knife). Aim carefully. You'll probably get hurt A LOT. Anyway, after you've landed all 15, it'll flash green and start rampaging around the arena, knocking down all four walls.

Good news: now the respawning ammo/health depots are open. Load up on Tek Arrows, then run around, collecting four Health per circle (this will probably take a while since it likely hurt you pretty bad). When you're done, turn around, strafing and running backward around the arena a la Longhunter's strategy, and hit the beast continuously. When you need more Tek Arrows, get them.

To avoid its attacks, you'll have to keep a pretty good distance and strafe around corners effectively. This may be tricky, but it's the only way to avoid serious injury. If you can't time your strafes right to pass over the ammo/health depots, as with Longhunter, turn around and run forward to the depot, praying the Mantis doesn't get too close.

It will flash magenta after one half of its energy is drained and red when it's almost dead. Make damn sure you stock up on Tek Arrows and Health before you land the final blow because you can't restock at the depots after you kill it. As I mentioned earlier, though, the hardest part will be the first 15 Tek Arrows. After that, it's not bad at all.

When it dies, grab the Key and save in the Hub!

XI. THE TREETOP VILLAGE

This level is long and fairly intense. Your hardest challenge will be the next one, but here you'll find a fair share of hair-raising moments. Keep your wits about you and stay on your toes - it's a long, uphill battle... literally.

6.1

Run forward and dodge the dinosaurs. Knife the two Grenadiers and the Gunner in the corner on the right; collect the Health. Run and dodge some more dinos and a Purlin. Pass through the Checkpoint and veer right off the side. Jump down to the log sets; knife the Grenadier on the ledge, then jump to the next ledge. Sprint through the next few ledges, collecting the Tek Armor, and dodging all enemies' attacks. Be sure to watch your step! You'll come to a piece of land with a hole in the middle and a Campaigner Soldier that drops down in front of you; run straight and jump between the two palm trees to fall to the next ledge (don't fall in the warp hole!). Use your Map and jump down the ledges to the exit.

6.2 - (1 Key; Save Point)

Run forward and slash the Grenadier and Gunner. Jump down and get the Life Force at either end of the platform, then kill the Bio-Purlin with Tek Arrows (grab the Life Force nearby - extra life yet?).

In the water, swim to the right, weaving around the land masses, and coming up for air occasionally. Move to the right, around the last piece, and you'll discover a tree-elevator-thingy (it's pink on your Map). :)

Go forward along the catwalk, hacking up Ancients and a Gunner along the way (the Gunner is where the line of Health is, so beware). Two Purlins will drop down where the Tek Arrows are. Lure them away from the passage on the left, then head down it by dodging them both. Move forward along the catwalk, take out a Grenadier and Gunner, and you'll come to an area with an Ancient Lord. Kill him with three Tek Arrows, then proceed through the gate that lowers. You'll have to off another Gunner-Grenadier combo, then dodge a swing trap at the top of the steps.

NOTE: In order to dodge these traps, move slowly forward, and when you here a "click," run backward at full speed.

Once you're in the first "village," go into the first hut on the left and knife the Gunner for some Health. Continue upward, take out the Ancient and Gunner, and head into the third hut on the left (two up from the one you just entered) for some Health. Continue, and you'll pass an Ancient Lord. The hut on your next left has some Life Force, so nab it and keep going up to the Checkpoint. Two Gunners will drop down in front of you and a Grenadier will drop behind you. Knife 'em all. :) Now kill the Grenadier behind the post in the middle of the intersection by the stairs. Take the catwalk by making a right at the intersection.

You'll have to knife a Campaigner Soldier and two Grenadiers, which will probably take away a good chunk of Health. Three Ancients will then drop down, which are easy to dispose of with some fancy footwork. Now, there will be an Ancient Lord at the top of a crest which you will be forced to run past. Dodge him, grab the 25 Health behind him, and get pelted by the trap head-on while sprinting away. Ouch. :) Oh well, it hurts less than the Lord's attacks would have. Keep going.

You'll come to a large hut with a Campaigner Soldier in front of it. Dodge his gunfire and him, get the 25 Health behind him, veer around the left corner of the hut, and knife the Gunner there. Sprint through the hut, nab the Key, and go out the other side to where you entered this platform. Dodge the Campaigner Soldier again and head back the way you came.

Good news: There's a shortcut back to the Checkpoint area. :) Jump over the side of the path you're on when you see a bunch of Ancients swarming below you on platforms. Sprint through this area to the left to find a switch lowering a gate (if you see two Ancient Lords, go the other way!!). :) This path will take you back to the Checkpoint. This time, however, go left (pretending you just passed through the Checkpoint).

An Ancient Lord will drop down; jump over his head and sprint down the stairs. Knife the Gunner, then jump down to the platform and take out

the other Gunner behind the post. Now jump up the rocks (I HATE this part...). Again, I would strongly recommend looking down while jumping and waiting until the column you're about to jump to comes to a total stop. At the top, you'll grab some Tek Arrows and meet a Bio-Purlin. Avoid his big ass and jump down the hole. :) You don't need what's on the edges. Grab the 12 Health that's laying around at the bottom, and use Tek Arrows to wipe out the Bio-Purlin blocking your way out.

At the next intersection, go straight. Two Soldiers drop - knife 'em. The hut on your left has a Gunner with Life Force. Kill and grab. :) O.K., now we're sprinting again. Dodge the Campaigner Soldier that jumps down, and go right, around the hut and inside, where an Ancient Lord will start firing at you. There's a Save Point, so haul ass to it and save, then re-load your game and run into the warp. Whew! (There's some Health in a nearby hut with an Ancient in it, but it's a little risky...)

6.3 - (Save Point; 1 Key)

Hang a left, knife the Ancient, grab the Health, and sprint through the area, avoiding the Dimetredon. You'll be sprinting along a small ledge, and you'll likely lose a lot of Health along the way. Jump to the first hut's platform you see, and hack up the Ancient outside of it. Grab the 25 Health, then proceed inside the hut to kill another Ancient to get some more Health. Get out of the hut area safely and dodge the Purlins.

A Campaigner Soldier is waiting below, as is a normal Gunner (kill the Gunner only to save time). Jump to the platform and off the next two Gunnings along with the Gunner up on the nearby ledge guarding the Health. In the next area, avoid the two Raptors and the switch, and hang a left. Avoid everyone in the entire village until you come to a bigger hut. Inside is an Ancient Lord guarding a Spritual Invincibility and some Health. Get everything quickly, then sprint back and hit the switch mentioned earlier. Weave around the three Purlins, grab the Tek Armor, and knife the three Soldiers on the catwalk. Continue.

You'll have to off some more Soldiers and (try to) dodge a trap. In this next village, take every pathway up and to the right side. If you've done this correctly, you should be interrupted by an Ancient toting a blowgun soon. Kill him, turn right, knife the guy in the hut, grab the Health, and continue up the path behind that hut, killing the enemies along the way. At the next platform, there are Tek Arrows behind the post - grab 'em, and head down the path to take out the Campaigner Soldier. SAVE!

Round the corner and kill the Purlin with a few Tek Arrows. Once you get past the gate, jump over to the ledge on your immediate left and run into the cave, hacking the Gunner and grabbing the Life Force. There's a bunch of Leapers, so kill 'em all, and once you're outside, knife the Campaigner Soldier and head right. Grab the Life Force, jump down, grab some more, and nab the Key on the left. Head down the ramp for a Full Health and some more Life Force. Make a big ass jump to the hanging bridge, climb up, grab the Tek Arrows, and knife the Ancient blowgunner dude. :) Run along, past the huts to the left, and head back to the Save Point and save again.

This time, run along the bridge to the next ledge. Hack up the Ancient and the two Gunnings dead ahead, then go to the left and right, killing

those Gunners, collecting the Health, and proceeding up the bridge.

Head up the right side of the village (jump when you see the Soldiers) and go into the big hut to exit.

6.4 - (1 Key; Goal)

Run forward right away and hack up the Grenadier. Now, turn on the Map, and hop down to the ledge directly below the Grenadier for a Full Health and some Life Force. Jump to the ledge and knife the Ancient Lord. Use the same strategy you used back in The Catacombs: Get close and run around him so he can't hit you with projectiles, all while repeatedly pressing Z.

Go through the gate that dropped. See the Key? O.K., you want to be on the other side of it, facing the next bridge, so that when you walk backward and grab it, and are able to sprint forward to escape the ambush that ensues once you acquire it. You'll probably have to jump over an Ancient Lord's head to get on the bridge, so do so, and sprint down to knife two Gunners near a big hut. Go to the left of the big hut, down the bridge to another big hut, and knife two more Soldiers plus a Campaigner Soldier. Go inside this one, grab the 25 Health (if you need it) and Life Force, then go out the other side, taking out the Gunner and Grenadier. At the next big hut, kill the two Ancients and grab the Tek Arrows and Life Force inside the hut. Go out the other side, kill the Ancient, and snipe the Ancient Lord to the right by the smaller rope bridge with three Tek Arrows, standing where he can't attack you.

Cross the bridge he was guarding, and to your left is the Goal! Oh yeah, and watch out for the Bio-Dimedtredon. :)

Save in the Hub, then proceed to the most hellacious level in the game.

XII. THE LOST LAND

This level is a bastard. Here, you'll be putting all your skills to the test - sprinting, close-range combat, long-distance accuracy, platform jumping, endurance, patience, navigation, brains, and guts - it's all here, folks, and most of the time you'll be using at least four of those skills at once. This is where you will learn if you can truly beat this challenge. If you make it out of The Lost Land alive and in good Health with nine lives total, you are definitely playing the game right by drilling, conserving, and pressing the Reset button whenever you die. If not... Godspeed, friend.

7.1

Run forward and jump to the nearby platform with Life Force (after the Beetles leave). :) If you need Tek Arrows, there are some in a cave guarded by a Demon on your left at the bottom. If you're looking for the exit of this area, run off the ledge you're on to the right and enter the tunnel with two tall rocks on either side. Kill the Demons inside or avoid them entirely (the latter is recommended).

Book it outside, around the other Demons, to the left of where you see the Bio-Raptor, past the Bio-Dimetredon, over the trap, and around the

bend. Knife the Demon and head into the next cave; pass through the Checkpoint and exit.

7.2

Okay, first of seven tough parts. :)

You're going to have to kill all the Aliens running around here with your Knife (there are three) and take out the ones on platforms from far away with Tek Arrows (again, three). To hack them up, you have to use a similar strategy to knifing Ancient Lords, only much faster. Run around them, always watching where they're turning, while pressing Z. This will take a bit longer, but as long as they keep turning, they will not fire at you. If they use their jetpacks to escape, quickly find where they land and proceed to mess their day up. To kill the ones perched on platforms, stand far enough away so they cannot attack you, and wail a Tek Arrow at them (one shot, one kill). I'd recommend running around the area starting from the left.

After they're all dead, it's time for the first of many dreaded platform jumps in this level. Make damn sure you're looking downward while jumping to ensure you're jumping in the right direction and landing properly. Once you've made it to the top, exit.

7.3 <7.1 Revisited/Alternate Path>

Go forward and kill the Beetles. The gate will lower, and you'll have to hop up a few platforms. There's a Full Health at the top with four Life Force, plus a Demon firing at you. Dodge his projectiles and run up to kill him. Now jump over the edge to the right of the Demon, following the Life Force, and dodging the other Demons' projectiles.

Tought part number two.

You're going to run through the Checkpoint on your left and completely dodge a Triceratops. It will be firing god knows what at you, and while it does (and while you're dodging it), you're going to sprint up to the far-right edge of the bottomless pit and jump for the vine wall to climb up. It's hard to describe how quickly you could die here, so just don't think about it. :) If you fall, restart.

At the top of the wall, three Purlins will drop down, one of which is a stationary Bio-Purlin. There are three loong lines of Health to pick up here: one in the alcove to the left of the Bio-Purlin, one to the right (NOT the immediate right - that's got a Flytrap in it), and one directly behind the Bio-Purlin itself. While you're frantically jumping about, the other two Purlins will be chasing you. They can't get in the alcoves, but best believe they'll try to beat your ass as soon as you get out. Escape their fists of rage by jumping over their heads and through the mess. By the way, if you're in alcoves with Flytraps (there are two total), get the hell out. :)

Once you're finished, haul ass for the far-right corner of the wall you climbed up, and take a huge Turok leap to the ledge on the right. Whew!

Head right, avoiding the Bio-Dimetredon. See that Demon? Squish! Don't get too close, or you'll join him underneath the rubble. Same goes for the next guy. Don't walk fast here! You can get seriously messed up.

O.K., when you round the corner, you'll be faced with two enemies: a Demon Lord and a Bio-Raptor. Run between them and get them fighting at all costs. This way, one will die (it will likely be the Bio-Raptor). Now whip out those Tek Arrows and kill the Demon Lord.

Hard part numero tres: extreme platform jumping. :) My only advice is get up there alive, or you'll be restarting!

All right, if you made it past that without dying, chances are you'll make it to your first Save Point. But who knows? :) Anyway, once you're at the top, time to sprint again. Don't bother with the Life Force (unless you're extremely desperate). Avoid the Demons and Demon Lord, and exit.

7.4 - (2 Save Points; 1 Key)

You're probably panting by now. :) No worries! There's a Save Point to the left of the warp, but you'll have to take a giant leap to get there (much like the one after the Triceratops - strafe while jumping). There will be five Tek Arrows waiting for you. Plus, there's a Bio-Purlin in front of the Save Point... joy. So dodge its fire, save, and re-load the game. Continue to the right of the warp.

Jump the chasm and hack up the stationary Demon, then the two bastards running at you. Good. Now run to the left side and grab the Tek Arrows and Life Force while knifing those stupid little Dragonflies. :) Continue around the left side and climb up the wall around the next bend of the middlepiece with two Flytraps guarding it. Jump over them to climb up. Dodge the Demon Lord and collect the Ultra Health to the right of him. Run back to where you climbed up, jump down, run forward and to the left. Now go right. If you see a Demon, you went the wrong way. If you see a Bio-Dimetredon, dodge it, and continue. :)

If you want 40 extra Life Force, head to the right after dodging the dinosaur along the ledge. Be sure to take out the Dragonflies. If you don't need it, simply turn on your Map and jump to the ledge to the left of where the dino was (it's directly below the odd-looking rock cluster; or, you could just follow the yellow Life Force). Knife the Beetles in the nearby cave for four Life Force, then continue past the Flytrap (it will likely injure you... take the hit). :)

Continue through the Checkpoint to the treetop area (if you'd call it that) and dodge the Demon Lord near the steps. He may hurt you, too. Follow the path, and at the end, head left for a Full Health (dodge the damn Demon Lord), then turn right and sprint in there, taking out the Demon gunners along the way. When you see the Flytrap, head left to the lava area (use your Map).

When you're on the platform with the lava, go right instead of going straight through the Checkpoint. Grab the Tek Arrows, THEN go through it. :) Hug the left wall, knifing Dragonflies, and you'll come to the worst damn platform jumping part in the whole game - in ANY Turok game, actually. There's 25 Health along the way, too, on the right wall. But before you go jumping, first thing's first: grab the Tek Armor that's further down the line. Use your Map, round the corner of this platform, and continue straight, jumping across the lava (oww!!). Now go back. Muhahaha...

By the way, there is 10 Life Force on the platform on the right before you reach the one that leads to the pillars.

Fourth hard part (you knew it was coming): Hellacious platforms. :)

Anyway, now we have to climb. Please, please, please... time your jumps. If you don't, you will fall, and it will hurt. Watch the patterns of the pillars, too, because a lot of them take a bit before they reach Turok's jumping level. Also, if you feel you can't make a jump... you probably can't. :)

Tough part number five. Why so soon!?

Once you're on the last pillar, jump left to reach the top. Breathe. :) Congratulations! There are Tek Arrows in front of you, which you shouldn't pick up until you snipe the Demon Lord from afar, across the ravine. He'll be shooting at you, so use the wall as cover. BUT WATCH YOUR STEP!! He'll die after about five shots. Now move forward and nab the Tek Arrows. Jump up the platforms CAREFULLY!

Now, see the second batch of Tek Arrows? They're a trap. Pick them up very carefully because there's another Demon Lord around the left corner that you need to dispose of even more carefully than the one before. Use your brains, time your shots, and protect yourself. Climb another pillar carefully (that word was written four times in the last two paragraphs, haha!), then grab the 25 Health before you hit the switch. Face the Full Health on the other side of the ravine, THEN hit the switch. A Bio-Purlin will drop down, so strafe to dodge its shots while firing off Tek Arrows. Remember, it's better to get hit by this guy than to fall off. Try to strafe as much as possible, but don't go too far! After it's dead, pillar-hop some more to get to the ledge.

That was ridiculous. Anyway, grab the Key and the Full Health, and for Pete's sake, SAVE! Exit when you've lowered your blood pressure. :)

7.5

Short area (whew). Hug the left wall and jump. Kill any Dragonflies in your way. If you've followed that to the T, you'll have collected six Health and should find the exit within plain sight near the cliff. Good news: No more Dragonflies!! :)

7.6 - (Final Key)

Final push. Also, the sixth rough spot in this level. Sprinting is key here. By the way... prepare to be hurt.

The elevator will take you up to a platform littered with Aliens. Dodge them and their gunfire by strafing and jumping while sprinting (Matrix, anyone?). :)

You'll run up a ramp. Dodge more gunfire from some Bio-Raptors. At the top, grab the Tek Armor (screw the Life Force!) and run forward. The first right you can take, take it, and hit the switch between the two Demons. Now double-back, as fast as you can, to the pillar surrounded by Life Force, and it will be down. Run through the tunnel. If you didn't do that fast enough, you'll have to do it again, but faster. The pillar raises back up if you're not sprinting your hardest.

Run up the ramp. You'll have to dodge two more Bio-Raptors, then you'll be out on a catwalk with a Demon Lord staring at you. Not yet, thanks! :) Turn left on the catwalk for some Tek Arrows, then head straight across (or, from the beginning, right) for some more. Now go dodge that Demon Lord! There's another one right after him, so dodge, and go straight a little more for - duh duh duhhh! - the last Key ever!! Sweet! Grab it and the 40 Life Force around it, then face the Demon Lord and fall off the catwalk to the right. Continue to the right (notice on your Map that your Key is directly above the switch you hit to get up here).

Sprint through here, dodging the Demon and the three Bio-Raptors, plus a yellow Robot in the middle of a big room (take the catwalk around to the left/right of the pillar in the middle). In the following hall, there are a crapload of Demons with two Demon Lords waiting for you. Dodge them all, pass through the Checkpoint, and hop into the exit visible on your left. Whew!!

7.7

Short and sweet. You'll see. :)

7.8 - (Goal)

Seventh and final hard part in the level. It consists of ALL of 7.8.

Run up and knife the Demon gunners, then take the path and hit the switch at the end (grabbing the Tek Arrows, of course). Sprint around the center, dodging Demons, and go to the center at the top of the ramp with Health. Hug the back wall (where the piece will raise up, allowing you to jump to the middle part with two Robots). Do a strafe-jump to the middle, grab the Ultra Health (YES!!) in between the Robots, and jump off the platform, heading right and across the bridge.

You'll see a Demon and a Checkpoint. Go around the former and through the latter. :) Sprint forward (the Turrets will likely hit you) and up the ramp. At the top will be some falling platforms that form a bridge.

Once you've walked up to where the Grenade Launcher is, be prepared to sprint again through a hoard of Aliens. Go directly forward. You'll pass more Turrets and see an Alien in between two waterfalls. Jump over it, onto the platform below, and hit the switch while dodging gunfire. The column will lower and lead you to the Goal. Just dodge the yellow Robot, and you're home free!

Save at the Hub, then take a deep breath. Here comes the last level!

XIII. THE FINAL CONFRONTATION

If you've made it this far and have nine lives, you're probably going to win. That's the good news. The bad news is, there are some very, very intense sections in this level that will need quite a few drills to get through with as little damage as possible. Also, the T-Rex at the end is the toughest Boss you'll have to face. My last piece of advice is... you got this. So get through

it alive.

8.1

Welcome to the end. :) Go forward, and once you see the Triceratops, sprint along the right side of the area, NOT falling into the pits. When you see the wall with all the Turrets firing at you, sprint left, following the wall, to a cave guarded by a Robot. Dodge that bastard and enter.

Now for the maze. There'll be a couple of Bots along the way, which can be taken out with the Knife if you feel sprinting is illogical. Just do so at a safe distance. Take the first left and grab the Health. From there, go straight, and when the tunnel splits, sprint right. At the upcoming intersection, make a left. You're going to make another left, but CAREFULLY, because you have to use three Tek Arrows to take out the Pulse Bot around the corner guarding the ladder. When it's been dispatched, climb up.

Take out the three Bots in the upper room SAFELY for some Health. Sprint the next hallway, and hang a right when it splits. You'll be dodging a lot of Bots, including some Pulse Bots. When you get to the wide-open room with the red Robot staring you in the face, hang a quick left through the hallway. When you come to the next room with the Aliens, hang a right and head through the hallway that one is guarding (there's some Health in the corners of this room that you should seriously consider picking up). In the next big room, hang another right, dodging the red and then the yellow Robot, into that hallway, and take the elevator up the shaft. Round the corner and hop into the exit (whew).

8.2 - (Save Point)

This next part hurts. Once you approach the door, it will split, and you'll see an enemy. Use the wall as cover and nail the first Pulse Bot with three Tek Arrows. For the next three enemies (Alien, Pulse Bot, Alien), dodge as quick as you can. You'll likely lose around 20 Health. After that, you'll come to a cave area. Save on your left, then go the opposite way, dodging the Alien and dropping down the elevator shaft (that's a hell of a fall!!).

So, now you're gonna deal with some Leapers. They're pretty tough to avoid in this situation, so hack 'em all up, including the big red one. Go left at the intersection to get some Tek Arrows and strafe-jump one time to the platform with two Bio-Purlins and another time to the smaller platform with the switch. There is 50 Health here just in case you need it. :) There's also some Life Force below the two Bio-Purlins. The switch is timed, so as soon as you hit it, sprint back and go the other way at the intersection (from where you are, straight). Go forward, instead of into the warp, and drop down the trap that opens up to continue (10 Life Force here, if you need it).

O.K., now you'll have to do the very same thing you did to jump to the switch, but this time, there is no switch, and a Bio-Purlin is in VERY close quarters with you on the platform. Time it right, and you should be safe. But don't stop! Keep sprinting to the left of the Alien while trying to dodge its bullets. And again, jump the lava (this time, the Alien will probably shoot you) and dodge; make an immediate left around

the corner. There are two more Aliens here; dodge them and sprint forward to a big room. Collect the Tek Armor in front of you and continue forward to dodge another Alien, but quickly go to the left/right once you're through the door so you're safe on the small catwalk. I'd recommend hopping the platforms to collect some goodies, THEN falling to the platform with the Tek Arrows and Health, but if you fall, just follow the Map's indications of platforms on the lava which lead to the elevator, and collect just the Tek Arrows and Health. Continue through the next door.

You'll have to jump the next trap. Now you'll be confronted by numerous Leapers that are much easier to dodge, so head relatively straight and you'll pass a Checkpoint. Don't stop sprinting! Dodge the Bio-Purlin and head right past another three (you'll have to do a strafe-jump to get across the small gap in the road) and a final one guarding the passage out of the cave. Once you pass it, sprint straight ahead. You'll have to dodge another trap while hugging the right wall to avoid the lava, and then a second and third trap (the second one is instant death).

When you're through with that, you'll be in another large room. Head to your immediate left/right along the side for some Tek Arrows (hint: get them AFTER this next fight). Jump to the skinny platform that leads to another one, which will lead you to the center area. Once you trigger the two Bio-Purlins to rise up, hop back onto the tiny platform you were just on. The two Bio-Purlins should come within Knife range, but will not be able to hit you no matter how hard they attack. So, fire 10 Tek Arrows at them to weaken them, then use your Knife to finish the job. If you're having too much trouble, fire off all your Tek Arrows. Once they're dead, hop back for the 10 Tek Arrows, and move on. After leaving this room, you'll receive a Full Health and some Life Force (if you need it).

Knife the next three Bots, but dodge the Pulse Bot, and sprint forward, collecting the Tek Arrows and hopping into the exit.

8.3 - (Save Point)

Head forward and hang a right where the first Pulse Bot is. Then, take your first right past the next Pulse Bot and drop down the elevator shaft (weeee!!). :)

At the next intersection (with another Pulse Bot) head left. Dodge the other Bot and go into the next room, facing left. Put Tek Arrows in both of the Aliens guarding the Save Point and save. Drop down the ladder. You probably want that Full Health now, don't you? :)

This part's cramped. Don't round any corners in these halls - just go straight, but sprint. There will be a pack of Bots that'll mess your day up, but dodge them with as little damage as possible. When you come to the wide-open sewer area, go straight, avoiding the Crab, of course.

There will be three Bots in this long, spiraling hall that you should dispatch with your Knife. When you come to the catwalk, take an immediate left for Tek Armor, then up the plank for more Tek Armor. Continue, and you'll come to a wide-open sewer area, BUT you're on the catwalk, safe from the enemies below. Run around the entire catwalk, avoiding the other hallway you can take to collect some serious Health. Now double-back the way you came to the first sewer area (you will have

two Bots that respawned, so be careful).

Hang a right in the sewer and dodge the Crabs. Once out of the water, watch your Map. The first left you can take is a little alcove with a Pulse Bot guarding some Tek Armor. Use three Tek Arrows to take it out, and nab the Armor! Continue, and take out the Bots that come down the hall. Use another three Tek Arrows on the Pulse Bot blocking hallway's exit here, then hang a left and jump down, following the trail of Life Force. Remember this room? Don't jump off! Collect the Ultra Health and 40 Life Force and head to the exit. You should (hopefully) have 60+ Armor and a whole bunch of Health now! :)

8.4 - (Save Point)

Pass through the Checkpoint, dodge the trap, and avoid the lasers by walking close, then backing away once they're triggered, and sprinting through once they're down.

The next part is platform jumping, which is nothing compared to The Lost Land. At the end, you'll have to sprint through the room, collecting the 25 Health, if you need it, then continue sprinting straight. You can try to jump the trap for an Ultra Health and 40 Life Force, but I highly doubt you'll make it. :) If you do, though, congratulations!

Continue down the hall. Dodge the Alien's gunfire (kinda hard...) and jump up the gravity pull thingy. :) In the next room, go left, dodging another Alien and Robot, and up another gravity pull. Follow the left wall around, up two more pulls, and save near the fourth pull. Then, go up it.

There'll be some more lasers - dodge those. Kill the Alien around the bend with a Tek Arrow. Now, you're probably pretty damn low on Tek Arrows, right? Well, there's five to the left of the red Robot in the next room, along with an Alien guarding them - but guess what? Too risky. :) Instead, sprint straight behind the Robot (a well-timed jump, and you'll leap right over it!) and through the door while being pummeled, and dodge the Pulse Bot. Hang a right where it's standing.

Now the tricky part. Keep sprinting. Go straight toward the hall with the next Pulse Bot (ouch), but REMEMBER THE OTHER HALL IS THERE. :) Round the bend to the left, dodging some other Bots. Hang a right where the Pulse Bot is (another ouch), grab the Tek Armor at the end of that hall, and backtrack to go down the OTHER HALL. Navigate through the path, NOT stopping in the little rooms connected. The directions through this part are: straight (from the hall's entrance), round the wall to the left, take the second right, round the bend, and hang a right. Whew. :)

You should now be in a room with many small columns. Hug the left wall, while sprinting, and you'll come to a hall on the opposite side of the room. STOP! Dodge the laser trap carefully and peg the Alien on the other side with a Tek Arrow. Follow the gravity pull to the top hall.

Wait for some Bots to charge up the hill to you so you can knife them safely. Then... SPRINT AND JUMP!! Pass through the Checkpoint and keep hauling ass!!

Once you've made it out of that tunnel, you'll dodge a Pulse Bot.

Sprint through the big room to the middle, collect the Ultra Health, then book it left and out through the door. Nail the next Alien with a Tek Arrow, then go up the next gravity pull to the left.

Pass through the Checkpoint - you're almost there!! This next area's tight, so watch the hell out. Remember, you can jump over these guys - there's three - so be safe. Forget the Health and hang a left, dodge another Alien, then sprint AROUND the center of the room, heading straight and up the elevator. Congrats! No more stage enemies for the rest of the game!! :)

Run down the next hallway and gather your nerves. The next Boss is the toughest you'll have to face, but it can be defeated without losing loads of Health... IF you use the correct strategy. :)

8.5 - (First Goal)

BOSS: T-Rex

O.K., you need Tek Arrows. :)

Run up and around the catwalk on the perimeter of the arena. There are three ammo depots here, so you'll be at full stock by the time you're off the catwalk.

With that in mind, you'll be visiting the depots a lot. :) You will use around 120 Tek Arrows total during this fight, which means about eight or nine runs up the catwalk. In other words, you'll be fighting this beast for a while.

Speaking of the beast, you'll have to continuously dodge its attacks, even while sprinting along the catwalk. When you're fighting it head-on, you must perpetually strafe AND run forward or backward to avoid its many attacks, all while launching Tek Arrows at it. It's hard to do, but if you pay attention to what is going on, you'll be relatively safe. By the way, the T-Rex gets faster as its health dwindles away, so exercise extreme caution. The only difficult part will be leaping off the catwalk and diving into battle again because the T-Rex will be right near the edge of the arena. Lure it out CAREFULLY from the edge so that you can do full strafe circles around it again, then commence your attack.

Whatever you do, don't give up. If you die, that's O.K., because you hopefully still have nine lives. If you die twice... you're definitely not strafing effectively. Just try not to lose any more than three or four lives, I'd say, max - just to be safe. It's a hard fight, but the T-Rex can be beaten losing no Health whatsoever... it will, however, deplete almost all of your Armor. :)

BIG, BIG NOTE: Before you land the final blow, REFILL YOUR TEK ARROWS!!

8.6 - (Final Save Point)

Save. There is 100 Health here if you need it. :)

Now run down the corridor (you'll get a Tek Armor here). Take a deep,

deep breath, and exit. Quite literally, if you've come this far, this last Boss should be a breeze.

8.7 - (Final Goal)

BOSS: Campaigner

You'll be surprised to learn that the last Boss is the easiest of all. He's still a bit tricky, but compared to the other three, he's cake.

He's fast at first, so that's bad. What you'll want to do is fight him at close range with Tek Arrows while facing him. Only run away to the ammo depots when you're out of Tek Arrows (they can be found all around the arena - no shortage here).

Just keep pegging him, and you'll make it out alive. He shouldn't be able to kill you, the mighty Turok! :) Plus, he starts limping after a while (pathetic!) even though he increases his long-range projectile attacks. Fight strong, and kill him warrior style - without guns!!

PART THREE: FAMOUS LAST WORDS

XIV. SPEEDRUN BY EVILGAMES

If you want to check out an absolutely amazing speedrun inspired by this guide, completed on HARD (!), visit the following playlist, courtesy of EvilGames:

https://www.youtube.com/watch?v=UQ6L19-V37o&index=1&list=PLaoeK3kFfGYoqkHY0_FlsKYaQW6Q8N5KX

Be sure to lift your jaw off the floor. :)

XV. FINAL THOUGHTS

This is probably the most difficult challenge to try with Turok, except for a Knife-only challenge, which would be far too tedious to be enjoyable. :) I hope you found this experience liberating and fun - I give you tremendous credit for sticking with it and beating this classic game using its most primal weapons.

I'm positive you could beat other Turok games using the same parameters, and I hope people write guides for them in the future.

CONGRATULATIONS!! :)

XVI. CREDITS

- David Dienstbier for making such an awesome franchise.
- GameFAQs.com for hosting this FAQ.
- CJayC for making this all possible.
- Dave for cracking me up in the apartment while I'm writing.

Other Guides by Me:

- * Liberty City Minute/Lowest Percentage Guide (Grand Theft Auto IV)

Note:

Please feel free to contact me directly at hurrikaneheins [at] gmail [dot] com!

This document is copyright HurrikaneX and hosted by VGM with permission.