

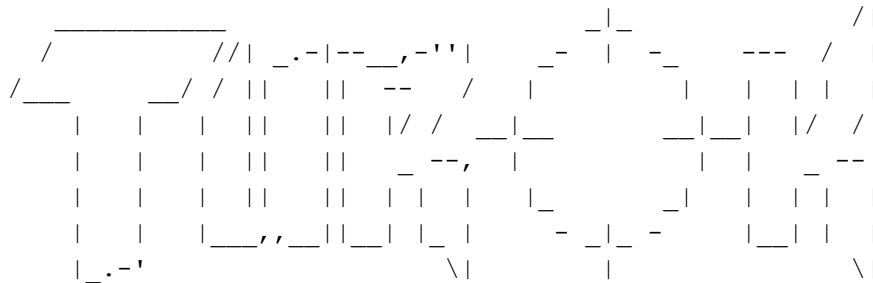
Turok: Rage Wars Boss Strategies Final

by SeaDragon

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SeaDragon will now present...

T H E



R A G E W A R S

+BOSS STRADEGIES+

Final Version

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I. Intro

Hola! It's the first person shooter freak again, ME! Welcome to my Turok: Boss Stradegies. This will be my biggest production yet, so don't be surprised to find out that the copywirght date is expired by a few years. P.S.: Unlike most of my stradegies, I won't involve strafing, no matter where you are, these bosses always keep a close aim.

II. Legal Blah, Blah, Blah

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 actually can, but only with my permission. And that permit is valid for twenty-four hours only.

III. Contact 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 began typing what can only be described as months of work.

Final Version: Just released to GameFAQS

V. Weapons

There's not too much to say about these whoppers, but I'll list them anyway. To make them better, they have secondary functions.

A. Bullet Weapons

ASSAULT RIFLE: Primary: Shoots one bullet at a low rate of fire. Secondary: With the rapid fire upgrade, this thing sprays large amounts of hot lead in a concentrated stream of fire.

MAG. 60: Primary: Shoots three bullets in a row. Secondary: With the laser sight attachment, this buttkicker will shoot off 25 bullets at once! Whew!

SHOTGUN: Primary: Just like any other shotgun, spreads seven shots. Secondary: Think of the primary function, only five times as powerful.

MINIGUN: Primary: Fires an unholy amount of flesh minacing lead. Secondary: Hold down B and the invincibility attachment comes up. WARNING: The secondary function drains energy ammo FAST! Primary does the same to bullet ammo.

B. Explosive Weapons

NAPALM LAUNCHER: Primary: Fires up to three bombs. Secondary: Detonates the bombs that primary sets.

SCORPION MISSILE LAUNCHER: Primary: Fires dangerous high-radius missiles. Secondary: Press B to set a rocket magnet. Tertiary: Hold B and press Z to set a rocket repel.

GRENADE LAUNCHER: Primary: Fires a three-second timed grenade. Secondary: Fires an impact-sensitive grenade.

C. Energy weapons

NUCLEAR FLARE LAUNCHER: Primary: Fires radioactive isotopes that slowly suck away at health. Secondary: Fires a charged, unstable nuclear projectile that practically inhales health.

FREEZE GUN: Primary: Fires ice beams that slow enemies for one second. Secondary: Fires an ice beam that will stop enemies in their tracks for five seconds.

INFLATOR: Primary: Fires O2 darts that stretch enemy flesh. Secondary: Fires a charged O2 dart that constantly stretches flesh. And let's face it, bodies only stretch so far...

EMACIATOR: Primary: Think opposite of the inflator's primary function. Secondary: If this directly hits an enemy, they can only be described as a dead string bean. If it does NOT hit directly, the projectile will explode into beams of primary function.

BOOMERANG: Primary: I don't see just how this uses ammo, but you throw it, and it slices through foes. Secondary: Throw it in this mode, and any enemy it hits will slow down temporarily.

TEK CROSSBOW: Primary: Fires big blue particles that explode on impact. Secondary: Upgrade to the sniper scope for greater power and accuracy. Silent and deadly.

PLASMA RIFLE: Primary: Fires green lasers that explode on impact. Secondary: Upgrades to a silent, rapid-fire Sniper mode.

CHESTBURSTER: Primary: Fires a temporary embryo that dies and causes damage on impact. Secondary: Fires an embryo that will be planted in the heart and break out of the chest in time, killing the victim.

D. Misc. Weapons

IRON CLAW: Plant it and anyone who steps on it will be doomed.

CEREBRAL BORE: Shoots a drill at the enemies' head and drills out a few gallons of brain fluid.

PFM MINE: Plant these and anyone who comes near it will be exploded.

SENTRY TURRET: A rapid fire, automated turret that will kill anyone on an opposing team.

WARHAMMER: Primary: Hammer the crap out of your foes. Secondary: A charged attack.

MITE'S CLAWS: Primary: You scratch. Secondary: Double scratch and acid projectile.

RAPTOR'S CLAWS: Primary: Rapid Attacks. Secondary: A leaping double scratch.

VI. Characters

These are all of the characters you can play as.

GOOD GUYS:

JOSHUA: As the second-born male of this Fireseed generation, Joshua must assume the mantle of Turok and prove himself worthy to wield the Light Burden; a sacred vessel that is arguably the most powerful weapon ever created.

TAL SET: The very first Turok, Tal' Set is the greatest champion mankind has ever known. Having saved the Lost Land and mankind more than once, he strikes fear into the hearts of those who do evil. If YOU'RE playing as him, you can only use the warhammer.

ADON: Scholar, sorceress, and warrior, Adon is the bridge between the people of Galyanna and the Council of Voices. It is her duty to protect and serve both masters well.

BAD GUYS:

MANTID SOLDIER: A more highly evolved drone, these heavily armored insects are huge, swift, and deadly. They will stop at nothing to see their destiny fulfilled and that includes the destruction of Turok.

FLESH EATER DEATH GUARD: Their size and sheer ferocity make these flesh-eaters among the most dangerous enemies. Armed and fearless, the Death Guard have only one reason to continue their wanton destruction.

LORD OF THE DEAD: The foul, grotesque inhabitants of the netherworld known as Deadside have produced a warrior to participate in the battle to defeat Turok and secure the Light Burden. A victory for this slime means untold terror for the living.

THE CAMPAIGNER: The Campaigner once ruled the Lost Land with an iron fist. But he was destroyed by Joshua's Turok ancestor, Tal' Set. He's back now for revenge, part man and part machine.

BLIND ONE GUARDIAN: An ancient race of subterranean cave dwellers. They eat the flesh of warm-blooded prey. Joshua has decimated their number and now they want revenge.

DINOSOID FIREBORN: The Fireborn are a bizarre Dinosoid species with the unique ability to resist injury by flame. Born of genetic and magical experimentation, these beasts are tougher than nails and will stop at nothing to bring about the demise of Turok.

PURR-LINN JUGGERNAUT: The Pur-Linn are an ancient race of powerful and primitive creatures that are deeply resentful of the intellectual and technical superiority of the human race. They believe that if they can destroy Turok, humanity will fall.

SYRA: A hired gun orphaned by marauders as a girl, Syra gives no quarter and expects none in return. A whirlwind of lead and steel, she has accepted a

bounty on the head of Joshua Fireseed.

THE WARLORD BASTILLE: A former Warlord and General, this evil being believes the only way back to power is to defeat Turok and grab the Light Burden. Crafty, manipulative, and downright fearsome, Bastille will have his enemies' heads and eat them, too.

SYMBIONT: These things are from a family of arachnid parasites. Tapping into the mind of their hosts, they take over all functions and steal every last shred of their essence. Vile, creepy, and almost unstoppable, they must eliminate Turok before they can conquer the Lost Land.

OTHER GUYS:

DINOSOID VELOCIRAPTOR: Fast, intelligent, and lethal, these genetically enhanced dinosaurs are among Turok's oldest enemies. They are cunning, ruthless, and totally without remorse. Can only use claws.

MANTID MITES: They fight in packs, often overwhelming their prey by sheer numbers. They are quick and fearless. They are perfectly expendable warriors designed to do nothing but take out what they consider to be "the trash." Can only use claws.

MANTID DRONE: The Mantids are a highly evolved race of insect warriors who devour anything that stands in their way. Only Turok can keep them from slowly engulfing the Lost Land.

BIOBOT ELITE: The Primagen brought these grotesque creatures into existence before Turok destroyed him. They now annihilate anything in their path as they blindly seek revenge for the death of their master.

VII. Strategies

Remember, each of these bosses has a special ability that distinguishes them just from being a bot with tons of health.

A. THE WARLORD BASTILLE

He's big, he's mean, he absorbs lead. But that doesn't mean that you can't kill him. Just shoot him and make sure you have plenty of health. If you're out of ammo, there are alcoves on the side of the arena containing ammo, just don't go in there unless you're desperate. he also has a shield that protects his health, so after you take out his shield, his body will be temporarily exposed, so fill him full of lead, Billy. If you're about to die, don't panic, there is bullet ammo and health in the corners of the arena at all times, now this strategy doesn't get simpler than: repeat until dead.

B. BOUNTY HUNTER SYRA

Yeah, and you pictured her to be a cute little girl that comes over to make soup for you. Think again. She's a gun-packing bounty hunter with a purr-linn warclub as a body guard. Warclubs has just as much health as you, and they each respawn after 60 seconds, so kill Syra first. There is respawning ammo and health all over the arena, so stock up when you need to. Also, Syra has a sharper aim than any boss, she's a sniper, after all, so beware. Now, repeat untill dead.

C. MIND PARASITE SYMBIONT

Here's a fun twist: There's nowhere to hide in this place. Symbiont will use his mind powers to create three look alike of himself. Of course, Symbiont always has one characteristic that distinguishes him from his illusions. And one other thing, these illusions CAN hurt you. And if you kill them, they'll just keep on coming back, so concentrate on the different one. Also, there is respawning health and ammo, so stock up for this grueling battle. Just repeat untill dead.

D. TUROK MASTER TAL'SET

Yep, it's your daddy. And you have to fight him at the end of every trail. He has every single weapon, too. There is ammo in the middle of the arena, health on the edge, and power in the underhalls. After a few million shots at him, he will teleport and summon random enemies to come and kill you. After you kill them, Tal'Set will be back. You know what to do, repeat untill dead.

VIII. Secrets

All Characters: Acumulate 250 frags

All Weapons: Acumulate 500 frags

Unlimited Ammo: Acumulate 750 frags

All Extra Modes: Acumulate a near impossible 1000 frags, now, THAT'S mass murder!

NOTE: After getting 250 frags, you can just copy your player four times to get all the cheats, simple, yes?.

IX. Credits

Accaim and Iguana, for this extensive game.

Me, I wrote it.

Brother Reed for the title art.

You, for reading.

X. Closer

Whew, that was a lot of work. You'd better appreciate this, or else!

XI. Other FAQs By ME, YES ME!!!

Current FAQs: Turok 2: Seeds of Evil Strategies, Turok: Dinosaur Hunter Boss FAQ
Up and coming releases: Doom 64 Everything but a walkthrough FAQ

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