

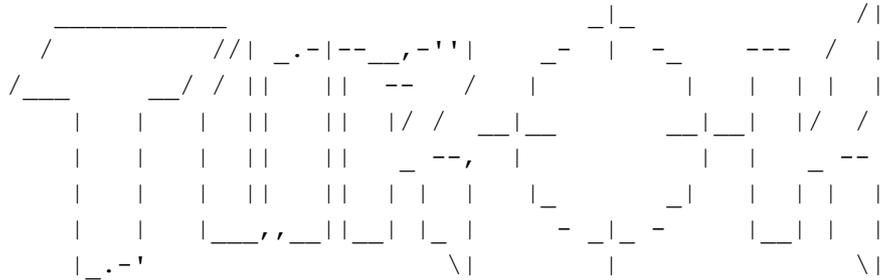
Turok Boss Strategies Final

by SeaDragon

Updated on Oct 17, 2003

SeaDragon will now present...

T H E



DINOSAUR HUNTER

BOSS STRADEGIES

Final Version

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I. Intro

'Allo, fellows. I am presenting my second FAQ for you to feast your eyes upon, or whatever. And besides, why not help some idiots with the bosses of one of the greatest games of all time? Why, I say?!

II. Legal Jumbles

This FAQ (pronounced F-A-Q or FAK, whatever you choose) has ALL RIGHTS RESERVED BY ME!!! Meaning that you may not copy, tamper, or mock this FAQ in ANY WAY, so only I can do that. You acually can, but only with my permission. And that permit is valid for twenty-four hours only.

IIIContact Me

- > My email address is zane_tw@msn.com
- > I don't want junk mail.
- > You can ask for help, praise me, whatever.
- > I don't mind getting FAQ corrections sent.
- > Hate mail? SUUURE, just send it on in!

IV. Version History

Version 0.0: Just started the FAQ, only have the title art and version indicator put in.

Version 0.1: At last, the anticipated release has been fulfilled.

Final Version: No more updates to come. (Sniff!)

V. Weapons

The Turok series has always made you to expect big and amazing weaponry, and this game is no exeption.

KNIFE: Just your basic knife. It causes low damage, but in levels one and two, it's quite a useful armament.

TEK BOW: It's just a basic bow, but it's more useful than it is in turok 2 and 3. With explosive tek arrows, though, it is extremly deadly.

PISTOL: It may not seem to inflict much damage, but it's all around a basic, but good, weapon.

SHOTGUN: It's best to use this at close range, because it spreads seven shots at once, each shot with the power of the pistol. The explosive shotgun shells double it's power.

AUTO SHOTGUN: It's just the same as the shotgun, but it fires rapidly, hence the "auto" part of the name.

ASSAULT RIFLE: Fires three STRAIGHT shots in order, and by that I mean that they don't spread. Useful from levels five to seven.

MINIGUN: Don't let the name fool you. It fires ten bullets per second, each with the power of the pistol. Best to save it for bulletrappers(enemies who won't die). Ammo is rare.

QUAD-ROCKET LAUNCHER: This can often kill any enemy in one shot, don't use on bosses.

ALIEN WEAPON: Best on stationairy enemies. The big green laser it shoots won't do much to bosses.

PULSE RIFLE: The earlier bosses are somewhat weak, so this is a good choice on them.

GRENADE LAUNCHER: Powerful grenades, eh? Too bad it's hard to aim.

PARTICLE ACCELORATOR: That name may sound cool, but it's only best for freezing and killing enemies. It burns ammunition FAST, so use this only if you have no other choice. Shots are chargable.

NUCLEAR FUSION CANNON: This will discharge a fusion projectile that will cause an unstable nuclear explosion. Deadly

THE ALMIGHTY CHRONOSCEPTER: The most powerful weapon in the game. It will launch a beam that results in a low-radius, high-damage explosion. Found by assembling the eight well-hidded Chronoscepter peices.

VI. The Strategies

Get out your belt and get ready to whip some butt!

A. Longhunter of the Raptors

Recommended weapons: Minigun, Pulse Rifle, Chronoscepter

You'll encounter this soft cookie after completing The Ancient City. After heading through the exit portal, you'll end up in the longhunter's chamber. Don't worry, he's easy to kill, it just takes a while. Swim around in the surrounding moats first, you can find tons of tek armor, backpacks and ammo down there! After you're done taking a dip, head into the chamber and walk up to the force field. Busted! After the Longhunter has his little fit, an armed jeep will try to mow you down! If, by the grace of god, you've assembled the C?O?O?S?E?T?R, save it for the longhunter himself. Use the minigun or pulse rifle on this jeep. And, if you strafe a steady enough circle, the jeep can't face you or hit you, as long as you keep that circle going, you and the jeep will be in a constant circle. Just don't let it face you or touch you, or you're doomed. After it's gone, another jeep will arrive, just use the previous strategy. After that that jeep, the longhunter himself will come. One direct C?O?O?S?E?T?R shot will kill him. If not, strafe around to avoid his powerful blows, and when you're ready to attack, stop strafing, back away, unload a few shots, and repeat. Don't worry, you'll eventually kill him. As soon as he's dead, your prize will arise from the depths of the force field. Be sure to pick up his pulse rifle before you collect your prize, though, it comes in quite handy.

B. Guardian Mantis

Recommended weapons: Chronoscepter, Minigun, Quad rocket launcher, Auto Shotgun

You'll encounter this obscure, terrifying, and obscene monstrosity after completing The Catacombs. Unlike the previous boss, there is no respawning health or ammo around the arena, so make sure you've stocked up on that. After you walk up to the statue, the key altar will lower and WAH! A mantis will break out of the statue to scare the crap out of you! Pause and take a moment to relax and regain your composure after that little moment. Avoid close range attacks at all costs, they are truly devastating. And when it spits acid, stafe out of the way and avoid the acid pool, which will deplete five health points per second. When you're ready, whip out the Auto Shotgun and unload, hopefully with explosive rounds. The C?O?O?S?E?T?R works quite well, too. When his health is about 1/5 left, he will take flight and knock down the four surrounding walls in a clockwise direction, which will kill you instantly if they fall on you. When all walls are gone, he will shoot explosive projectiles at you, which inflict 25 damage to you. Just a few more sessions of "strafe and unload" will end this horror movie. And your prize will come up from the ground.

C. Thunder, The Campaigner's T-Rex

Recommended weapons: Chronoscepter, Nuclear Fusion Cannon, Quad Rocket Launcher, Basically, anything heavy.

This tough egg is found after completing The Final Confrontation. There are

alcoves at the edge of the extensive arena containing health and ammo. As well as a catwalk that is useful for avoiding attacks. Upon the catwalks are also tek arrows, but I don't see the point of that. When you're ready to attack, head up to the catwalks and unload with either the fusion cannon, quad rocket launcher, C?O?O?S?E?T?R, Auto Shotgun, the list goes on and on. And as usual, strafe along the catwalks to avoid attacks, for they are devastating. It doesn't get simpler than that. After defeating him, you will find the 8th and final piece of the C?O?O?S?E?T?R, that's why i think it's impossible to assemble it before encountering any other boss, but I list it anyway. After the long line of weapons and equipment is the long awaited, anticipated, and dreaded..... final boss.

D. The Evil Campaigner

Reccomended Weapons: Anything that will inflict heavy damage, Chronoscepter

There is no boss in this game more powerful than the Campaigner, and I highly doubt you haven't assembled the 8 Chronoscepter pieces, if not, you're basically screwed because nothing else works nearly as well. Check out marshmallow's FAQ, he lists all their locations in high detail. He may have barely any clothes on, but he's one tough cookie, trust me. Make absolutely sure you don't miss with the Chronoscepter, because all three shots absolutely must count. And of course, strafe like hell. Stop right in his path when you shoot the Chronoscepter, or you'll miss. After three direct hits, his health will be low enough for you to use an explosive weapon to take him out completely. After that kickbutt ending sequence, the credits will roll.

VII. Credits

Me, I wrote it.

Acclaim and Iguana, for making the greatest first person shooter of all time.

GameFAQS, for a really cool site.

Brother Reed, for the title art.

marshmallow, for the weapon and code listings.

Turok. Com, go check it out!

You for checking this out.

VIII. Secrets

CMGTSMMGGTS: All weapons, self explanatory.

TSHNTTBNCTPRDCRD: Big heads, self explanatory.

DNCHN: Dana's Cheat, makes enemies small, very fun.

SNFFRR: Disco mode, makes enemies dance and ignore you.

LKMBRD: Fly mode, press L to dive and R to escalate. You cannot change weapons while this is on. Also the cause for most glitches. Go experiment!

THBST: Gallery mode, allows you to see almost all the enemy models.

FRTHSTHTTRL SCK: Infinite lives, self explanatory.

DLKTDR: Pen and ink mode, makes the environment look like a colorless drawing.

LLTHCLRSFTHRNB: Purdy colors, self explanatory.

CLLHTNMTN: Quack mode, reduces the graphics to a look worse than on the the atari jaguar!

NSTHMNDNT: Show enemies, shows enemies as red arrows on the map.

FDTHMGS: Credits, what do you think?

THSSLKSCL: Spirit Mode, slow motion and invincibility.

BLLTSRRFRND: Unlimited ammo

RBNSMTH: Robin's Cheat, unlocks invincibility, all weapons, credits, infinite ammo, and big heads.

NTHGTHDGCRTDTRK: Big cheat, you'll see.

IX. Other FAQs By SeaDragon

Current FAQs: Turok 2: Seeds of Evil Boss Strategies.

Up and coming FAQs: Turok: Rage Wars Strategy Guide.

X. Closer

Thanks for reading, I hope my FAQ helped. That's about it.

~End of FAQ~

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